

COMPONENTS

SCORING NOTEPAD

You can use this notepad to mark down the results of your games of *Paris: la cité de la lumière*. In the first line, you can note the points obtained for lighted buildings and in the second line, points for grouped buildings. Also, note down the points granted by the action postcards as well as the value subtracted for unbuilt buildings. Finally, calculate the final result for each player and indicate it in the final box to see who gets the “chat noir” in the bag.



LOUVRE MUSEUM
PAWN



GARGOYLE



LUXOR OBELISK PAWN



HÔTEL DES
INVALIDES BUILDING



SKULL TOKEN



ARC DE
TRIOMPHE PAWN



EIFFEL TOWER PAWN



Credits

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Le Petit Parisien

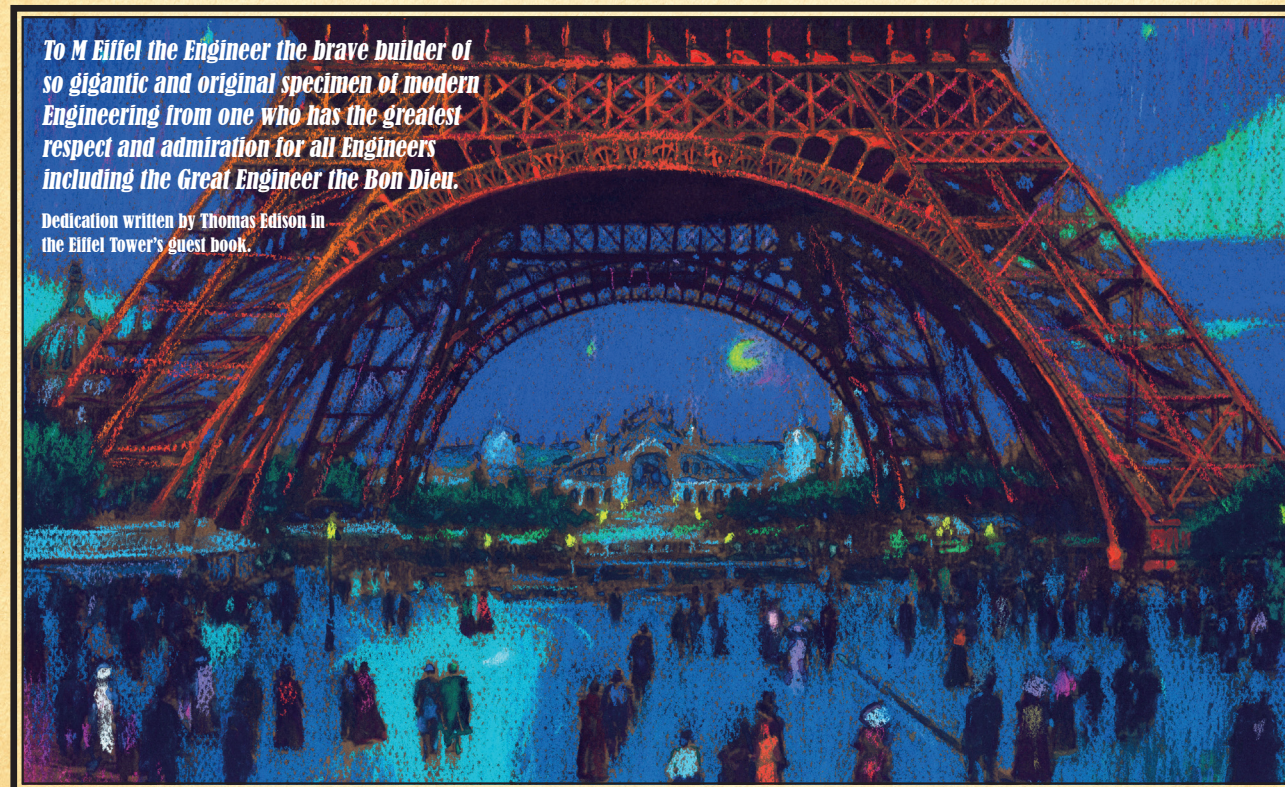
TOUS LES SAMEDIS
SUPPLEMENT LITTÉRAIRE
5 CENTIMES

SUPPLEMENT LITTÉRAIRE ILLUSTRÉ

TOUS LES JOURS
Le Petit Parisien
5 CENTIMES

*To M Eiffel the Engineer the brave builder of
so gigantic and original specimen of modern
Engineering from one who has the greatest
respect and admiration for all Engineers
including the Great Engineer the Bon Dieu.*

Dedication written by Thomas Edison in
the Eiffel Tower's guest book.



We have been advised that the elevators will still require a few more days before they can enter into service, so it looks like we are going to be getting a good workout. We will have to climb the stairs to a height of 300 meters to reach the top of this fascinating monster of iron! Monsieur Eiffel will accompany us on the climb and we are sure to be privy to all kinds of details about the structure, which without any doubt will be the most impressive of the Universal Exposition that is to be celebrated in our city. Your humble reporter confesses that he feels quite overwhelmed by this awesome construction. I hope I will be able to muster the courage to climb to the highest point of the antenna and look over the beauty of Paris and all its wonders.

In this expansion of Paris, you get eight new Action Postcards that you can mix together and use along with the ones in the base game, and also a score pad to record the results of your games of Paris.

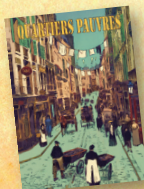
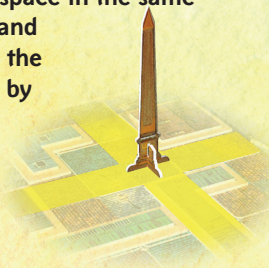
Action Postcards THE WONDERS OF PARIS



OBÉLISQUE DE LUXOR

Immediately place the Luxor Obelisk on a **Cobblestone space of your color**. At the end of the game, **each player gets 2 additional points for each of their buildings that is located on any space in the same line (vertically and horizontally) as the space occupied by the Obelisk**.

The Obelisk is not a building.



QUARTIERS PAUVRES

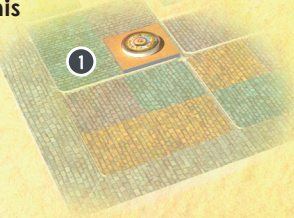
Building beautiful buildings in the least fortunate neighborhoods will make you popular among the working classes.

At the end of the game, you get additional points based on the number of different board edges that are in contact with your buildings: **1, 2, 4, or 8** points if your buildings are in contact, respectively, with one, two, three, or four edges of the board.



HÔTEL DES INVALIDES

Immediately place the Hôtel des Invalides on the board **on a Cobblestone space of your color** and place a chimney of your color on top of it. The Hôtel is scored normally, and then, at the end of the game, **you get 1 additional point for each space between this building and the closest edge of the board**.



NOTRE-DAME DE PARIS

Immediately place the Gargoyle on a building on the board that belongs to your opponent. At the end of the game, your opponent will score the building normally, and then, in addition, **both players can count it as their own when determining the size of their largest building group**.



ARC DE TRIOMPHE

Immediately place the Arc de Triomphe on the board so that its two ends sit **on Cobblestone spaces of your color**. The central part can occupy spaces of **any** type, including Streetlights or Cobblestones (of any color or mixed). The Arc de Triomphe is not a building, so it does not score any points on its own. But, you do get to count the spaces it occupies when determining the size of your largest building group.



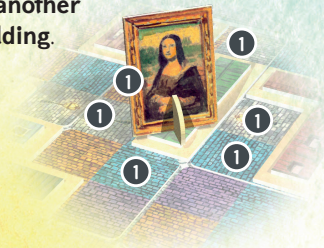
TOUR EIFFEL

Immediately place the Eiffel Tower on the **intersection between four Cobblestone spaces** that are not occupied by any buildings or any other pieces and that includes **at least one Streetlight**. Players cannot place buildings or any other element on any of the four spaces below the Eiffel Tower. The Eiffel Tower is not a building. The Streetlights under the Eiffel Tower cross count as **double Streetlights**. For example: A size 2 building next to one of these Streetlights scores 4 points instead of the 2 it would normally. Additionally, at the end of the game, **each player gets 2 additional points for each empty space of their color under the cross of the Eiffel Tower**. For the purposes of other action postcards (such as the "Le Peintre" or "Moulin Rouge"), the four spaces below the Eiffel Tower are considered to be occupied.



MUSÉE DU LOUVRE

Immediately place the Louvre Museum **on one of your buildings on the board**. This building will house the Museum's exhibit: It will be scored normally, and then, at the end of the game, **you get 1 additional point for each space orthogonally adjacent to that building that is not occupied by another building**.



CATACOMBES DE PARIS

Immediately place the Skull on top of a **Cobblestone space of your opponent's color** (a space that is still available for them to use). If this space is not occupied by a building when the game ends, simply remove the Skull before the scoring phase. Otherwise, if your opponent decides to occupy this space with a building, place the Skull on top of that building to show that it was built over the Catacombs. At the end of the game, your opponent will score the building normally, and then, in addition, **you get half as many points as they got for this building** (rounding down).

