



# Rules



## CityTour™

Today's the big day!

You can finally drive through the wacky streets of the legendary Paper City - a place that's always on the move! You'll have your work cut out though, because corners appear out of nowhere, and the location of tourist sites can change from one day to the next! The holidays are the perfect time to show what you can do!

If you manage to get all the passengers to the correct destinations over the next 12 days, you could become the official City Tour drivers!

The game contains 12 days, split into 4 levels. We recommend you play each day in order from 1 to 12 without skipping any. When you have completed them all, you can create your own days and levels.

### LEVEL 1: THE CITY TOUR IS OFF!

Welcome on board the City Tour Bus! You must be excited to get going. The wait is over, let's get started on your first 3 days! Have a nice trip!

The 3 days from this level all follow exactly the same rules, only the setup changes.

Before you start, press out the 18 tourist sites from the 2 card sheets:

- 3 bridges and 3 fountains
- 3 botanical gardens and 3 mazes
- 3 castles and 3 clocktowers



### COMPONENTS

- 4 Board assembly tiles
- 18 tourist attractions
- 1 bus that can carry 6 Passenger pawns
- 32 Route tiles
- 35 Passenger pawns: 11 green, 11 orange, 11 blue, 2 white
- 3 Day cards, numbered 1 to 3

### OBJECT OF THE GAME

City Tour is a cooperative game in which you pick up passengers on your route and drop them off at the correct tourist attractions in order to complete the various objectives for each day.

Attention! Take only the first 3 cards out of the packet. This Padlock card indicates that the cards after it should not be used until you are told to do so.

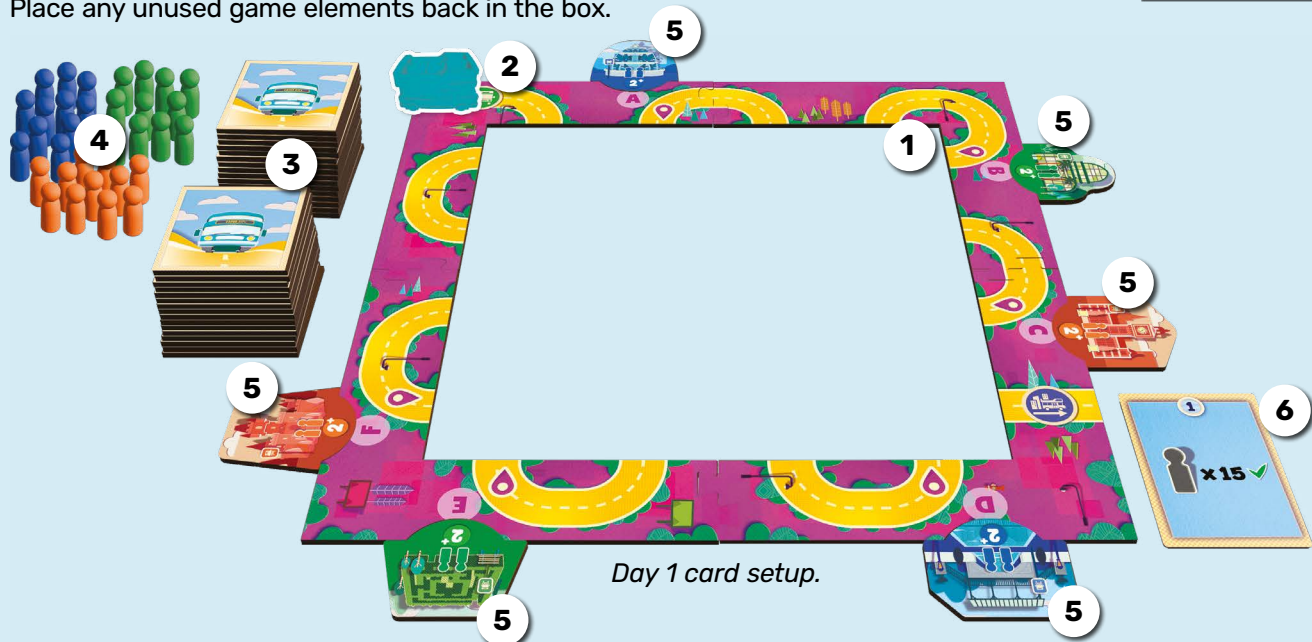


## Day 1 SETUP

1. Assemble the 4 Board tiles to form the Paper City limits. Place the board in the middle of the table, leaving the internal space free.
2. Place the bus on the green Bus marker on the board, next to location **A**.
3. Shuffle the 32 Route tiles face down and make two equal piles. Place the piles next to each other near the board.
4. Take all of the Passenger pawns, apart from the 2 white ones, which remain in the box. Form a reserve for the game, and make sure it is within reach of all players.
5. Take the Day 1 card. The back of the card indicates the 6 tourist attractions that you will use, and where they are located. Place the tourist attractions in the spaces around the edge of the board numbered **A** to **F**, as indicated on the Day card.
6. Finally, place the Day card near the board, by the exit to Paper City, with the objectives side up.



Place any unused game elements back in the box.



Day 1 card setup.

The last player who took a bus journey begins the game.

## HOW TO PLAY

It's your turn to play!

Draw the top tile from each of the two draw piles. Look at them, then choose one to place in front of the bus. You may rotate it in any direction before you finally place it. Discard the other tile by putting it back in the game box. You won't need it for this part of the game any more.

Now move the bus to the end of the road you just made. Reversing and U-turns are not permitted.

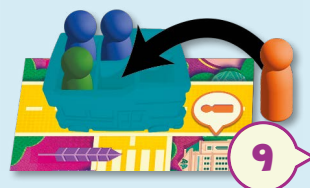


## Passengers

As the bus moves on, you may come across some passengers. They only want one thing: to get on board.

For each passenger you come across, take one Passenger pawn, of the colour shown on the Route tile, from the reserve. Put the passenger on the bus. The order of passengers does not matter.

Attention! The bus can only carry a maximum of 6 passengers. If the bus is already full, drive to the end of the road without picking up any passengers.



## Tourist attractions

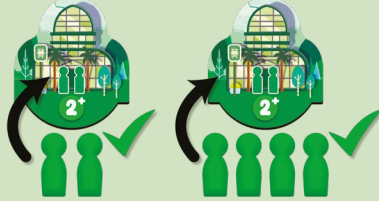
As soon as the bus passes an attraction, drop off all the passengers of the same color as that attraction.



**Note:** this visual marker in the middle of the road indicates that you have arrived at the site.

Compare the number of passengers required at the tourist attraction with the number of passengers you just dropped off.

● The number of passengers is equal to or greater than the number of passengers required: **YAY!**  
Your passengers arrived safely and they are delighted! Leave them at the tourist attraction until the end of the game, even if there are more than the required number.



● The number of passengers is lower than the number of passengers required: **BOO!**  
This tourist attraction looks a bit empty with so few visitors. Move all the passengers you just dropped off into the reserve.



Attention! The bus does not have to go to all of the sites on the board.

During a game, it may become impossible to access an attraction once you have placed your Route tile, as shown here. Don't panic! You can continue the game as long as your final objective is still achievable.



If it turns out that you are unable to achieve the final objective, you can start the game again from the beginning. In that case, take all the components out of the box and repeat the same setup, and try your luck again.

Your turn is over, play passes to the player to your left.



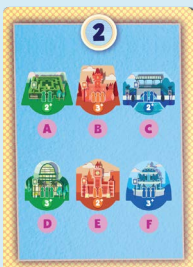
## END OF THE DAY

As soon as the bus leaves the city, that day is completed. Count up all the passengers on tourist attractions.

Check to see if you had a successful day by referring to the Day card in play:

● If you have as many, or more, than the required number of passengers: **YAY!** Your journey was a success. You can move on to the next day.

● If you did not get enough passengers: **BOO!** You must restart the game and complete the day successfully in order to move on to the next one!



### Day 2

Use the Day 2 card and follow the setup instructions that are shown on the back of the card.



### Day 3

Use the Day 3 card and follow the setup instructions that are shown on the back of the card.

**IMPORTANT:** you do not have to play all 3 days in one go. Simply go back to the day you left off in your previous game, and try to finish the level.

## END OF LEVEL 1

When you have completed all 3 of the Day cards successfully, you have completed level 1. You may move on to **level 2**.



## LEVEL 2: TICKET INSPECTION

Off we go for another 3 days, but with a few extra surprises! The rumours are everywhere: the mayor of Paper City has ordered surprise ticket inspections on the bus!

The 3 days from this level all follow exactly the same rules, only the setup changes.

### COMPONENTS

Remove only the new components for the level 2 from the cardboard sheet:

- 1 amusement park
- 1 Inspector tile

Then remove the orange Padlock card, which will allow you to take the 5 level 2 cards:

- 3 Day cards, numbered from 4 to 6
- 1 Amusement park card
- 1 Inspector card



Attention! A new Padlock card indicates that the cards after it should not be used until you are told to do so.



Remove the plastic insert from the bottom of the game box, then take out the cardboard sheet which contains the new components for the 3 other levels.

### Day 4 SETUP

Place the board, the bus, and the Passenger pawns, as shown for level 1.

Then:

- randomly remove one Route tile and replace it with the Inspector tile. Shuffle all the tiles face down, then make two equal face-down piles.
- take the Day 4 card, and follow the setup instructions on the back of it. Remember to place the Amusement park card and the Inspector card in a row next to the Day 4 card.



Return any unused components to the box.

### HOW TO PLAY

Now you have added the Amusement park card and Inspector card to the Day card, some new rules apply. The cards will help you to remember the new rules.

**1. Amusement park:** when the bus arrives in front of the Amusement park, 3 passengers only must get off: 1 blue, 1 orange, and 1 green. All other passengers must stay on the bus. If that's not possible, you lose! Start again – and try to take a better route.



**2. Ticket inspection:** as soon as you draw this tile, the Inspector must be played. Discard the other tile that you picked up at the same time. When the Inspector tile is placed, move the bus onto it.

**Ticket inspection!** Unfortunately, one of your passengers doesn't have a ticket! Remove 1 Passenger pawn of your choice from the bus and put it in the reserve. Then continue on your way. Attention! If the bus goes onto this tile a second time, the same rule applies again. If the bus is empty, nothing happens.



### Day 5

Use the Day 5 card and follow the setup instructions that are shown on the back of the card.



### Day 6

Use the Day 6 card and follow the setup instructions that are shown on the back of the card.

### END OF LEVEL 2

When you have completed all 3 of the Day cards successfully, you have completed level 2. Move on to **level 3**.

## LEVEL 3: COMPULSORY ITINERARY

You've completed 2 levels already? Wow, that went quickly! There's more to come, as a new station has just opened in Paper City. Along with the new crowds you will have to deal with, there are also roadworks, which can affect the traffic. Paper City needs you!

The 3 days from this level all follow exactly the same rules, only the setup changes.

### COMPONENTS

Remove only the new components for level 3 from the cardboard sheet:

- 1 station
- 2 Diversion signs, be assembled

Then remove the green Padlock card, which will allow you to take the 5 level 3 cards:

- 3 Day cards, numbered from 7 to 9
- 1 Station card
- 1 Diversion card



Attention! A final, purple Padlock card indicates that the remaining cards should not be used until you are told to do so.



### Day 7 SETUP

Position the board, the bus, the Passenger pawns, and the 2 piles of Route cards as for level 1.

Then:

- take the Day 7 card, and follow the setup instructions on the back of it. Remember to place all of the indicated cards in a row, next to the Day 7 card.

**Note:** the 2 Diversion signs should be placed in front of the corresponding sites, in the middle of the road.



Return any unused components to the box.

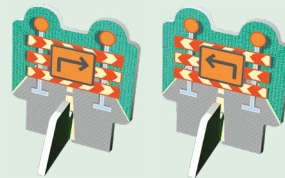
### HOW TO PLAY

Now you have added the Station and Diversion cards, some new rules apply. The cards will help you to remember the new rules.

**1. The station:** when the bus arrives in front of the station, 6 Passenger pawns of any colour must get off the bus. If that's not possible, you lose! Start again and try to take a better route.



**2. Diversion:** Roadworks are underway in Paper City. It's chaos! From now on, only the tourist attractions between the 2 Diversion signs will be open to visitors! So if the City Tour passes a tourist attraction before the first Diversion sign or after the second, you won't be able to drop off any passengers!



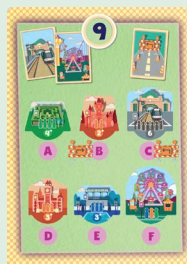
### Day 8

Use the Day 8 card and follow the setup instructions that are shown on the back of the card.



### Day 9

Use the Day 9 card and follow the setup instructions that are shown on the back of the card.



### END OF LEVEL 3

When you have completed all 3 of the Day cards successfully, you have completed level 3. Move on to **level 4**.

## LEVEL 4: FREQUENT FLYERS IN TOWN

You have reached the last level – the most difficult! The mayor has some big shows planned in his stadium, and passengers can think of nothing else! But some are only there for the day and have to leave Paper City on the bus: the Frequent Flyers!

The 3 days from this level all follow exactly the same rules, only the setup changes.

### COMPONENTS

Take the last new components from the cardboard sheet:

- 1 stadium

Then remove the purple Padlock card that will allow you to take out the 7 level 4 cards:

- 3 Day cards, numbered from 10 to 12

- 1 Stadium card

- 3 Frequent Flyer cards, labelled from A to C

2 new passengers have turned up:

- 2 white Passenger pawns: "Fans"



### Day 10 SETUP

Position the board, the bus, the Passenger pawns, and the 2 piles of Route cards as for level 1.

Then:

- take the Day 10 card, and follow the setup instructions on the back of it. Remember to place all of the cards in a row as shown, next to the Day 10 card.

- place the 2 Fans on the Day 10 card as shown.

Return any unused components to the box.



### HOW TO PLAY

Now that you have added the Stadium card and Frequent Flyer cards, some new rules apply. The cards will help you to remember the new rules.

- **The stadium:** when the bus arrives in front of the stadium, the 2 Fans only must get off the bus. All other passengers must stay on board. To do this, the bus must first pick them up from the correct attractions, in the order of your choice. If that's not possible, you lose! Start again and try to take a better route.



- **Frequent Flyers:** when the bus departs the city, it must have the passengers shown on the Frequent Flyers card on board. But don't panic! If the bus has more passengers than needed, but does have those indicated on the Frequent Flyers card, then the condition has been successfully met. If not, you will have to start again.



Attention! At the end of the game, the Frequent Flyers indicated on the card are added to the passengers on the tourist attractions. Don't forget to count them, to give you a better chance of making a success of your Day card!

### Day 11

Use the Day 11 card and follow the setup instructions that are shown on the back of the card.



### Day 12

Use the Day 12 card and follow the setup instructions that are shown on the back of the card.



### END OF LEVEL 4

When you have successfully completed all 3 of the Day cards, level 4 is done. You have shown just how important teamwork is to the success of your journeys around Paper City!



**Do you want some more? Now you can create your own days!**

## **CREATING NEW DAYS**

Now it's your turn, and you can create new days using all the components you have seen so far.  
Have fun making up new days and levels using the instructions below.

- Pick a Day card from the 12 you have, and then choose 1 of the 2 following options:
  - follow the setup shown on the back, but change the position of the tourist attractions;  
or,
  - don't worry about the setup that's shown on the back of the card, but keep the Day card's original objectives. Then create your own layouts as follows:
    - ◆ choose the tourist attractions that you want to use;
    - ◆ then add the cards you want to your Day card, as well as the components that go with them: Amusement park, Station, Stadium, Frequent Flyers, Inspector and/or Diversion, but remember they will have to be completed in order to succeed with your Day card's objectives.
- Play with the 2 piles of Route cards face up to add more strategy to your journeys!

Share your experiences ➡ [!\[\]\(c3d993ca47bfe2a953c700506ce31fa0\_img.jpg\)](#) [!\[\]\(c468cde8f04e2e2a6ba3c2a373e05c45\_img.jpg\)](#) [!\[\]\(bb556800b100164a948e6987b050d670\_img.jpg\)](#) [!\[\]\(3cc1da747298690f15ddc84b775791a4\_img.jpg\)](#) [!\[\]\(ffc6f60ce19e61ae0cb642f5a2e44734\_img.jpg\)](#) [!\[\]\(48995a068f040dce228e3c4d6be8a433\_img.jpg\)](#) [blueorangenews](#)

**Have a nice trip!**

