

OVERVIEW

For these 2 maps:

- Other than the differences listed here, all rules of the base game still apply.
- Do not deal the Parcel cards randomly: You must draft the cards per the Advanced Game rules.
- Regardless of the number of players, there will only be 4 Parcel cards (and the Auction cards corresponding to the number of players) in the Auction deck. Return the remaining Parcel cards to the box.

Example: In a 3-player game, lay out all the Parcel cards face-up. Player 1 takes 2 cards, Player 2 takes 2 cards, then Player 3 takes 2 cards. Now, the opposite: Player 3 takes 2 cards, Player 2 takes 2 cards, then Player 1 takes 2 cards. Now, from the remaining Parcel cards, put 4 random cards with the 11 Auction cards for 2-player and 3-player games, and shuffle them together.

NEW YORK


(2–4 players)

SETUP

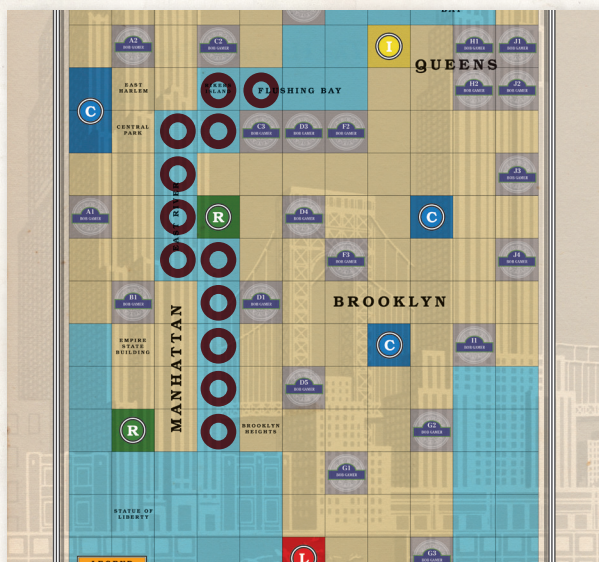
Generic cards: Study your **Build 2 Rail icon + Rail Worker icon** Generic card. Really focus on it. In New York, when you use the Build 2 Rail Action Icon on this card, it is 50% more effective, so it works as a **Build 3 Rail icon**, and when you use it, you **must use all 3 Build Rail** (per the normal rule). Help each other remember **that your Generic cards' Build 2 Rail icons are Build 3 Rail icons!**

PHASE 2: ACTIONS

A. BUILD OR UPGRADE RAILS

Build New Rails on a Link: On this map, you can build **straight** Rail tiles across the East River water spaces (marked with  in the illustration below). Building a “bridge” on an East River space costs **2 additional rail**.

*Example: You could build a bridge straight across a straight portion of the East River with a **Build 3 Rail Action Icon**, or a **Build 1 Rail** and a **Build 2 Rail**, or three **Build 1 Rail Action Icons**. Building a bridge across a curved portion of the river would require 2 straight Rail tiles, and require you to Build 6 Rail to build across both spaces.*



C. MOVE A PASSENGER

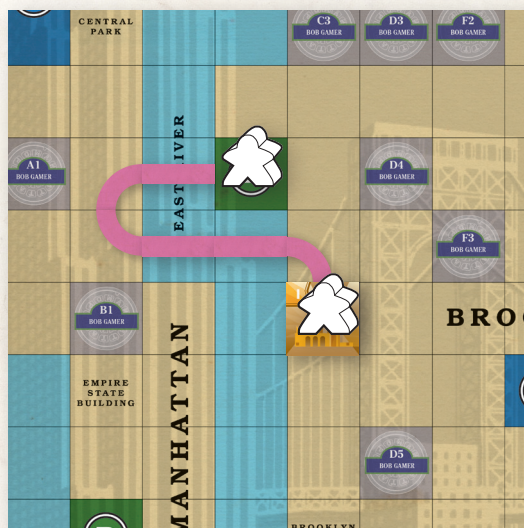
For each bridge tile (Rail tile on water) over which you move a Passenger, the bridge's owner gets an extra **\$5**; if it's your bridge, the bank pays you; if it's an opponent's, you pay the owner. This does not affect the 50% bonus for the Link being upgraded, and that bonus does not apply to the \$5 bonus.

FINAL SCORING

Each completed link with **at least 1 bridge** provides an additional **3 HP!**

*Example: The depicted pink link cost Pink 12 Build Rail, and who-knows-how-many Rail Workers and actions to build. If Pink moves a Passenger from the linked Residence to the linked Industry, she gets **1 HP**, then **+1 stress** and a Rail Worker, then **\$21** (\$6 + 3 × \$5). Similarly, when Orange moves a Passenger from the Industry to the Residence, Pink gets **1 HP**, Orange gets **+1 stress**, then Orange pays Pink **\$21** — or more likely pays Pink everything he has, then gets **+1 stress**.*

*At the end of the game, for this gloriously convoluted link, Pink earns **3 HP** for the completed link, plus **3 HP** for having bridges on the link, for a total of **6 HP**.*



SETUP

Building tiles and cards: Regardless of the number of players, the following numbers of Building cards and tiles are available:
1 Industry, 1 Commerce, 1 Residence, 4 Leisure — *C'est Paris!*

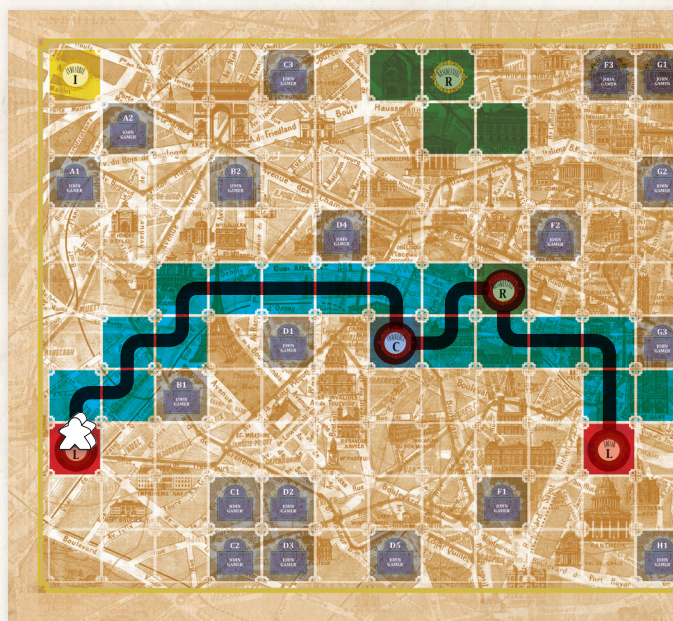
PHASE 2: ACTIONS

A. BUILD OR UPGRADE RAILS

Build New Rails on a Link: You are allowed to build straight Rail tiles across the Seine; however, you are not allowed to build on the curves (corners) of the Seine. Building a “bridge” straight across the Seine costs 2 additional rail. *Example: You could build a bridge straight across the Seine with a **Build 3 Rail** Action Icon, or a **Build 1 Rail** and a **Build 2 Rail**, or three **Build 1 Rail** Action Icons.*

C. MOVE A PASSENGER

The Seine has 4 Buildings (2 Leisure, 1 Commerce, and 1 Residence) and 5 Parcels along its banks. The tourist riverboat tours the Seine, and only stops **at Buildings**. A Link by riverboat is a virtual link, for gameplay purposes, owned by the city of Paris (the bank), that connects 2 consecutive Buildings along the Seine. Thus, to travel between the Leisure Buildings along the river, the riverboat would traverse 3 Links, L→C then C→R then R→L (or vice versa). Later in the game, once players have constructed Buildings on their Parcels along the Seine, there would be more stops / virtual links.

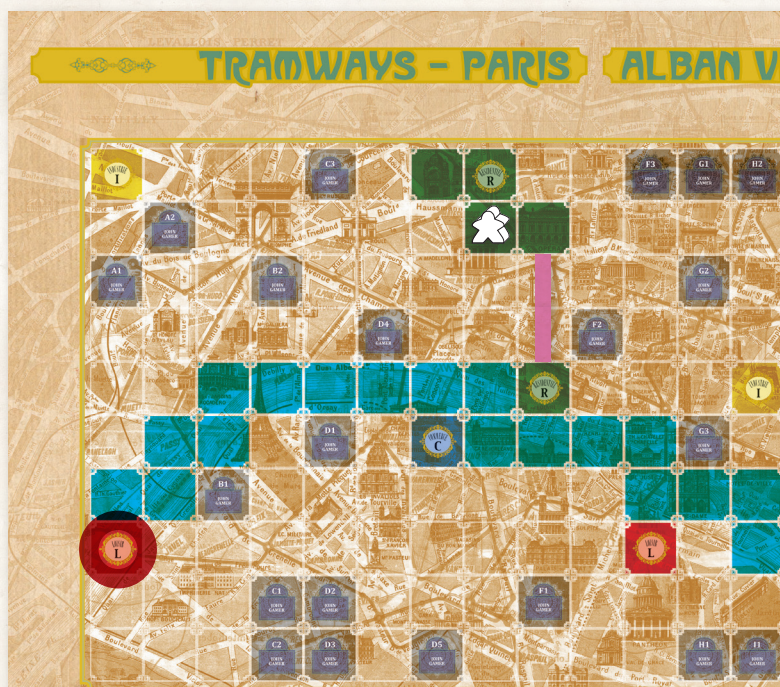


In order for a Passenger to take the riverboat, you must use one Magnetic Strip **per Link**; however, if the Passenger uses nothing but riverboat links, you do **not** need a Destination Action Icon. Only for boat links, you may reuse a Magnetic Strip, but this increases your stress, just like you normally do for using multiple Action Icons on a single card. This also means that if the journey involves rail and boat, you can reuse the rail's Magnetic Strip for any and all of the boat “links”, with the usual stress increases.

Using a riverboat can be part of a longer trip that also involves taking tramways before and/or after the boat; however, this would require a Destination Action Icon. **Note:** Even if you have enough Magnetic Strips to do so, you still are not allowed to return to a building that you already visited along this journey.

- For each river link the Passenger traverses, you, the delivering player, **earn 1 HP**.
- The Passenger's final destination grants you, the delivering player, the usual **bonus** — even from a river-only trip.
- For each river Link the Passenger traversed, you, the delivering player, get **\$5** from the bank. All the other rules still apply.

Example: A Passenger in the size-4 Residence up north wishes to experience the Leisure amenities at the west edge of the map. Pink has a Link that connects this Residence to the one directly south of it on the Seine. Pink plays 1 card with a Magnetic Strip to move along her tramway link, plus 2 more cards with Magnetic Strips to take the riverboat westward, from Residence to Commerce, then from Commerce to Leisure, plus a Leisure Destination Icon. Moving a Passenger from the riverside Residence to the same Leisure would have required only 2 Magnetic Strips, but not the Destination, because the trip would have been entirely by riverboat.



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