

# Players' leaflets for Paris

la Cité de la Lumière

Don't print this - the leaflet starts on next page

It isn't always convenient to pass rules to and fro.

New players often want to consult the rules, and to see ahead what their choices may be, or what restrictions apply to them.

So, from the leaflet, each player gets ...

- phases of play described
- a guide to postcards
- a reminder of how scoring works



## Printing

They're created at A5 size, which is half of A4.

The easiest way to print, using A4 paper, may be to slice it in half first, then use it as A5 sheets.

A4 is longer than **letter** size, but not so wide. I have not tried the leaflets out on letter sized paper.



More little rules leaflets here ►

[FunGames4CasualPlayers.com](http://FunGames4CasualPlayers.com)



Fun, popular games available via eBay from [FunGames4CasualPlayers](http://FunGames4CasualPlayers.com)

### [Palm Island](#)

A very small solo game, based on but seventeen cards - an island game that truly does fit into your palm.

### [Jekyll vs Hyde](#)

For two players who enjoy the cut and thrust of a trick taking game, this is of incomparable value

### [Merchants of Dunhuang](#)

A (*perhaps the best*) four player game set in a medieval market - inexpensive, but very rich in challenge and versatility.

### [Maquis](#)

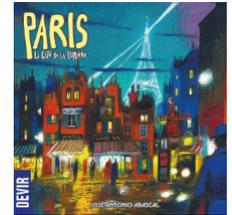
A solo game in which one must achieve two daring missions as a member of the French Resistance - the Maquis.

### [Black Sonata](#)

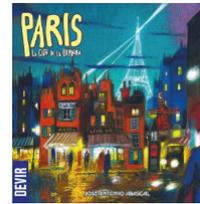
A solo searcher sets out to track down and unmask Shakespeare's "Dark Lady" as she traverses the streets of London. **Much** deductive thinking!

### [Mr. Jack](#)

For two players, this game brings head scratching aplenty, and even the occasional fluttering heart - truly!



# Paris Cité de la lumière



Leaflet from ...

[FunGames4CasualPlayers.com](http://FunGames4CasualPlayers.com)



Win **mainly** (not only) by creating buildings illuminated by streetlamps.

- In the first phase, players **lay down** cobble squares, and **gather** buildings to use later. Squares vary in content ~ street lamps, players'-coloured cobbles, and wildcard-cobbles.
- Once the roads are laid, they proceed to **place** their buildings to best advantage, and use **postcards** to get extra assistance. The first to have placed all their tiles in phase 1 starts.
- The final outcome's worked out at the end.

## How play proceeds

**Phase 1 - getting ready to build - do one thing in each turn**

**Either** place a street-square (on any space on the board) **or** take a building for use later.

This phase ends when all the squares have been laid. If one player's placed all theirs but the other has more to play, they can pass their turn or collect a building: it's their choice.

**Phase 2 - building - again, do one thing each turn**

**Either** place a building (and a chimney) **or** activate a postcard.

Game ends when **neither** can place more buildings **and** all action tokens have been used.

## Placing buildings

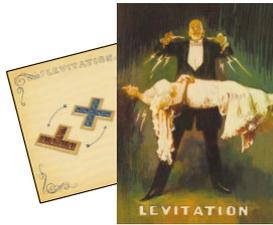
Buildings are placed on squares of players' **own** colour, or the **purple** squares ~ these are a kind of 'wildcard' (or wild cobble).

This rule applies to actions permitted by postcards, **unless** the card states otherwise.

Place a chimney on buildings to show whose they are. This includes the **Jardin des Plantes** - which blocks light and impedes artists and dancers.

## Scoring - at the end

- For each separate building, points **come from** the number of **streetlights** (including **la Grande Lumière**) lighting its edges, **multiplied** by the number of **squares** covered.
- For each square occupied by your **largest** building group (all buildings whose edges are touching) gain 1 point .
- Each building that was gathered but **not placed** incurs a 3 point penalty.
- **Postcards** that have a **stamp** on them score 1 point each.



### Levitation

Lift one building piece from your reserve and exchange it with one from the supply.

Play the newly acquired one **immediately**, following the normal rules.

Claim the postcard for use **later**: that's this turn taken.

Later, when you choose, place a building. **▶▶** it can be used in conjunction with the **Jardin**, or **Bouquinistes**, or **Levitation**.

Part of the building may cover a **streetlight** space, including the Lampadaire or la Grande Lumière.

### Metropolitain

Take Note



### Bouquinistes de la Seine

Immediately place the annex piece onto a cobblestone of your colour (**not** the purple) so that it edges onto and expands a building of yours.

**Endgame** - being a building, it may earn points.



### Le Penseur

Immediately place the Statue on a cobblestone of **your** colour.

There **must** be at least one free space directly in front of it.

**Endgame** - get 2 points for each **empty** cobblestone of any colour that adjoins its sides, and 1 for each that joins it diagonally.



If the space in front of le Penseur is occupied by anything or anyone (other than a streetlight) there are **no** points.

## Postcards - check what each can do before you begin.

If you claim a card with one of your action tokens (during the second phase) you are not **compelled** to take its action.

You may claim it simply to get in the way of your opponent's future options. 😡

The only postcard whose action can be **deferred** is Metropolitan.

If other postcards' actions are not taken immediately, they are **forfeited**.

### Le Peintre

Immediately place le Peintre on an empty cobblestone of your colour.



**Endgame** - take 2 points for every Streetlight he can walk to, including la Grande Lumière.

Buildings (he can't squeeze between adjoining corners) and the edge of the board are the **only** things that impede his artistic ambling.

### Lampadaire

Immediately place the streetlight tile upon a cobblestone of **your** colour.



### La Grande Lumière

Immediately place the Grande Lumière on a streetlight space.

**Endgame** - for scoring purposes, all the spaces shown on the postcard become illuminated, for everybody.

Buildings will **block** its light, as usual.

### Sacré Coeur

**Endgame** - the holder of this postcard will not suffer any loss of points for buildings held in reserve.



### Fontaine des Mers

Place the fountain tile upon cobblestones of **your** colour, **or** purple ones.

**Endgame** - you alone receive 3 points for each of your buildings that's in edge to edge contact with the Fontaine.

Including the Jardin des Plantes and Annexe.



### Moulin Rouge

Immediately place the dancer upon a cobblestone of **your** colour.

**Endgame** - take 1 point for every cobblestone that she could dance her way to (including her own).

Streetlights, statues, and painters get in her way, as do buildings.



### Jardin des Plantes

Immediately place the Jardin upon cobblestones of **your** colour **or** purple wildcards.

It's a **building**, so place a chimney on it.

Its effects are like other buildings, and it may bring points at the end.



### Chartier

Take the purple cobblestone tile and keep it in hand for use later: the turn's finished.

Later, place it on an **opponent's** cobblestone.

**Immediately** use it to receive a building or a Fountain.

► the tile **can** be used in conjunction with actions allowed by another postcard, such as the Jardin.

