

# QRC SIDE 1

## OPTIONS ON EACH TURN

- Allocate R-Units from PS (*Personal Stock*) or transfer R-Units between Territories.
- Invest in Economic Development (E-D) (*Note: one level of E-D may be established for several Territories per turn*). See examples below.
- Advance Governor counterclockwise for one **roll**: **cost** = 3 CR points **per roll**. **Players must forfeit 3 CR points every time they want to move counterclockwise**. Otherwise, players must advance their Governor in the clockwise direction for every roll to advance.
- Roll one, two or three 6-sided dice on each turn. Refer to page 13 for some considerations when deciding how many dice to roll on your turn.

### ROLL :



- Cash in EU for up to 5 CR points (1 point = 5 EU) per turn **or** when in need of currency, exchange points for EU at the same rate.
- **Guild owners may transfer three R-Units from each Guild Stock (GS) they control into their PS each time it is their turn.**
- Make business propositions: purchase or barter R-Units (*1 R-Unit = approx. 5 EU*). **Business propositions can include anything that two players may agree upon, including the trade of Territories and/or OPs, MISSION or INFLUENCE cards.** ED pieces must be purchased from the Administration and may only be given to another player **WITH** a Territory and its Title, provided the ED was on the Territory traded, with the necessary full set of R-Units. **Tip:** *Savvy planning of enticing propositions can often prove to be the difference between winning and losing.*

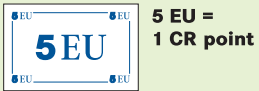
## EARNING POINTS

**1–4 points** for each Territory or Guild acquired, according to assigned value. (*Note: when players lose a Territory or a Guild points previously earned are forfeited to the new owner*)

**4–8 point BONUS** for ownership of an entire color group. **The bonus is equal to double the number of Territories in the group.** **Note:** *The bonus must **not** be remitted whenever losing one or more Territories.*

**5 points** for each level of Economic Development established on domestic Territories.

CR points may also be purchased at a rate of 5 EU per point. **Players may cash in EU for maximum 5 points per turn. This can only be done up until 25 points before the set mark for victory.** Example: in a four player game to 100 points, a player with 74 points may still purchase up to 5 points (*not just 1*) on their turn. Only after going over the 75 point mark (in this example) are players barred from purchasing points. *There is no limit to how many points may be traded for EU when in need of currency.*



## R-UNITS & E-D (Resources and Economic Development)

- E-D raises the Conference Cost Rate other players must pay when landing on a Territory.
- **One** complete set of all 5 R-Units is necessary to qualify for Economic Development.
- **Two** complete sets are required for Super Development.
- Development Premiums – to be paid to the Administration – are on the front of Territory Titles. **Players may only develop one level per Territory, per turn. A Territory must therefore already be Developed and have two complete sets of R-Units before it can be Super Developed.**

**Note:** Territories with lower point values cost less to develop, although 5 points are still earned for Development and Super Development. Conference Costs are however correspondingly lower.

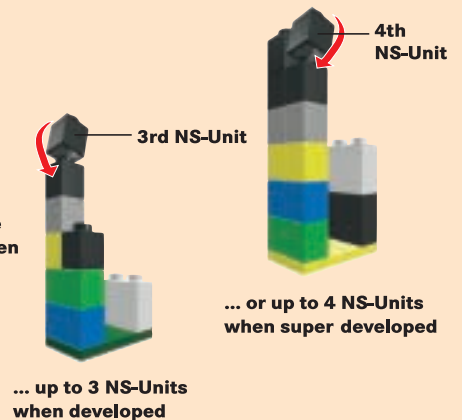
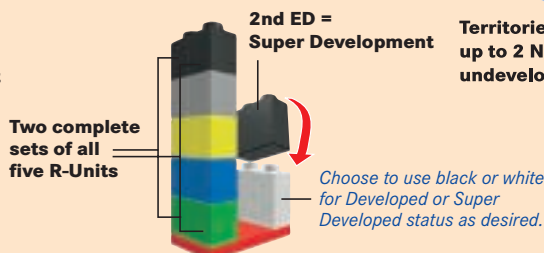
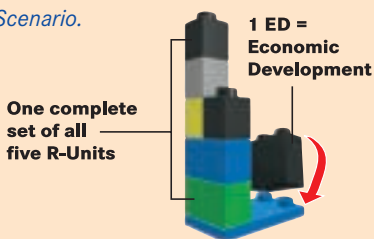


The “base price” for R-Units revolves around 5 EU per Unit, yet prices fluctuate according to supply and demand.

### Regarding militarization/adding Network Security (NS):

Players may add one additional NS-Unit for each complete set of R-Units (*see Aggression, page 17, QRC side 4 for details on NS-Units*).

Whenever losing R-Units for any reason, such that Development or Super Development is no longer “justified”, players must temporarily set their CRF back 5 (or 10) points, remove the ED piece(s) from their Base Plate and place them on the Territory field until the R-Units have been replaced. Until then, players may not collect the increased Conference Cost Rate from Visitors. Likewise, such Economic Development cannot be considered in the Assessment of Strength for an Aggression Scenario.



... or up to 4 NS-Units when super developed