

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 eight district, after which a winner is determined by points.

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

Citadels includes district cards, character cards, reference cards, gold counters, and the wooden crown piece.

### ***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 color on its bottom left hand corner, which tells you what type of district it is:

<u>Color</u>	<u>Type</u>
Yellow	<i>Noble (provides income to the King)</i>
Blue	<i>Religious (provides income to the Bishop)</i>
Green	<i>Trade (provides income to the Merchant)</i>
Red	<i>Military (provides income to the Warlord)</i>
Purple	<i>Special (provides the special benefits described on the card itself)</i>

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.

### *Character Cards*

These cards represent the characters that players will seek to influence during every game round. There are 8 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. As with the district bonus cards, we will teach you how to use them later in this rules set.



In addition to a special ability, each character card has a **rank number** between 1 to 9. This is printed on the upper left hand side of the card.



### *Reference Cards*

Each player should be given 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. They should be placed on the table in a central “Bank” at the beginning of the game.

## *The Wooden Crown counter*

The player who has the Crown is the first player to choose a character card during the next round. The Crown switches owners whenever another player uses the ability of 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 later in this rules set.

**Citadels** is played over a series of **rounds**. There are **four steps** to each round.

### *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 below).

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, then shuffle the King back into the Character Deck.

FACE UP 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 here. 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 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 will first call out the “Assassin” (#1), then the “Thief” (#2), etc. If no



player reveals that a character when called, simply proceed to 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 assassinated, of course).

### ***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 done one of the two things above, 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 so that you have two identical districts (two “Castle” cards, two “Market” cards, etc.) in your city.

### **The Special Abilities of Characters**

Each character has a special ability, also called its **power**. You may use your character’s power **once** during your turn. The powers of each character are summarized on their respective cards 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. At the end of the game, each player receives points for all of the following:

- 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
- If a player has at least one district in each of the five colors, he receives 3 points
- If a player was the **first** player to build eight districts, he receives 4 points
- All **other** players that have managed to build eight districts at the end of the game receive 2 points

The winner of the game is the player with the most points.



## OTHER RULES

### *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 will have two turns during each round (one turn 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, the rules for preparing the character deck and choosing character cards is changed in the following ways:

#### **Two-Player Game**

1. The player who has the Crown (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 card facedown in the center of the table. He then passes the remaining four cards to Player A.
3. Player A selects one of the remaining four cards for himself, after which he chooses and places another of the cards facedown in the center of the table. He then passes the remaining two cards to Player B.



4. Player B takes one of the remaining cards, placing the last 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 will select one of the two remaining cards, and place 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, he secretly looks at the facedown card on the table. He will then choose one of these two cards, placing the other card facedown in the center of the table, allowing no other player to look at it.

## **BONUS CARDS**

This edition of **Citadels** includes 10 extra bonus Character cards (each marked with a white star), and 14 extra purple district cards (also 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 can be used in the following ways:

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 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 chose between the remaining character and the facedown character in the middle of the table.

## *The Bonus District Cards*

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.

## *Shorter Game*

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

## THE CHARACTERS

Every character in Citadels has a unique special power. You may (it is not mandatory to use the special power) use your character's power once at any point during your turn. Each character's power is summarized on its card, and detailed below:

**Note:** Characters who receive income for certain types of districts in their cities (the King, Emperor, Bishop, Abbot, Merchant, Diplomat, and Warlord) 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 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 facedown at 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. 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).



#### 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 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 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.

### *Credits*

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## BONUS CHARACTERS



### 1) Witch

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.



### 2) Tax Collector

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.



### 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 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 faceup 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 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 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 placing your gold on one or both of them. The value of a 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.



### 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). *Note: Do not use the Queen in a game with fewer than five players.*

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