



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

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.

PLAYING WITH 2–3 PLAYERS

In 2- or 3-player games, each player plays with **two characters**. The game is played normally, except each player takes two turns each round (one turn for each character). Each player has only one stash of gold and one city, and each character's abilities apply only during its own turn.

2-PLAYER RULE CHANGES

SETUP

The character deck includes characters ranks 1–8; remove the Artist from the game.

SELECTION PHASE

The crowned player gathers the deck of character cards and shuffles them. They randomly discard one card facedown in the center of the table. Then they take the remaining seven cards, secretly choose one to keep for themselves, and pass the remaining six cards to their opponent.

For the remaining selections this round, each player chooses two character cards: one 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 eight districts, it has been completed; the game will end after the current round is finished.

3-PLAYER RULE CHANGES

SELECTION PHASE

The crowned player gathers the deck of character cards and shuffles them. They randomly discard one card facedown in the center of the table. Then they take the remaining eight cards, secretly choose one to keep for themselves, and pass the remaining seven cards to the player on their left, who chooses a card and passes the remaining six cards to the player on their left, who also chooses a card.

After each player has chosen one card, the third player randomly discards one of the remaining five cards facedown near the other discarded card. Then they pass the four 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 eight districts, it has been completed; the game will end after the current round is finished.



1995 County Rd B2 West
Roseville, MN 55113 USA
(651) 639-1905
info@ZManGames.com



© 2016 Z-Man Games. Z-Man Games is a ® of Z-Man Games. Gamegenic and the Gamegenic logo are TM & © Gamegenic GmbH, Germany. **Citadels** and the Z-Man logo are TM of Z-Man Games. Actual components may vary from those shown.

CHARACTER ABILITIES IN DETAIL



1 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.



2 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 Assassin or the killed character.



3 Magician

You can do one of the following:

Exchange your entire hand of cards with another player's hand of cards; if you have zero 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 district deck.



4 King

You gain one **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.

Note: 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.



5 Bishop

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

During this round, the Warlord cannot use its ability on your districts.

If you are killed, the Warlord **can** use its ability on your districts.



6 Merchant

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

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



7 Architect

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

Your building limit this turn is three.



8 Warlord

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

You can destroy one district of your choice by paying one fewer gold than its building cost. So, you can destroy a one-cost district for free, a two-cost district for one gold, a three-cost district for two gold, and so on.

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.



9 Artist

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