

PARIS

l'Étoile


An expansion for the game "Paris"
Design by Wolfgang Kramer and Michael Kiesling
Illustrations by Andreas Resch

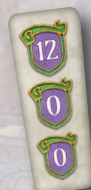
INTRODUCTION

A few years have passed since the events of Paris. You have invested in many of Paris' most prestigious building and landmarks, and have made quite the name for yourself. But that does not mean you can rest on your laurels! Shrewd foreign investors have set their eyes on the French capital, eager to become important players in Parisian real estate, they have brought lots of new strategies into the market. The highly coveted properties are all centered around the most famous roundabout in the world: La Place de l'Étoile, from which the iconic Arc de Triomphe looks down on the Champs-Élysées. Since your experience and your ability to adapt to new strategies gives you unique advantages, the foreign investors will have quite the challenge ahead.

COMPONENTS



11 Bonus Tiles (marked with )



1 Special VP Tile



5 Starting Strategy Tiles (marked with "S")



7 Strategy Tiles

SETUP

Set up the game as you normally would, with the following changes:

- 1 Take all the Bonus Tiles from the base game and this expansion that don't have a 3 or 4 player icon on their backside and shuffle them by zone (A/B/C). Place the Bonus Tiles randomly, in the appropriate zone, on the Bonus Tile track until the track is full. Add the Bonus Tiles for a 3 or 4 player game as appropriate, placing them on the matching Bonus Tiles. Place any remaining Bonus Tiles back into the box.
- 2 Randomly deal 1 Starting Strategy Tile to each player. Place any extra Starting Strategy Tiles and the 7 other Strategy Tiles faceup next to the Board as an available Display.
- 3 Place the Special VP Tile on the corresponding Bonus Tile (if present).

BONUS TILES

The new Bonus Tiles are treated in the exact same way as the Bonus Tiles from the base game. You can take them and keep them behind your Player Screen. You may play a Bonus Tile immediately or later in the game, during one of your turns.



Take 1 End Game Tile of your choice.



Look at the 3 discarded Building Tiles that were put back into the box during setup. Choose one of them and immediately place it on the Board. Take the Prestige or Resource token that's next to that Building. **Note: If playing with a variant that does not discard Tiles, do not use this Tile.**



If you move a Key from the Arc de Triomphe to a level 5 Building, you do not pay its cost.



Take 2 End Game Tiles of your choice.



Take a VP Tile of your choice (NOT the Special VP Tile!) and immediately place it in an available District of your choice.



Gain Francs equal to the most valuable Building that you occupy. This excludes Landmarks.



At the end of the game, choose 1 District and gain 2 VP for each one of your Keys present in that District (including Keys present on the Bank, if any).



Receive 10/15/20/25 VP if you occupy 3/4/5/6 Buildings or Landmarks of a single type at the time you use this Bonus Tile. All Landmarks are considered to be of 1 type.

Example: Raphaël occupies 1 Café, 5 Bakeries, 2 Hotels, 1 Theater, and 3 Landmarks. He decides to score VP for his Bakeries and receives 20 VP when playing this Bonus Tile.



Take the Special VP Tile and place it on top of a VP Tile that's **already** in a District. This VP Tile only scores VP for the player with the most valuable Buildings. The second and third player **don't** gain anything. **Note: Unlike all other VP Tiles, this Special VP Tile can only be placed on the Board if someone uses this Bonus Tile.**

STRATEGY TILES

Each Strategy Tile offers its owner an ongoing effect that can be used during the owner's turn, until it is swapped with a Strategy Tile from the faceup Display.

Every time you place a Key on the Arc de Triomphe, you **may** swap your Strategy Tile with another Strategy Tile from the Display. Your previously used Strategy Tile, now faceup in the Display, is once again available for all players. Previously executed effects are not undone when you return a Strategy Tile.



Gain 2 additional Francs each time you place a Key on a Bank (not the Arc de Triomphe).



You are allowed to have multiple keys on your spot on the same Bank or the Arc de Triomphe.



Gain 3/3/2 Francs (2/3/4 players) each time any Key is placed on the Arc de Triomphe (including your own Keys & including the turn you return this Tile to the Display).



Secretly look at the top Tile of each Building Tile pile before choosing one.



Whenever a player pays 2 Francs for a Bonus Tile on a level 3 Building, you receive those 2 Francs. If you are the one paying, you must still have the 2 Francs to pay. You just get them back immediately.



If you move a Key to a Building without a Resource or Prestige Token, take a Resource or Prestige Token of your choice from the supply, if available.



If you move a Key away from a Building or Landmark, gain 1 VP.



Whenever you place or move a Key on a building, score 1 VP for each Key you pass (i.e., each key placed on a lower-valued Building), including your own.

Example: Charlotte occupies 1 newsstand (value 1), and moves her Key to the hotel (value 5) in that district. The Buildings of level 2 and 4 both have a Key on them, so she passes 2 Keys, and earns 2 VP.



You may place a Key on a Building already occupied by an opponent. Pay its normal cost.



if you place a Key on a level 4 Building, you may obtain a Bonus Tile at no cost, according to the usual rules for for obtaining a Bonus Tile from a Building of value 1 or 2.



Gain 2 VP if you move a Key from the Bank or the Arc de Triomphe onto a Building in a District where you already occupy at least one other Building.



You may choose to remove one or more of your used or unused Keys (including the ones in the reserve) from the game at any point during your turn, **but before the End Scoring**. Gain 2 VP for each removed Key.

CREDITS

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