

Citadels notes

Object: Each player leads a city and seeks to increase its prosperity by influencing powerful characters and building new city districts. The player with the most points worth of districts at game end wins.

Setup: Shuffle the eight-card Character Deck after removing the characters that are marked with a white star.

Shuffle the District Deck after removing the districts marked with a white star.

Deal 4 district cards to each player.

Give 2 gold to each player. Place the remaining gold in a 'bank'.

Randomly give the Crown piece to a player.

Playing the Game: With 4-6 players, there are four steps to each round:

Step One: Remove Characters: Draw a random character card and place it face down in the middle of the table without looking at it.

Then draw character cards based on the number of players (4 players = 2 cards, 5 players = 1 card, 6 players = 0 cards) and place them face up in the middle of the table.

If the King is drawn as a face up card, replace it with another character card and then shuffle the King back into the deck.

The cards placed in the middle of the table will not be used in this round.

Step Two: Choose Characters: The player with the Crown looks at the remaining cards in the Character Deck, secretly chooses one, and passes the deck to the left. This continues until each player has chosen a card. The remaining, unchosen card is placed face down in the middle of the table.

Step Three: Player Turns: The player with the Crown calls out the name of each character in numerical order, proceeding to the next one if no one has a given card. When your card is called, place it face up in front of you and take your turn. Then the next character is called, etc.

On your turn, you must first take an action, and then you may build a district card.

1) Take an Action – do one of the following:

- Take 2 gold from the bank
- Or draw two district cards, keep one of your choice, and put the other on the bottom of the deck.

2) Build a District Card – you may build one district card, playing it in front of you after paying its cost (the number of gold coins in the upper left) in gold to the bank. You may choose not to build.

You may not build two identical districts (two Castles, two Markets, etc.).

While building an eighth district triggers the game end, players may build more than eight districts.

Each character has a special ability, also called its 'power'. You may use your character's power once during your turn.

Characters who receive gold for certain types of districts may use their powers at any point in their turn (i.e., before building (to use the gold for building) or after building (to gain income from newly built districts)).

Step Four: End of Round: After all character cards have been called, gather the character cards and shuffle them for the next round.

Game End: When a player builds his eighth district, the game ends after the current round is completed.

Players receive points for the following:

- Points equal to the total combined gold cost of all district cards in a player's city.
- 3 points if a player has at least one district in each of the 5 colors.
- 4 points for the first player to build eight districts.
- 2 points for every other player who managed to build eight districts.

The player with the most points is the winner.

Shorter Game: Play to seven districts instead of eight.

FAQ: It costs 5 gold pieces for the Warlord to destroy the University or the Dragon Gate because the building cost is used, not its worth at the end of the game.

2-Player Game: Steps One and Two are changed as follows:

Step One: Draw a random character card and place it face down in the middle of the table.

Step Two:

1. The player with the Crown (Player A) selects a character card and passes the remaining 6 cards to Player B.
2. Player B selects a character card, and then chooses and places another card face down in the middle of the table. He passes the remaining 4 cards to Player A.
3. Player A selects a character card, and then chooses and places another card face down in the middle of the table. He passes the remaining 2 cards to Player B.
4. Player B selects a character card, and then places the last card face down in the middle of the table.

The players play with two characters each instead of one. So they will each take two Player Turns, one when each of their chosen characters are called.

3-Player Game: Steps One and Two are changed as follows:

Step One: Draw a random character card and place it face down in the middle of the table.

Step Two: The player with the Crown selects a card and passes the deck to the left. This continues around until each player has chosen two cards. The remaining, unchosen card is placed face down in the middle of the table.

The players play with two characters each instead of one. So they will each take two Player Turns, one when each of their chosen characters are called.

7-Player Game: Play as a 6-player game except during Choose Characters, when the seventh player is handed the last card, he also secretly looks at the face down card on the table and chooses one of those two cards, placing the other face down in the middle of the table.

8-Player Game: Play as a 7-player game with the addition of one of the rank 9 character cards.

Bonus Cards: These are 10 character and 14 district cards marked with white stars.

One or two bonus character cards can be swapped in for the same rank members.

If you want to play with one of the rank 9 characters in a 4-7 player game, simply increase the number of cards that are placed face up in the middle of the table during Step One by 1 card (EXC: 0 cards for 7 players).

You can add 2-3 bonus district cards to the deck. If you wish to more than 2-3 cards, remove one existing purple district card for each bonus district card added.

Assassin (1)

Announce the title of another character that you wish to murder. The player who has the murdered character must say nothing, and must remain silent when the murdered character is called upon to take his turn. The murdered character misses his entire turn.

Thief (2)

Announce the title of a character from whom you wish to steal. When the player who has that character is called upon to take his turn, you first take all of his gold. You may not steal from the Assassin or the Assassin's target.

Magician (3)

At any time during your turn, you may do one of the following two things:

- Exchange your entire hand of cards (not the cards in your city) with the hand of another player (this applies even if you have no cards in your hand, in which case you simply take the other player's cards).
- Place any number of cards from your hand face down at the bottom of the District Deck, then draw an equal number of cards from the top of the District Deck.

King (4)

You receive one gold for each noble (yellow) district in your city. When the King is called, you immediately receive the Crown. You will now call the characters, and you will be the first player to choose your character during the next round. If there is no King during the next round, you keep the Crown. If you are murdered, you skip your turn like any other character. Nevertheless, after the last player has played his turn, when it becomes known that you had the murdered King's character card, you take the Crown (as the king's heir).

Bishop (5)

You receive one gold for each religious (blue) district in your city. Your districts may not be destroyed by the Warlord.

Merchant (6)

You receive one gold for each trade (green) district in your city. After you take an action, you receive one additional gold.

Architect (7)

After you take an action, you draw two additional district cards and put them both in your hand. You may build up to three districts during your turn.

Warlord (8)

You receive one gold for each military (red) district in your city. At the end of your turn, you may destroy one district of your choice by paying a number of gold equal to one less than the cost of the district. Thus you may destroy a cost 1 district for free, a cost 2 district for 1 gold, or a cost 5 district for 4 gold, etc. You may destroy one of your own districts. You may not, however, destroy a district in a city that is already completed by having eight districts.

Witch* (1)

After you take an action, announce the title of another character that you wish to bewitch, then immediately end your turn. When the bewitched character is called upon, its player must show his character card, take an action, and then immediately end his turn. You now resume this player's turn as if you were playing the bewitched character, using all that character's powers (including the gold bonus of the Merchant or the two card bonus of the Architect) in your city. If the King is bewitched, the King player still receives the Crown counter. If the bewitched character is not in play, you do not resume your turn. The Thief cannot steal from the Witch or the bewitched character.

Tax Collector* (2)

After another player has built one or more districts in his city, that player must, at the end of his turn, give you one gold (if he has any gold left). If the Assassin or the Witch has already built a district card, their players must pay you one gold as you reveal that you have the Tax Collector.

Wizard* (3)

You may look at another player's hand of cards and take one card. You may then either put this card in your hand, or pay to build it in your city. If you build it in your city, it does not count towards the one district building limit, which means that you can build another district as well. During this turn, you may build district cards identical to another district in your city.

Emperor* (4)

You receive one gold for each noble (yellow) district in your city. When the Emperor is called, you immediately must take the Crown from the player who has it and give it to a different player (but not yourself). The player who receives the Crown must give you either one gold or one district card from his hand. If the player has neither a gold nor a card, he does not have to give you anything. (Note that, like the King, the Emperor may not be in the face up discarded character cards.)

Abbot* (5)

You receive one gold for each religious (blue) district in your city. The player who has the most gold must give you one gold. If there is a tie for the player with the most gold, or if you have the most gold, then you do not receive the gold.

Alchemist* (6)

At the end of your turn, you receive back all the gold you spent to build district cards this turn, but not the gold you spent for other reasons (paying the Tax Collector, for example). You cannot spend more gold than you have during your turn.

Navigator* (7)

After taking your action, you may either receive an additional four gold or draw an additional four cards. You may not build any district cards.

Diplomat* (8)

You receive one gold for each military (red) district in your city. At the end of your turn, you may take a district from another player's city in exchange for a district in your city. If the district you take has a higher cost than the district you give, you must pay the difference in gold to the player with whom you make the exchange. (The Great Wall affects this cost.) You may not take the Keep district, or any districts in the Bishop's city. Note: If you are using the Diplomat in your game, you must remove the Cemetery from the deck, as it will not be used.

Artist* (9)

You may "beautify" one or two of your districts by placing your gold on one or both of them. The value of the beautified district (and therefore the cost of destroying or exchanging it) is increased by one. This also increases the number of points you receive for the district at the end of the game. There can be only one gold piece on any one district.

Queen* (9)

You receive three gold if you are sitting next to the King (or the Emperor). If the King has been murdered, but was sitting beside you, you receive three gold when this becomes known (that is, immediately after your turn). Note: Do not use the Queen in a game with fewer than five players.