

On Tour

Paris

1 - 8 players | 20 min

You're living the dream! You're going to play as many jazz clubs in Paris as possible in the next 100 days. Make the best schedule for the band with shows at venues and on Bateaux Mouches as they sail the Seine.

Components

Terminology

Regions

Your map is divided into 5 overlapping regions: North & South/ East, Central, & West.

The 5 regions combine to form 6 individual areas: Northwest, North Central, Northeast, Southwest, South Central, and Southeast.

Each arrondissement resides in the intersection of two regions. (i.e. Arrondissement I is in the North and Central regions).

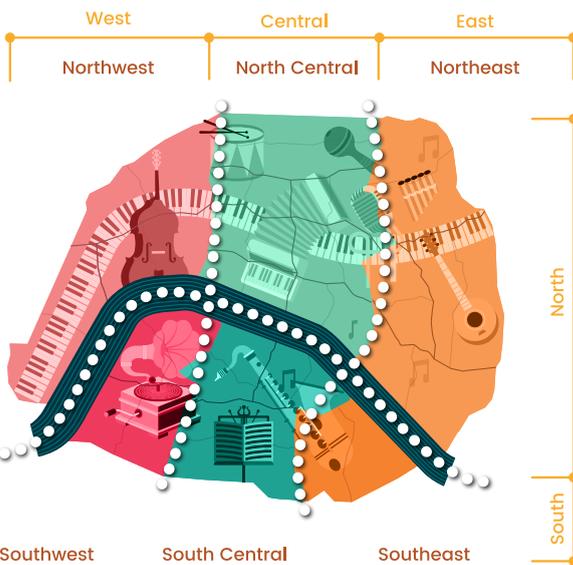
Each arrondissement has two jazz clubs (the circles).

Cards

Cards display a region and a specific arrondissement.

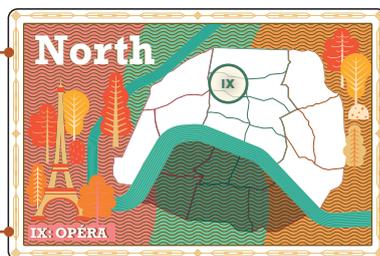


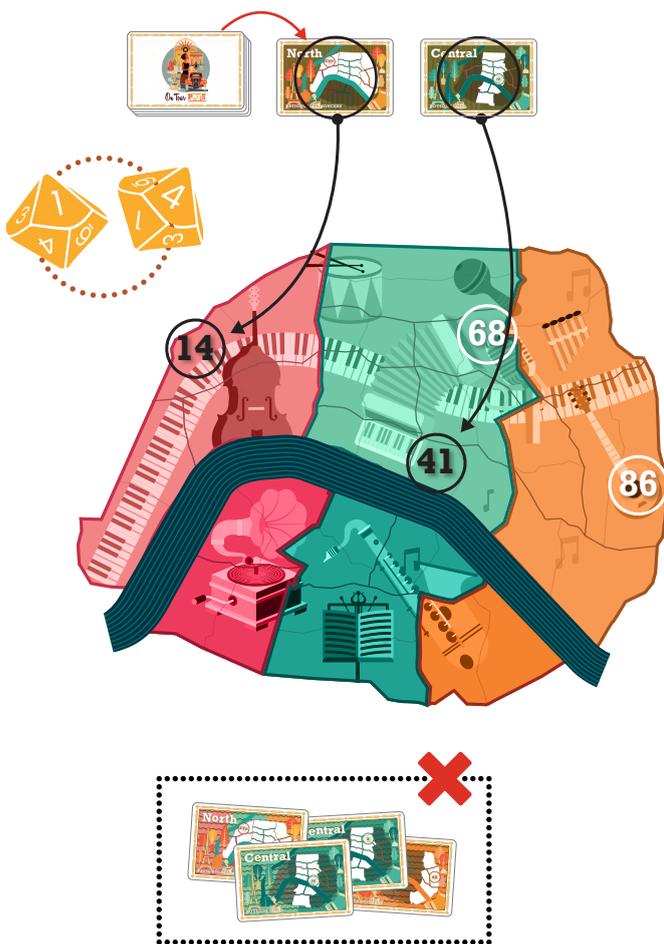
- A** 2 Rulebooks
- B** 40 New York Cards
- C** 40 Paris Cards
- D** 8 dry erase markers
- E** 2 ten-sided dice
- F** 8 double-sided player maps



Region

Arrondissement





Setup

- 1 Give each player their own player board and a dry erase marker.
- 2 Shuffle the Paris cards and place them in the center of the table.
- 3 Roll the dice. For setup only, re-roll doubles.
- 4 Combine the results to form two different 2-digit numbers (i.e. 1 & 4 combine to form 14 & 41).
- 5 One player draws a card. All players write the lower dice combination in either jazz club in that arrondissement.
- 6 Draw another card and all players write the higher dice combination in either jazz club in that arrondissement.
- 7 Each player circles both numbers.
- 8 Repeat steps 3-7.
- 9 Remove the four cards from the game.

The player with the best music taste begins the game by rolling the dice first.

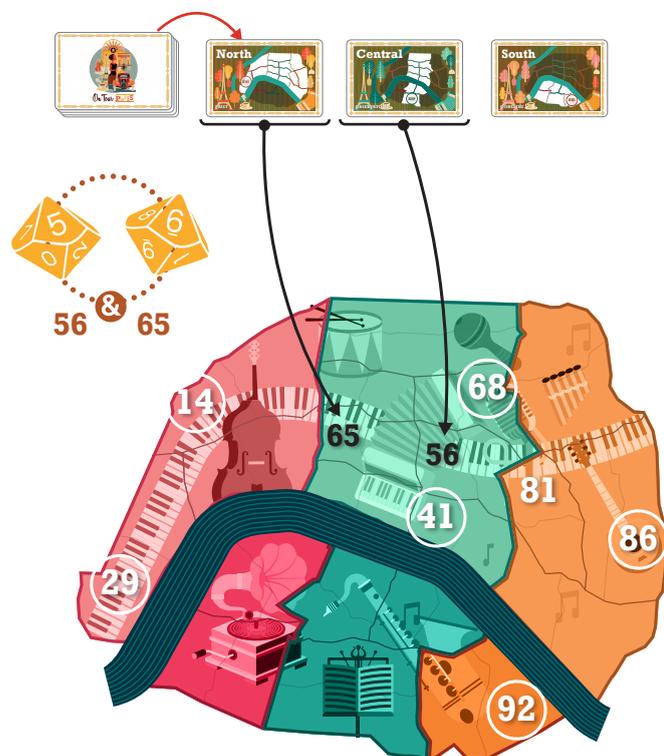
Gameplay

Flip 3 Cards

Each turn, the rolling player draws 3 cards and reveals them for all players. Reshuffle if the deck is ever empty.

Roll Dice

The rolling player rolls both dice. Combine the results to form two different 2-digit numbers (i.e. 5 & 6 combine to form 56 & 65). All players simultaneously write each of these numbers in two empty jazz clubs on their board.

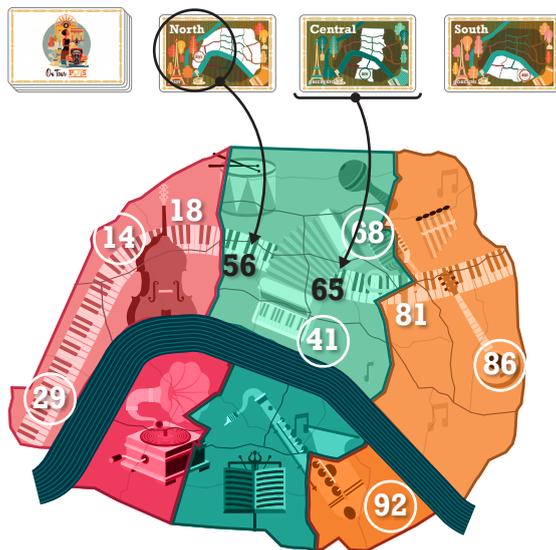


Where to Write the Numbers

When writing numbers, players choose two of the three cards. The numbers must be written in one of the regions on the displayed cards (North, Central...).

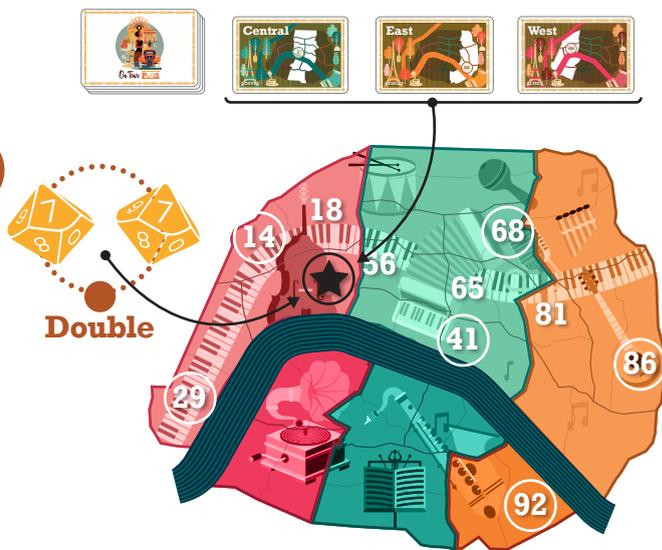
If you write a number in the exact arrondissement displayed on the card, circle it.

A different card must be used for each number.



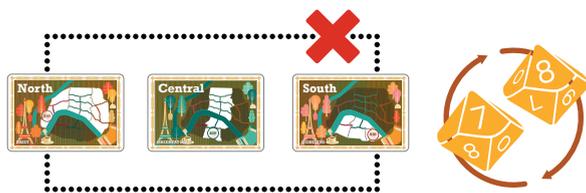
Star Powers

If all three cards display the same region OR if doubles are rolled, each player draws one star in any one jazz club on their board instead of writing numbers. The jazz club must be in the same region as shown on the card. You may still circle the star if you use an exact arrondissement on a card.



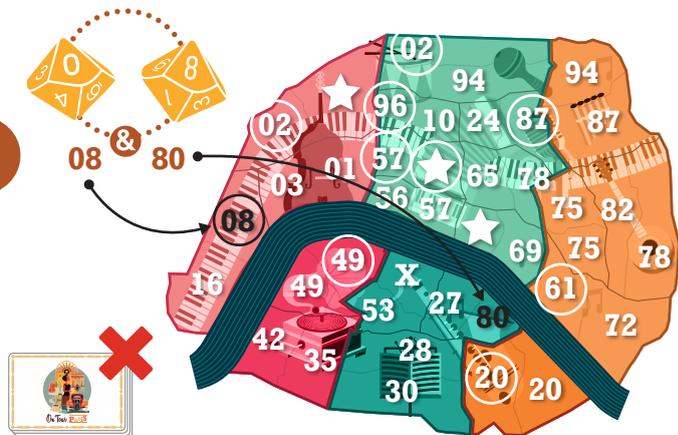
Next Turn

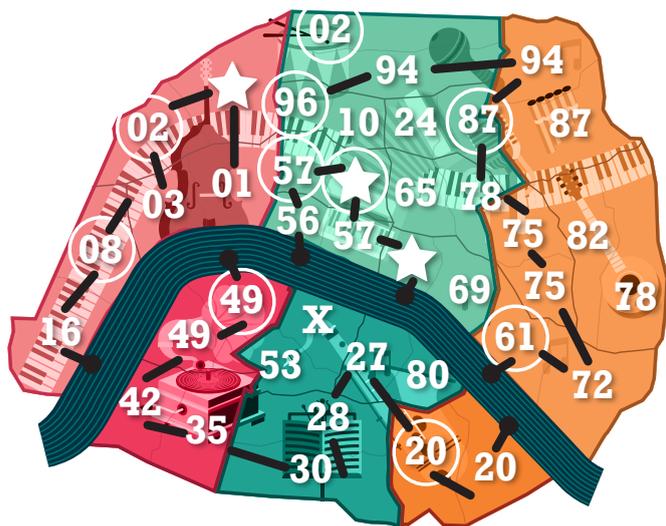
When all players have written their two numbers, discard the revealed cards and pass the dice clockwise to the next person.



Last Turn

When only one or two empty jazz clubs remain, do not flip cards. Instead, roll dice. Players may freely write the numbers in any remaining jazz clubs, following the usual rules.





Bateaux Mouches Scoring



A-I = 8



C-D = 1



F-H = 2



FAQs, tips, & rarely-needed rules

- Q:** What if players have two remaining jazz clubs on their last turn and then doubles are rolled?
- A:** Players may write the star in either of their remaining jazz clubs, and then play one more “last turn” as usual.
- Q:** What if a player has no legal place to write one (or both) of their numbers?
- A:** For each number you don’t have a legal place to write, put an X in any empty jazz club. During scoring, your route may not pass through an X.
- Q:** How are players supposed to remember the route?
- A:** Players may draw their planned route as the game goes on, and erase and change this plan as needed. It makes it easier to plan.
- Q:** How do I make sure the map will look awesome after countless plays?
- A:** Make sure you fully erase the board right after each play. Never erase with your finger. Always with the eraser, tissue, or cloth.

Route

When all jazz clubs are filled, the game ends. Beginning in any jazz club, draw a continuous route for your tour.



You can never return to a jazz club that you have already visited. You can never go to a club with a lower number. You can never cross from North to South without the use of Bateaux Mouches (river boats).



The line must continue to any adjacent jazz clubs with a number equal to or greater than the previous jazz club. Stars are wild and count as any number.



The River Seine splits Paris into the North and South. You may use Bateaux Mouches to travel along and/or across the river. End your route at one dock () and then resume it at any other dock. You may still only visit each jazz club once.

Scoring

Score one point for each jazz club you visit and an additional point for each circled star or number on your route.

Score additional points for each boat ride along the Seine, 1 point for each length you travel. (Traveling from Dock A to Dock G earns 6 points. Then traveling from Dock B to Dock C earns an additional 1 point). The highest score is the winner!

Credits

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