

TRAVEL GUIDE TO FRANCE

LET'S GO! TO FRANCE | A GAME BY JOSH WOOD

- Parisian landmarks
- Regional highlights
- Playtime: 45 minutes
- Player count: 1 to 4
- Ages: 10+
- Simultaneous play





OVERVIEW

In **Let's Go! To France**, players are travelers competing to plan and experience the most personally fulfilling dream vacation in Paris, with a side trip to several of the country's distinctive regions.

The game consists of 14 rounds in which players draw Activity cards and strategically place them in different days in their week-long Parisian itinerary, followed by a final round in which they ultimately go on their planned trip, activating each of their cards in order along the way. **The player who collects the most points by the end of their trip is the winner!**

COMPONENTS

- 124 Activity cards
- 4 Player boards
- 4 Traveler tokens (B)
- 4 Energy Tracker tokens (A)
- 24 Favorable Condition tokens (9B)
- 24 Experience tokens (9C)
- 24 Exploration tokens (10)
- 30 Wild tokens
- 36 Research tokens
- 40 "1" Point tokens
- 12 "5" Point tokens
- 2 Regional Map boards (double-sided)
- 7 Goal tiles (double-sided)
- 1 Round Tracker token
- 1 Round Tracker board
- 1 Scorepad

SETUP

1. Each player takes a Player board and the Energy Tracker token (A), Traveler token (B), and 6 Exploration tokens (C) matching their Player board color.
2. Each player places their Energy Tracker token on the hexagonal center space of the Energy Track at the top of their player board.
3. Each player takes a set of 6 different circular Experience tokens and places all of them with "10" side face-down on the leftmost "0" space on the Experience Track on their player board.
4. Each player takes a set of 6 different square Favorable condition token and randomly places each one with the "2" side face-down on a square spot corresponding to one of the 6 days (Monday to Saturday) at the bottom of their player board.



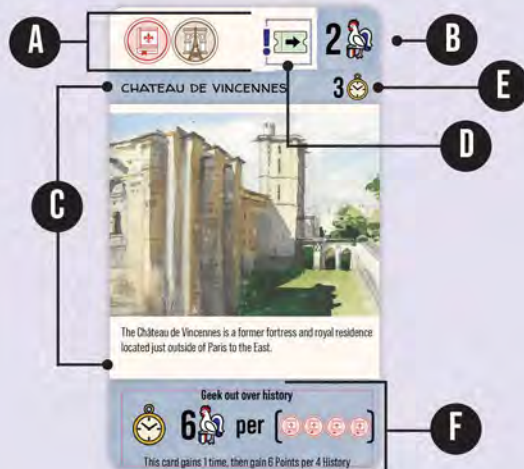
- Choose a side of one of the 2 double-sided Regional Map boards and place it face-up within reach of all players. (Loire Valley is recommended for your first game.) Place the other Regional Map board back in the box as it will not be used in this game.
- Separate the 3 Goal tiles with a single flag from the 4 Goal tiles with a double flag. Shuffle the single-flag tiles (which are all double-sided) and place 1 on the corresponding spot on the Regional Map board (A). Choose one of the double-flag tiles with the same name as the chosen Regional Board map and place it on the corresponding spot (B). Place the other Goal tiles back in the box as they will not be used in this game.
- Place the Round Tracker board in the central play area. Place the white Round Tracker token on the first (leftmost) circular space, so as not to cover the icon below it.

- Shuffle all 124 Activity cards and place them face-down (with the "Explore the City" side face-up) in a deck in the central play area, leaving space for a face-up discard pile.
- Place the Wild (A), Research (B), and Point tokens (C) in separate piles within reach of all players to form the supply

NOTE: During the game, the supply of these tokens is considered unlimited, so if they ever run out, use a temporary marker as needed.



CARD ANATOMY



- A. Experience Icons:** Indicate which Experience tokens will be moved on a player's board when the card is activated at the end of the game.
- B. Points:** The number of points the card is worth at the end of the game.
- C. Activity Name and Description**
- D. Bonus:** Gained immediately when the card is played. [Not all cards have this.]
- E. Time:** Amount of time that must be spent to play the card.
- F. "Highlight of the Day" Bonus Points:** Bonuses (points, tokens Energy Track icons, and/or Experience Track icons) gained if this part of the card is still visible when the card is activated at the end of the game.



OVER 1,600 TYPES OF CHEESE COME FROM FRANCE! SOME NOTABLE EXAMPLES ARE BRIE, CAMEMBERT, AND COMTÉ.

ICONS



Architecture

Several of the most recognizable structures in the world (Eiffel Tower, Notre Dame, Arc de Triomphe) are found in Paris, but stunning, varied architecture can be seen throughout France, the birthplace of the Gothic, Baroque, and Beaux-Arts architectural styles.



Art

There are over 300 art museums in France, highlighting the country's immeasurable global influence in the visual arts, from the founding of artistic movements like Impressionism and Cubism to the pioneering of modern photography and film.



Food

Often considered the world's culinary capital, Paris attracts food lovers from all over the world eager to sample the best of French cuisine, from fine dining at Michelin-starred restaurants to delectable pâtisseries, chocolateries, and fromageries dotting the city's streets.



History

France has a long and varied history, spanning ancient settlements, medieval kingdoms, periods of royal grandeur, and multiple revolutions. The country has over 40,000 registered historical monuments and more than 50 UNESCO World Heritage sites.



Nature

Green spaces abound in Paris, which has numerous parks, gardens, and surrounding forests, while the country boasts a wealth of natural landscapes, including the peaks of the Alps, picturesque coastlines, and the sun-dappled vistas of the French countryside.



Shopping

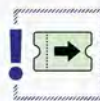
Paris is renowned for luxury goods and the latest in high-end fashion, but opportunities for all kinds of shopping abound in France, from longstanding corner shops to bustling open-air markets to massive department stores.



Points



Time



Immediately
travel



Immediately
gain a Research
token

ROUND ORDER

1. Draw Cards

2. Play Cards


- Use Research Tokens (optional)
- Explore the City (optional)
- Gain Card Bonuses
- Gain Favorable Condition Bonuses


3. Pass Cards/End of Round

1. DRAW CARDS

At the beginning of each round, players will draw Activity cards simultaneously to their hand as indicated by where the Round Tracker token is on the Round Tracker Board.



 This icon means players should draw 2 cards from the face-down deck.


 This icon means players should draw 4 cards from the face-down deck.

The text below the icons on the Round Tracker Board indicates how many cards (either 1 or 2) players will play and pass that round.

When a player passes a card, they should place it **face-down** on the indicated space in the upper right corner of the player board of the player on their left for rounds 1 to 7.

❗ **The player receiving the card may NOT look at the card and does NOT have access to it that round.**

Beginning in round 8, as indicated by the circular arrow icon on the Round Tracker Board, players will instead pass cards to the player on their right.

 This icon means players should **draw the entire stack of cards** from the upper right corner of their own player board. The number of cards in the stack should **match exactly** the number indicated on the icon.

❗ **NOTE: At the end of every round, after both playing and passing cards, players should have NO cards left in their hand!**


2. PLAY CARDS

Each round, players will play either 1 or 2 Activity cards simultaneously to their itinerary, as indicated by the text on the Round Tracker Board.

The upper section of each card shows which of the player's 5 Experience tokens will move forward on the Experience Track on their player board. **The tokens do NOT move until the player goes on their trip in the final round.**

The bottom section of each card shows the potential bonuses (points, tokens, Energy Track icons, and/or Experience Track icons) that will be gained in the final round if this card occupies the "Highlight of the Day" position at the bottom of a column.


USE RESEARCH TOKENS (OPTIONAL)

 During the game, players may earn Research tokens, which may be used to draw additional cards.

At any time after drawing their regular cards for the round but **before** passing cards at the end of the round, a player may discard a Research token to the supply to **draw 3 cards** from the deck to their hand. The player must then **IMMEDIATELY discard any 3 cards** to the face-up discard pile in the center play area.


A player may use more than 1 Research token, as long as they complete the draw and discard actions for each token separately.

A player may use a Research token earned on that turn as long as they complete the draw and discard actions before passing cards.

 Research tokens not used by the end of the game are worth 1 point each, as indicated on the other side of the token.

EXPLORE THE CITY (OPTIONAL)

If a player does not like the card options in their hand, they can decide to leave part of their schedule open for exploring the city.

A player does this by playing 1 card from their hand face-down (with the "Explore the City" side face-up) in their itinerary as they would any other Activity card. The player also may take an immediate Travel action (see page 8), as indicated by the  icon at the top of the card.

When the player goes on their trip in the final round and arrives at this card, it simply scores 1 point. If the "Highlight of the Day" bonus is visible on this card, it scores an additional 5 points.

EXAMPLE: CARD PLACEMENT

The board shows a weekly itinerary from Monday to Saturday. Each day has a column of activity cards. A 'Highlight of the Day' card for 'MONTMARTRE' is placed at the bottom of the Tuesday column. Arrows point from this card to other cards in the Tuesday, Thursday, and Saturday columns, indicating placement options. The board includes various Parisian landmarks and food items with associated point values and icons.

Throughout the game, players will add Activity cards to their itinerary by placing them in a column below one of the days, Monday to Saturday, on their player board.

Each day can have a maximum of 5 cards in its column.

The cards in each column should overlap one another so that the upper section of each card is visible and the card at the bottom of the column is the only one that is fully visible. This card is the player's current "Highlight of the Day" for that day, and if it remains so in the final round, the bonuses at the bottom of the card will be gained.

Whenever a card is added to a day that already has 1 card in that column, the player decides whether the card is tucked underneath the other card—and thus at the top of the column—or placed at the bottom of the column, overlapping the other card and replacing it as the "Highlight of the Day."


Whenever a card is added to a day that already has 2, 3, or 4 cards in that column, the player has the additional choice to place the card in between 2 of the cards, making sure the upper section of each card is visible.


NOTE: Once a card is placed, it may NOT be discarded, moved to a different day, or swapped with the position of another card in the same day.


2. PLAY CARDS (CONTINUED)

GAIN CARD BONUSES

Whenever a player plays an Activity card with a Bonus icon at the TOP of the card, they immediately gain that bonus:

 Take 1 Research token from the supply.

 You may take an immediate Travel action on the Regional Map board. (See page 8 for Travel actions.)

 You may take 2 immediate Travel actions on the Regional Map board. (See page 8 for Travel actions.)



GAIN FAVORABLE CONDITION BONUSES

Whenever a player plays an Activity card that has an icon at the TOP of the card that matches the icon of the Favorable Condition token to the left of that day on their player board, the player may do **ONE** of the following:


- If the Favorable Condition token is face-up, they may turn it face-down so the “2” side is showing.
- They may move the token to the leftmost open space of one of the 3 rows at the top center of their player board and immediately take that reward. (If the space shows points, take that number of Point tokens from the supply.)

At the end of the game, if the Favorable Condition token is face-down (with the “2” side showing), **AND** the token was moved to the leftmost open space of one of the 3 rows at the top center of their player board, it will score 2 points in addition to whatever bonuses they received during the game.


! NOTE: If a player plays an Activity card with 2 identical icons at the top that match the icon of the Favorable Condition token to the left of that day on their player board, they still only get to do **ONE** of the above actions.

EXAMPLE: GAINING CARD/FAVORABLE CONDITION BONUSES

It is round 5, so Antoine is playing 2 cards on his turn.

1 First he plays the Château de Monte-Cristo card in the Wednesday column and immediately gains 1 Research token  because of the icon (He chooses to use that Research token immediately, drawing 3 cards and discarding 3 cards.)

2 Because the Art icon at the top of the card matches the Favorable Condition token for Tuesday, he gets a Favorable Condition bonus. He chooses to flip the Favorable Condition token to the “2” side.

3 Then he plays the Musée Des Arts Forains card to the bottom of the Wednesday column and immediately gains 1 Travel action [see page 8] because of the  icon.

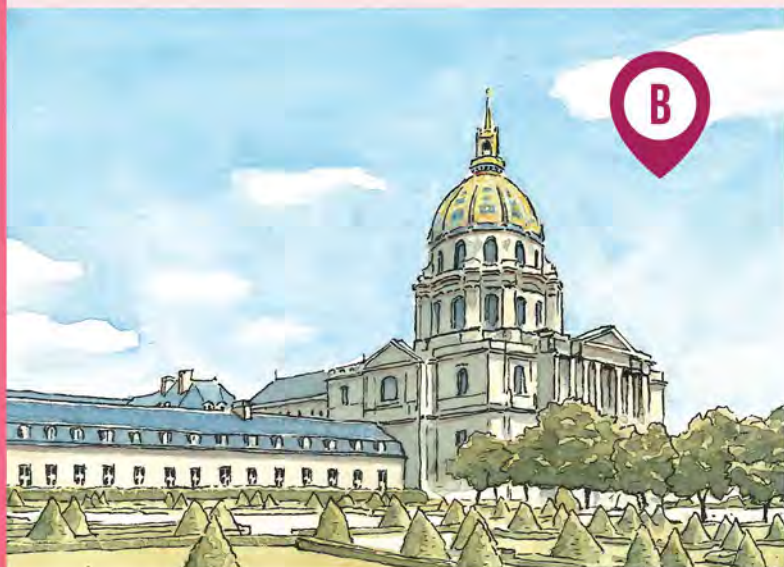
4 Because the Art icon at the top of this card also matches the Favorable Condition token for Wednesday, he gets another Favorable Condition bonus. He chooses to move the Favorable Condition token to the leftmost space of the bottom left row on his player board and immediately gains 1 Research token and 1 Wild token.

Since Antoine was able to flip his Favorable Condition token **AND** move it to the top of his board, he will score an additional 2 points at the end of the game.



BEST MUSEUMS IN PARIS

- | | |
|--------------------------|-------------------------|
| A. Musée d'Orsay | E. Musée Rodin |
| B. Les Invalides | F. Musée de l'Orangerie |
| C. Palais de Tokyo | |
| D. Musée Marmottan Monet | |



3. PASS CARDS/END OF ROUND

Once players have finished playing their card(s) and taking their bonuses, they should pass their remaining card(s) according to the Round Tracker Board (see page 5) and have NO cards left in their hand.

The round has now ended and the Round Tracker token should be moved 1 space to the right on the Round Tracker Board.



At the end of the 14th round (when the Round Tracker token would be moved past the last space on the board), planning is finally complete and players are ready to go on their trip to Paris. How exciting!

REGIONAL MAP BOARD AND TRAVEL

Before heading to Paris, players can enjoy even more enriching experiences on their vacation by exploring the local flavor of some of France's most alluring and distinctive regions.



Whenever a player gains a Travel icon—either by playing a card with a Travel icon at the top or by gaining a Favorable Condition bonus and moving the Favorable Condition token to a space on the player board with a Travel icon on it—the player may immediately move their Traveler token on the Regional Map board and gain the bonus on that space.



A player's first Travel movement is placing their Traveler token on one of the map's starting spaces (with a dotted square border) and gaining the bonus on that space. Each subsequent movement of the Traveler token should be along a line to an adjacent space.



Multiple Traveler tokens can occupy the same space.

Players may move their Traveler tokens back to previously visited spaces and gain that bonus again with the exception of spaces that feature a **dotted circle**. On those spaces, players must put one of their Exploration tokens on the dotted circle the first time they move their Traveler token onto that space. Players may move their Traveler token onto this space again later in the game, but their Exploration token marks that they have already visited it and they do not receive any further bonus for that space.

The paths on the map that are **dotted lines** do NOT require a Travel icon for movement. At any time a player can simply pay the cost shown in the middle of the dotted line to move their Traveler token along the path and gain the bonus of the end space as usual.

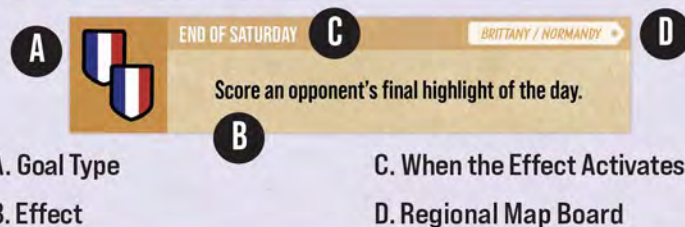
If there is both a dotted line and a solid line between two spaces, the player may choose to travel on either line.

GOAL TILES


Each Regional Map board has  and  spaces. Whenever a player's Traveler token reaches one of these spaces, they activate the Goal tile on the board that corresponds to that flag icon. Some of the Goal tiles have a scoring bonus at the end of the game.

Each Goal tile can be activated by multiple players. However, each player may only activate the  tile once, even if there are multiple  spaces on the board.

GOAL TILE ANATOMY

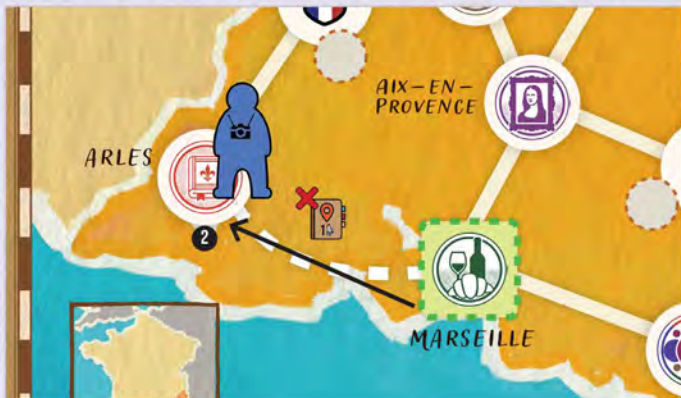


EXAMPLE: TRAVEL


1 Camille plays an Activity card with a  icon at the top. It is the first Travel icon she has gained this game, so she places her Traveler token on the square starting space of Marseille and gains the bonus of moving her Food token 1 space forward on the Experience Track on her player board.



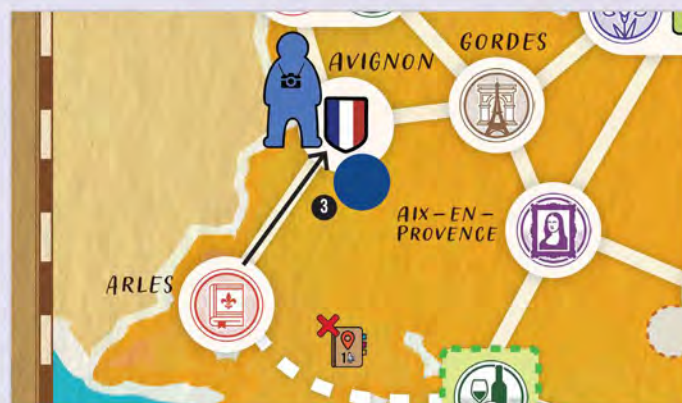
2 She chooses to pay 1 Research token to move along the dotted line to Arles and gains the bonus of moving her History token 1 space forward on the Experience Track on her player board.



3 Later in the game, Camille gains a Favorable Condition bonus for matching an icon at the top of an Activity card to the Favorable Condition token for that day. She chooses to move the Favorable Condition token to a space on her player board with a Travel icon. She moves her Traveler token along the solid line to Avignon and places one of her Exploration tokens in the dotted circle.

She has achieved the  goal, which either has an immediate effect or a bonus at the end of the game according to the Goal tile on the board.

4 In this game the Goal tile immediately gives Camille 3 Experience icons of her choice. Since her current strategy is to collect History and Art icons, she decides to move her History token 1 space forward and her Art token 2 spaces forward.



FINAL ROUND: GOING TO PARIS!

At this point, players score and activate the cards in their itinerary in order from Monday to Saturday, starting with the card at the top of the column for Monday and going downward in that column.

Each day should be resolved in this order:

1. Experience Track Movement

2. “Highlight of the Day” Bonuses

3. Points

4. Time → Energy Tracker

It is strongly recommended for your first game (and all your games!) to have players take turns narrating the enriching activities they did for each day. It's more fun that way! Alternatively, experienced players can activate and score their cards simultaneously.

TOP 5 PARKS AND GARDENS IN PARIS

1. Jardin du Luxembourg (6th Arrondissement)
2. Jardin des Plantes (5th Arrondissement)
3. Jardin des Tuileries (1st Arrondissement)
4. Parc des Buttes-Chaumont (19th Arrondissement)
5. Coulée Verte René-Dumont (12th Arrondissement)



1. EXPERIENCE TRACK MOVEMENT

For each Experience Track icon in the upper left section of a card in the day's column, the corresponding token on the Experience Track should be moved 1 space to the right.

If a token reaches the “10” space, it should be flipped to the “10” side and placed back on the “0” space on the Experience Track.

2. “HIGHLIGHT OF THE DAY” BONUSES

Then players should gain any bonuses from the visible “Highlight of the Day” bonus on the final card at the bottom of the day's column:



Any Experience Track icons shown should be gained on the Experience Track as explained in the previous step.



Take a Wild token from the supply. A player can discard a Wild token at any time to move an Experience token of their choice 1 space forward on the Experience Track.



A player must **immediately** move an Experience token of their choice 1 space forward on the Experience Track. (A player may NOT take a Wild token instead.)



A player must **immediately** move their lowest Experience token 1 space forward on the Experience Track. If there is a tie between tokens for the lowest, the player chooses which token to move.



A player should move their Energy Tracker token 1 space to the right on the Energy Tracker.



Take a Research token. Since Research tokens cannot be used at this point in the game, they will score 1 point each at the end of the game. (However, some “Highlight of the Day” Bonuses score additional points based on how many leftover Research tokens a player has.)

JARDIN DU LUXEMBOURG IS AN AMAZING, HISTORIC GARDEN LOCATED IN THE 6TH ARRONDISSEMENT. IT IS POPULAR AMONG PARISIANS AND TOURISTS ALIKE. THE LUXEMBOURG PALACE AND LARGE BASIN STAND OUT AS THE PARK'S MOST ICONIC FEATURES. VISITORS CAN RENT SMALL TOY BOATS AND SAIL THEM INSIDE THE BASIN.

3. POINTS

Then players should add up the number of points at the top right of each card in the day's column, plus any points in the visible "Highlight of the Day" bonus on the final card at the bottom of the column.

❗ **NOTE: "Highlight of the Day" bonuses only score based on icons and cards activated BY THAT POINT in a player's itinerary.**

For example, if the card shown on the right were placed at the bottom of a player's Wednesday column, it would score 2 points for each pair of Shopping and Nature icons from Monday until the end of Wednesday, including at the top of the card itself. Any Shopping or Nature icons activated on following days would NOT score additional points for this bonus.



Wild tokens can be spent at any time to move an Experience token of their choice 1 space forward on the Experience Track, which count as additional icons for most bonus points. (See page 14 for card clarifications.)

Players can refer to where their tokens currently are on the Experience Track to quickly count how many they have of each of the 6 Experience Track icons.

The total number of points a player scores for that day should be recorded in the corresponding row on the scorepad.

4. TIME → ENERGY TRACKER

Then players should add up the total amount of time (🕒) on all the cards in the column for that day (including any 🕒 icons in the "Highlight of the Day" bonus) and move their Energy Tracker token to the left or to the right according to the chart underneath the Energy Tracker. See example on the following page.

(The Energy Tracker is limited. If ever the Energy Tracker token would be moved to the left of the -3 point space or to the right of the 3 point space, it should remain where it is instead.)

After doing this, players will score the number of positive or negative points shown below where their Energy Tracker token currently is. This number should be recorded on the scorepad in the bottom right corner of the box for that day.

HELPFUL WORDS AND PHRASES

BON JOUR!.....	HELLO!
MERCI!.....	THANK YOU!
S'IL VOUS PLAÎT.....	PLEASE
OUI/NON.....	YES/NO
L'ADDITION, S'IL VOUS PLAÎT.....	THE BILL, PLEASE
OÙ EST...?.....	WHERE IS...?
MUSÉE.....	MUSEUM
JARDIN.....	GARDEN
J'ADORE (LES JEUX DE SOCIÉTÉ)..	I LOVE (BOARD GAMES)

WHILE THE CROISSANT IS A CLASSIC FRENCH PASTRY, IT ACTUALLY ORIGINATED IN AUSTRIA IN THE 13TH CENTURY AS THE KIPFERL. LEGEND HAS IT THAT THE CRESCENT SHAPE SYMBOLIZES THE CRESCENT MOON ON THE OTTOMAN FLAG. WHEN IT WAS INTRODUCED TO FRANCE AROUND 1838, FRENCH BAKERS STARTED MAKING THEIR OWN FLAKIER VERSIONS OF THE BAKED GOOD.



EXAMPLE: MONDAY SCORING

Camille is scoring and activating Monday on her itinerary.

- First, on her Experience Track, she moves her Architecture token 1 space to the right, her History token 2 spaces to the right, and her Food token 1 space to the right, based on the upper left corner of the 3 cards in the Monday column.
- Then she checks for any bonuses in the "Highlight of the Day" at the bottom of the Baguette card. She moves her Food token 2 additional spaces to the right on her Experience Track.
- Then she adds up the points from her Monday cards: 2 for Arc de Triomphe, 1 for Museum of Arts and Crafts, and 7 for Baguette (1 from the top right corner plus 6 from the "Highlight of the Day" bonus). She writes "10" in the box for Monday on the scorepad.
- Then she adds up the time from her Monday cards: 2 for Arc de Triomphe, 2 for Museum of Arts and Crafts, and 2 for Baguette (1 from the top right corner plus 1 from the "Highlight of the Day" bonus) for a total of 6. According to the chart underneath the Energy Tracker, she moves her Energy Tracker token 1 space to the right for a total of exactly 6 time that day. The Energy Tracker token is now on the 1 point space, so she writes "1" in the bottom right corner of her box for Monday on the scorepad.

Onward to Tuesday!

PLAYER	C
Monday	10 ³ ₁ ⁴
Tuesday	
Wednesday	

The image shows a section of the game board. At the top is the Experience Track with tokens for Architecture, History, and Food. Below it is the Energy Tracker with a chart showing time spent. The main area contains cards for Monday (LUNDI) and Tuesday (MARDI). Each card has a score and time value. The cards shown are:

- MONDAY LUNDI**: Arc de Triomphe (2 points, 2 time), Museum of Arts and Crafts (1 point, 2 time), Baguette (7 points, 2 time).
- TUESDAY MARDI**: Place de la Bastille (1 point, 1 time), Picnic (2 points, 2 time), Bar Hemingway (1 point, 2 time), Eat at a Famous Café (3 points, 2 time).

The Baguette card includes a description: "Baguettes are one of the most identifiable symbols of French culture and cuisine. Many citizens go to their local boulangerie daily for a fresh loaf." and a bonus: "Gain 1 Time, 2 Food, and 6 points". The Eat at a Famous Café card includes a description: "Cafés are a hallmark of Parisian culture. Some, like Les Deux Magots and Café de Flore, are over a hundred years old and were meeting spots for famous writers, artists, and intellectuals." and a bonus: "Learn about the café's history. 2 per (Food and History). 2 points per set of Food and History".

EXPERIENCE TRACK SCORING

At the end of their trip (after they finish scoring Saturday), players earn points for where each of their 6 Experience tokens is on their Experience Track.

Experience tokens that reached the “10” space, were flipped to the “10” side, and placed back on the “0” space on the Experience Track do still score 10 points for having reached the “10” space. An Experience token that was flipped to the “10” side and reached another point threshold scores those points in addition to the 10 points.

EXAMPLE: EXPERIENCE TRACK SCORING



At the end of his trip, Antoine's Experience Track looks like this.

- He scores no points for his Shopping token as it did not reach at least the “2” space.
- He scores 1 point for his History token.
- He scores 3 points for his Food token.

- He scores 6 points for his Architecture token.
- He scores 10 points for his Nature token.
- He scores 13 points for his Art token.

He enters the total score of 33 in the corresponding row of the scorepad.

FINAL SCORE

Using the scorepad, players add up the points for their individual itinerary days, Experience Track, Favorable Condition tokens moved to bonus spaces, Goal tiles on the Regional Map board, and leftover Research tokens, which should be flipped to the side showing 1. (Leftover Wild tokens score no points.)

The player who has the most points has fulfilled their individual goals for their trip the best and is the winner!

If players are tied, they have had equally remarkable trips and share the victory! (But if they insist, they can add up the number of spaces each of their 6 tokens has moved on the Experience Track and see who has the higher total. If still tied, they must agree that their trips were equally impressive.)

PLAYER	C	A			
Monday	10	12			
Tuesday	13	7			
Wednesday	6	21			
Thursday	20	15			
Friday	22	30			
Saturday	31	30			
Experience Track	35	33			
Favorable Condition Tokens	8	12			
Goal Tile (if applicable)	-	-			
Goal Tile (if applicable)	12	9			
Research and Point Tokens	7	9			
TOTAL	174	180			

CARD AND GOAL TILE CLARIFICATIONS

THE GOLDEN RULE:

"Highlight of the Day" bonuses only score based on icons and tokens gained by that point in a player's itinerary.

SETS



2 points per set of Art and Food

e.g. *Moulin Rouge* If a player's Experience Track has the Art token on space "3" and the Food token on space "2," they have 2 sets of Art and Food.

DAYS WITH 4 DIFFERENT ICONS



6 points per each day so far with 4+ different icons on cards

e.g. *Arc de Triomphe* You may count icons gained from "Highlight of the Day" but not from Wild tokens or or icons.

DAYS WITH SETS OF ICONS



5 points per each day so far with 2+ Architecture on cards

e.g. *Eiffel Tower* Icons gained from "Highlight of the Day" bonuses do count.

DAYS WITH <6 TIME



4 points per each day so far with less than 6 Time shown

e.g. *Musée Rodin* Be sure to count time gained from "Highlight of the Day" bonuses.

TIME SPENT



1 point per Time shown on cards that gain Nature

e.g. *Canal Saint-Martin* Count the total time on cards that gain that icon, including time and icons gained from "Highlight of the Day" bonuses.

NUMBER OF ICONS TODAY



3 points per Art today

e.g. *Musée de l'Orangerie* Icons gained from Wild tokens do not count.

3+ TIME CARDS



Gain 1 Time today, then score 4 points per card with 3+ Time shown

e.g. *Musée Carnavalet* Time gained from "Highlight of the Day" bonuses count. This card counts itself.

FAVORABLE CONDITION TOKENS



Gain 1 Time today, then score 2 points per token on the 2 side that has gained a bonus

e.g. *Palais de Tokyo* Favorable Condition tokens that have been flipped to the "2" side but not moved to a bonus space do not score for this.

POINTS FOR TOKENS



Gain 2 Research tokens, then score 1 point per Research token

e.g. *Shakespeare and Company* Only unspent tokens count. You do not have to discard the tokens when scoring the points.

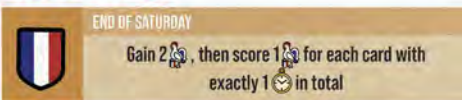
LOWEST ICON



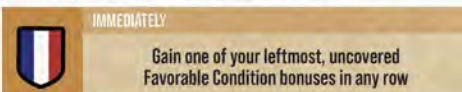
Gain your lowest icon, then gain your lowest icon, then gain your lowest icon, then score 2 points per your lowest token

e.g. *Jardin du Luxembourg* If there is a tie between tokens for the lowest, choose 1 of them. Wild tokens may be used in between each gaining of an icon.

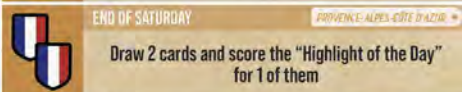
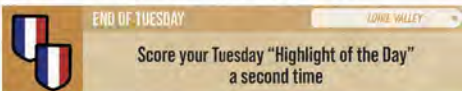
GOAL TILES



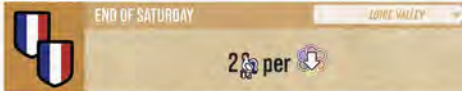
If a card has 1 or more in the "Highlight of the Day" bonus, it does not score.



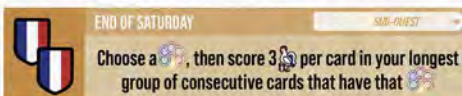
Gain the bonus as if you were placing a Favorable Condition token on that space. You may still place a Favorable Condition token on that space later in the game.



For these tiles, "score" means gain all icons, tokens, and points from the "Highlight of the Day" section at the bottom of the card. Do not gain any . Do not gain any icons or from the top of the card. Always score the "Highlight of the Day" according to your own icons, tokens, etc.



If there is a tie between tokens for the lowest, only gain points for 1 of them.



Consecutive cards are sequential cards in a player's itinerary that gain at least 1 of the chosen icon at the top of the card or in the "Highlight of the Day" bonus. The group may stretch from the end of one day to the beginning of the next day.

SOLO RULES

In the Solo mode you are competing against a travel agent to plan the best trip to France. Set up the game as normal for a 2-player game, except the travel agent's Experience Track tokens start on different spaces on their Experience Track:

The Experience Track token matching the randomized Favorable Condition token for Monday starts on the "1" space, the Experience Track token matching the Favorable Condition token for Tuesday starts on the "2" space, and so forth until the Experience Track token matching the Favorable Condition token for Saturday starts on the "6" space.

EXAMPLE: TRAVEL AGENT SETUP



The game plays as normal with a few exceptions:

- When you pass cards to the travel agent, immediately place them face-up in their itinerary in order chronologically from the top of the Monday column to the bottom of the Saturday column. Each day from Monday to Friday in the travel agent's itinerary should receive exactly 3 cards and Saturday should receive exactly 4 cards.
- When you pass 2 cards to the travel agent, you choose the order in which they are placed.
- Whenever you pass a card, take a face-down card from the deck and place it on the upper right corner of your player board, as if you were passed that card as normal.
- If the card played for the travel agent contains 1 or more icons matching the travel agent's Favorable Condition token for that day, flip their token to the "2" side. If it is already on the "2" side, do nothing else.
- The travel agent does not gain any other Favorable Condition bonuses or any Travel bonuses at the top of cards. (Thus the travel agent never places a Traveler token on the Regional Map board.)
- The travel agent does gain Research token bonuses from the top of cards.

SOLO SCORING

Score your itinerary as normal. Then score the travel agent's itinerary as normal. If the travel agent's "Highlight of the Day" bonus grants a Wild token or Immediate Wild, instead move the token farthest ahead on the travel agent's Experience Track by 1 space. (If there is a tie between tokens, you choose which token to move.)

The travel agent's "Highlight of the Day" bonuses are activated and scored a second time.

The travel agent scores 2 points for each Favorable Condition that was flipped to the "2" side.

Finally, the travel agent scores 2 points for each and icon in their itinerary.

ADVANCED TRAVELER MODE

For a more difficult challenge, the travel agent also scores points equal to their lowest icon multiplied by their highest icon.





QUICK ICON GUIDE



Points



Wild Token



Any Experience Icon



Lowest Experience Icon



Highest Experience Icon



Positive Energy



Negative Energy



Research Token
Draw 3, Discard 3



Travel Action

MAP ICONS



Discard a Wild Token



Discard a Research Token



Move an Experience Icon Back 1 Space

CREDITS

Game Design: Josh Wood

Artwork: Nicole Barriere, Akihito Horigome, Timo Bechert, David Wautier, Katariina Purru, Erica Ward

Lead Development: Josh Wood

Development: Kirk Buckendorf, John Goodenough, Ian Hutchinson, Mark Wootton

Additional Development: Cal Friedman, Lorraine Slakinski

Graphic Design: Brigette Indelicato

Additional Graphic Design: Whitney Tsai

Writing: Andre Chautard, Josh Wood

Editing: Andre Chautard

Production: David Lepore, Adelheid Zimmerman

Cultural Consultant: Nicolas Bongiu

Playtesters: Steve Behnke, Andre Chautard, Theodore Coyer, Ketan Deshpande, Cal Friedman, Peter C. Hayward, Benjamin Lopez, Mandy McCool, Sam Nazarian, Amanda Panda, Luke Pickles, Matt Rodela, Francisco "Paco" Rojas, Lorraine Slakinski, Lee Smathers, Mark Starr, Karaan Tolani, Whitney Tsai, Dan Varrette, Adelheid Zimmerman, John Zinser

Josh Wood is the game designer of *Cat Lady*, *Santa Monica*, and the *Let's Go!* Series. He is a developer for AEG who has worked on numerous games, including *Tiny Towns* and *The Guild of Merchant Explorers*. He resides in Los Angeles, California.

I would like to personally thank my family, friends, Kathleen, and my cat, Marshmallow. I would like to thank everyone who supported this game or my other games. Thank you to the development team who worked so hard helping me realize another project. Thank you to all of the artists and Brigette Indelicato. Their artwork along with the efforts of Andre Chautard and Nicolas Bongiu made this game really come alive. I hope everyone enjoys playing this game and learns something amazing about France. I hope everyone has the opportunity to visit France one day and eat one of their delicious croissants.

Merci Beaucoup!



Questions? alderac.com/customer-service
alderac.com/lets-go-to-france

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