









































## JAME | ERMS **IMPORTANT**

districts (2-3 players). city has at least seven districts Completed City: A completed (4-8 players) or at least eight

depending on the number of bottom of the district deck it is placed facedown at the play for that round. When character cards are not in players in the game. Discarded faceup and facedown) cards are discarded (both phase, a number of character **Discard:** During the selection a district card is discarded,

**Destroy:** When a district is destroyed, it is discarded district deck. tacedown to the bottom of the

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# ON YOUR TURN

1) Gather Resources: You must gather resources in 1 of 2 ways:

- Take 2 gold from the bank.
- 1 to keep, and place the other Draw 2 district cards, choose at the bottom of the deck.
- 2) **Build:** You **may** build 1 district by paying its cost.
- turn when specified (or, if no time is specified, at any time). character's abilities once per \*) Use Character Ability: You may use each of your

## DISTRICT

YPES



RELIGIOUS



TRADE



MILITARY



UNIQUE

## SCORING

the game ends after the current round, and you score points: When a city has 7<sup>†</sup> districts,

- 1 point/gold on your districts.
- 3 points for having at least 1 district of each type.
- 4 points for the first player who completed his city.
- 2 points for any other player who completed his city.
- Any extra points from your UNIQUE districts.
- 8 in a 2- or 3-player game.

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