

BARCELONA

PASSEIG DE GRÀCIA

RULEBOOK



OF ALL THE STREETS OF THE EXAMPLE, PASSEIG DE GRÀCIA IS THE MOST ICONIC. FIRST, IT WAS JUST A ROAD CONNECTING BARCELONA AND THE FORMER TOWN OF GRÀCIA, NOW A MAJOR DISTRICT OF BARCELONA. IT BECAME A PROMENADE WHERE BARCELONA'S CITIZENS WENT TO RELAX, AND WAS FILLED WITH RESTAURANTS, COFFEE SHOPS, BALLROOMS, THEATERS, PARKS, AND EVEN ROLLER-COASTERS. UNFORTUNATELY, THESE AMENITIES WERE ONLY AVAILABLE TO THE UPPER AND MIDDLE CLASSES, AS THEY WERE OFTEN PART OF PRIVATE GARDENS.

WHEN CONSTRUCTION OF THE EXAMPLE STARTED, ALL OF THESE FEATURES WERE REMOVED TO MAKE ROOM FOR BUILDINGS, BUT IT DID NOT DIMINISH PASSEIG DE GRÀCIA'S IMPORTANCE. MANY RICH CITIZENS DECIDED TO BUILD THEIR HOUSES THERE, HIRING THE MOST FAMOUS MODERNIST ARCHITECTS, WHO CREATED SOME OF THE MOST ICONIC LANDMARKS OF THE CITY, SUCH AS THE CASA ILÉO MORERA FROM DOMENÈCH I MONTANER, THE CASA AMATLLER FROM PUIG I CADAVALCH, OR LA PEDRERA AND THE CASA BATLLÓ, BOTH FROM GAUDÍ, JUST TO NAME A FEW.

Barcelona: Passeig de Gràcia is an expansion for *Barcelona* and thus you need a copy of the base game to play it. The new elements brought by this expansion are Pedestrians who walk along the Passeig de Gràcia enjoying various amenities there. The more pleasant their walk, the bigger the rewards you gain once they reach their destination.

GAME COMPONENTS

1 PASSEIG DE GRÀCIA
SIDE BOARD



1 SIDEWALK
OVERLAY TILE



2 MODERNISME
TILES



4 SAGRADA FAMÍLIA TILES



8 AMENITIES TILES



2 Cerdà SCORING
TILES



3 ACTION TILES



9 PUBLIC SERVICE TILES



20 HEXAGONAL
COBBLESTONES

(14 grey and
6 violet)



8 PEDESTRIAN
DICE



GAME COMPONENTS

SETUP

Before your first game, carefully punch out all cardboard components from the punchboard.

1. Replace the 3 Action tiles showing and with 3 expansion Action tiles, or discard the corresponding Action tiles from the base game and add new tiles, then assign them randomly as per the base game rules.
2. Mix the 2 new Cerdà Scoring tiles and 2 Modernisme tiles with the matching tiles from the base game.
3. When you select the Public Service tiles in step 2 of the base game setup, you must choose exactly 1 set of tiles from the expansion. This set replaces one of the stacks of Public Service tiles from the base game.
4. Add the new Sagrada Família tiles to the 4 sets from the base game.



After performing the **base game setup**, continue with the **expansion setup** as follows:

5. Place the Passeig de Gràcia side board next to the main board.
6. Randomly choose 6 Amenities tiles and place them face-up on their dedicated spaces on the side board.
7. Each player places the Pedestrian dice of their color, set to value '1' on the Barcelona and Gràcia starting spaces of the sideboard. In a 3 and 4 game the 3rd player starts with one of their dice on 2. In a 4 game, the last player starts with both of their dice on 2.
8. Randomly place one A, one B, and one C violet Cobblestone face-up on the 3 dedicated spaces of the Passeig de Gràcia Sidewalk. Return the remaining violet Cobblestones to the game box. Place the blank hexagonal Cobblestones in the general supply near the game board.
9. Place the new Sidewalk overlay tile so that it covers the one printed on the base game side board.



SETUP

EXPANSION OVERVIEW

You have 2 Pedestrians (represented by dice in your player color) on the Passeig de Gràcia side board: one starting in the old part of Barcelona, that always moves on the right side of the street toward Gràcia, and the other one starting in the town of Gràcia, that always moves on the left side of the street toward Barcelona. Their values represent the amount of Joy they are experiencing while crossing the passage.

Certain actions and benefits allow you to move your Pedestrians ahead, and each time they move you check if they qualify to enjoy their adjacent Amenities, increasing their Joy value. Once they reach their destination city, you gain Victory Points and rewards based on their Joy value. After that, they reset by moving back to their starting city, so they can start walking again.



There are new icons on the new Action tiles, Public Services, Sagrada Família tiles, and the Sidewalk. All of these icons refer to your Pedestrians, you cannot influence Pedestrian dice belonging to other players.



Move the Barcelona/Gràcia Pedestrian up to 1/2/3 steps (depending on the number next to the arrow) toward



Gràcia/Barcelona, checking after each step if they reached the condition to enjoy the corresponding Amenities.



Increase the Joy value of any one of your Pedestrians by 1/2.



Increase the Joy value of that specific Pedestrian by 2.

PASSEIG DE GRÀCIA

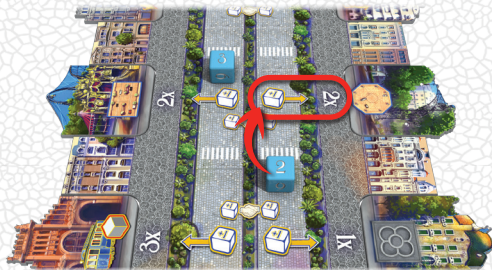
For each step that your Pedestrian takes, check the Amenities tile adjacent to it (the one to the right for the Barcelona Pedestrian, and the one to the left for the Gràcia Pedestrian). Each Amenities tile shows one of the main actions together with a specific value on the side board. The arrow on your Pedestrian's current Passeig de Gràcia position points to that value, increasing the requirement for each step: on the first step it points to 1x, on the second it points to 2x, and so on.

If you have performed the depicted action at least as many times as the arrow indicates, your Pedestrian enjoys the Amenities and thus you increase its Joy value by 1. As soon as your 2 Pedestrians are situated on the same space of the Passeig de Gràcia , increase both their Joy values by 1. (This does not happen if they meet in one of the cities, which means that one of your Pedestrians is in its starting position.) You may never increase the value of a Pedestrian die beyond 6.

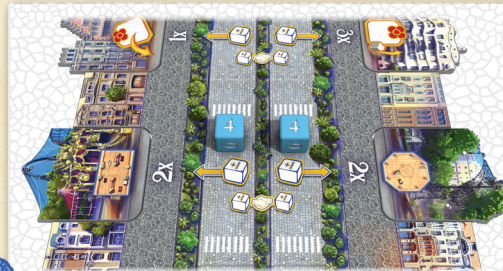
EXAMPLE: Blue moves their Barcelona Pedestrian die 2 steps. On the first step, the Amenities tile rewards if you have placed at least 1 Cobblestone tile. Blue fulfills this condition, hence the Joy value of their Pedestrian die increases to 2.



On the second step, the Amenities tile rewards the placement of at least 2 Intersections. Blue has already placed 3 Intersections, and thus increases the Joy value of their Pedestrian die to 3.



Finally, because both Blue Pedestrians share the same space, Blue increases the Joy values of each of their Pedestrian dice by 1.



DESTINATION CITY

The fourth movement of a Pedestrian causes it to reach its destination city. You then gain rewards based on that Pedestrian's Joy value:

- Gain between 3 and 15 VP based on the table shown on the Passeig de Gràcia side board.
- If the Joy value is 4+: take a hexagonal Cobblestone from the supply (if there are any left) and place it on the side board, gaining rewards (see page 6).
- If the Joy value is 6: gain 1 additional resource (coin/cloth).

Afterward, reset your Pedestrian to a Joy value of 1 and return it to its starting city. **If that Pedestrian still has movement points remaining, you may continue to advance the Pedestrian again, following the same rules.**

HEXAGONAL COBBLESTONES

When you place a hexagonal Cobblestone on the Passeig de Gràcia side board, follow these rules:

- You must place it on an empty space.
- Gain the reward on the space you cover multiplied by the number of times you have fulfilled the condition depicted on an adjacent violet Cobblestone. If you place your Cobblestone adjacent to 2 violet Cobblestones, you must choose which one to use. Note that it is possible to have a multiplier of 0, which would cause you to gain no reward.

EXAMPLE: Purple reaches Gràcia with their Barcelona Pedestrian at a Joy value of 6. Purple gains 15 VP, 1 Coin (as the resource of their choice) and places a hexagonal Cobblestone.



EXAMPLE: Purple places the Cobblestone on the reward with 4 VP depicted, which is adjacent to two Cobblestones with conditions: one that offers a multiplier for the number of your Sagrada Família tiles and one that offers a multiplier based on taken Modernisme tiles that are also upgraded. Purple chooses the first condition (Sagrada Família) as they have 3 of those, thus gaining $4 \times 3 = 12$ VP.



ENDGAME SCORING

At the end of the game (as part of the final scoring), add the values of Joy visible on your Pedestrians that are still enjoying their time on the passage (that are not on the starting spaces) and gain that many VP.

SOLO MODE

SETUP

Setup the game the same as in a 2-player game, with the usual changes for Gaudí listed in the base game rulebook. Then, set Gaudí's Pedestrian dice value to 4/5/6, depending on your choice of difficulty (the higher the value, the more challenging bot).

[IMPORTANT: Note that you must still remove a Sagrada Família tile from each level, leaving you with 3 per level to choose from.

GAMEPLAY OVERVIEW

Between steps 3 and 4 of Gaudí's turns (after placing his Citizens, but before taking his actions), check if any action shown on the current face-up card is present on any Amenities tile on the Passeig de Gràcia. For each action present, advance Gaudí's Pedestrian on that path one space. If it reaches the destination city, gain rewards based on its Joy value.

Gaudí's Pedestrians never change their Joy value!

When Gaudí's Pedestrian reaches a destination city he gains VP the same as a player (and 1GR for Coin/Cloth if the value is 6) and must place a hexagonal Cobblestone. He prioritizes 4 VP and then 3 VP spaces. If there is a tie, to select a suitable space, use the arrow on the top card of his deck pointing from the middle violet Cobblestone and then rotating clockwise. If his preferred selection is no longer available, he covers the first available space using the arrow from the top of his deck pointing from the middle violet Cobblestone. If there are no spaces available around the middle violet Cobblestone, use the same method on the leftmost (or rightmost if needed) violet Cobblestone.

Instead of the printed reward covered by a hexagonal Cobblestone, Gaudí gains 1 GR. Then the Pedestrian die is moved to its starting position, but does not change its value.

SIDEWALK OVERLAY ICONS

When placing a regular Cobblestone on the Sidewalk, Gaudí resolves the "Move the Barcelona / Gràcia Pedestrian" rewards as per the normal rules. When resolving the "+1/+2 Joy value" reward, treat it as 1/2 GR respectively. The priority of new icons is:

- Pedestrian movement is the top priority.
- +1 Joy has the same priority as 1 resource.
- +2 Joy has the same priority as 2 resources.

APPENDIX



AMENITIES TILES



Increase the Joy value if you have built at least 1/2/3 Public Services.

HISTORICAL NOTE

Before the Eixample was built, there were several wooden theaters along the path of Passeig de Gràcia, as part of the amenities the citizens of Barcelona enjoyed. They were originally wooden structures covered with a cloth roof only used in the summer, but as the construction of the Eixample advanced, some of them were rebuilt as proper buildings, emerging as an important cultural hub of Barcelona.



Increase the Joy value if you have taken at least 1/2/3 Modernisme Projects.

HISTORICAL NOTE

“La Mansana de la Discòrdia,” translated as “the city block of discord,” is the nickname of a section of Passeig de Gràcia with 5 Modernist buildings side by side, including Casa Lleó Morera, Casa Amatller, and Casa Batlló. As the aristocratic families of Barcelona started moving to the Eixample, they competed to create the most spectacular and opulent buildings, hiring famous Modernist architects to do so. No other part of Barcelona has such a concentration of Modernist buildings, which led to its nickname emphasizing this competition.

Same as La Pedrera, these buildings were satirized by the press and the citizens at the time, but they are now important landmarks of the city.



Increase the Joy value if you have improved at least 1/2/3 Modernisme Project Spaces. Note: These project spaces do not need to have Modernisme Projects in them to qualify for this tile.

HISTORICAL NOTE

Besides the Sagrada Família, La Pedrera (or Casa Milà) is probably the most famous building designed by Antoni Gaudí. It was heavily criticized by the citizens of Barcelona when it was

built because of its unusual shape. In fact, “La Pedrera” means “The Quarry” in Catalan, as that is the nickname it was mockingly given, although it was also compared with a zeppelin bangar.

The backlash was so intense that Gaudí was sued by the family that hired him to design the building and the building received a fine for breaking the municipal building rules. As time passed and Gaudí’s fame increased, the building became an iconic monument of the city, so much so that it now receives more than 1 million visitors per year.



Increase the Joy value if you have placed at least 1/2/3 Tram Passengers on the board.

HISTORICAL NOTE

In 1900, a train station was built in the middle of Passeig de Gràcia, due to the pressure of the most illustrious citizens of Barcelona. The citizens didn’t like the location of the existing stations at the time, as they were too far away from the city center. This was the main station used by the most renowned visitors of Barcelona, including politicians, aristocrats, artists, or athletes, becoming a meeting point for their fans waiting for them to arrive. In 1960, because of the increased traffic, it was demolished and covered to make room for the cars.



Increase the Joy value if you have built at least 1/2/3 Intersections.

HISTORICAL NOTE

32 bench-street lamps, designed by Pere Falqués, were placed in the Passeig de Gràcia using “trencadís” and wrought iron—two very common techniques used in Catalan Modernisme. In 1974, a version inspired by those benches with no street lamps was built on the intersections of Passeig de Gràcia.



Increase the Joy value if you have placed at least 1/2/3 regular Cobblestones (not counting hexagonal Cobblestones).

HISTORICAL NOTE

Unlike most of the streets of Barcelona, Passeig de Gràcia’s cobblestones are hexagonal, with a pattern designed by Antoni Gaudí himself. While that pattern was originally designed to be used on the interior of the Casa Batlló, these cobblestones were installed on Passeig de Gràcia in 1997 as an homage to Gaudí.



Increase the Joy value if you have placed at least 1/2/3 Wide Streets or 2/4/6 Narrow Streets, respectively (the side board always shows 1/2/3 because the icon indicates that there should be 2 Narrow Streets built).

HISTORICAL NOTE

Before the building of the Eixample, there were many parks in Passeig de Gràcia, which represented a space for the citizens of Barcelona to escape. They had fountains, sculptures, gardens, greenhouses, coffee shops, and theaters.

The most important park was the Jardí dels Camps Elisis, as it was the biggest and contained an amusement park with a carousel, several roller-coasters, a labyrinth, a shooting range, a lake with boats, and a huge ballroom. Despite all these features, it was closed in 1873, and all the parks disappeared to make room for the new buildings of the Eixample.



MODERNISME AND Cerdà SCORING TILES



Gain 2 VP times the current Joy value of your Barcelona Pedestrian.



Gain 2 VP times the current Joy value of your Gràcia Pedestrian.



HEXAGONAL COBBLESTONES



Cerdà multiplier



Sagrada level



Passengers on built Street tiles
(no matter who owns the Street tile)



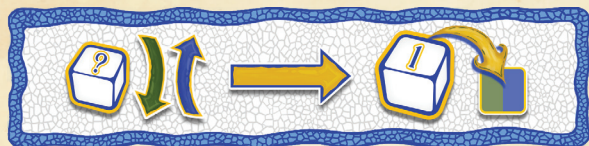
Empty stacks of Building markers
on your player board



Markers on triangle buildings
(in different blocks)



Modernisme tiles on your player
board with the marker moved to its
top position.



When your Pedestrian leaves the street (after you get all of the applicable rewards) reset their value to "1" and place them on the starting space on the corresponding street (if you still have movement left, you may continue your action).

PUBLIC SERVICES



Parc Güell

Pay 3/2/1 Coins to advance both your Barcelona and your Gràcia Pedestrian up to 2 steps, advance twice on the Cerdà track, and gain 10/6/3 VP.



Fàbrica Casaramona

Pay 3/2/1 Coins to increase your Barcelona Pedestrian's Joy value by 2 and move it up to 1 step toward Gràcia (in any order), advance twice on the Cerdà track, and gain 10/6/3 VP.



Palau de la Música Catalana

Pay 3/2/1 Coins to increase your Gràcia Pedestrian's Joy value by 2 and move it up to 1 step toward Barcelona (in any order), advance twice on the Cerdà track, and gain 10/6/3 VP.

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