PARIS

A game by Wolfgang Kramer and Michael Kiesling
Illustrations by Andreas Resch

INTRODUCTION

In Paris, you take on the role of wealthy real estate investors in the Paris of the 1900s. Paris is at the height of its transformation into one of the most beautiful cities in the world. After having successfully organized the World Fair in 1889, topped by the construction of the Eiffel Tower and celebrating the centennial of the Storming of the Bastille, Paris goes through a period known as "la Belle Époque". The architecture of Paris created during this period ranged from the Beaux-Arts, neo-Byzantine, and neo-Gothic to Art Nouveau and Art Deco. It is your task to purchase some of these magnificent Parisian buildings in order to make a profit and invest in the development and upkeep of some of Paris' most iconic buildings and landmarks.

COMPONENTS



1 Game Board and 1 Arc de Triomphe



36 Building Tiles



8 Landmark Tiles



42 Bonus Tiles



12 End Game Tiles



6 VP Tiles



35 Francs



18 Resource Tokens



18 Prestige Tokens

In each of the 4 player colors:



1 Player Screen



12 Keys



1 Bonus Meeple



1 VP Disc

GAME SETUP

Note: *This is the basic setup for a game of "Paris". If you wish to play with a more randomized setup of the game, please check the "Variant Setup" chapter on the next page.*

1. Assemble the Board as shown here. If you prefer to play without the 3D Arc, you can flip the central Tile to the side where the Arc is illustrated.

2. Place your Bonus Meeple just next to the start of the Bonus Tile Track.

3. Place your VP Disc on the "0" spot of the VP Track.

4. Place the Landmark Tiles faceup next to the Board, so that everyone can clearly see all Tiles.

5. Assemble your Player Screen and place it in front of you. Whoever has the Player Screen Base with the icon is the start player for this game.

6. Take 3 Francs and place them behind your Player Screen.

7. Place the Coins next to the Game Board, sorted by their denomination. This is the general supply.

13. Shuffle the 36 Building Tiles. Randomly return 3 Tiles to the box without looking at them. Place the remaining Building Tiles in 2 equally divided piles next to the Game Board, with the Building images facedown.



Variant Setup

Once you have played a few games of Paris, you may spice things up by randomizing the Setup:

- *Instead of placing Resource Tokens and Prestige Tokens according to the basic setup scheme, first place the 6 Gold Resource Tokens next to the value 8 Building spaces. Then mix the 12 remaining Resource Tokens with all of the 18 Prestige Tokens, and place them randomly on the appropriate spaces.*
- *Take just 1 Bonus Tile of each number and divide them into 3 piles according to their letter [A/B/C]. Shuffle pile A and place the Tiles randomly in the corresponding zone of the Bonus Tiles Track. Repeat this step with pile B and C. Then, take the remaining Bonus Tiles according to the player count, and place them on the matching Bonus Tiles.*





12 In a 3-player game, remove all Bonus Tiles indicated with on their back. In a 2-player game, remove all Bonus Tiles indicated with and . Sort the Bonus Tiles according to their number and place them faceup on the corresponding spaces of the Bonus Tiles Track. Stack Tiles with the same number.

11 Place the End Game Tiles facedown next to the Game Board.

10 Place the VP Tiles faceup next to the Game Board.

9 Place your Keys behind your Player Screen. The number of Keys you receive depends on the number of players:

- 10 in a 2-player game
- 9 in a 3-player game
- 7 in a 4-player game

Place 2 of the remaining Keys per player color in a general reserve next to the Board. Return any left-over Keys to the box.

8 Place Resource Tokens and Prestige Tokens on the Game Board as shown here on each District.

GAME OVERVIEW

In "Paris", players take on the roles of real estate investors trying to purchase the most exquisite buildings in late 19th century Paris. Players score Victory Points (VP) by purchasing buildings and obtaining Bonus Tiles. The game is played over a variable number of rounds. Once the end of the game condition is triggered (see page 7), players will finish the current round, and will then all have ONE final turn before the end game scoring. The player with the most VP at the end of the game is declared the winner.

GAMEPLAY

Starting with the Starting Player and continuing play clockwise, each player MUST perform the following 2 game steps:

1. **Place a Building on the Game Board (as long as they are available)**
2. **Perform an action**

1. Place a Building on the Board

You must start your turn by drawing the top Building Tile from one of the draw piles and placing it on the matching Building space, with the Building Value and District as depicted on the Tile.

If all the draw piles of Building Tiles are empty, simply skip this step for the rest of the game.



Variant: *You can choose to disregard the District names written on the Building Tiles. If so, do not remove any Building Tiles during setup. Instead of placing a Building Tile in the matching District at the start of their turn, players may disregard the District's name and place the Tile on an available space with the matching number, in a District of their choice. There is one important rule though: Each district can only contain 1 Building of each type, e.g.: you cannot place a Theater in a District already containing a Theater. It is possible that you will not be able to place the Building Tile you drew. If this happens, simply remove this Building from the game, and proceed to step 2.*

2. Perform an action

In the second step of your turn, you must perform 1 of the following 3 actions:

1. **Place a Key on a Bank or on the Arc de Triomphe**
2. **Move a Key to purchase a Building**
3. **Take an End Game Tile (only allowed when all piles of Building Tiles are empty)**

1. Place a Key



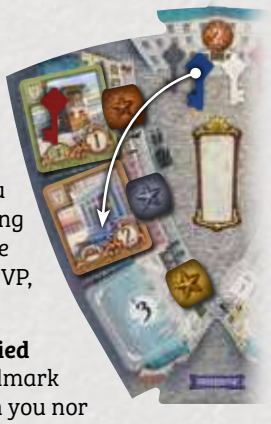
Take one of your Keys from behind your Player Screen and place it on the Bank of 1 of the 6 Districts or on the Arc de Triomphe.

If you place your Key on a Bank, take the indicated number of Francs from the general supply and place them behind your Player Screen.

Important: *You can only have 1 Key on each Bank and on the Arc de Triomphe at any given time.*

Important: *You cannot place a Key from behind your Player Screen onto a Building or Landmark.*

2. Move a Key



Move one of your Keys on the Game Board to an unoccupied Building or Landmark and pay the applicable costs (Francs and Resources, see "Costs" on the next page). You are then considered the owner of this Building or Landmark, and you may take its available benefits (Resource Token, Bonus Tile and/or VP, see "Benefits" on the next page)

You may only move your Key to an **unoccupied** Building or Landmark. The Building or Landmark may not already contain a Key, neither from you nor from an opponent.

If you move a Key from the **Arc de Triomphe**, you may move it to any unoccupied Building or Landmark in any of the 6 Districts.

If you move a Key from a Bank, a Building or a Landmark, you may only move it to an **unoccupied** Building or Landmark with a **higher Building Value** and **within the same District.** Note that Banks have no Building Value.



Example: *Charlotte wants to move her Key from a value 3 Residence. She cannot move it to a value 1 or value 2 Building, since those are of a lower value. She also cannot move it to the value 5 Hotel or value 13 Landmark, since that is already occupied by other players' Keys. She can however move it to the value 4 Restaurant.*

VP Tiles

As soon as a **District** has a total of 4 Keys on Buildings and Landmarks (not including the Bank), the active player may immediately place one of the available VP Tiles on an available VP Tile spot in a District **of their choice.**



These Tiles will offer bonus VP at the end of the game to the players who occupy the Buildings and Landmarks with the highest value in that District.

Buildings

You can only move your Key to an unoccupied Building that is already on the Game Board.

Landmarks

You can move your Key to an unoccupied Landmark that is already on the Game Board OR you can first add an available Landmark from the general supply to the District that your Key is in and then move your Key onto it.

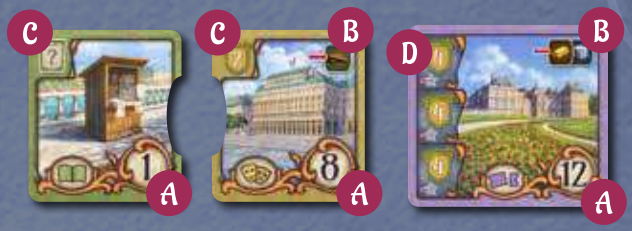


Landmarks are placed sequentially above each other. There are no limits to the number of Landmarks that can be added in a District, but the value of the Landmark you purchase always has to be higher than any previously placed one.



Example: *François has purchased a value 12 Landmark in Saint-Germain. Any future Landmark added to Saint-Germain will have to be of value 13 or higher.*

Buildings and Landmarks all have a **Building Value** (A). Some have an extra **Cost** (B), and some have a **Benefit** (C). Landmarks also have **Prestige Rewards** (D), depicted on the left.



Costs

To purchase a Building or a Landmark by moving your Key onto it, you must pay the number of **Francs equal to the value of the Building or Landmark.** However, if your Key came from another Building or Landmark, you only need to pay the **difference** in the value of the two. You also need to pay any **resource cost** listed at the top of the Tile.

If you do not have enough Francs and/or Resources, you are not allowed to move your Key to this Building or Landmark.

Example: *Raphaël wants to move his Key from the Bakery in Montmartre to the Theater. He pays 3 Francs and moves his Key to the Theater.*



Example: *Julie wants to move her Key from the Theater in La Villette to a new Landmark of value 12. She pays 4 Francs, 1 Marble and 1 Gold, adds the Landmark to the District and moves her Key to it.*



Resources and Prestige Tokens

There are 3 types of Resources: Wood, Marble, and Gold. These are needed to purchase value 8 Buildings (which require Wood) and Landmarks (which require Marble and Gold).

 *Wood*

 *Marble*

 *Gold*

There are 3 types of Prestige Tokens: Bronze, Silver, and Gold. These will be worth VP if you use them to purchase a Landmark.

 *Bronze*

 *Silver*

 *Gold*

Resources can be bought and sold at any time, and Prestige Tokens can only be sold at any time, according to the table on your Player Screen Base:



Note that at the beginning of the game, Resources **cannot be bought yet** because they are all on the Game Board. They will become available as the game progresses. Whenever you spend Resources, you place them next to the Board in a general reserve, where they become available to all players for purchase. Whenever you spend Prestige Tokens, they are discarded from the game.

Benefits

After moving your Key to a Building or Landmark and paying its costs, you can receive several sorts of Benefits:

- Whenever you purchase a Building, you may take the Resource or Prestige Token next to it, if still present, and place it behind your Player Screen. If someone took the Token before you, you do not receive any Token.
- Whenever you purchase a Building of value 1 or 2 you may take a Bonus Tile for free by moving your Bonus Meeple forward on the Bonus Tile Track. You may do the same whenever you purchase a Building of value 3, provided that you pay 2 Francs first. (see "Bonus Tiles" on this page)



- Whenever you purchase a Building of value 8, you immediately gain 2 VP.



- Whenever you purchase a Landmark, you may hand in up to 3 Prestige Tokens as depicted on the Tile, and receive the corresponding VP for each Prestige Token you discard.



Example: *Julie purchases a value 15 Landmark in Belleville, above the already placed value 10 Landmark. She pays 15 Francs, 2 Gold, 1 Marble and she places her Key on the Landmark. She decides to give up 2 of her Gold Prestige Tokens; this gives her 10 VP.*



Bonus Tiles



Bonus Tiles can be earned by acquiring Buildings of values 1, 2, or 3. To obtain a Bonus Tile, move your Bonus Meeple forward as many spaces as you wish along the Bonus Track, onto an available Bonus Tile. Then take the Tile and place it behind your Player Screen. If you land on a stack of Tiles, you take the topmost one. Multiple Bonus Meeples can occupy the same space, as long as there are Tiles available in that location.



Important: *You can only move your Bonus Meeple* ***forward*** *on the Track, so be very aware that once your Bonus Meeple has passed certain Bonus Tiles, you will* ***not*** *be able to claim these later in the game! Once your Bonus Meeple has reached space 30 of the Bonus Track, you can not obtain any more Bonus Tiles.*

You may activate a collected Bonus Tile **immediately** or **later in the game**, at any moment during one of your turns. When you do, you immediately obtain the advantage and discard the Tile faceup next to your Player Screen.

Exception: *Bonus Tile 27 can't be activated during the game. It is scored at the end of the game.*

As a general rule, you may never own 2 Bonus Tiles of the exact same type (with the same number on them), even if the effect of a Bonus Tile would give you the possibility. And whenever a Bonus Tile gives you Resources or Prestige, you may NOT take a Resource or Prestige Token from the supply for it. Instead, you can use the Bonus Tile itself as Resources or Prestige, as depicted on the Tile.

A list of all the Bonus Tiles is in the appendix on page 8.

Example: *Charlotte may collect a Bonus Tile as she purchased a value 2 Building. She moves her Bonus Meeple onto Bonus Tile number 18 and places it behind her Screen. A few turns later, when she has Keys on three different value 4 Buildings, she decides to activate the Bonus Tile, which immediately gains her 15 VP.*



3. Take an End Game Tile



Only after the drawing piles of the Building Tiles are exhausted, you may, **instead of placing or moving a Key**, search through the pile of End Game Tiles and take 1 Tile **of your choice**. You may activate a collected End Game Tile immediately or later in the game, at any moment during one of your turns. When you do, you immediately obtain the advantage and discard the Tile.

The pile of End Game Tiles is kept facedown. Although players may search through the pile when they choose this action, it is kept a secret what Tiles are still available.

Whenever an End Game Tile gives you Resources or Prestige, you may NOT take a Resource or Prestige Token from the supply for it. Instead, you can use the End Game Tile itself as Resources or Prestige, as depicted on the Tile.

END OF THE GAME

When a player takes the last End Game Tile, this triggers the end of the Game. Continue playing the current round as normal, assuring that all players have an **equal amount** of game turns. **Then, all players play one final round.** This is an opportunity for all players to use any Bonus Tiles they have not used yet (if possible).

End Scoring

- A player that owns Bonus Tile 27 scores 1 VP for each Franc they own.
- Players may score bonus VP in each District with a VP Tile, if they have purchased **at least one** Building or Landmark in that District. Players add up the value of all the Buildings and Landmarks with their Key(s) on it. In each District, the players with the highest, 2nd highest, and 3rd highest total value receive the highest, 2nd highest, and 3rd highest VP respectively, as depicted on the VP Tile in that District. The 4th player does not receive any VP. In the case of a tie, the tie is broken in favor of the player who purchased the Building or Landmark with the highest value in that District. If there is still a tie (because of the use of Bonus Tile 16), the VP of the applicable tier are awarded to all tied players, and the next level tier is skipped.

Example 1: *At the end of the game, all players score the VP of the Batignolles District. Louis has a total Building Value of 13 (11+2), Raphaël has 10 (5+4+1), Julie has 13, and Charlotte has 3. Louis and Julie tie for 1st place, but since Julie occupies a higher value Tile (13) than Louis (11), she gets 20 VP, Louis gets 10 VP, and Raphaël gets 5 VP.*



Example 2: *Next, all players score the VP of the Montmartre District. Louis has a total Building Value of 16 (11+5), Raphaël has 21 (15+3+3), Julie has 8, and Charlotte has 21 (15+4+2). Raphaël and Charlotte tie for 1st place, and both of their highest value Tile is the same (the Louvre). In this case, they both get 16 VP, noone gets 8 VP, and Louis gets 4 VP.*



Important for a 2-player game: *The player with the 2nd highest value only gets the VP if their total value amounts to at least HALF of the total value of the 1st player.*

Example 3: *In a 2-player game, Charlotte and Louis are scoring the Belleville District. Charlotte has a total Building Value of 12 and Louis has 5, which is less than half of the value of Charlotte. Charlotte gets 18 VP and Louis gets 0 VP.*



Once all players have tallied the bonus VP of each District with a VP Tile, **the player with the most VP is declared the winner!** In case of a tie, victory goes to the player with the most Francs they own. If there is still a tie, victory goes to the player that occupies the Buildings and Landmarks with the highest total value on the entire Board. If there is still a tie after that, those players share the victory.

CREDITS

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APPENDIX: BONUS TILES

This is a list of all the Bonus Tiles and their effects. **Remember:**

- You may activate a Bonus Tile immediately or during a later turn.
- You may not own 2 Bonus Tiles of the same type (with the same number).
- When you activate a Bonus Tile, you **immediately** obtain the advantage and **discard** the Tile next to your Player Screen.
- When a Bonus Tile depicts Resources or Prestige, **the Bonus Tile itself counts as the depicted item.** Do **NOT** take Resource or Prestige Tokens from the supply.



1-5-7-12-22: You receive the indicated amount of Francs and/or VP.



2-3-4: This Tile counts as 1 Resource Token of the indicated type. You may discard it to purchase a Building or Landmark or sell it for Francs.



6-11-15-18-26-28: Receive the indicated amount of VP for each Building of the indicated value that you occupy at the time you use this Bonus Tile.



8: This Tile counts as 1 Prestige Token of your choice. You may use it to earn VP when you purchase a Landmark or sell it for Francs.



9: When you move a Key, you may move it to a Building or Landmark that is already occupied by one of your Keys. You still need to pay the normal costs and receive its benefits (if applicable). Please note that if you own a Building or Landmark twice thanks to this Tile, it is counted **double** for any scoring that may occur.



10: This Tile counts as 1 Resource Token of your choice. You may use it for the purchase of a Building or Landmark, or sell it for Francs.



13-14: You may pay the indicated number of Francs to receive 1 extra Key from the general reserve and place it behind your Player Screen.



16: When you move a Key, you may move it to a Building or Landmark that is occupied by an opponent's Key. You still need to pay the normal costs and receive its benefits (if applicable).



17: You may take any Bonus Tile off the Board and place it behind your Player Screen. Do not move your Bonus Meeple from its current location.



19: This Tile counts as 2 Prestige Tokens of your choice. You may use them (one or both) to earn VP when you purchase a Landmark or sell them (one or both) for Francs.



20: Receive 1/2/3 VP (with 2/3/4 players) for each unused Bonus Tile you own (this Tile not included) at the time you use this Bonus Tile. You do not have to reveal the Tiles, simply show the Bonus Tiles to the other players to prove how many you have, and then return them behind your Screen.



21: This Tile counts as 2 Resource Tokens of your choice. You may use them (one or both) for the purchase of a Building or Landmark or sell them (one or both) for Francs.



23: You may return one or more sets of 2 identical Prestige Tokens to the general supply and receive 2/3/4 VP (with 2/3/4 players) for each returned set.



24: You may return one or more sets of 2 identical Resource Tokens to the general supply and receive 2/3/4 VP (with 2/3/4 players) for each returned set.



25: Move your Bonus Meeple up to 5 Tiles back on the Bonus Track and take the Bonus Tile present there (Remember that you cannot own 2 Bonus Tiles with the same number).



27: Receive 1 VP for each Franc you own at the end of the game.



29: Receive 8 VP for each Landmark that you occupy at the time you use this Bonus Tile.



30: Receive 10/15/20/25 VP if you occupy 4/5/6/7 different types of Buildings and Landmarks at the time you use this Bonus Tile. All Landmarks are considered to be of 1 type.

Example: Raphaël occupies 1 Café, 3 Bakeries, 2 Hotels, 1 Theater, and 2 Landmarks (The Jardins du Luxembourg and the Eiffel Tower). He occupies 5 different types of Buildings/Landmarks and receives 15 VP when playing this Bonus Tile.