Paris

A game for 2-4 players by Wolfgang Kramer and Michael Kiesling.
Condensed rules by Eric Postpischil, https://edp.org.

Introduction

Players move their Keys to occupy Buildings and Landmarks, acquiring resources and upgrading during the game.
Several game mechanisms trade off multiple small steps versus large jumps and commitment versus opportunity.
An overlooked rule is in **purple**: A VP tile may be put into **any** district, not just the one that triggered its placement.
Resources (Wood, Marble, and Gold) may be bought (−4, −5, −6 Francs) or sold (+2, +3, +4 Francs) at any time.
● Only Resources in the supply may be bought; there are none until players have paid or sold them.
Prestige (Bronze, Silver, Gold) may be sold (+1, +2, +3 Francs) at any time.
The bottom left of each Building and Landmark Tile depicts a type icon used with Bonus Tile 30.

Setup

Display the Landmark Tiles and the VP Tiles face-up on the table.
Put the End Game Tiles facedown on the table. (1 of each Resource and Prestige, 3 3 Francs, 1 2 VP, and 2 1 VP.)
Put the coins on the table.
Shuffle the 36 Building Tiles facedown. Return 3 to the box unseen. Put the rest by the board in 3 equal stacks.
Place the Prestige Tokens and the Resource Tokens:
● Base: Put a Bronze, Silver, or Gold Prestige Token by each value 1, 2, or 3 Building space, respectively. Put a Wood, Marble, or Gold Resource Token by each value 4, 5, or 8 Building space, respectively.
● Variant: Put a Gold Resource Token by each value 8 Building space. Put the remaining Prestige Tokens and Resource Tokens by other Building spaces randomly.
Set up the Bonus Tiles:
● With 3 players, remove all Bonus Tiles marked with 4 heads on back.
  With 2 players, remove all Bonus Tiles marked with 4 heads or with 3 heads and a +.
● Base: Put Bonus Tiles face-up on the Bonus Tile Track as numbered. Some spaces will have multiple copies.
● Variant: Take 1 tile of each number, omitting copies. Randomly place face-up the A tiles in zone A, the B tiles in zone B, and the C tiles in zone C. Stack the copies on their matching placed tiles.
Each player:
● receives 3 Francs,
● puts their Bonus Meeple and VP Disc on the circle by the start of the Bonus Track and VP tracks, and
● in a 2/3/4-player game, keeps 10/9/7 Keys behind their screen, puts 2 aside, and removes 0/1/3 from the game.
Select start player randomly. (One player screen base has a start-player icon at its bottom right.)

Bonus Tile Reference

Tiles marked with * have multiple copies, one fewer than the number of players.

1   3 Francs.
2   1 Wood.
3   1 Marble.
4   1 Gold.
5   4 Francs.
6   2 VP for each value-1 Building you occupy when used.
7   1 VP and 3 Francs.
8   Any 1 Prestige.
9   The Building or Landmark you move a Key to may be occupied by one of your own. (Each counts for scoring.)
10 Any 1 Resource.
11 3 VP for each value-2 Building you occupy when used.
12 5 Francs.
13* Pay 2 Francs to take 1 extra Key from the general reserve and put it behind your screen.
14* Pay 1 Franc to take 1 extra Key from the general reserve and put it behind your screen.
15 4 VP for each value-3 Building you occupy when used.
16* The Building or Landmark you move a Key to may be occupied by an opponent's Key. (Each counts for scoring.)
17* Move any Bonus Tile from the Bonus Track to behind your screen. Do not move your Meeple.

18 5 VP for each value-4 Building you occupy when used.
19 Any 2 Prestige. (May use 2, sell 2, or use 1 and sell 1.)
20 1/2/3 VP (for 2/3/4 players) for each unused Bonus Tile you own when used, excluding this one. You do not have to disclose the Bonus Tiles, just show how many you have.
21 Any 2 Resources. (May use 2, sell 2, or use 1 and sell 1.)
22 6 Francs.
23 2/3/4 VP (for 2/3/4 players) for each pair of identical Prestige you return to the supply.
24 2/3/4 VP (for 2/3/4 players) for each pair of identical Resources you return to the supply.
25 Move your Bonus Meeple back 1-5 spaces with Bonus Tiles and take the Bonus Tile it lands on. Empty spaces do not count, and a space with multiple tiles counts as 1 space.
26 6 VP for each value-5 Building you occupy when used.
27 At game end, score 1 VP per Franc.
28 7 VP for each value-8 Building you occupy when used.
29* 8 VP for each Landmark you occupy when used.
30* 10/15/20/25 VP if you occupy 4/5/6/7 different types of Buildings and Landmarks (bottom-left corners) when used.

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Play

Play turns clockwise. When the last End Game Tile is taken, finish the current full round **and one more.**
On each turn, do these two steps in order:
- If any Building Tile remains available, draw 1 from the top of a stack and put it on its matching Building space.
- If possible, you must put a Key on a Bank or the Arc de Triomphe, move a Key, or take an End Game Tile.

Put a Key on a Bank or the Arc de Triomphe
Put a Key from behind your screen on a Bank or the Arc de Triomphe where you do not currently have a key.
When you put a Key on a Bank, take the indicated number of Francs from the supply.

Move a Key
Move one of your keys:
- from the Arc de Triomphe to any unoccupied (no Key of any player) Building or Landmark in any district,
- from a Bank to any unoccupied Building or Landmark in the same district, or
- from a Building or Landmark to a higher-value unoccupied Building or Landmark in the same district.

The destination Landmark may be already in the District or you may add one from the supply.
- The added Landmark must be higher in value than any prior Landmark in the District.

Payments
When moving from the Arc de Triomphe or a Bank, pay Francs equal to the value of the destination (bottom-right).
When moving from a Building or Landmark, pay Francs equal to the destination value minus the origin value.
When moving to a value-8 Building or a Landmark, also pay the Resources shown in its top-right corner.

Rewards
If there is a Prestige or Resource token remaining by the Building, put it behind your screen.
When moving to a value-1, value-2, or value-3 Building, you may take a Bonus Tile, if possible (top-left corner).
- For value-1 and -2 Buildings, this is free. For a value-3 Building, pay 2 Francs if you wish to do this.
- Move your Meeple **forward** to any Bonus Tile (even one with another Meeple on it) on the Bonus Track.
  - Put the Bonus Tile behind your screen. If you move to a stack of Bonus Tiles, take one. (They are identical.)
  - You may not own 2 Bonus Tiles of the same type (same number). Used Bonus Tiles remain owned.
  - You may use the Bonus Tile immediately or at any moment during one of your turns, except Bonus Tile 27 is for scoring at game-end. Discard a used Bonus Tile face-up beside your screen.
  - Use Bonus Tiles that offer Resources or Prestige directly as such; do not take tokens. These tiles may be sold as Resources or Prestige for Francs (but may not be repurchased; discard them face-up by your screen).

When moving to a value-8 Building, gain 2 VP (top-left corner).
When moving to a Landmark, you may pay Prestige as indicated (one per section on the left side) for VP.

4 Keys and VP Tiles
As soon as a District has any 4 keys on Building and Landmarks (not the Bank), the active player may put one of the available VP Tiles into any District **of their choice** that does not already have a VP Tile.
- If this is not done immediately, it may not be done for that District later in the game.

Take an End Game Tile (instead of placing or moving a Key, only after exhausting Building Tiles)
After the Building Tiles are exhausted, you may search the End Game Tiles and secretly take one of your choice.
- You may activate it immediately or at any moment during one of your turns. Discard it after use.
- Use End Game Tiles that offer Resources or Prestige directly as such; do not take tokens. These tiles may be sold as Resources or Prestige for Francs (but may not be repurchased).

Game End

If a player has Bonus Tile 27, award them 1 VP for each Franc they have.
In each District with a VP tile, award the 1st, 2nd, and 3rd place VP to, respectively, the player with the 1st, 2nd, and 3rd highest total value of Buildings and Landmarks with their Keys.
- A player must have at least one Key in a Building or Landmark in the District to receive an award.
- In a 2-player game, the other player must have at least half the leader's total value to score in the District.
- Ties are broken in favor of the player with the highest value Building or Landmark.
- If still tied (due to Bonus Tile 16), award all tied players the VP of the tier and skip the next lower tier.

The player with the most VP wins, with ties broken in favor of the player with the most Francs.
- Further ties are broken in favor of the tied player with the highest total value of Buildings and Landmarks.
- Further ties result in shared victory.

Variant

Do not remove any Building Tiles during setup. Ignore District names when placing Building Tiles, but do not duplicate a Building type (bottom left icon) in a District. If unplayable, discard it (do not draw another).