

HI & WELCOME!

PRINT & PAPER:

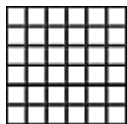
best on white paper, size A4 or US Letter, portrait format, black or colored
the game looks better colored! only the pieces have to be in color (print colored or color them yourself)

TIP: print or stick all the necessary parts on thicker paper or cardboard!

CHECKLIST 'Q.A.X.': (contents for 4 players) - 12 pages

- checklist, contents
 - game rules (1)
 - game rules (2)
 - game rules (3)
 - game rules (4)
 - game board part 1
 - game board part 2
 - company-fields
 - company-fields & shares
 - shares & pieces
 - index & index-pieces
 - coins
- Cut **game board** parts & fit to match. Cut **company-fields, shares & index**.
 - Use your own **pieces** (must be three of same color for each player) or cut (they have to be colored!)
Index-pieces must be 3 x 3 different colors.
 - Use your own **coins** (80-90) or cut (and put on thicker paper).

CONTENTS:



1 GAME-BOARD: white sheet with 36 square spaces



36 COMPANY-FIELDS: 9 company-symbols, each with numbers 1-4



1 'INDEX': a board with 9 company-symbols
For each company the rows HAUSSE, NOMINALE & BAISSE



36 'SHARES' (resp. stocks): cards with company-symbols & names (each marked with 1-4)

- 9 INDEX-PIECES: 3 black, 3 grey, 3 red
- 12 PIECES: 3 of each color - orange, blue, yellow, green
- BANK = 81-90 COINS: put them in a box, bowl,...

Q.A.X. - GAME RULES (1)

Object of the game is to make the most profit clever, tactical moving & trading!
You win if you are the first to reach a certain amount of coins. (see last page of game rules)

START OF THE GAME:

- Place the 36 company-fields face up on the spaces of the board: Shuffle & deal the company-fields face down to all players - then place them one by one on an empty space on the board.
- PIECES: Each player gets 3 pieces of the same color
- COINS: Each player receives 7 COINS
- SHARES: place the shares face up on the table (preferably sorted by company-symbols)
- START-PLAYER, INDEX & INDEX-PIECES: choose a start-player (anyone, start-player changes in the course of the game). The Start-player gets the INDEX & the INDEX-PIECES.
- BANK: choose one player who will be responsible for the box of COINS.

1) PLACE PIECES:

- Take turns placing pieces on any company-field not occupied by opponent's pieces.
 - You may place **single-pieces** on a field, but you may also create **double-** or **triple-** pieces!
- Tip: more chances with smaller pieces, but they can be attacked more easily! When placing pieces, you should know which movements & actions are possible. You could first play a 'test-round'.

2) START-PLAYER DETERMINES INDEX:

By placing the index-pieces on the index you determine a 'quotation' for **EACH COMPANY**:
HAUSSE for 3 companies: place BLACK PIECE in hausse-row under 3 companies
NOMINAL for 3 companies: place GREY PIECE in nominale-row under 3 companies
BAISSE for 3 companies: place RED PIECE in baisse-row under 3 companies

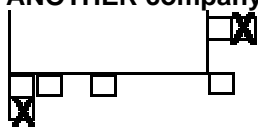
"GAME ROUNDS"

FIRST ROUND: all pieces are on the board (resp. company-fields), the start-player has determined the quotation for each company on the Index. All players must be able to see the index!
 Players proceed clockwise: the one left to the start-player begins:

FIRST - SHIFT A COMPANY-FIELD
THEN - MOVE PIECES & TRADE
!Always follow this order!

1) SHIFT A COMPANY-FIELD:

Take ONE vacant (= no pieces on it) company-field from the board and place it **NEXT TO ANOTHER company-field: horizontally, vertically or diagonally.**





You can place it 'outside' the board, but never further away from the board than one row!

- A company-field has to border **on another company field!** (At least diagonally.)
- You may place company-fields on empty (white) or 'outside' spaces.
- Once shifted - you can't make up your mind & change it!
- You don't have to shift a field if you don't want to.

Q.A.X. - GAME RULES (2)**2) MOVEMENTS & TRADING****! You have to make 3 movements with your pieces !****! After each movement you may TRADE !****MOVING PIECES:****1 MOVEMENT = 1 PIECE MOVES 1 SPACE horizontally, vertically or diagonally****☐ If you move 1 space with a double-piece it counts as: 2 MOVEMENTS****☐ If you move 1 space with a triple-piece it counts as: 3 MOVEMENTS****DIVIDE OR CREATE PIECES:**You may move up on your own pieces (create a double-, triple- piece)
or away from your own piece (e.g.: take a single-piece from a triple-piece & move with it).

Examples:

CREATE:  =  single-piece moves to another single-pieceDIVIDE:  a single-piece taken from a triple-piece moves away

- Don't move on or over empty (white) spaces.

- Don't move on fields occupied by opponent's pieces - otherwise you 'ATTACK' them. (see game rules 4)

DON'T REPEAT THE START-POSITION OF YOUR PIECES IN YOUR TURN!**Startposition = PLACE & HEIGHT OF YOUR PIECE/S!**

Examples:







☐ Startposition. A single-piece of that moves away. So a single-piece is 'left'.

Now you cannot move on that with a single-piece again - otherwise it would be the same position & height!

☐ Startposition. The piece moves - so the space is vacant. You cannot move with a single-piece on this space again (same position). But it would be possible to move on that space with a double-piece! (different HEIGHT!).**TRADING AFTER EACH MOVEMENT:**

remember: 1 movement = 1 space with a single-piece!

For example, if you move with a double-piece you 'use up' 2 movements for trading once.

e.g:  You move 1 space with a triple-piece: all 3 movements are 'used up'. After that - TRADE
(3 movements - 1 trade possible)e.g:  You move 1 space with a single-piece (= 1 movement) - TRADE
 Then you move 1 space with a double-piece (= 2 movements) - TRADE
(3 movements - 2 trades possible)e.g:  You move 1 space with a single-piece (= 1 movement) - TRADE
 Then you move 1 space with a single-piece (same or other piece!) (= 1 movement) - TRADE
 Then you move 1 space with a single-piece (same or other piece!) (= 1 movement) - TRADE
(3 movements - 3 trades possible)

Q.A.X. - GAME RULES (3)

TRADING

You may buy & sell shares, get a whole company & make profits from it and attack opponents.
But you could also be attacked or lose shares & coins.

! Trading always & only applies to the company-field on which you have moved !

1) BUY SHARES: look at the index how much you have to pay for the share of the company.

HAUSSE = 3 COINS
NOMINALE = 2 COINS
BAISSE = 1 COIN

Example: you have moved to the field 'dinero bros 3'. On the index there is Baisse for dinero bros.
If you want to buy it: pay the price (here:1 coin) to the bank & you receive the share (here: dinero bros 3).

- Numbers of company-field and share have to be the same!
- If another player already has that share - bad luck - you can't buy it!
- Place your shares face up in front of you, visible also for the other players.

2) SELL SHARES: if you already own the share of the field you have moved to (same number!), you may sell it: Look at the index to see the price (same as above). If you want to sell it you get the coins from the bank and put back the share (now it can again be bought by anyone).

3) COMPANY: if you own **ALL 4 SHARES** of the same company you are the **OWNER** of the company:
If you move to a field & own this company - look at the index:

HAUSSE = you receive 2 COINS from the bank
NOMINAL = you receive 1 COIN from the bank
BAISSE = you have to PAY 1 COIN to the bank

- So be careful where you move to & what the index says!
- If you sell one or more shares of the company - you don't own the company anymore.
- Players may own more companies.

TIP: you may move more than once to your company-fields & get 'cash'!
(That is of course if there is Hausse or Nominal & a startposition is not repeated!)
e.g.: you move your single-piece to 'your' company-field - get cash! (receive 1 or 2 coins)
then your piece moves to next company-field - get cash
e.g.: your single-piece moves to your company-field - get cash
then another piece moves to that single-piece on the company-field - get cash
e.g.: your piece moves to another of your pieces placed on your company-field

Q.A.X. - GAME RULES (4)

4) ATTACK OPPONENTS:

attacking opponent's pieces is only possible with pieces of the same height:

- ▣ attacks ▣
- ▢ attacks ▢
- ▤ attacks ▤

Creating a piece is possible e.g.: two of your single-pieces move on an opponent's double-piece.

Shift attacked piece:

The player who attacked places the attacked piece on any vacant company-field (not on an empty white one).

Choose the rules for shifting double or triple pieces:

- a) shift the whole piece to another field (this is the nicer version ;-)
- b) you may 'destroy' the piece & shift single (resp. double) pieces, each on a different field.

Player HAS TO BUY the attacked player's share:

If the attacked player owns the share of the field where s/he has been attacked (same numbers!) - the winner HAS TO buy that share:

Look on the index how much it costs & pay to the attacked player!

EXCEPTION: if the attacked player owns that company, s/he doesn't lose the share! (and player musn't resp. can't buy the share)

When you finished your movements & trading - it's the next player's turn

(player to the left - go on clockwise):

shift company-field, movements & trading. Next player..... until all players had their turn.

NEXT ROUND: NEW START-PLAYER

New start-player = the player to the left of the previous start-player: gets the index & places index-pieces.

The player left to the (new) start-player: shift company-field, movements & trade. Next player

(start-player is always the last for the turn!).

Next round - new start-player

The game ends as soon as one of the players reaches the goal:

WINNER OF THE GAME = the first who reaches a certain amount of coins (resp. more):

- If 2 are playing: 21 coins (approx. 20-40 min) / "Professional" version: 28 coins
- If 3 are playing: 14 coins / Professional version: 21 coins (approx. 80-100 min)
- If 4 are playing: 14 coins / Professional version: 21 coins

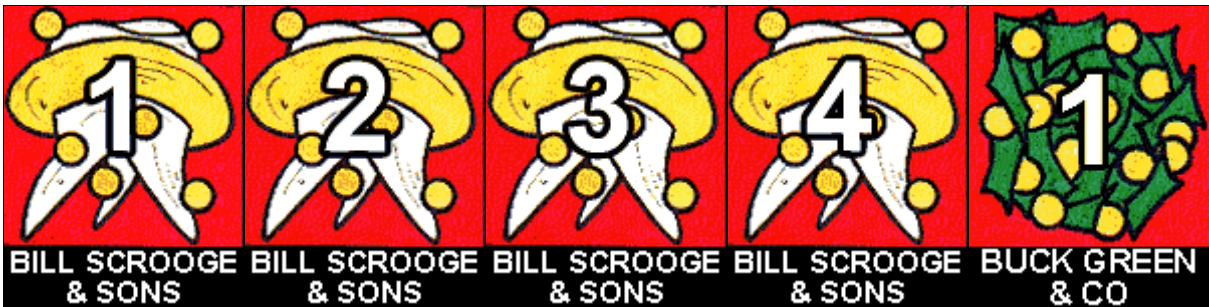
game board part 1

game board part 2

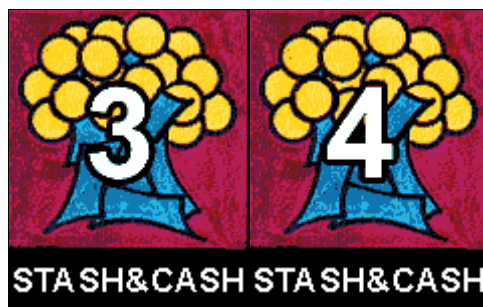
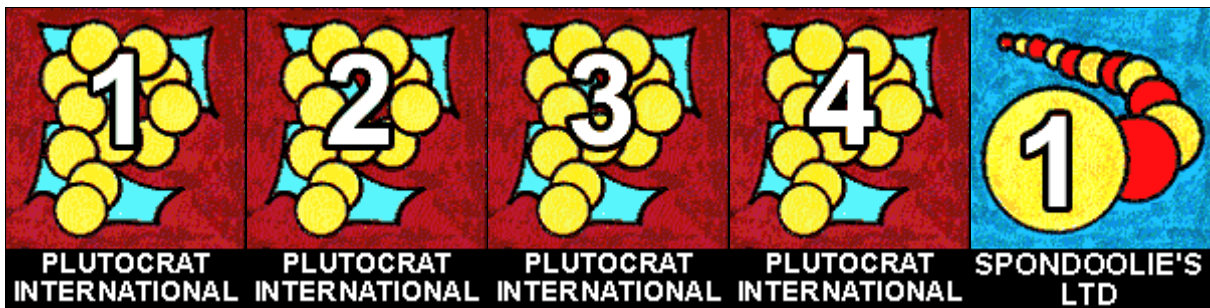
company fields:



company fields & shares:













shares:

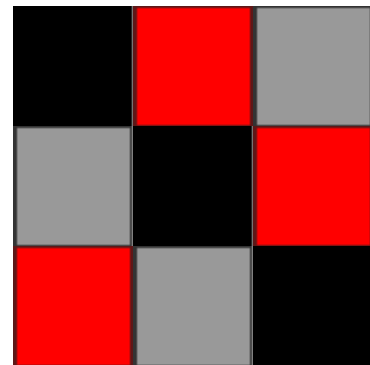


pieces:

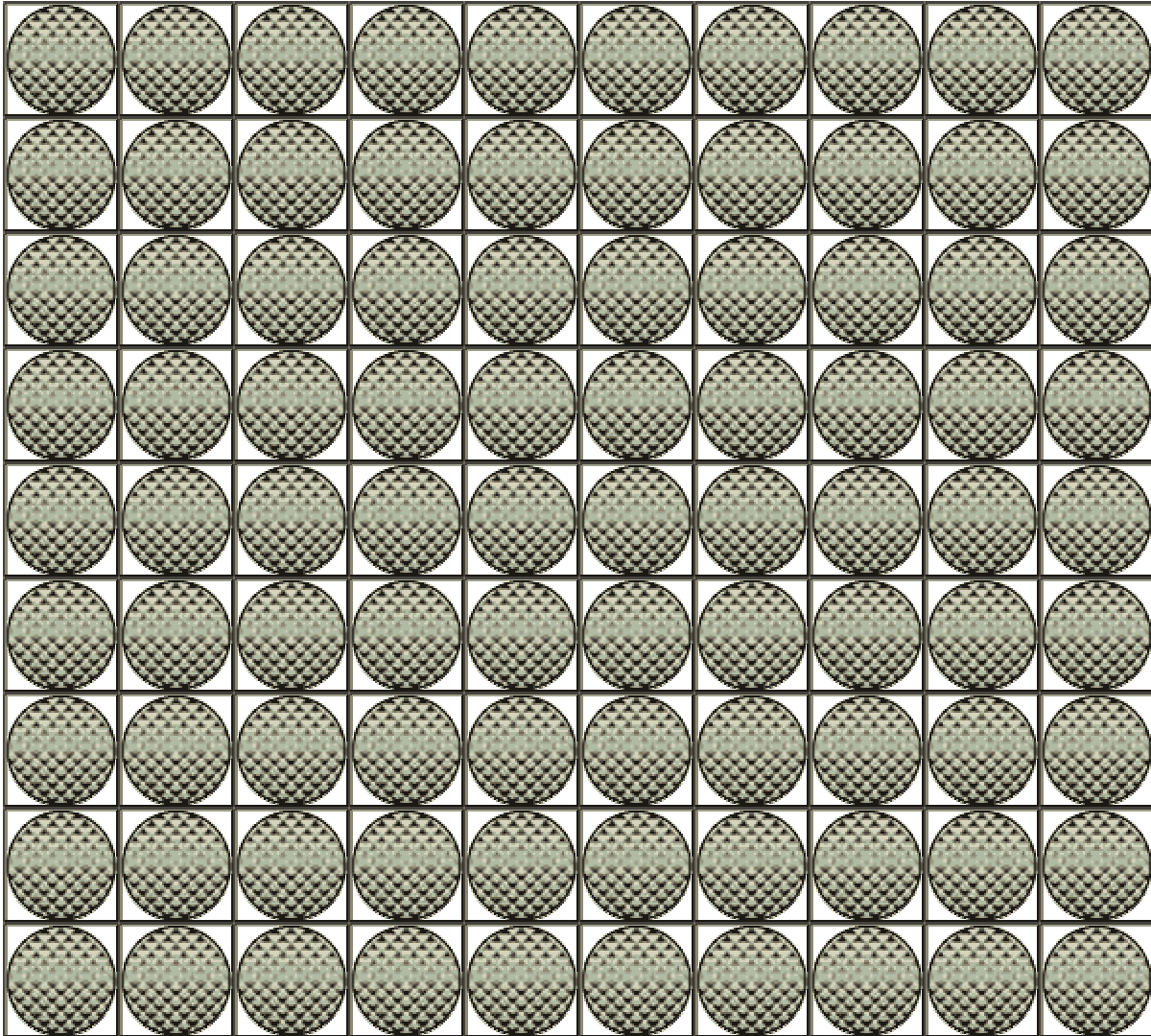


index & index-pieces:

			
			
			
			
			
			
			
			
			
	HAUSSE	NOMINALE	BAISSE



coins:



FINISHED! Thank you for using our services. HAVE FUN!