

<b>Game</b>	Citadels
<b>Players &amp; Time</b>	2-7 (best with 5, recommended 3-7). 60 min.
<b>Preparation</b>	Deal 4 random district cards to each player. Give 2 gold to each player. Give the crown to the oldest player.
<b>Rules Summary</b>	<p><i>Special rules for 2, 3, or 7 players. See instruction manual.</i></p> <p>The game plays a series of rounds. Each round has 4 steps.</p> <p><u>Step 1:</u> Remove Characters. Player who possesses the crown shuffles the character deck and selects one at random and removes it, face down. Then, draw a second set of cards and remove them (face up). Number of removed cards depends on the number of players: 4/5/6-7 = 2/1/0. The king cannot be a face-up card.. if he's chosen, select another one and put him back into the character deck.</p> <p><u>Step 2:</u> Choose Characters. Starting with the player who possesses the crown each player chooses a single character from the character deck. The character they chose is hidden (kept face down) for now. They then pass the character deck to their left. The remaining card is also hidden.</p> <p><u>Step 3:</u> Player turns. Turns happen in order of the number on the character card. The player with the crown calls each number and character in order. On a turn, players may take an action and build a district card. An action is either a) taking two gold, or b) draw 2 district cards, and put one of the ones drawn onto the bottom of the district deck. Building a district costs the amount of gold on the top left of the district card. Only one district can be built in a turn**.</p> <p>Each character has a special ability called its power. It can be used at any time during the turn*. The “colored characters” (4,5,6,8) can also at any time in the turn, even after building a new district, can take a gold if they have districts of that color built in their citadel.</p> <p><u>Step 4:</u> Give back character cards. Person who took the King character now gets the crown.</p>
<b>End &amp; Winner</b>	<p>The game ends at the end of the round that one player builds their eighth district. Points are calculates as follows:</p> <ul style="list-style-type: none"> <li>• 1 point per gold cost of each built district.</li> <li>• 3 points if a player has at least one of each color district.</li> <li>• 4 points if a player is the first to build 8 districts.</li> <li>• 2 points if a player builds 8 districts but was not the first.</li> </ul>
<b>Notes</b>	<p>* The assassin and thief cannot steal from the same character. Also: the thief cannot steal from the assassin.</p> <p>** Exception: See Architect character. Also: a player can never build more than eight districts. Also: a player can't build two identical districts.</p>