

BRUNO FAIDUTTI'S

# CITADELS™



RULEBOOK

# INTRODUCTION

In *Citadels*, each player leads a city and seeks to increase its prosperity by building new city districts. The game ends after one player has built his eighth district, after which a winner is determined by how many points his completed city is worth.

Building the most impressive city, however, is not an easy task. Only by influencing nobles, merchants, and other powerful characters of the realm will you achieve success.

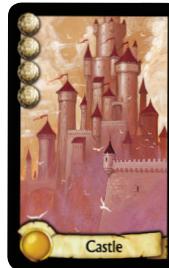
## COMPONENTS

- |                    |                       |
|--------------------|-----------------------|
| 18 character cards | 30 gold counters      |
| 80 district cards  | 1 wooden Crown marker |
| 8 reference cards  | This rulebook         |

### 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 exhibits a colored circle on its bottom left-hand corner, which tells you what type of district it is:



### TYPES OF DISTRICTS AND THEIR COLOR

Color	Type
Yellow	Noble (King's income)
Blue	Religious (Bishop's income)
Green	Trade (Merchant's income)
Red	Military (Warlord's income)
Purple	Special (special benefits described on the card itself)

Fourteen of the purple district cards are **bonus cards** marked by a white star. Before you play your first game, remove these cards. Rules for how to use the bonus district cards are found later on page 10.

### Character Cards

These cards represent the characters that players seek to influence during every game round. There are eight basic characters in *Citadels*, but in this edition you will also find 10 additional bonus character cards marked by a white star. These bonus characters are not used in the basic game. Before you play your first game, remove these cards. We will teach you how to use them later on page 10.

In addition to a special ability, each character card has a **rank number** between one and nine. This number is printed on the upper left-hand side of the card.



### Reference Cards

Each player takes one of these cards at the beginning of the game. They are useful for gameplay, especially during your first few games.

### Gold Counters

These represent the gold needed to build district cards. Place them on the table in a central "bank" at the beginning of the game.

### The Wooden Crown Marker

The player with the Crown is the first player to choose a character card during the next round. The Crown switches owners whenever another player chooses the King character.



# SETTING UP THE BASIC GAME

To prepare *Citadels* for play, follow these steps:

1. Remove the bonus character and district cards (marked by a white star).
2. Shuffle the eight remaining character cards together into one deck. This is called the **Character Deck**.
3. Shuffle the remaining district cards together into one deck. This is called the **District Deck**.
4. Each player is then dealt four random district cards from the District Deck.
5. Each player receives two gold from the bank.
6. The oldest player receives the Crown.

# 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 pages 8–9.

*Citadels* is played over a series of rounds; each round has **four steps**.

## Step One: Remove Characters

First draw one random card from the Character Deck and set it **facedown** in the center of the table without looking at it. This card will not be used this round.

Then draw a second set of cards from the Character Deck and set them **faceup** in the middle of the table (the number of such faceup cards depends on the number of players, see the table on the next page). These faceup cards will not be used this round.

**Special Rule:** If you draw the King character to be faceup, immediately replace it with another random card from the Character Deck, and then shuffle the King back into the Character Deck.

## FACEUP CARDS FOR 4–7 PLAYERS

Number of players	Number of faceup cards
4	2
5	1
6–7	0

## Step Two: Choose Characters

The player who currently possesses the Crown now takes the Character Deck, looks at the cards, and **secretly** chooses a character from those available. He then passes the remaining character cards to the player on his left, who also secretly chooses a card and passes the remaining cards to the left, etc. This process continues until each player has chosen **one card** from the Character Deck. After the last player has chosen, the single remaining unchosen card is placed facedown in the center of the table.

## Step Three: Player Turns

Once all players have chosen a character card, the player who has the Crown now calls out the name of each character one-at-a-time in the order of numerical rank. In this way, he first calls out the “Assassin” (#1), then the “Thief” (#2), etc. If no player reveals that character when called, simply call out the next character in rank order.

When the name of your character card is called, you must reveal your character card, place it faceup 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 to every character in order of their rank number, giving all players one turn (unless murdered by the Assassin, of course; see page 13).

## On Your Turn

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

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

- Take two gold from the bank, or
- Draw two district cards from the District Deck, choose one card to put in your hand, and place the other card on the bottom of the District Deck.

**2) Build a District Card:** After you have taken an action, you may build one district card in 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.

The gold cost of building a district card is equal to the number of gold coins printed on the upper left-hand side of the card.

You may not build a district such that you have two identical districts (two “Castle” cards, two “Market” cards, etc.) in your city.

## Characters and Their Special Abilities

Each character has a special ability, also called its **power**. You may use your character’s power **once** during your turn. Each character’s special power is summarized on its respective card and explained in detail at the end of these rules. Be sure to familiarize yourself with the detailed powers before playing your first game.



## Step Four: End of Round

After all the characters have been called, each player returns his character card to the Character Deck, which is shuffled, and a new round begins.

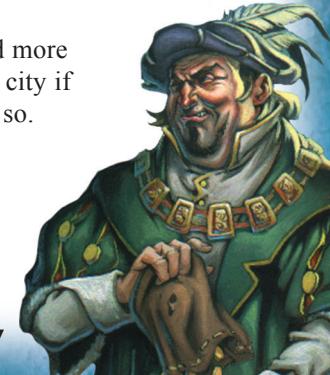
## GAME END

When a player builds his eighth district, the game ends after the current round is completed. Use this scoring process to determine how many points each player receives:

1. A player receives a number of points equal to the total combined **gold cost** of all the district cards in his city at the end of the game.
2. If a player has at least one district in each of the five colors, he receives three points.
3. If a player was the **first** player to build eight districts, he receives four points.
4. All **other** players who have managed to build eight districts at the end of the game receive two points.

The winner of the game is the player with the most points. In the case of a tie, compare the total points received only from step 1 of the above scoring process. If there is still a tie, the player with the most gold wins.

**Note:** Players **may** build more than eight districts in their city if they have the means to do so.



# OTHER RULES

A few more rules are explained below, including special modifications for games with two, three, seven, and eight players.

## Two- or Three-player Games

In a two- or three-player game, all players play with two characters each. The game is played normally, except that each player has two turns each round (one turn for each character). Players do not have to separate their gold or their districts between their characters, as the players 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, the rules for preparing the Character Deck and choosing character cards are changed in the following ways:

### Two-player Game

**1.** The player who has the Crown marker (Player A) shuffles the Character Deck and places a random character card facedown in the center of the table. He then secretly selects a character card from the remaining cards and passes the remaining six character cards to the other player (Player B).

**2.** Player B selects one card from the Character Deck for himself and then chooses and places another character card facedown in the center of the table. He then passes the remaining four character cards to Player A.

**3.** Player A selects one of the remaining four character cards for himself, and then he chooses and places another character card facedown in the center of the table. He then passes the remaining two character cards to Player B.

**4.** Player B takes one of the remaining character cards and places the last character card facedown in the center of the table.

## The Three-player Game

The player with the Crown takes the Character Deck, places a random card facedown in the middle of the table, and then 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 then passes the remaining cards to the left, etc.

This continues until each player has chosen *two cards* from the Character Deck. The last player selects one of the two remaining cards and places the last card facedown in the center of the table.

## The Seven-player Game

A seven-player game of *Citadels* plays much like the normal game, with one exception:

During the “Choose Characters” step of a seven-player game, when the seventh player is handed the last character card from the sixth player, the seventh player secretly looks at the facedown card on the table. He then chooses one of these two cards, placing the other card facedown in the center of the table and allowing no other player to look at it.

## Shorter Game

If players agree, the game can be made shorter by playing to seven districts instead of eight.

# BONUS CARDS

This edition of *Citadels* includes 10 bonus character cards and 14 bonus purple district cards, all marked with a white star. You can add these bonus cards to your *Citadels* game for more fun and variety.

## Bonus Characters

The bonus character cards are used as follows:

Before the game begins, players may agree to remove **one or two** of the original eight character cards and replace them with the bonus characters of the same rank numbers. For example, you may agree to remove the Merchant (#6) and replace him with the Alchemist (#6).

If you decide to use one of the rank 9 characters in a four- to seven-player game, you must place a number of random cards faceup at the beginning of each round, as detailed in the table below.

### FACEUP CARDS FOR 4–7 PLAYERS WHEN PLAYING WITH 9 CHARACTERS

Number of players	Number of faceup cards
4	3
5	2
6	1
7	0

When using a rank 9 character card, you can play *Citadels* with **eight** players. When playing with eight players, simply use the rule for the seven-player game in which the last player may choose between the remaining character and the facedown character in the middle of the table.

## Bonus Districts

Before the game begins, players may agree to add 2–3 additional purple district cards to the

District Deck from the 14 available bonus district cards. If players wish to use more than 2–3 of the bonus district cards, they should remove one existing purple district card for each additional bonus district card used.

## DISTRICT CARDS

There are certain district cards with effects that need to be explained in further detail:

### Bell Tower

The Bell Tower's ability affects endgame scoring in the following ways:

Bonuses are awarded for seven districts instead of eight. If one or more players have seven districts when the Bell Tower is built, they all receive the four bonus points for simultaneously meeting the endgame condition. If the Bell Tower is built as someone's seventh district, he and anyone else with seven districts get four bonus points for simultaneously meeting the endgame condition. Any players who subsequently reach seven districts before the round (and the game) ends receive two bonus points.

### Observatory & Library

The Observatory's ability allows a player to draw three cards and keep only one; the Library's ability allows a player to keep both cards he draws.

When these two districts are owned by the same player, they allow him to draw three cards and keep two of them.

## **Quarry**

The Quarry's ability is triggered when someone builds, so if the Quarry is destroyed, its owner does not lose any duplicate districts he has already built. The owner of the Quarry may build multiple duplicate districts, but there may not be more than two identical districts in his city.

## **Graveyard**

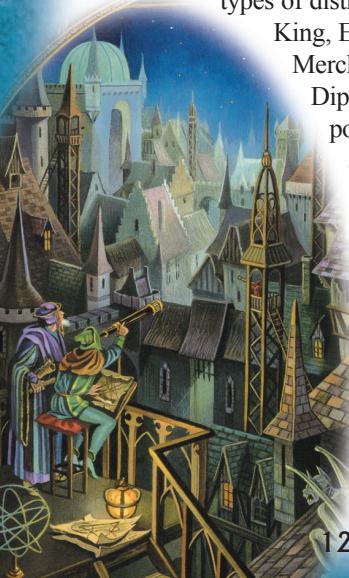
The Graveyard's ability may not be used to save itself; since it is destroyed, it is no longer in play and its ability is void.

# **THE CHARACTERS**

Every character in *Citadels* has a unique special power. You may use your character's power **once** at any point during your turn; however, you are never required to use a special power should you choose not to. Each character's power is summarized on its card and is detailed over the next few pages.

**Note:** Characters who receive income for certain types of districts in their cities (the King, Emperor, Bishop, Abbot, Merchant, Warlord, and Diplomat) may use their power to receive this gold at any point in their turn.

Thus you may choose to receive your income either before building new districts (if you need the gold in order to build the districts), or after building new districts (to gain income from the newly built district). You cannot, however, do both.



### **1) Assassin**

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.



### **2) Thief**

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.



### **3) Magician**

At any time during your turn, you have one of two options:

- 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 facedown at the bottom of the District Deck, and 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. You 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).



#### 5) Bishop

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



#### 6) Merchant

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



#### 7) Architect

After you take an action, you draw two additional 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 one district for free, a cost two district for one gold, or a cost six district for five 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 (or seven districts when the Bell Tower is in play).

#### Credits

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## BONUS CHARACTERS



### 1) Witch

After you take an action, announce the title of another character who you wish to bewitch, and 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. The bewitched character **cannot** use his character's ability before you take over. You now resume this player's turn as if you were playing the bewitched character, using all the character's powers in your city (e.g., the Merchant's gold bonus, the Bishop's protection from Warlord attack, the Architect's two card bonus, etc.). You still build districts from your hand of cards and pay with your gold (including taxes).

If the King is bewitched, the King player still receives the Crown marker. 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.



### 2) Tax Collector

Whenever another 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 has already built a district card this round, his player must pay you one gold when you reveal 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 in your city. If you build it in your city, it does not count towards the one district building limit, which means you can build another district as well. During this turn, you may build district cards identical to another 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 from the player who has it and give it to a different player (but not yourself). The player who receives the Crown chooses to give you either one gold or one district card from his hand. If the player has neither, he does not have to give you anything. If the Emperor is murdered, the Crown stays where it is. (Note that, like the King, the Emperor may not be in the faceup discarded character cards.)



### 5) Abbot

You receive one gold for each religious (blue) district in your city. The player with 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.



## 6) Alchemist

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.**



## 7) Navigator

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



## 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. You may not exchange the Keep district, any districts in the Bishop's city, or any districts in a completed city of eight districts (seven with the Bell Tower in play). **Note: If you are using the Diplomat in your game, you must remove the Cemetery from the deck since both cannot be used together.**



## 9) Artist

You may "beautify" one or two of your districts by placing one gold on each of the districts you are beautifying. The value of a beautified district (and therefore the cost of destroying or exchanging it) is increased by one. Beautifying 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.



## 9) Queen

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). Remember, this special power is tied to the King/Emperor card, not the Crown marker. **Note: Do not use the Queen in a game with fewer than five players.**

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Tom Jolly's

# CAVE TROLL™

Second Edition



## Big Treasure. Bigger Troll.

Many have entered the caves beneath the Earth in search of the Cave Troll's treasure. Few have ever made it back, and fewer still have returned unharmed. Yet the tales of wealth persist, and many parties forge ahead. Will any return, and more importantly, will any return rich? It is up to you to decide!

Taking on the challenge of looting the Cave Troll's home is no easy task! Every team member is important... Where will you place the Dwarf, who doubles a room's gold value? Where will you place the Orc, who slays enemy figures? The choices you make will determine your wealth. Grab the treasure, protect your party, and avoid the fearsome Cave Troll!



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