

7 DAYS TO TAKE THE MOST EPIC
TOUR OF CANADA

7 JOURS POUR FAIRE LE PLUS ÉPIQUE
VOYAGE AU CANADA



Quadrato

CANADA 

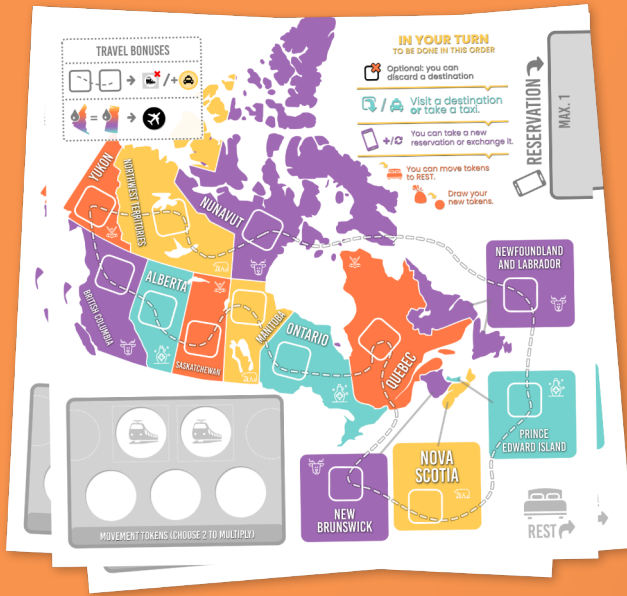
 GENEVIÈVE DUPUIS

 GILLES TURBIDE

Collection
Math & Geo
Collection

COMPONENTS

4 PLAYER BOARDS



4 PLAYER AIDS



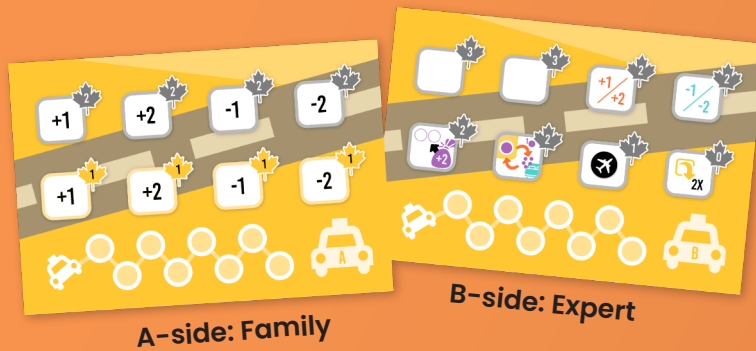
4 DRY ERASE MARKERS



39 DESTINATION CARDS In English



4 TAXI BOARDS



8 DAY CARDS



8 TRAINS



5 BAGS

(Black, purple, blue, yellow and orange)



74 MOVEMENT TOKENS

- 24 Base (values 1 to 6)
- 24 Advanced (values 7 to 12)
- 4 Coloured Airplanes
- 22 Black Airplanes

5 TROPHIES



GOAL OF THE GAME

You and your friends have given each other a challenge: you each have seven days to do the best tour of Canada. Pack your bags, because your journey begins!

In Quadrata Canada, you will have to visit Destinations by multiplying 2 of the tokens you have drawn from your bag.

As you travel, you can upgrade your bag and earn Trophies by exploring Destinations of the same colour. You can also receive bonuses by visiting Destinations close to each other.

The player with the most points at the end of 7 days (rounds) will be the winner!

HOW TO GET POINTS?

There are five ways to gain points:

- Visited **Destinations** give between 2 and 5 points.
- **Taxis** give between 0 and 3 points.
- Removed **Trains** give 1 point.
- Each **Airplane** collected gives 0.5 points.
- **Trophies** give between 2 and 3 points.

SETUP

- 1 Shuffle the 39 **Destination** cards and create a face-down deck.
- 2 Draw the first 4 cards and place them face up next to the pile.
- 3 Put the 24 **advanced tokens** (values 7 to 12) in the black bag.
- 4 Form a pool near the Destination cards with the **Black Airplanes**.
- 5 Place the 5 **Trophies**, forming a line near the centre of the table, with the Trophies facing up.

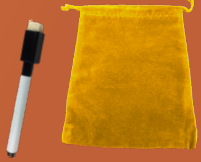
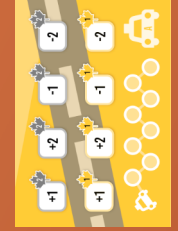
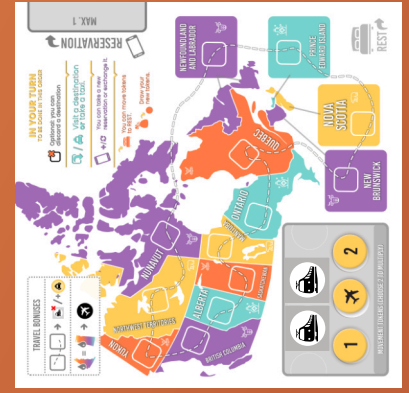
Each player chooses a colour takes the following components:

- 6 A **player board** and places it in front of them.
 - 7 A **Player aid** and a **Taxi board**, placing them near their player board.
 - 8 The **bag** of their colour .
 - 9 The **Airplane** and the 6 **Basic tokens** of their chosen colour and put them inside their bag.
 - 10 2 **Trains**, placing them on the corresponding spaces in their movement area.
 - 11 1 **marker**
- 12 Each player randomly draws 3 tokens from their bag and places them on the corresponding spaces in their movement area.
 - 13 Determine the **first player** randomly. This player stacks the **Days** cards, from day 0 (on the top) to day 7, in a face-up pile near them. This player will be in charge of changing the Days cards and informing the other players of the new day's event at the beginning of each of their turns.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74
75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99
100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124



1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120



1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120



PLAYING THE GAME

PHASE 1: A NEW DAY BEGINS

Each round, the first player discards the first **Days** card on top of the deck. All players then perform the special action indicated on the revealed card.

DAY 1



All players get one available Taxi. They do this by tracing the first circle on their Taxi board. *See page 11 for more details on Taxis.*



DAY 2 & 4



All players draw 2 advanced tokens from the black bag and place them in their resting area, to the right of their board.

DAY 3 & 5



All players choose 1 (day 3) or 2 (day 5) of their basic tokens from in their bag, resting area, or movement area, and return them to the box. They can come from 2 different locations or the same. *Refill any empty space in the movement area from which a token was removed.*

DAY 6



All players draw 2 advanced tokens from the black bag and place them in their resting area. They then take all the tokens from their resting area and return them to their bag.

Note: There is no special action for the 7th day.

PHASE 2: PLAYER TURNS

Then, starting with the first player and in clockwise order, each player takes their turn. A player's turn consists of **four steps**.

Step 1: Replace one Destination card

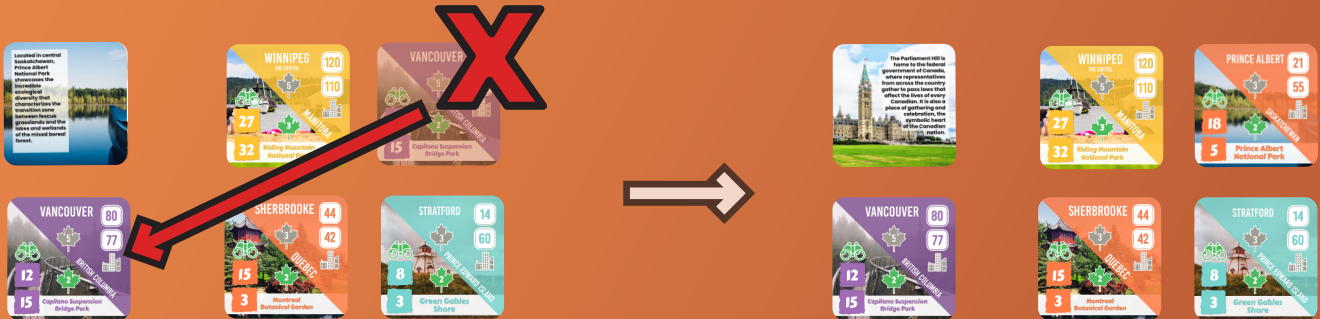
Step 2: Visit a new Destination

Step 3: Book a Destination

Step 4: Rest

STEP 1: REPLACE ONE DESTINATION CARD (OPTIONAL)

At the beginning of your turn, you may discard one of the four Destinations from the centre. This action is optional. *The discard pile is formed during the game, as an open-faced stack of cards placed next to the Destinations pile.*



At any time during the game, when a Destination is removed from the centre, it must be replaced with the next one from the deck.

This way, there will always be 4 Destinations available in the centre. If there are no more cards in the Destination deck, shuffle the discarded cards and create a new face down deck.

STEP 2: VISIT A NEW DESTINATION

On your turn, you can visit **only one** of the following Destinations:

- 1) One of the 4 Destinations in the centre of the table;
- 2) The Destination on top of the discard pile;
- 3) A Destination in your reservation area (see "Book a Destination" section on page 12).

To do this, you must obtain **one of the four** numbers surrounded by a frame indicated on a Destination by multiplying 2 tokens of your choice from your movement area.

DESCRIPTION OF A DESTINATION CARD



- 1 CITY NAME
- 2 NUMBER TO GET TO VISIT THE CITY (ONE OR THE OTHER)
- 3 DESTINATION TYPE: CITY
- 4 POINTS FOR VISITING THE CITY
- 5 ATTRACTION NAME
- 6 NUMBER TO GET TO VISIT THE ATTRACTION (ONE OR THE OTHER)
- 7 DESTINATION TYPE: ATTRACTION
- 8 POINTS FOR VISITING THE ATTRACTION



If it's your turn and **you can't visit a Destination**, circle the next available Taxi on your Taxi board instead.

VISITING A DESTINATION EXAMPLE

6

5

With these two tokens, you can visit the CN Tower (attraction) because $5 \times 6 = 30$. This Destination earns you 2 points at the end of the game.

If you have tokens 10 and 11 (advanced tokens), you can visit the city of Toronto ($10 \times 11 = 110$). This Destination earns you 5 points at the end of the game.

10

11

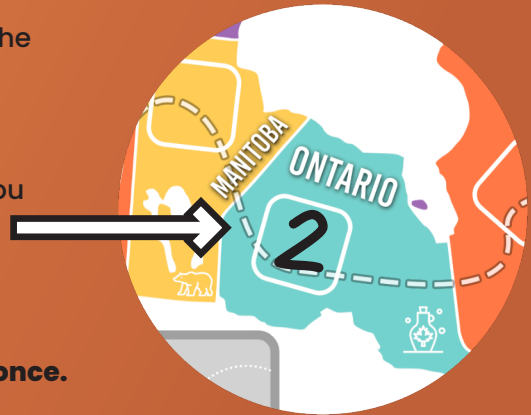
9

12

You could also visit the city of Toronto using tokens 9 and 12 ($9 \times 12 = 108$).

Then place the Destination card near you, and move the two used tokens to your rest area.

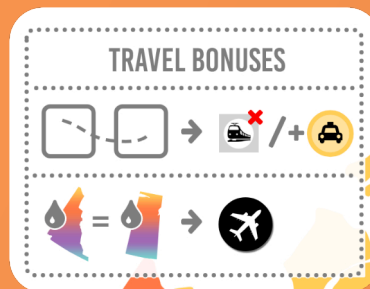
Next, write the number of points (according to what you have visited) in the square of the province or territory visited on your player board.



Each player can only visit each province or territory once.

GAINING TRAVEL BONUSES

When you score points on your player board, you must check if this activates one or more travel bonuses. There are two types of travel bonuses.



← PATH BONUS

← COLOUR BONUS

PATH BONUS

If the Destination you just visited allows you to continue along the path (in dotted lines) from one or two other Destinations already visited, you will get a path bonus for each new connection.

For example, if you had previously visited Alberta and Manitoba, when you visit Saskatchewan, you can take 2 path bonuses. Later in the game, if you visit Ontario, you can take another path bonus.



The path bonuses give you a choice between getting a Train or a new Taxi.



COLOUR BONUS

If you score points for a Destination in the same colour as one or more other Destinations you previously visited, take a Black Airplane from the reserve and place it in your resting area.

For example, if you visit New Brunswick (purple) and you had previously visited Nunavut (purple), you can take a Black Airplane.



It is possible to gain multiple bonuses by visiting one Destination.

AIRPLANES



An Airplane (Coloured or Black) is used in the same way as the other tokens, but it has a value between 1 and 12. You decide the value you want to give it each time you use it.

The Airplanes in the reserve are limited in number. Once all of them have been taken by the players, it is no longer possible to benefit from the colour bonus for the rest of the game.

TRAINS



Getting a Train allows you to remove one Train tile from your board. For the rest of the game, you can place an additional token on the space that is freed up when drawing tokens. Each Train is worth 1 point at the end of the game.

Note: A player may only take the Train bonus twice during a game.

TAXIS

HOW TO GET TAXIS

All players will get their first Taxi on day 1 of the trip. The other way to get Taxis is by getting a path bonus.



When you **get a Taxi**, you need to mark it on your Taxi board by circling the next available Taxi.



HOW TO USE TAXIS

When you visit a Destination, you can use one or more of your Taxis to modify the outcome of a multiplication.

For example, with tokens 3 and 4 (result = 12), you could choose a Destination that requires a 14 to be visited.



$$3 \times 4 = 12 + 2 = 14$$



To use a Taxi, start by placing an X in one of the empty, already circled Taxi slots.

Next, place another X on the Taxi bonus you wish to use. **This bonus must not already have an X marked on it.** Immediately apply the chosen Taxi bonus.



You can use a Taxi during the turn you receive it or during one of your following turns. You can also use multiple Taxis in the same turn to create advantageous combinations.

Each square is worth 1 or 2 points, make sure to use the right Taxis!



If you have any unused Taxis at the end of the game, you can use them on the empty squares of your choice. You won't get the bonuses, but you will still score their points.

WIN A TROPHY

The **first player** who has visited all Destinations of the same colour can take the Trophy of that colour. Additionally, the first player who has visited a Destination of each colour (all 4) can take the multicoloured Trophy. These Trophies give 2 points at the end of the game (3 points for the purple Trophy).



STEP 3: BOOK A DESTINATION

You can take ONE of the following Destinations:

- 1) One of the 4 Destinations in the centre of the table;
- 2) The Destination on top of the discard pile.

Then place it in your **RESERVATION** area.

Only one Destination can be in your reservation area. If you already have a reservation, return it to the discard pile before taking your new one.

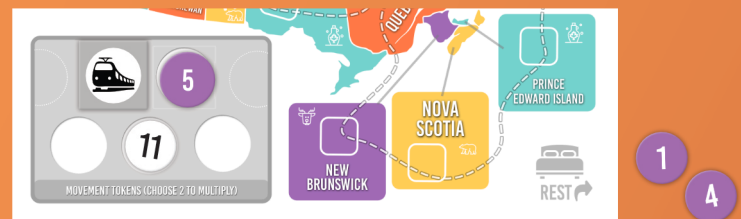
You may only book **one** Destination **per turn**.



STEP 4: REST

Among the remaining movement tokens, you can keep the ones of your choice and send the others to your resting area.

End your turn by drawing new tokens from your bag to fill in the empty spaces in your movement area.









If you need to draw a token from your bag and it is empty, take all the tokens located in your resting area and put them back in your bag to continue drawing.

WHEN THE LAST PLAYER HAS FINISHED THEIR TURN, A NEW DAY BEGINS

During other players' turn, you can mark off the results that can be achieved with the tokens from your movement area on your player aid.



	
	26
	2
	10
	2
 0.5+	3.5
Total	43.5

END OF THE GAME

At the end of the 7th day, it's time to tally up the points. Players can use the back of the player aid to record their points.

- 1) Add up the value of all your visited Destinations (on your player board).
- 2) Add up the value of all your Trophies (on the back of Trophies).
- 3) Add up the value of all the Taxis you have used (in the maple leaves).
- 4) Add 1 point for each Train no longer on your board.
- 5) Add 0.5 points for each Airplane **you own** (including your own colour's).

The player with the most points wins. In case of a tie, the player among the tied players who has the most 5's recorded on their player board wins. If there is still a tie, the player among the tied players who has the most Trophies wins. If there is still a tie, the tied players share the victory.

EXPERT VERSION

For players who want to add a bit more strategy, the B-side of the Taxi boards contains the expert version of the game. In this version, the Taxis activate different bonuses described below.



When you use this Taxi, you can add 1 or 2 to the result of your multiplication to visit a Destination. For example, with tokens 2 and 7 (product = 14), you could take a Destination that requires a 15 or 16 to be visited.



When you use this Taxi, you can subtract 1 or 2 from the result of your multiplication to visit a Destination. For example, with tokens 3 and 4 (product = 12), you could take a Destination that requires a 10 or 11 to be visited.



When you use this Taxi, draw two additional tokens from your bag and place them in your movement area (in the dotted circles). These tokens are like the others on your board: you can use them in this turn or keep them in place for a future turn.



When you use this Taxi, take a token from your resting area and exchange it with one of the tokens in your movement area.



When you use this Taxi, take a new Airplane token and add it to your resting area.



When you use this Taxi, you can visit a second Destination in the same turn using the remaining movement tokens on your board. So you must have a minimum of four tokens during your turn. It is possible to use this Taxi on the same turn you receive it.



The two empty spaces have no immediate bonus, but they score 3 points at the end of the game if you mark them with an X.

For your strategies: Destinations that can be visited with two basic tokens give 2 points. Those that require one basic token and one advanced token give 3 points, and those that require two advanced tokens give 5 points.