

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 eye on the French capital, eager to become important players as well in the Parisian real estate market. The most coveted properties are all centered around the most famous roundabout in the world: La Place de l'Étoile, which features the iconic Arc de Triomphe, which looks down on the Champs-Élysées. They are up for quite the challenge since your experience will give you unique advantages over your opponents.

COMPONENTS



11 extra Bonus Tiles



1 Special VP Tile



5 Starting Strategy Tiles



7 Strategy Tiles

SETUP

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

- 1 Take all the basic bonus tiles and extra bonus tiles 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. Place the remaining bonus tiles back into the box.
- 2 Randomly deal 1 starting strategy tile to each player. Shuffle all the other Strategy tiles (including the starting strategy tiles that weren't dealt) and place them all faceup next to the board as an available display.
- 3 Place the special VP Tile next to the board. Important: unlike all other VP tiles, this tile can only be placed on the board if someone uses the associated Bonus Tile (see next page).

NEW BONUS TILES

The new bonus tiles are treated in the exact same way as the basic tiles. 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 next 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.



If you move 1 key from the Arc the 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 on an available district of your choice.



Gain Francs equal to the most valuable building that you own. 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 present).



Receive 10/15/20/25 VP if you occupy 3/4/5/6 identical types of Buildings or Landmarks 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 12 VP tile and place it on top of a VP tile that's **already** on a district. **Note: This VP tile only scores VP for the player with the most valuable buildings. The second and third player don't gain anything.**

STRATEGY TILES

Each strategy tile offers its owner an ongoing effect that can be used during a player's turn, until it is swapped with a strategy tile from the faceup display.

Every time you place a key on the Arc the Triomphe, you may swap your strategy tile with another available strategy tile. Your previously used strategy tile is returned to the display of strategy tiles, so that it becomes available again for all players. Previously executed effects don't have to be undone when you return a strategy tile.



Gain 2 additional Francs each time you place a key on a bank (not the Arc the Triomphe).



You may place multiple keys on the same bank or the Arc the Triomphe.



Gain 3/3/2 Francs (2/3/4 players) each time a key is placed on the Arc the Triomphe (including your own keys).



Look at the top tile of each building tile pile before choosing one.



Each time a player (including you) pays 2 Francs for a bonus tile on a level 3 building, you receive those 2 Francs.



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.



If you move a key to a building (not landmark!), gain 1 VP for each key (including yours) that you pass.

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 can place a second key on a building owned by an opponent. Pay its normal cost.



When you place a key on a level 4 building, you may obtain a bonus tile according to the usual rules (as you normally would by placing/moving a key to a building of value 1/2/3).



Gain 2 VP if you move a key from the bank or the Arc the Triomphe onto a building in a district where you already occupy at least one 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 final scoring**. Gain 2 VP for each removed key.

CREDITS

GAME DESIGN: Wolfgang Kramer and Michael Kiesling • **ARTWORK:** Andreas Resch • **PROJECT MANAGER:** Rudy Seuntjens • **ART DIRECTION & RULEBOOK:** Rafaël Theunis

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