

PARIS SETUP

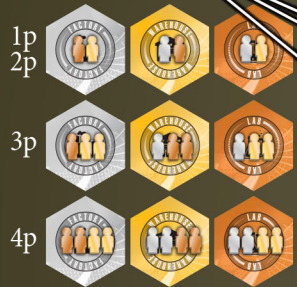


Spin the Start Player token and give it to the player that the center middle tip of the M points to.

1

Place a Factory, Lab, and Warehouse randomly on the 3 starting station spaces and place robots on them as shown below.

5



6

Place the Strike Markers and Strike Breakers next to the board.



7

Place remaining stations at the bottom of the map and place 1 passenger of the corresponding color on each station.

8

Place the remaining steel, gold, and copper robots in the cloth bag.



Shuffle the 4 Bonus card decks separately and count out cards from each equal to the number of players to form 4 decks.

Give 1 deck to each player (some players may get more than 1 deck in 2 and 3 player games).

Each player chooses 1 card and passes the rest to the player to their left until all players have 1 card from each deck.

2



If playing with fewer than 4 players, remove some Passenger tokens from the game:

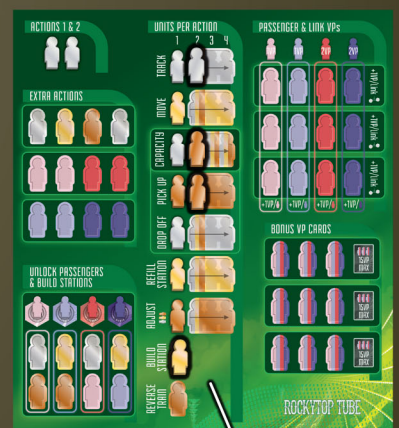
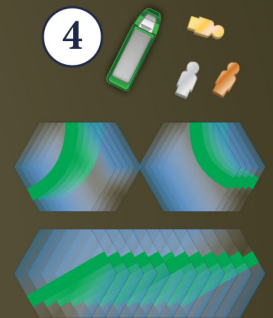
Players	Remove
4	none
3/1	3 of each color
2	5 of each color

3

EACH PLAYER TAKES

- 1 Train
- 18 Track tiles
- 1 Player board
- 1 Steel robot
- 1 Gold robot
- 1 Copper robot
- Player 4 gets 1 extra robot of their choice

4



9

Draw starting robots from the bag and place them on the empty stations as indicated on the board.

10

Sort the remaining commuters below the gameboard.

11

Give the Strike Schedule to the last player (who may choose which side is face up).



12

In player order, players place their train on a starting station and take a robot of their choice from it (Green is shown here going first.)

13

Place your starting robots on your player board.

BEFORE YOUR FIRST TURN

PARIS RULES

Strike Schedule

- If you have the Strike Schedule at the start of your turn, move the Strike Markers to both stations of the next color before you take your turn.
- If a bag is on that Strike Schedule station, pull 1 random passenger from the bag and place it on either striking station (as long as at least 1 of those stations is on the board).
- Pass the Strike Schedule to the right before you take your turn.
- After the last strike on each side, turn the Strike Schedule over.

Striking Stations

- Trains may not stop there (instead, they travel straight through to the next station without costing a move unit to do so).
- Trains already on the striking station may move away.
- Players may not pick up, drop off, or refill at striking stations.
- Early in the game Strike Markers may be on stations that have not been built yet; those stations may not be built and no passengers may be placed on them while there is a Strike Marker on those stations.

Strike Breakers

- Take a Strike Breaker token to ignore strikes for 1 turn.
- Strike Breakers are subtracted from your total at the end of the game (1, 2, 3, 4, 5, 6+ Strike Breakers for: 1, 3, 6, 10, 15, 21VPs).

Rivers

- The fancy blue lines on the map are rivers.
- It costs 2 Track units to build on a hex with 1 or more blue lines.

2 Player Game

- If you are playing Paris with 2 players, you'll need to wait one turn before passing the Strike Schedule to the other player.
- Strikes will occur every 3rd turn in a 2 player game.

Solo Game

- If you are playing Paris in solo mode, rotate the Strike Schedule at the beginning of each turn by 180° (when you get rid of a passenger from the bag).



Start of game



Turn 1



Turn 2—Strike!

- When the strike schedule faces you again (so you can read it), that's when the next strike on the Strike Schedule takes place—every other turn.

Game End

- The game end is triggered when at least 1 station of each of the 4 commuter colors is built and the bag contains no passengers at the end of any player's turn.
- After the game end is triggered, finish the current round and play 1 more round.

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2 Strike Markers



1 Strike Schedule



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CREDITS

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