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Game: **Citadels**

Pub: **©2000 Fantasy Flight Games**

Page 1: **Rules summary**

Page 2: **Turn sequence & character reference**
(original and alternate characters)

v2

Nov 2006

For best results, print on card, laminate and trim to size.

CITADELS

Setup

Shuffle the 8 basic Character cards to form the **Character deck**, and the District cards to form the **District deck**.

Each player received 4 District cards and 2 Gold pieces. The oldest player receives the Crown.

Choosing Characters (4-6 players)

Each round, shuffle the Character deck. The following are not used this round:

One card is placed face down and unused.

1-3 (**4 players 2; 5 players 1; 6-7 players 0**) cards are placed face up. King cards are replaced with another card and shuffled back into the deck.

The player with the Crown secretly chooses a Character from the remaining cards, then passes the rest to the player on his left, who chooses one, etc., until all players have chosen a Character. The last player places the last remaining card face down with the other unused cards.

The player with the Crown then calls the characters in rank order. When the name of a player's character is called, reveal it face-up and take a turn.

Character Turn

1) Take an Action:

- take 2 gold from the bank **OR**
- draw 2 District cards and put one back on the bottom of the deck.

2) Build 1 District card by paying the cost in gold to the bank. You may never have two identical districts.

You may use your **Character Power** once at any time during your turn.

After all characters have been called return all cards to the character deck, shuffle, and start a new round.

Winning

When a player builds an eighth district, the players finish the round (players can build more than 8 districts) and scores are totaled:

- total costs of all the districts in the player's city
- +3 if the player has districts of each of the 5 different colors
- +4 for the first player who built 8 districts
- +2 for each other player who built 8 districts

Choosing Character Rules (2, 3 and 7 players)

2- Player Game: *Players play with 2 characters apiece.* When choosing characters, Player A discards the top card face down and chooses a character. Player B then chooses a character and discards another face-down. Player A does the same and finally Player B does the same.

3-Player Game: *Players play with 2 characters apiece.* Player A discards the top card face down and chooses a character. Passing the deck to the player on his left, all players choose a character until all have chosen 2 characters. The last player discards the last card face down.

7-Player Game: When choosing characters, when the seventh player gets one card from the sixth player, he also takes the face-down discarded card. He then chooses one of these and discards the other face down.

Character Notes

A player may take income from his districts due to a special ability at any time, but it must be all at once.

Note that district income is completely distinct from the 2 golds you can get at the beginning of your turn, instead of drawing a card.

The **Merchant** extra gold piece is not a district income and is also taken at the beginning of the turn.

An **Assassin** or **Thief** are not compelled to use their special abilities in a turn.

A **Warlord** can destroy a district of an assassinated **Bishop**.

Extra Character Cards

Either remove 1 or 2 original characters and replace them with expansion characters of the same rank number.

See the rules when using a #9 character.

Do not play a game with both the **Queen** and **Emperor**.

Expansion District Cards

If players agree, include 2 or 3 additional purple District cards, chosen randomly or by mutual agreement. If players wish to use more expansion cards, remove an existing purple card for each new card used.

On your turn:

1) TAKE AN ACTION

- take 2 gold from the bank **OR**
- draw 2 District cards and put one back under the deck.

2) BUILD 1 DISTRICT

by paying the cost in gold. You may never have two identical districts.

You may use a **CHARACTER POWER** once at any time during your turn.

When a player builds an 8th district, finish the round (players can build more than 8 districts) and **SCORE:**

- total costs of all districts in city
- +3 for districts of each of the 5 different colors
- +4 for first to build 8 districts
- +2 for each other player who built 8 districts



Assassin

Announce a character who is murdered. That player can say and do nothing when called.



Thief

Announce a character (not Assassin or victim) who is robbed. That player, when called, hands over all his gold.



Magician

At any time may trade your entire hand (even if empty) with any other player **OR** may discard any number of cards then draw the same number.



King

Receive 1 gold for each noble (**yellow**) district built. Immediately receives Crown and call characters next round.



Bishop

Receive 1 gold for each religious (**blue**) district built and your districts cannot be targeted by the Warlord.



Merchant

Receive 1 gold for each trade (**green**) district built. Receive 1 extra gold.



Architect

Receive 2 extra district cards after action. May build up to 3 districts.



Warlord

Receive 1 gold for each military (**red**) district built. At end of turn may destroy any 1 district by paying one less than the build cost.

On your turn:

1) TAKE AN ACTION

- take 2 gold from the bank **OR**
- draw 2 District cards and put one back under the deck.

2) BUILD 1 DISTRICT

by paying the cost in gold. You may never have two identical districts.

You may use a **CHARACTER POWER** once at any time during your turn.

When a player builds an 8th district, finish the round (players can build more than 8 districts) and **SCORE:**

- total costs of all districts in city
- +3 for districts of each of the 5 different colors
- +4 for first to build 8 districts
- +2 for each other player who built 8 districts



Witch

Announce a character who is bewitched and end your turn. You may take that player's turn as their character in **your** city. The Thief cannot steal from the witch or her victim.



Tax Collector

A player who builds districts must give you 1 gold if he has any left (including an Assassin or Witch who has already built a district).



Wizard

You may look at another's cards and take one; then keep it or build it immediately (even if identical to an existing district).



Emperor

Receive 1 gold for each noble (**yellow**) district built. Immediately receive the Crown and give it to another player, who must give you 1 gold or a card.



Abbot

Receive 1 gold for each religious (**blue**) district built and the player with the most gold must give you 1 gold.



Alchemist

Get back all the gold you spend to build districts.



Navigator

After your action, receive 4 gold or draw 4 cards, but you cannot build any districts.



Diplomat

Receive 1 gold for each military (**red**) district built. At end of turn may exchange a district with any other player (except the Keep or any of the Bishop's), paying the difference if it costs more.



Artist

May put 1 gold on 1 or 2 districts, increasing their worth by 1.



Queen

Receive 3 gold if sitting beside the King. Cannot be used if less than 5 players.

