

# USING THIS DEMO

This demo of *Citadels* plays 2–8 players. To assemble the game, cut out the large character cards, large reference cards, and smaller district cards. You can print the backs of the cards to make the cards more opaque.

You will also need to gather 20+ small objects (coins, beads, etc.) to use as gold tokens and one object to use as the crown.

You can read about the full game at [ZManGames.com](http://ZManGames.com)

## SETUP

1. Shuffle the district cards and place them facedown in the middle of the table to create the district deck. Deal four cards to each player as their starting hand.
2. Place the gold tokens in the middle of the table to create the bank.
3. Each player takes two gold from the bank. This gold belongs to the player and stays in their personal stash until they use it.
4. The oldest player takes the crown and the nine character cards.

The rules here are explained for games with 4–8 players. Rule changes for 2- and 3-player games can be found on the next page.

## PLAYING THE GAME

*Citadels* is played over a series of rounds, each made up of two phases: the selection phase and the turn phase. The player with the crown is known as the **CROWNED PLAYER**, who calls for each character to take their turn during the turn phase.

### SELECTION PHASE

The crowned player gathers the deck of character cards and shuffles them. First they randomly discard a number of them **faceup** in the center of the table, and then they randomly discard one **facedown**. The number of discarded faceup cards depends on the number of players in the game (see the table below). Discarded cards are not used this round.

SELECTION PHASE		
Players	Faceup Cards	Facedown Cards
4	3	1
5	2	1
6	1	1
7	0	1
8	0	1*

**Important:** If the King is discarded faceup, discard another character card faceup to replace it and shuffle it into the character deck.

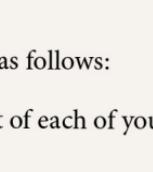
Next, the crowned player takes the remaining character cards, looks at them, and secretly chooses one to keep. Then they pass the remaining cards to the player on their left, who also chooses a card and passes the rest of the cards to their left, and so on. This continues until each player has chosen one character card. After the last player has chosen their card, they discard the one unchosen card facedown near the other discarded cards.

\* **Special Rule with 8 Players:** After the seventh player passes the last character card to the eighth player, the eighth player also takes the character card that was discarded facedown at the beginning of the round. They choose one of these two characters and discard the other facedown.

### TURN PHASE

In the turn phase, players take turns in ascending order of their chosen character's rank, which appears in the top-left corner of each character card.

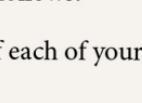
The crowned player calls each character number in ascending order, starting with the number "1." If a player has the called character card, they reveal it by flipping it faceup and take their turn.



ASSASSIN'S RANK

During a turn, the player **must** gather resources. They can either take two gold from the bank or draw two district cards from the deck, choose one to keep, and discard the other facedown to the bottom of the deck.

After gathering resources, they **may** build one district in their city. To do this, they play a card from their hand faceup in front of them and pay gold to the bank equal to the district's building cost. A player has a building limit of one district per turn, and a player cannot build a district that is identical (with the same name) to a district already in their city.



THE DOCKS' BUILDING COST

After the player who revealed the called character has taken their turn, or if no player revealed the called character, the crowned player continues calling the next character in ascending order, and so on until they have called all characters, after which a new round begins with the selection phase.

### CHARACTER ABILITIES

A player **may** use their character's abilities only once per turn at the time specified. If no time is specified, the player can use the ability at any time during their turn. Some characters have abilities that gain gold for districts of a certain type in their city. As a reminder, these characters' rank number appears on a gem of the color of the corresponding district type.

All character abilities are optional. Character abilities are explained in detail on the last page.

### DISTRICTS

There are five district types, which are indicated by the colors and icons shown below. District types are referenced by some character abilities and some effects that score points at the end of the game.



NOBLE



RELIGIOUS



TRADE



MILITARY



UNIQUE

Each **UNIQUE** district has an effect, which is described on its card. All district effects are optional. Effects that are limited to "once per turn" can be used only during your turn.

### GAME END

As soon as a city has seven districts, it has been completed; the game will end after the current round is finished. A city can have more than seven districts.

When the game ends, players score points as follows:

- Score points equal to the building cost of each of your districts.
- If your city has at least one district of each type, score 3 points.
- The player who first completed their city scores 4 points.
- Any other player who completed their city scores 2 points.
- Score any extra points from your **UNIQUE** districts.

The player with the most points wins! If there is a tie, the tied player who revealed the character with the **highest-numbered rank** during the last round wins.