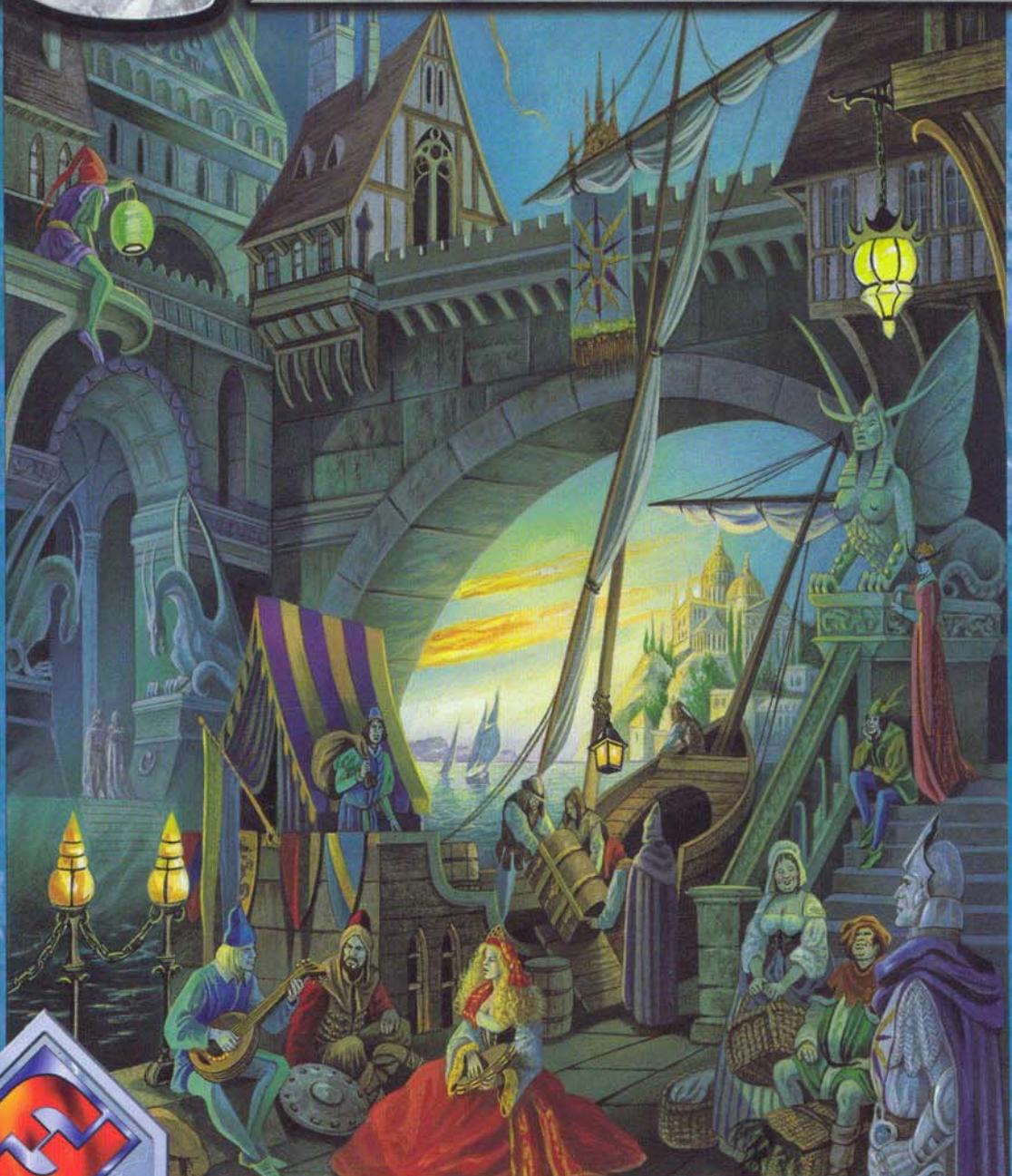




BRUNO FAIDUTTI'S

CITADELS



FANTASY FLIGHT
GAMES

A GAME OF MEDIEVAL CITIES,
NOBLES, AND INTRIGUE

CITADELS

INTRODUCTION

Citadels is a card game of bluffing, deduction, and city-building for two to seven players, ages 10 and up.

Object of the Game

In Citadels, you and your opponents play the leaders of rival cities increasing their prosperity by building new districts. The game ends after one player builds eight districts, and the players receive points based on what districts they have in their cities. The player with the most points wins.

Components

This game includes district cards, character cards, and several sets of counters.

District Cards

These cards represent the various districts that you can add to your city. Each district card has a **cost**, represented by a number of gold coins along the card's left edge. In order to put a district card into play, you must pay its cost in gold.

Each district card also has a color in the bottom left corner, which tells you what type of district it is:

Color	Type
Yellow	Noble (provides income to the King)
Blue	Religious (provides income to the Bishop)
Green	Trade (provides income to the Merchant)
Red	Military (provides income to the Warlord)
Purple	Special (provides special benefits described on the cards themselves)

Character Cards

These cards represent the leaders of the players' cities. There are 18 character cards in the game, eight of which are used in the basic game. The other 10 characters are bonus cards, which are used in the expansion game (described later in these rules).

Each character card has a rank number from 1 to 9.

Other Components

- Gold Counters:** Players collect and spend gold over the course of the game. The gold is collected in a central "bank" before the game begins.
- Crown Counter:** The player with the crown counter chooses his character first each round (see below for details).
- Score Counters:** You may use these counters to help keep track of your points at the end of the game.
- Character Counters:** Each of these counters corresponds to one of the 18 character cards. Character counters are only used in the expansion game (described later in these rules).

CHARACTER CARD



CROWN COUNTER



DISTRICT CARD



CHARACTER COUNTERS



SCORE COUNTERS



SETTING UP THE BASIC GAME

Setting up the basic game is described below.

- Before the game begins, remove all the bonus character cards (with stars below their numbers) from the game.
- Shuffle the eight remaining character cards together into one deck. This is called the Character Deck.
- Shuffle the district cards together into one deck. This is called the District Deck.
- Deal each player four random district cards from the District Deck.
- Each player receives two gold from the bank.
- The oldest player receives the crown counter.

PLAYING THE GAME

Playing the game with 4-6 players is described below. If you are playing with 2, 3, or 7 players, see the special rules on the next page.

Citadels is played in a series of rounds. There are four steps in each round.

Step One: Remove Characters

Draw one card from the Character Deck and set it aside, *face-down* in the center of the table, without looking at it. This card will not be used this round.

Draw up to three cards (depending on the number of players, see below) from the Character Deck and set them aside *face-up*. These cards will also not be used this round.

Note: If you draw the King card to be set aside face-up, immediately replace it with another card from the Character Deck, then shuffle the King back into deck.

No. of Players No. of Face-up Cards

4	2
5	1
6-7	0

Step Two: Choose Characters

The player who has the crown takes the Character Deck and secretly chooses a character. He then passes the remaining character cards to the player on his left, who also chooses a card, and passes the remaining cards to the left. This continues until each player has chosen one card from the Character Deck. The last player chooses from the two remaining cards, and places the last card face-down in the center of the table.

Step Three: Player Turns

Once all the character cards are passed out, the player who has the crown calls out the names of each of the characters, in the order of their rank numbers. (He first calls out "Assassin" (#1), then "Thief" (#2), and so on.) If none of the players has a given character, the player with the crown moves onto the next character.

When the name of your character card is called, you must reveal your character card, place it face-up in front of you, and take your turn. When your turn is over, the player with the crown calls the name of the next character card. In this manner, play proceeds in the order of the character cards.

On Your Turn

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

1) Take an Action: At the beginning of your turn, you must *either*

- take two gold from the bank,
- or draw two district cards from the District Deck, choose one to put in your hand, and put the other on the bottom of the deck.

2) Build a District Card: You may build *one* district card into your city (that is, play it from your hand onto the table in front of you). In order to do so, you must pay the cost of the district, in gold, to the bank. You may choose not to build a district card if you wish.

You may never have two identical districts (two castles, two markets, etc.) in your city.

Each character also has a power. You may use your character's power once during your turn. (The powers of each character are *summarized* on their cards and detailed at the end of these rules. Be sure to familiarize yourself with the detailed powers before playing.)

Step Four: End of Round

After all the characters have been called, the players return their cards to the Character Deck, which is shuffled, and a new round begins.

GAME END

When a player builds an *eighth* district, the players finish the round. The game ends at the end of that round. At the

end of the game, each player receives points as follows. (You can use the scoring counters to help keep track of how many points you receive.)

- Points equal to the total costs of all the districts in a player's city
- +3 points if a player has districts of each of the five colors
- +4 for the *first* player to build eight districts
- +2 for each *subsequent* player to build eight districts

OTHER RULES

Two- or Three-player Game

In a two- or three-player game, both players play with two characters apiece. The game is played normally, except that each player plays twice each round (once for each character). Players do not have to separate their gold or their districts between their characters, as they still only have one city. A player can, for example, keep the money earned by his first character to build an expensive district with his second character.

If you are playing with two or three players, skip the first two steps of the round ("Remove Characters" and "Choose Characters") and follow the following instructions instead:

Two-player Game

1. The player who has the crown (Player A) takes the Character Deck, discards the top card face-down in the center of the table without looking at it, and secretly chooses a character for himself. He then passes the remaining six character cards to the other player (Player B).
2. Player B chooses one card from the Character Deck for himself, and chooses another to discard face-down in the center of the table. He then passes the remaining four cards to Player A.
3. Player A takes one of the four cards into his hand, places one more card face-down at the center of the table, and passes the last two cards to Player B.
4. Player B takes one card and places the last card face-down at the center of the table.

Three-Player Game

The player who has the crown takes the Character Deck, discards the top card face-down in the center of the table without looking at it, and secretly chooses a character for himself.

He then passes the remaining character cards to the player on his left, who also chooses a card, and passes the remaining cards to the left.

This continues until each player has chosen *two cards* from the Character Deck. The last player chooses from the two remaining cards, and places the last card face-down in the center of the table.

Seven-player Game

During the "Choose Characters" step of a seven-player game, when the seventh player gets one character card from the sixth player, he also takes the face-down discarded card. He then chooses one of these two cards and discards the other one, face-down.

Variant: Shorter Game

The game ends when a player has seven districts, not eight.

EXPANSION GAME

This game also includes 10 extra character cards (each marked with a star) which you can add to your Citadels game for more fun and variety. You may include these bonus characters in one of two ways:

1. Before the game, the players agree to remove *one or two* of the original character cards and replace them with expansion characters of the same rank numbers. For example, you may agree to remove the Merchant (#6) and replace him with the Alchemist (#6).
2. If you use one of the #9 characters, you can play with *eight* players. When playing with eight players, discard no face-up character cards and use the seven-player rules listed above.

If you decide to use one of the #9 characters in a four- to seven-player game, you must discard a number of cards face-up at the beginning of each round, as detailed below:

No. of Players	No. of Face-up Cards
4	3
5	2
6	1
7	0

Character Counters

If you are playing the expansion game, you may wish to use the character counters to help you remember which characters you are using in this game. Before the game begins, when you determine which characters you will use in the game, put those characters' counters in the middle of the table to serve as a reminder of which characters are being used.

CHARACTER POWERS

Each character has a power. You may use your character's power once during your turn. Each character's power is summarized on its card, but is detailed in the list below.

Note: Characters who receive income for having certain types of districts in their cities (the King, Emperor, Bishop, Abbot, Merchant, Diplomat, and Warlord) may receive the extra gold at any time. You may receive your income either *before* building new districts (if you need the gold in order to build the districts), or *after* building new districts (if the newlybuilt districts give you income). All income must be received at once, however. If you receive income at the beginning of your turn, you cannot receive additional income from any districts you build during your turn.

Basic Characters

(1) Assassin Announce a character you wish to murder. The player who has the murdered character says nothing, and says nothing when the character is called to take his turn. The murdered character misses his entire turn.

(2) Thief Announce a character from whom you wish to steal. When the player who has this character is called upon and shows his character card, you take all of his gold. You may not steal from the Assassin or the character that the Assassin murdered.

(3) Magician 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.
- Discard any number of cards from your hand to the bottom of the District Deck, then draw an equal number of cards from the top of the District Deck.

(4) King You receive one gold for each noble (yellow) district in your city. When the King is called, you immediately receive the crown counter. You will now call for characters, and will be the first player to choose your character during the next round. If no King is chosen during the next round, you will keep the crown counter. 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 King character, you take the crown counter (as the king's heir) and you choose your character first on the next round.

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

(6) Merchant You receive one gold for each trade (green) district in your city. After you take an action, you receive one *extra* gold. Therefore, you can either receive *three* gold, or draw a card and receive *one* gold.

**(7) Architect**

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

**(8) Warlord**

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. 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.

Expansion Characters**(1) Witch**

After you take an action, you announce which character you wish to bewitch, then *immediately end your turn*. When the player who has the bewitched character is called upon, he shows his character card and takes an action, then *immediately ends 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 one 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 no one has the bewitched character, you do not resume your turn. The Thief cannot steal from the Witch or the character that the Witch bewitched.

**(2) Tax Collector**

If a player builds 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 Witch has already built a district card, and has any money left, that player must also pay you a gold as soon as you reveal that you have the Tax Collector.

**(3) Wizard**

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

**(4) Emperor**

You receive one gold for each noble (yellow) district in your city. When the Emperor is called, you immediately take the crown counter from the player who has it and give it to a different player (but not yourself). The player who receives the crown counter must give you 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.)

**(5) Abbot**

You receive one gold for each religious (blue) district in your city. The player who has the most gold must pay you one gold. If there is a tie for the player with the most gold, or if you have the most gold, then no one pays you.

**(6) Alchemist**

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

**(7) Navigator**

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

**(8) Diplomat**

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.

**(9) Artist**

You may "beautify" one or two of your districts by putting your gold on one or both of them. The cost of a beautified district (and therefore the cost of destroying or exchanging it) is increased by one. Note that this increases how many points you receive for the district at the end of the game. There can be only one gold on any one district.

**(9) Queen**

You receive three gold if you are sitting beside the King. 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: You may not use the Queen in a game with fewer than five players.

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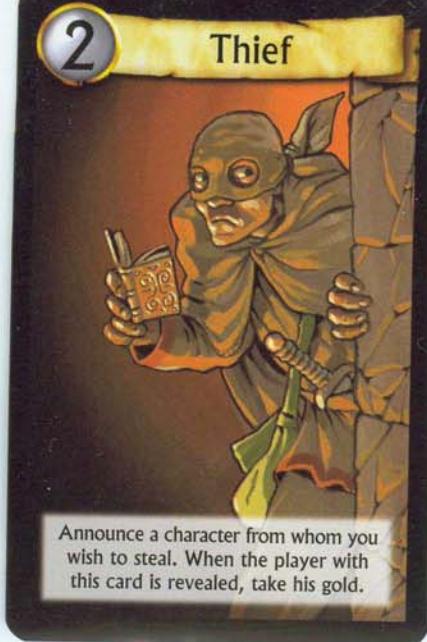
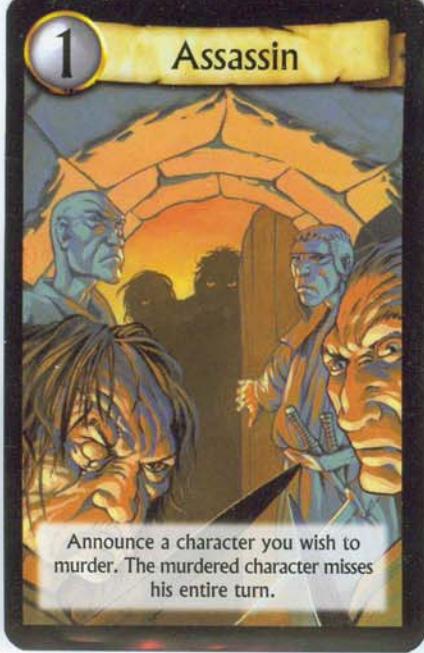
COUNTERS 1



COUNTERS 2



coins





1**Witch**

After you take an action, announce which character you wish to bewitch, then immediately end your turn.

2**Tax Collector**

If a player builds one or more districts in his city, that player must, at the end of his turn, give you one gold.

3**Wizard**

Look at another player's hand and take one card. Either put this card in your hand or pay to build it into your city.

4**Emperor**

You receive one gold for each noble (yellow) district in your city. When the Emperor is called, give the crown counter to a different player.

5**Abbot**

You receive one gold for each religious (blue) district in your city. The player with the most gold must pay you one gold.

6**Alchemist**

You get back all the gold you spend to build district cards. You cannot spend more gold than you have during your turn.

7**Navigator**

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

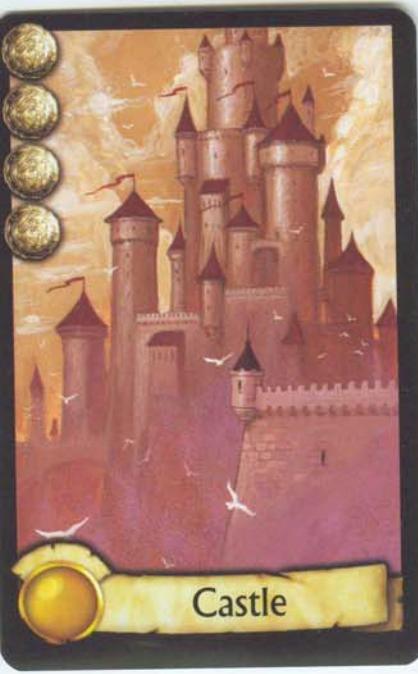
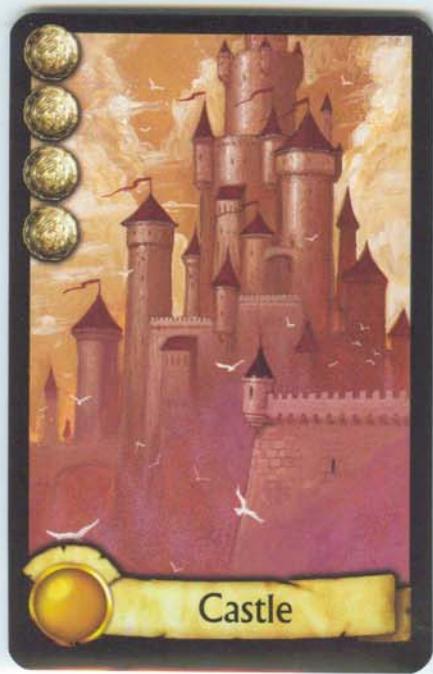
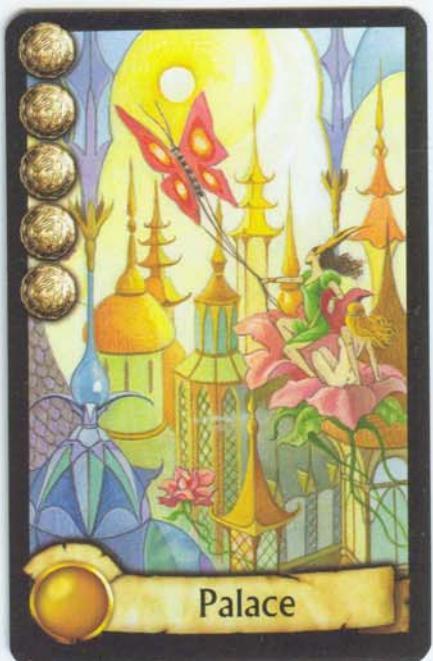
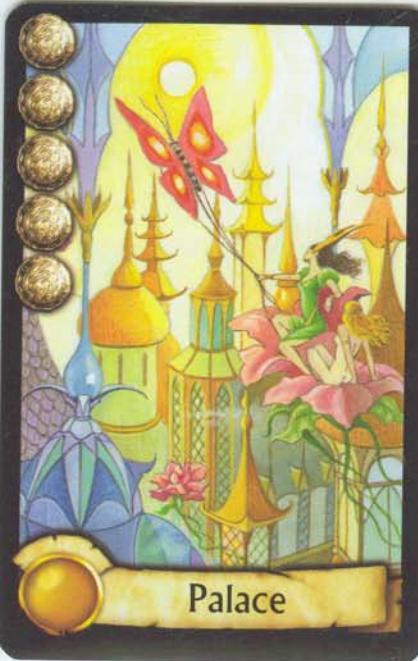
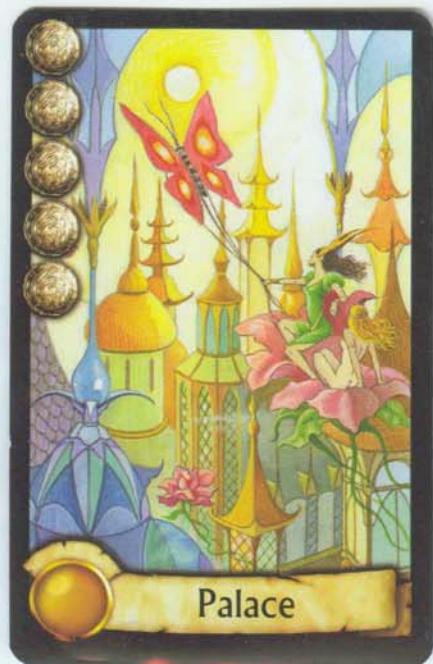
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You receive one gold for each military (red) district in your city. You may pay to exchange your district for another player's.

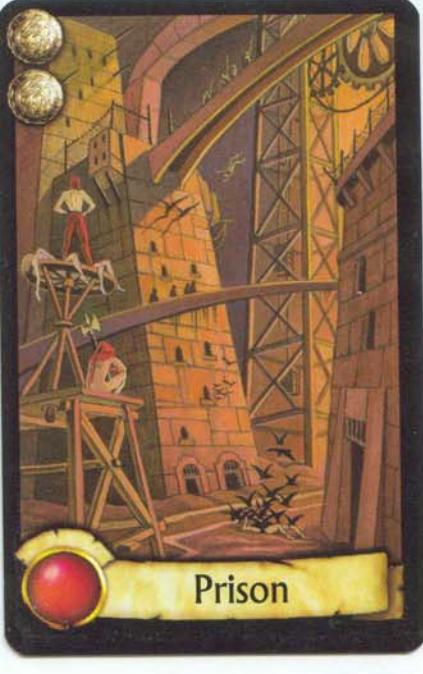
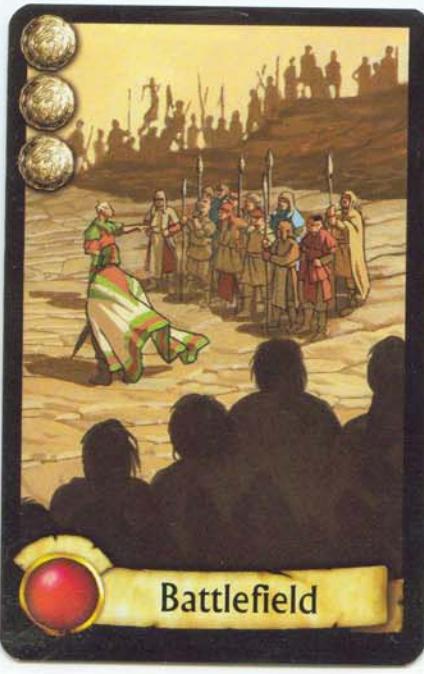
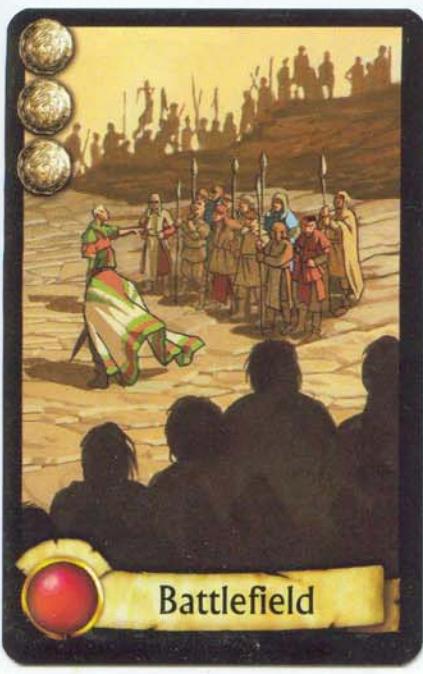
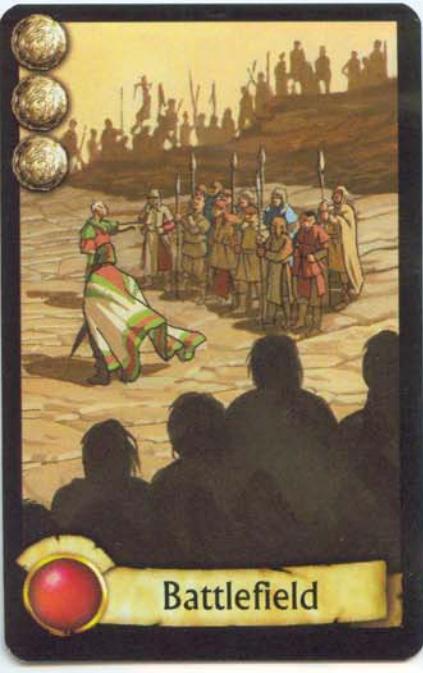
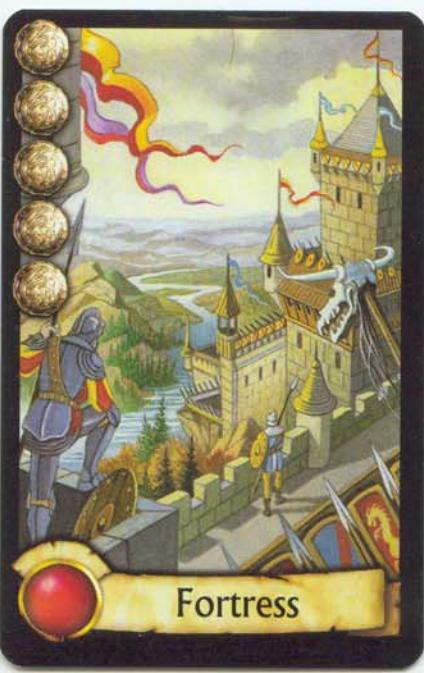
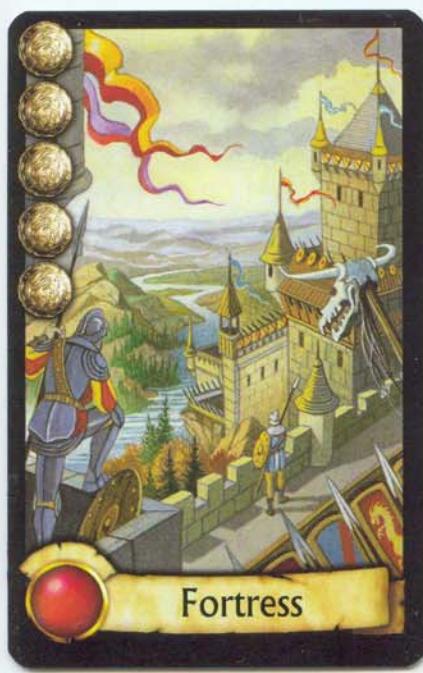
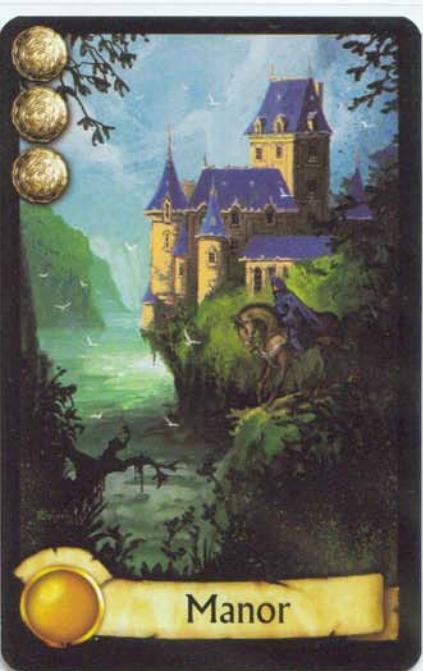
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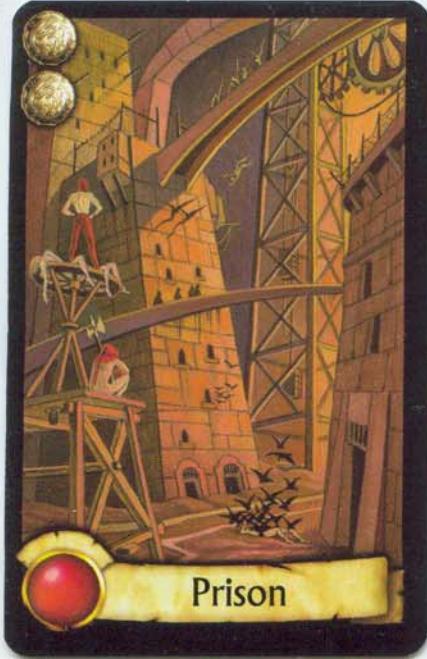




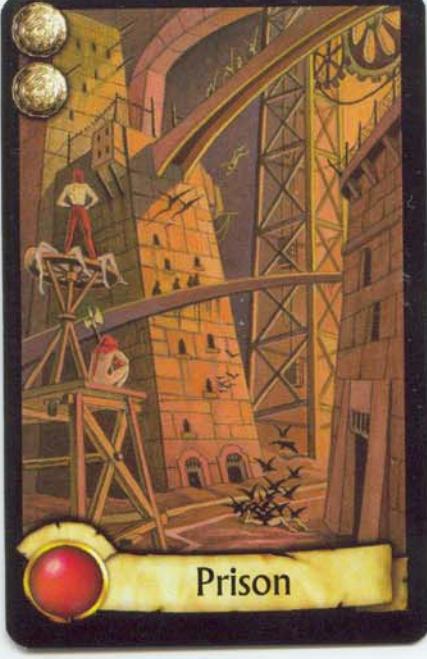




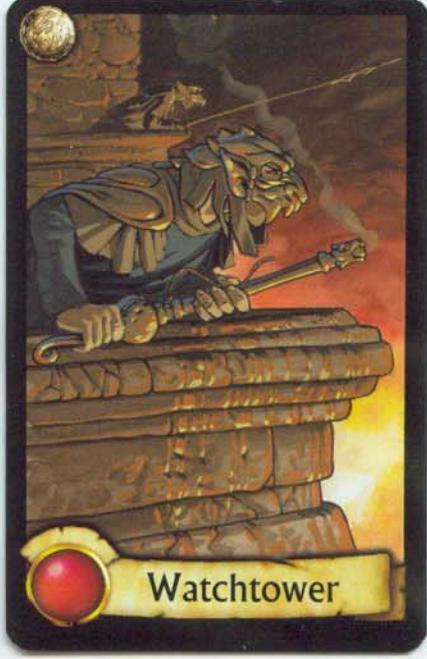




Prison



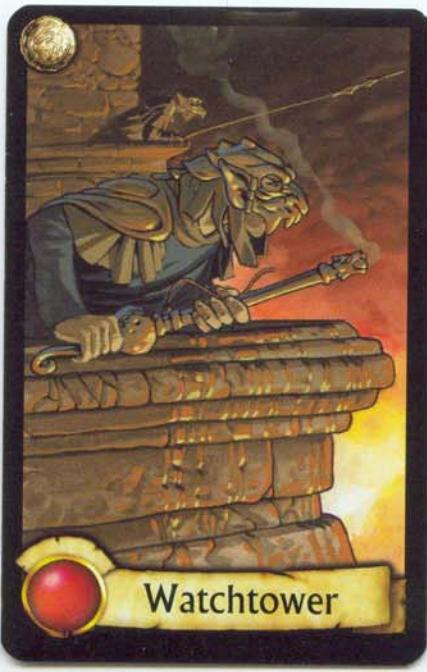
Prison



Watchtower



Watchtower



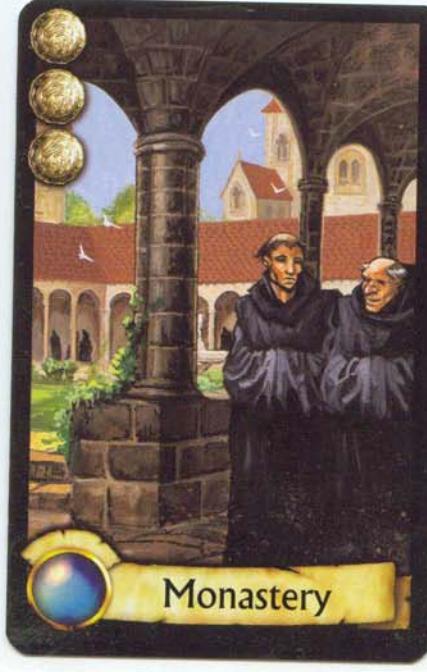
Watchtower



Cathedral



Cathedral

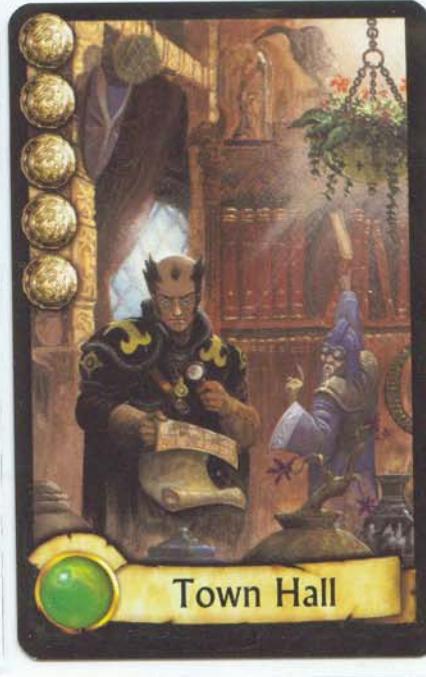
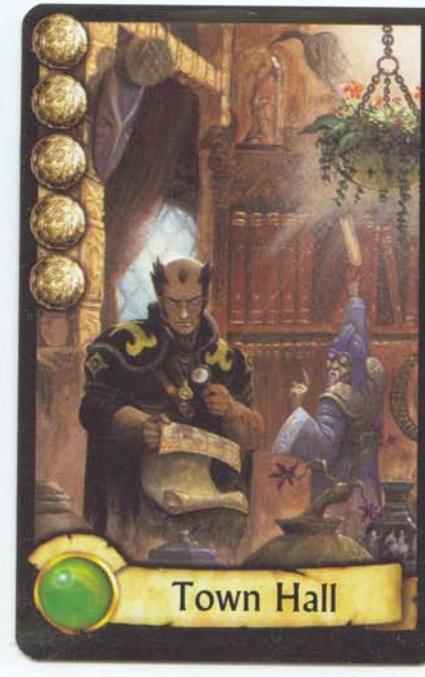
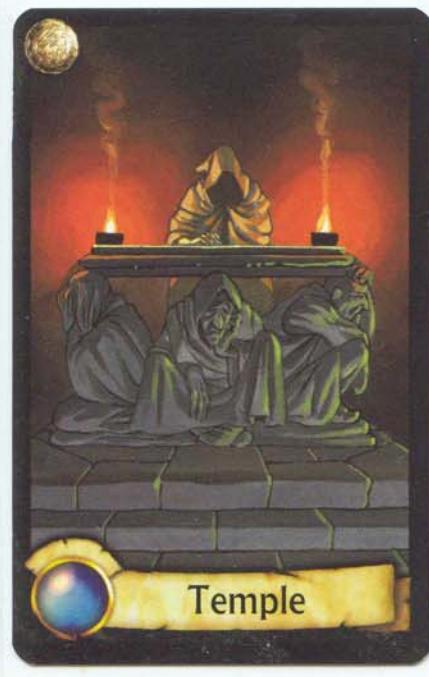
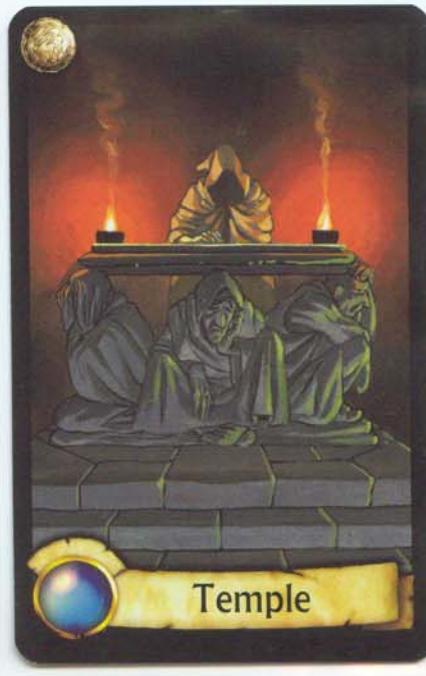
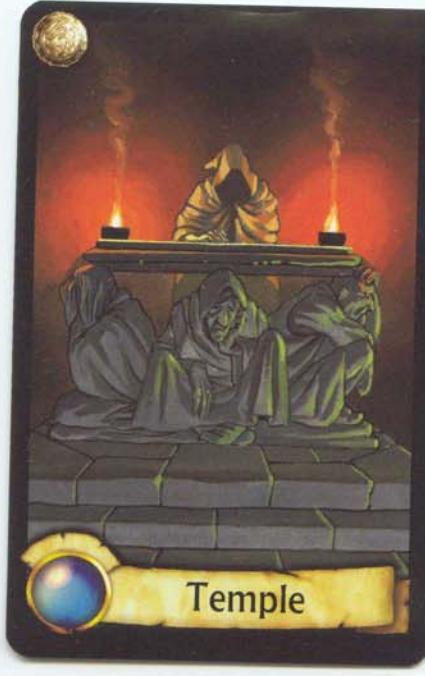
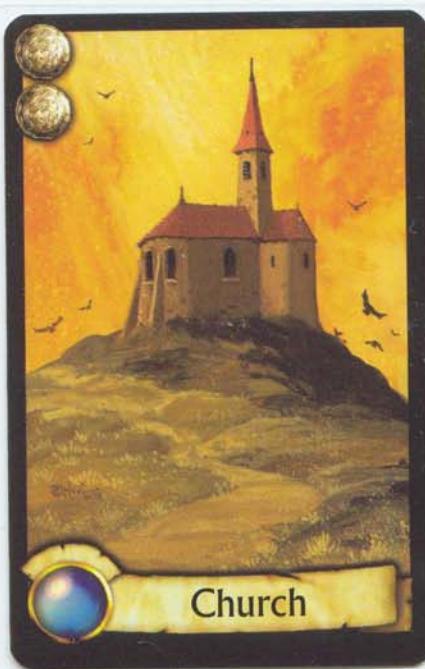
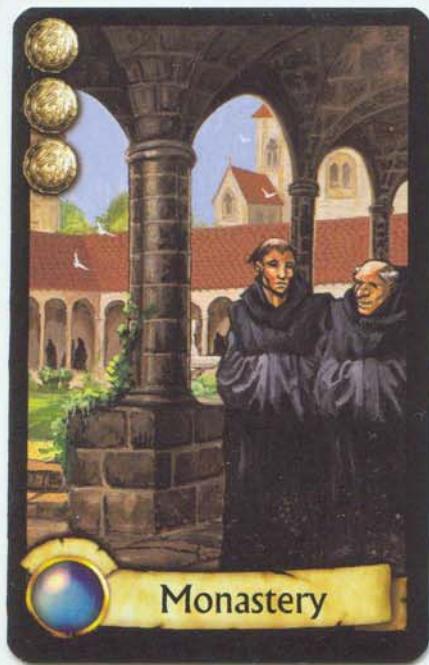


Monastery

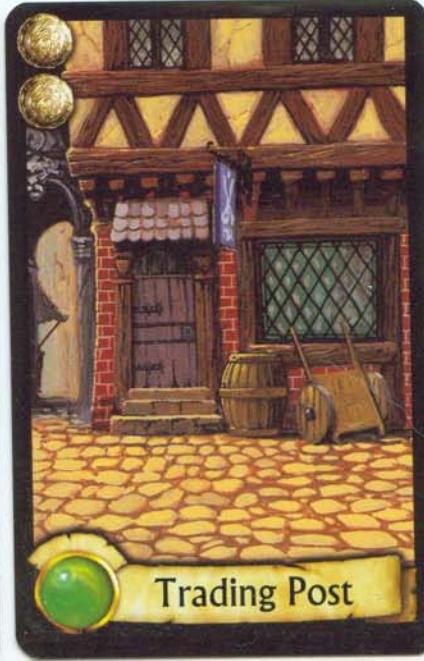
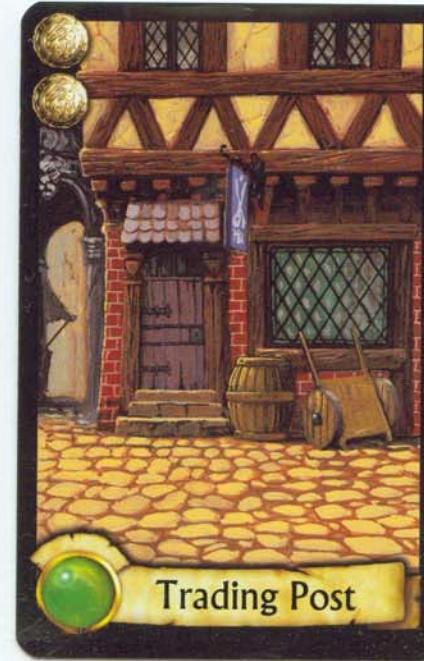
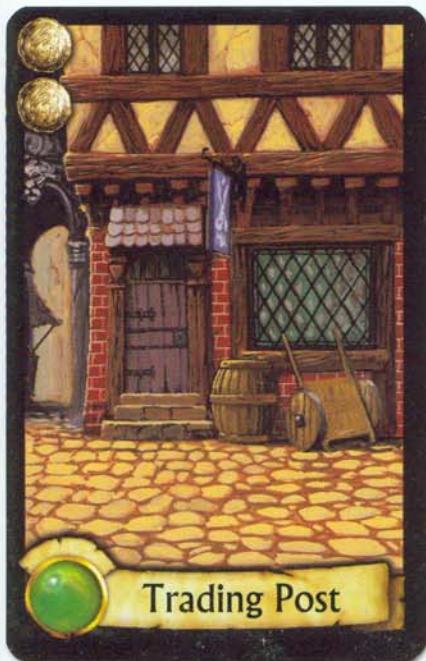
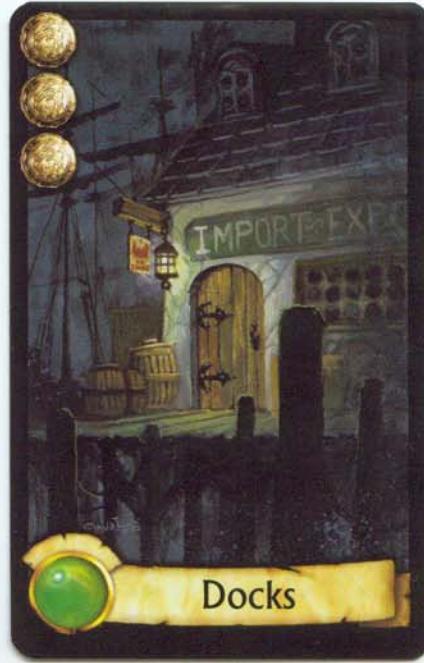
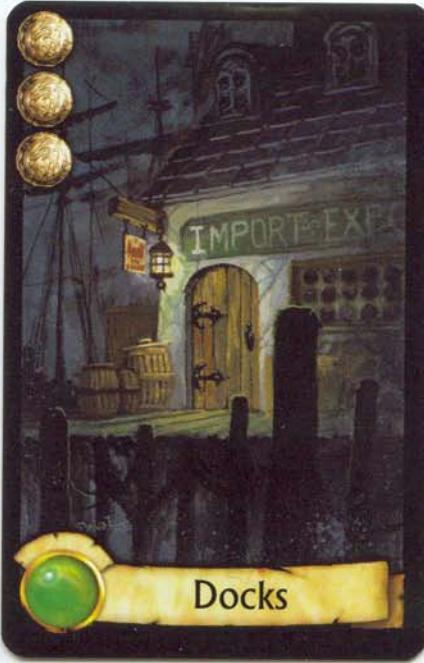
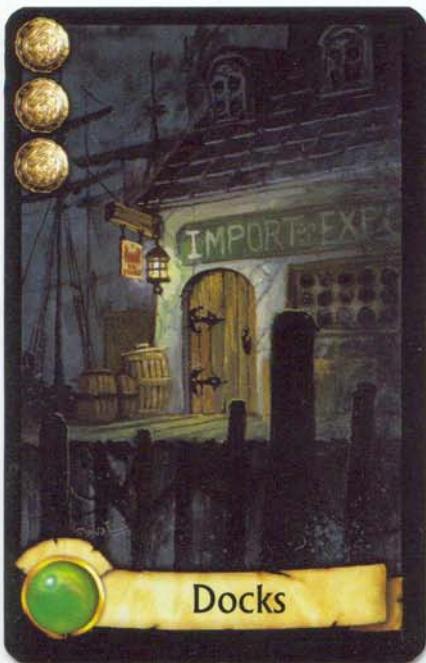
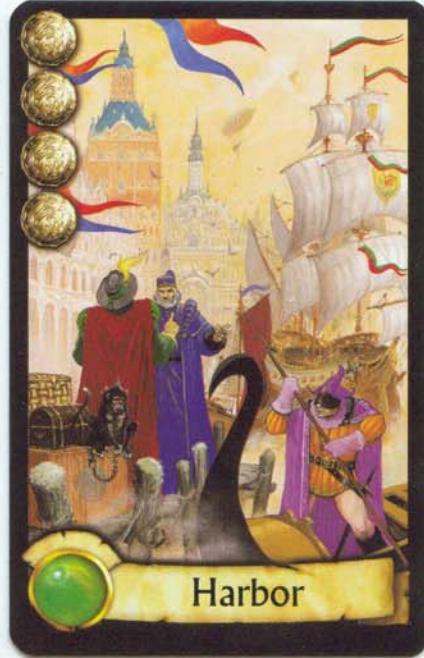
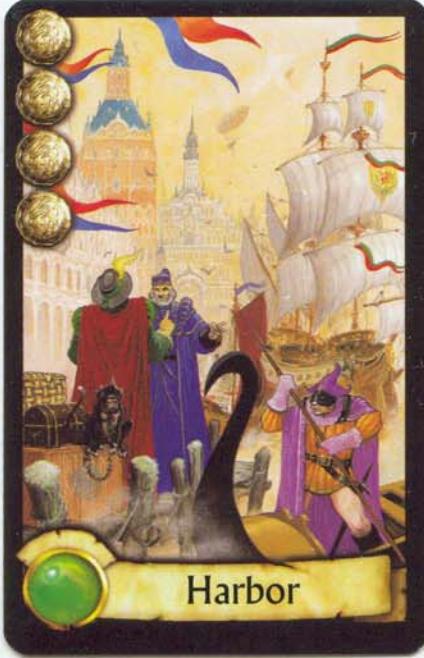
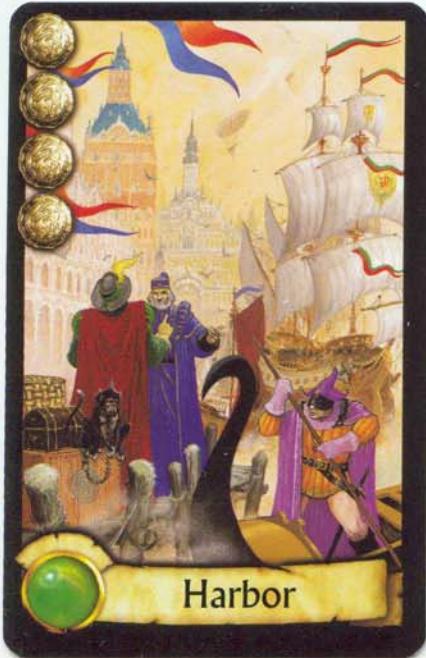


Monastery

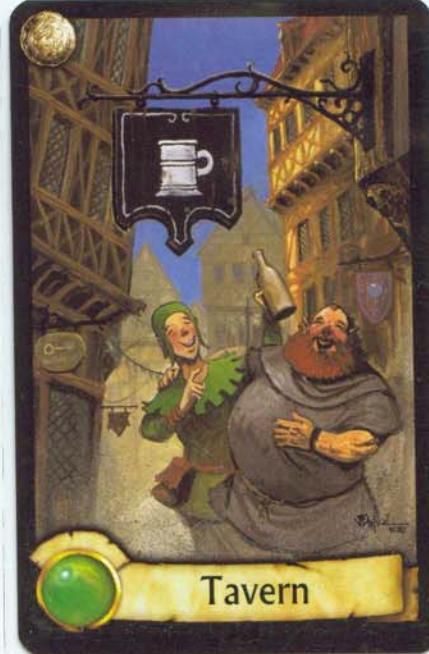
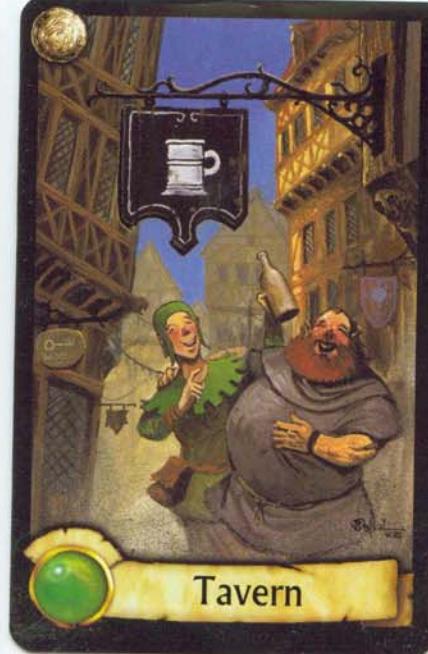
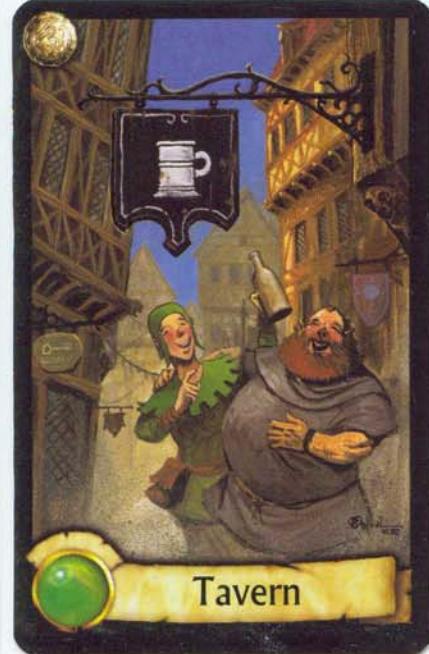
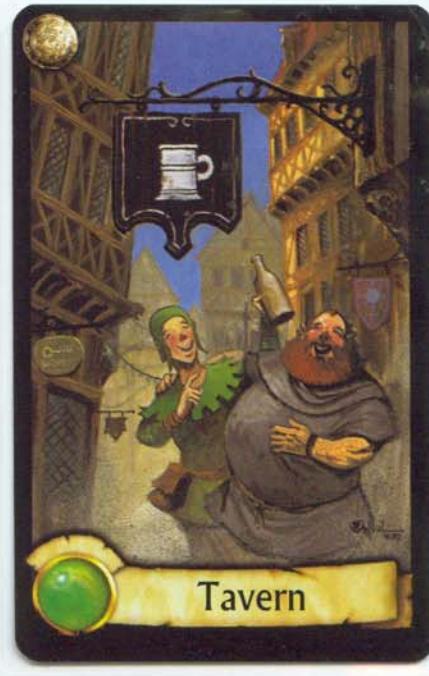
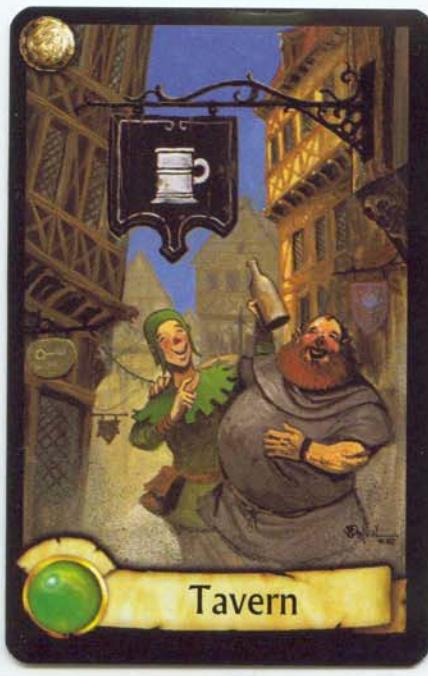
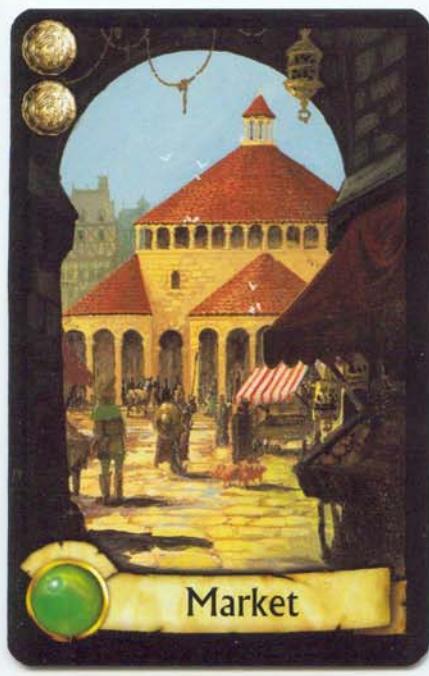
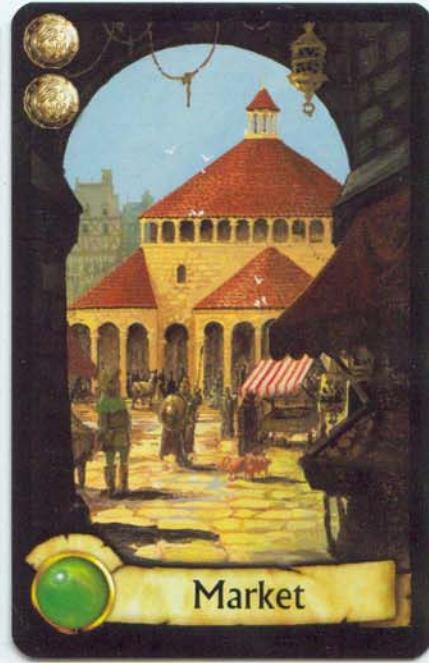
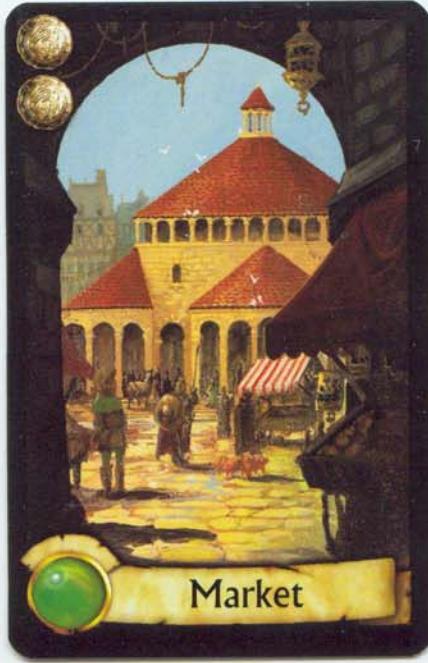
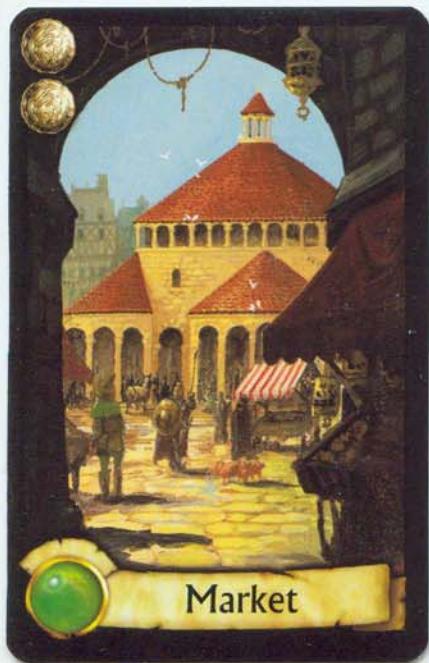




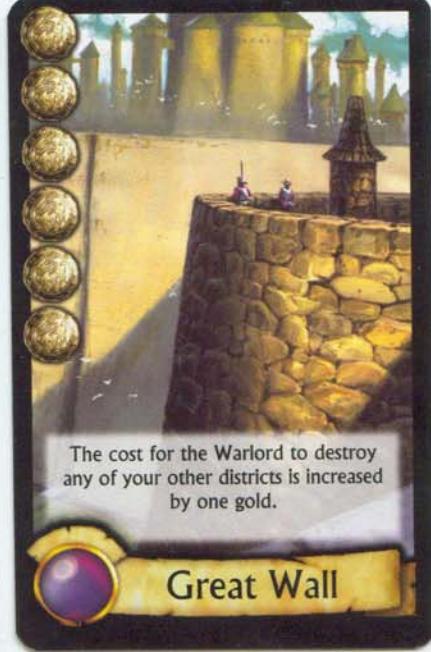




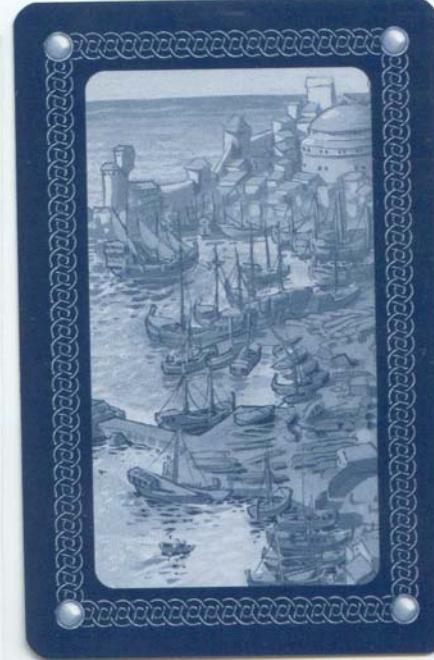
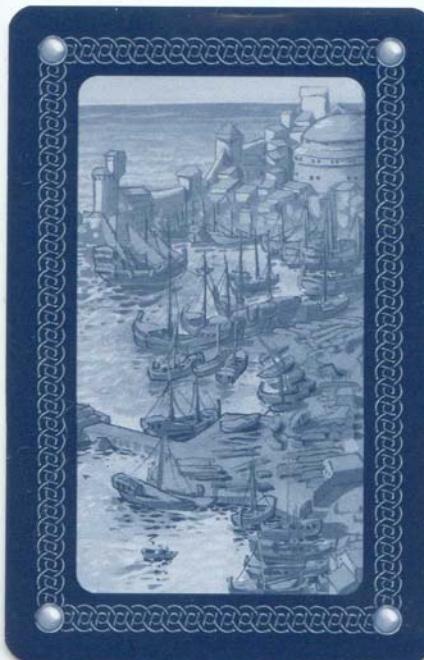
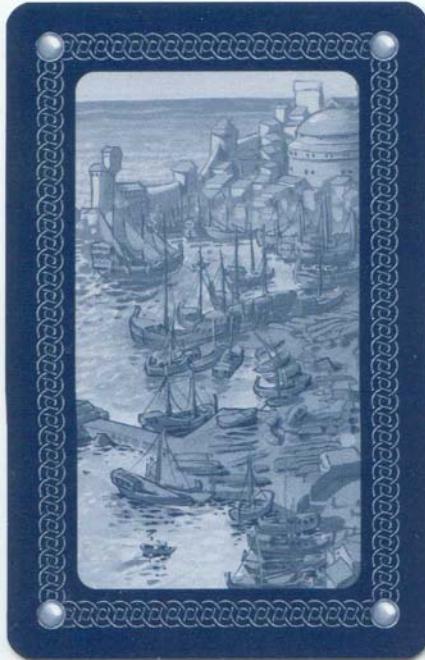
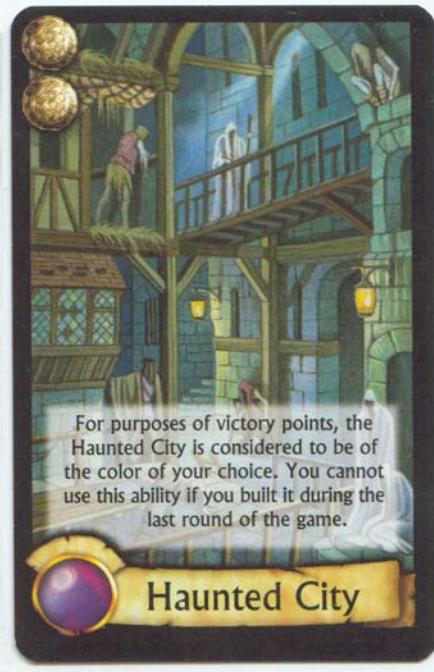












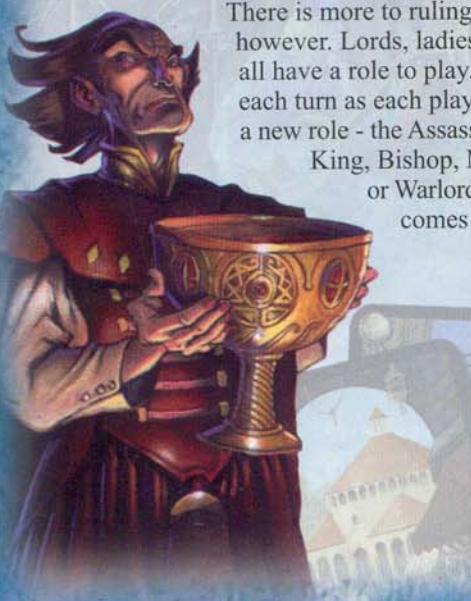
Bruno Faidutti's

CITADELS



In CITADELS, you are a medieval ruler trying to complete your city before your opponents can build theirs. Expand your city by adding new districts, but be sure to invest wisely: Some districts are more valuable than others, but cost more gold to build.

There is more to ruling a city than gold, however. Lords, ladies, and other nobility all have a role to play. The game changes each turn as each player secretly chooses a new role - the Assassin, Thief, Magician, King, Bishop, Merchant, Architect, or Warlord - and the power that comes with it.



This edition of CITADELS includes 11 brand new expansion cards by the original game designer. These cards have never been published in any previous editions, and add a whole new level of diversity to your CITADELS game.

CITADELS is a card game of bluffing, diplomacy, and city-building for two to seven players, ages 10 and up. CITADELS is playable in 20 to 60 minutes.



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