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# v2

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Game: **CITADELS**  
Publisher: **Asmodee (2016)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers



# CITADELS

## SETUP

Choose a cast of **characters** and place the **character tokens** in the center of the table.

Choose 14 **UNIQUE districts** to add to the 54 **basic districts**. Shuffle the district cards and deal 4 cards facedown to each player.

Place the district deck facedown in the center of the table and place all **gold coins** in the center of the table to create the **bank**.

Each player takes 2 gold from the bank.

The oldest player takes the **crown**.

A player's gold and the number of cards in their hand are open information. There is an unlimited amount of gold. If the bank runs out, use a substitute, such as a coin. There is no limit to a player's hand size.

## 4-8 PLAYERS

The game is played over a series of **rounds**. The player with the crown is known as the **crowned player**, who makes sure that each step is followed in order and 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, **randomly discard a number of character cards faceup in the center of the table, and then randomly discard 1 facedown**. The number of discarded faceup cards depends on the number of players in the game. Discarded cards are not used this round.

### Selection phase with 8 characters

Players	Faceup cards	Facedown cards
4	2	1
5	1	1
6	0	1
7	0	1*

**\* 7 players special rule:** After the 6th player passes the last character card to the 7th player, the 7th player also takes the character card that was discarded facedown at the start of the round. They choose 1 of these 2 characters and discard the other facedown.

The rank 4 character (King, Emperor, or Patrician) cannot be among the faceup discarded cards. If it 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 1 character card.

After the last player has chosen their card, they discard the 1 unchosen card facedown near the other discarded cards.

## 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 (the Assassin, Witch, or Magistrate).

If a player has the called character card, they reveal it by flipping it faceup and take their turn.

During a turn, the player must **gather resources**. They can **either**:

- take 2 gold from the bank, or
- draw 2 district cards from the deck, choose 1 to keep, and discard the other facedown to the bottom of the deck.

After gathering resources, they may **build 1 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 1 district per turn, and a player cannot build a district that is identical (with the same name) to a district already in their city.

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.

Character abilities are optional (unless the word *must* or *cannot* is used). If no specific time for an ability's use is given, the player can use the ability at any time during their turn. This includes abilities that gain resources for districts in your city.

Some characters have abilities that gain gold or cards for districts of a certain type in their city. As a reminder, their rank number appears on a gem of the color of the corresponding district type.

## DISTRICTS

There are 5 district types: **NOBLE, RELIGIOUS, TRADE, MILITARY, and UNIQUE**. Each **UNIQUE** district has an effect described on its card. District effects are optional unless the word *must* or *cannot* is used. Effects that are limited to *once per turn* can be used only during your turn.

## GAME END

A **completed city** has at least 7 districts (4-8 players) or at least 8 districts (2-3 players). As soon as a city is completed, the game ends after the current round is finished. Score points:

- Score points equal to the building cost of each of your districts.
- If your city has at least 1 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.** On a tie, the tied player who revealed the character with the highest-numbered rank during the last round wins.

## 2-3 PLAYER CHANGES

**In 2 or 3 player games, each player plays with 2 characters.**

Play normally, except that each player takes 2 turns each round (1 turn for each character). Each player has only 1 stash of gold and 1 city, and each character's abilities apply only during its own turn.

## 2 PLAYER RULE CHANGES

### SETUP

The character deck includes characters of rank 1-8 (the Emperor cannot be used in 2 player games).

### SELECTION PHASE

The crowned player gathers the deck of character cards and shuffles them, then randomly discards 1 card facedown in the center of the table. Then they take the remaining 7 cards, secretly choose 1 to keep, and pass the remaining 6 cards to their opponent.

For the remaining selections this round, each player chooses 2 character cards: 1 they keep, the other they discard facedown near the other discarded cards, and then they pass the remaining cards to their opponent. This continues until there are no more characters remaining.

### GAME END

As soon as a city has 8 districts, it is complete and the game ends after the current round is finished.

## 3 PLAYER RULE CHANGES

### SETUP

The character deck includes characters of rank 1-9.

### SELECTION PHASE

The crowned player gathers the deck of character cards and shuffles them. They randomly discard 1 card facedown in the center of the table. Then they take the remaining 8 cards, secretly choose 1 to keep, and pass the remaining 7 cards to the player on their left, who chooses a card and passes the remaining 6 cards to the player on their left, who also chooses a card.

Now, after each player has chosen 1 card, the third player randomly discards 1 of the remaining 5 cards facedown near the other discarded card. Then they pass the 4 remaining cards to the crowned player. Each player in turn chooses a second character card, and the last unchosen card is discarded facedown near the other discarded cards.

### GAME END

As soon as a city has 8 districts, it is complete and the game ends after the current round is finished.

## CUSTOMIZATION

You can add more variety by playing with different characters and **UNIQUE** districts.

Use the preset options or choose what to use in the game as follows:

Before the game begins, choose a cast of 8 characters, 1 for each rank from 1 to 8. These will be the characters used this game; return all other character cards to the box.

Also before the game begins, choose 14 **UNIQUE** districts of varying building costs to use this game. Prepare the district deck by shuffling the chosen **UNIQUE** districts with the 54 basic districts. Then return the unused **UNIQUE** districts to the game box.

### USING 9 CHARACTERS

Using the rank 9 character is required in games with 3 or 8 players, and is optional with 4-7 players.

The Queen cannot be used in games with fewer than 5 players.

### Selection phase with 9 characters

Players	Faceup cards	Facedown cards
4	3	1
5	2	1
6	1	1
7	0	1
8	0	1*

\* When playing with 8 players, the **7 player special rule** applies to the 8th player.



# CITADELS

## CHARACTER ABILITIES



### ASSASSIN

**Call the name of another character whom you wish to kill.** When the killed character is called to take their turn, they must remain silent and skip their entire turn for this round without revealing their character card.



### WITCH

**First you must gather resources, then you must call the name of another character whom you wish to bewitch,** and then your turn is put on hold. You cannot build at this time, and the only district effects you can use are those that occur when gathering resources (Gold Mine, Library, or Observatory).

When the bewitched character is called to take their turn, they gather resources and their turn immediately ends. They cannot build a district or use any of their character's abilities—not even those that provide 'extra' resources (like the Merchant's extra gold). The only district effects that the bewitched player can use are those that occur when gathering resources.

Now you resume your turn as if you were playing the bewitched character; you use that character's abilities, including those that provide extra resources, passive abilities, and restrictions. You play with the cards in your hand, pay with the gold in your stash, gain resources from districts in your city, and build new districts in your city. You cannot use effects from **UNIQUE** districts owned by the bewitched player.

If the Blackmailer is bewitched, you assign threat markers, receive bribes from threatened players, and choose to reveal the threat marker if the targeted player does not pay.

If the King or Patrician is bewitched, they still take the crown. If the Emperor is bewitched, you choose whom to give the crown to and take the resource from that player.

If the bewitched character is not in play this round, you do not resume your turn.



### MAGISTRATE

**Take the 3 warrant markers and assign them facedown to 3 different character tokens of your choice.** One of the markers shows the signed warrant on its face; only the player marked with the signed warrant is targeted.

If the targeted player pays to build a district during their turn, you may reveal their warrant marker by flipping it faceup. If you do, you confiscate that district and build it in your city instead for free.

The confiscated district never enters the targeted player's city, but it does count toward the targeted player's building limit for the turn. The targeted player receives back all gold paid for that district. If they are able to build more than 1 district during their turn, you can confiscate only the first district they pay to build.

You cannot confiscate a district if you have an identical district (with the same name) already in your city.



### THIEF

**Call the name of another character whom you wish to rob.** When a player reveals that character to take their turn, you immediately take all of their gold.

You cannot rob the rank 1 character (Assassin, Witch, or Magistrate), the killed character, or the bewitched character.



### SPY

**Choose another player and name a district type (NOBLE, RELIGIOUS, TRADE, MILITARY, or UNIQUE).** Then look at the cards in that player's hand. For each card in their hand that matches the named district type, take 1 gold from that player's stash and gain 1 card from the deck.

If the player whose hand you looked at has more cards of matching districts than gold in their stash, you take all the gold in their stash, and you still gain cards for each of the matching districts.



### BLACKMAILER

**Take the 2 threat markers and assign them facedown to two different character tokens of your choice.** One of the markers shows the flowered lace on its face; both players are threatened, but only the player marked with the flowered lace is targeted.

When a threatened player is called to take their turn, they must immediately gather resources and then resolve the threat: they can bribe you by giving you half their gold (rounded down), which removes their threat marker without revealing it. A threatened player with only 1 gold in their stash can bribe you by giving you 0 gold. If they do not bribe you, you may reveal their threat marker by flipping it faceup. If you reveal the flowered lace, you immediately take all their gold.

A threatened player must resolve the threat before they are able to use any of their character abilities or build districts, and the only district effects they

can use before resolving the threat are those that occur when gathering resources (Gold Mine, Library, or Observatory).

You cannot assign threat markers to the rank 1 character (Assassin, Witch, or Magistrate), the killed character, or the bewitched character. You can assign threat markers to characters who have been assigned warrant markers.



### MAGICIAN

You can do 1 of the following:

**Exchange your entire hand of cards** with another player's hand of cards; if you have 0 cards in your hand, you simply take the other player's cards.

**Discard any number of cards** from your hand facedown to the bottom of the district deck to gain an equal number of cards from the deck.



### WIZARD

Look at another player's hand of cards and choose 1 of those cards. Then either pay to immediately build the chosen card in your city or add it to your hand. If you immediately build it, it does not count toward your building limit, which means you can build another district this turn.

During this turn, you can build districts that are identical to any other district already in your city.



### SEER

Take a card at random from each other player's hand and add those cards to your hand. Then give 1 card from your hand to each player you took a card from. If a player has no cards in hand, you neither take a card from them nor give them a card.

Taken cards can be kept and given back in several different combinations: you can give a player the exact same card back, you can give a card taken from one player to another, or you can keep a card taken and give back a card from your original hand.

Your building limit this turn is 2.



### KING

You gain 1 gold for each noble district in your city.

At some point during your turn, you must take the crown. You are now the crowned player, so you call characters for the rest of the round, and you will be the first to choose a character during the next round (until another player chooses the King).

If you are killed, you skip your turn like any other character. At the end of the round, reveal the King's character card and take the crown as the King's heir. If you are bewitched, you still take the crown.

If the King is discarded faceup at the start of the selection phase, randomly discard another character card faceup to replace it and shuffle the King into the character deck.



### EMPEROR

You gain 1 gold for each **NOBLE** district in your city.

At some point during your turn, you must take the crown from the player who has it and give it to a different player, but not yourself. You take either 1 gold from their stash or 1 card at random from their hand. If they have neither gold in their stash nor cards in hand, you do not take anything.

If you are killed, you skip your turn like any other character. At the end of the round, reveal the Emperor's character card and, as the Emperor's advisor, take the crown from the player who has it and give it to a different player, but not yourself. You do not take a resource from the new crowned player.

If the Emperor is discarded faceup at the start of the selection phase, randomly discard another character card faceup to replace it and shuffle the Emperor into the character deck.

The Emperor cannot be used in a 2 player game.



### PATRICIAN

You gain 1 card for each **NOBLE** district in your city.

At some point during your turn, you must take the crown. You are now the crowned player, so you call characters for the rest of the round, and you will be the first to choose a character during the next round (until another player chooses the Patrician).

If you are killed, you skip your turn like any other character. At the end of the round, reveal the Patrician's character card and take the crown as the Patrician's heir.

If you are bewitched, you still take the crown.

If the Patrician is discarded faceup at the start of the selection phase, randomly discard another character card faceup to replace it and shuffle the Patrician into the character deck.



### BISHOP

You gain 1 gold for each **RELIGIOUS** district in your city.

During this round, the rank 8 character (Warlord, Diplomat, or Marshal) cannot use its ability on your districts. If you are killed, the rank 8 character can use its ability on your districts. Similarly, if you are bewitched, the rank 8 character cannot use its ability on the Witch's districts, but it can use its ability on the Bishop's districts.



### ABBOT

You gain either 1 gold or 1 card for each **RELIGIOUS** district in your city. You can choose any combination of the 2 resources. You must declare the combination of resources you wish to take before taking them.

If at any point during your turn you are not the player with the most gold, the richest player must give you 1 gold from their stash. If there is a tie for the richest player, choose which of the tied players must give you 1 of their gold. If you are among those tied for the richest player, you do not receive any gold.



### CARDINAL

You gain 1 card for each **RELIGIOUS** district in your city.

If you want to build a district, but you do not have enough gold to do so, you can take the remaining gold needed from one player. For each gold you take, you must give that player 1 card from your hand. Then you must pay to build that district in your city.

A player cannot deny you their gold, and you cannot take more gold than is needed to build the intended district.



### MERCHANT

You gain 1 gold for each **TRADE** district in your city.

You gain 1 extra gold. You can use this ability regardless of which resource you gathered this turn.



### ALCHEMIST

At the end of your turn, you receive back all the gold you paid to build districts this turn, but not gold you paid for other reasons (such as the Smithy's effect or the Tax Collector's tax). This effectively means that you can build districts 'for free', but only if you would have had enough gold to build them.



### TRADER

You gain 1 gold for each **TRADE** district in your city.

**TRADE** districts do not count toward your building limit this turn. This effectively means that you can build any number of **TRADE** districts in addition to your building limit.



### ARCHITECT

Gain 2 extra cards. You can use this ability regardless of which resource you gathered this turn.

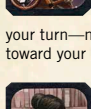
Your building limit this turn is 3.



### NAVIGATOR

You gain either 4 gold or 4 cards.

You can use this ability regardless of which resource you gathered this turn.



### SCHOLAR

You cannot build any districts during your turn—even districts that do not count toward your building limit.

Draw 7 cards from the deck and choose 1 to add to your hand.

Shuffle the other 6 cards back into the district deck and place it facedown in the center of the table.

Your building limit this turn is 2.



### WARLORD

You gain 1 gold for each **MILITARY** district in your city.

You can destroy 1 district of your choice by paying 1 fewer gold than its building cost.

You cannot destroy a district in a completed city, but you can destroy one of your own districts.

Destroyed districts are discarded facedown to the bottom of the district deck.



### DIPLOMAT

You gain 1 gold for each **MILITARY** district in your city.

You can exchange 1 district in another player's city for 1 district in your city.

If the other player's district has a higher cost than your district, you must give that player the difference in gold from your stash. If your district has a higher cost than the other player's district, that player does not owe you any gold in return.

You cannot exchange for a district in a completed city nor for a district identical to a district already in your city, but you can exchange one of your districts if you have a completed city.

The district coming from your city cannot be identical to a district already in the other player's city.



### MARSHAL

You gain 1 gold for each **MILITARY** district in your city.

You can seize 1 district with a building cost of 3 or less in another player's city by giving the owner gold equal to its building cost.

The seized district is added to your city.

You cannot seize a district in a completed city nor a district identical to a district already in your city.



### QUEEN

If you are sitting next to the player who revealed the rank 4 character (King, Emperor, or Patrician), gain 3 gold. If this character is sitting next to you, but has been killed by the Assassin, you gain 3 gold when that card is revealed at the end of the round.

The Queen cannot be used in games with fewer than 5 players.



### ARTIST

You can beautify up to 2 of your districts by assigning them each 1 gold from your stash. The cost of a beautified district is permanently increased by 1, so a beautified district scores 1 more point at the end of the game, the Warlord must pay 1 more gold to destroy a beautified district, etc. (keep the gold on the card as a reminder). A district can be beautified only once.



### TAX COLLECTOR

When the Tax Collector is a character in the game, players are charged a property tax for building districts.

Immediately after a player builds a district, they place 1 gold from their stash on the Tax Collector's character token. This applies even when a player builds a district they have not paid to build. If a player builds more than 1 district, they are charged the property tax for each district built. If a player has no gold remaining in his stash after building a district, they are not charged a tax. The Tax Collector is not charged a tax.

At any time during your turn, you can take all gold from the Tax Collector's token into your stash.

Even if the Tax Collector does not appear during a round, players are always taxed, and any gold left on the Tax Collector's token carries over to the next round.

In 2 and 3 player games, a player who chooses the Tax Collector as one of their characters is still charged a tax for their other character.

If the Magistrate confiscates a district from a player, the Magistrate is charged the tax, not their target.

## DISTRICT CLARIFICATIONS

### ARMORY

A district in a completed city cannot be destroyed.

### CAPITOL

The Capitol can score extra points only once.

### FRAMEWORK

The Magistrate cannot confiscate a district built by destroying the Framework, but the Magistrate can confiscate the next district the targeted player pays to build.

### GREAT WALL

The Diplomat does not apply the Great Wall's effect to the district they are exchanging from their city.

### HAUNTED QUARTER

At the end of the game, if the Haunted Quarter's owner chooses to count its district type as anything other than **UNIQUE**, it no longer counts as **UNIQUE**.

### IVORY TOWER

If the Ivory Tower and Haunted Quarter are the only **UNIQUE** districts in a city and the owner chooses to count the Haunted Quarter as a district type other than **UNIQUE**, the owner scores extra points for the Ivory Tower.

### MUSEUM

If the Museum is exchanged or seized, assigned cards stay with the Museum. If the Museum is destroyed, discard assigned cards facedown to the bottom of the deck.

### NECROPOLIS

The Magistrate cannot confiscate the Necropolis if it is built without paying its cost, but the Magistrate can confiscate the next district the targeted player pays to build.

### PARK

If the owner is the Witch and does not resume their turn, the Park cannot resolve.

### POOR HOUSE

If the owner is the Witch and does not resume their turn, the Poor House cannot resolve. If the owner is the Alchemist with 0 gold at the end of their turn, they apply the Poor House's effect first before applying the Alchemist's ability.

### QUARRY

The owner can build any number of identical districts in their city, but they cannot use the Magistrate, Diplomat, or Marshal to acquire identical districts.

### SCHOOL OF MAGIC

The Abbot gains 1 of either resource.

### STABLES

If confiscated by the Magistrate, the player can still build another district this turn.

### THEATER

The owner blindly chooses who to exchange cards with, without being able to look at anyone's character card. Exchanged cards are not revealed until called during the turn phase, but the players involved in the exchange can look at their new character. In 2 and 3 player games, the owner chooses which of their 2 characters to give away and randomly chooses which of their opponent's characters to take in return.

### THIEVES' DEN

If confiscated by the Magistrate, the owner receives back only gold spent, not cards.