

Citadelles

English rules for the french or german edition

A card game by Bruno Faidutti, translated by Frank Branham

For 2 to 7 players, Lasts about 90 minutes

Components:

65 district cards, 8 character cards, 7 game rules summary, 35 gold pieces, a Crown card

Object of the game and setting up:

Each player is the head of a city that he must develop so that it will eventually make them prosperous. The districts of the cities are represented by district cards. When a player places the eighth district of his city, the players finish the turn and then the game ends.

At the start of the game, each player is dealt four district cards, two gold pieces and a rules summary card. A player, chosen randomly, receives the Crown card

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The district cards:

Each district has a dominant color which indicates its category (Religion = blue, Nobility = gold, Trade = green, War = red, Wonders = purple).

Each district has a cost of construction, priced in gold pieces. Purple districts also have a special ability for the player who owns them, which is shown on the card.

The character cards:

There are eight character cards:

- The Assassin
- The Thief
- The Magician

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- The King
- The Bishop
- The Merchant
- The Architect
- The Condottiere

Course of a turn of the game:

These rules are for 4 to 7 players. The game with 2 and 3 players use some special rules, which are to be found at the end of this booklet.

1- Selecting character cards

The eight character cards are shuffled, and placed face down. Some of the cards are set aside at once and not used that round, some face up and some face down.

This will leave a number of face down cards equal to the number of players + 1.

# of players	Cards set aside face up	Cards set aside face down
4	2*	1
5	1*	1
6	0	1
7**	0	1

** The King card must not be in the face up set aside cards. If it happens to be drawn, it is immediately replaced with another character card. The King, however, may still be the face down set aside card.*

The player who has the Crown card takes the remaining cards and chooses one, and places it secretly before himself. He then passes the remaining character cards to the player on his left, who also chooses a card. The last player chooses from the two remaining cards, and places the last card facedown on the table, with the cards already set aside at the beginning of the turn.

*** With seven players, when the seventh player gets one character card from the sixth player, he also takes the facedown discarded card. He then chooses one of these two cards and discards the other one, face down.*

2- Player turns

The player who has the Crown card then calls out the character names in the order listed below. When a character name is called, the player who has that character shows his card and takes his turn. He then returns the character card to the center of the table. If no one had chosen this character, the King moves on to the next character. When all the players have played, begin another turn by shuffling all 8 character cards.

The players, therefore, do not take turns in seating order, but depending on which

character cards they have chosen. When a player's turn is called, he does the following:

☞ - First, he either

- takes two gold pieces from the pile on the table.
- or draws two new district cards from the top of the deck, chooses one and discards the other one under the deck*.

** This is only for this one card that a player may draw at the beginning of his turn. All other cards drawn from the deck (i.e. by the Architect or the Magician) are taken at once, without any choice.*

☞ - Then, he may play one district card onto the table in front of himself, paying the required cost in gold pieces to the bank. A player may never have two identical districts (two castles, two markets) in his city

Each of the characters also has an ability, which may usually be used at any time during his turn.

The powers of the characters:

1- Assassin.

He announces which other character he attempts to murder. The player who has this character says nothing, and says nothing when his character is called to take his turn. The murdered character therefore misses his entire turn.

2- Thief.

He announces what character he attempts to steal from. When the player who has this character is called upon and shows his character card, the Thief takes all of his gold pieces. The Thief may not steal from the Assassin or the character that the Assassin murdered.

3- Magician.

Any time during his turn* he may either:

- exchange his entire hand of cards (not the ones on the board) with the hand of another player. This applies even if he has no cards in his hand. In this case, he simply takes the other player's cards.

- Or he may discard a number of cards from his hand, and take replacement cards from the top of the district deck. The discarded cards are placed under the district deck.

4- King.

He receives a gold piece for each noble district (gold) in his city*. He receives the Crown card immediately. He will now call for characters, and will be the first player to choose his character on the next turn. If no King is chosen on the next turn, the current King keeps the marker.

5- Bishop.

He receives a gold piece for each religious district (blue) in his city*. He may not be attacked by the Condottiere.

6- Merchant.

He receives at the beginning of his turn an extra gold piece (he can therefore take three gold pieces, or a card and a gold piece). He also receives a gold piece for each trade district (green) in his city*.

7- Architect.

At the beginning of his turn, he takes two extra district cards from the top of the deck, without choosing them (he can therefore take three cards at all, or two cards and two gold piece). He is also allowed to build up to three districts on his turn.

8- Condottiere.

He receives a gold piece for each military district (red) in his city*. At the end of his turn, he may attack a city and destroy a district of his choice. He can destroy a district of cost 1 for free, or can destroy a more expensive district by paying a cost of one less than the cost to build the district. (Thus, a district which cost 2 to build will cost the Condottiere 1 to destroy. A district which cost 5 to build will cost the Condottiere 4 to destroy, a.s.o.). The Condottiere can also attack his own city. The Condottiere may not, however, attack a city already completed by having 8 districts.

** These actions can be done at any time during the player's turn. So, a player can either take the incomes of his districts before constructing new districts (if he has need of money in order to construct), or after having constructed (if the new district give him income). All the incomes must however be taken at one time: a player who took them in beginning of the turn will not receive any extra income from a building he constructs on his turn.*

Victory:

When a player constructs his eighth and last district, the players finish the round. Each player then totals his score as follows:

- ✍ Cost of total construction of the districts of his city
- ✍ + 3 if he has districts of each of the five different colors.
- ✍ + 4 for the first player who first built his eighth district.
- ✍ + 2 for the other players who have built eight districts.

Shorter game:

Play to seven districts, and no tie.

Variant:

If the king is assassinated, he skips his turn but nevertheless takes the king pawn and will choose his character first on the next turn.

2 and 3 players rules:

2 players: Player A receives the Crown card. He shuffles the 8 Character cards and places the top cardface down at the center of the table. Of the remaining 7 cards he chooses one for himself and passes 6 cards on to player B.

Player B takes one card for himself and places another card face down at the center of the table. That leaves 4 cards which he passes on to player A.

Player A takes one of the four cards, stores one further card at the center and pass the last 2 cards to B.

B takes one card and places the last card at the center (still hidden). Each player plays with 2 Characters.

As King will player A start calling for the Characters.

3 players: Player A receives the Crown card. He shuffles the 8 Character cards and places the top cardface down at the center of the table. Of the remaining 7 cards he chooses one for himself and passes 6 cards on to player B.

Player B takes one card and passes 5 cards on to player C who also takes one card before passing 4 cards to player A etc.

When all players has taken their second card will player C place the final card face down at the center of the table. Each player plays with 2 Characters. As King will player A start calling for the Characters.

Course of the game: As with the standard 4-7 players game, but each player plays two times every turn. A player can therefore, for example, keep the money earned by his first character to build an expensive district with his second one.

These rules work only with the 2nd edition german rule stating that, if the King is assassinated, the player who had the king card nevertheless takes the crown.

Credits (in french):

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Effects of the special purple cards:

Dragon port : This is a sign of prestige - the kingdom has not seen a dragon in over 1000 years. It costs 6 gold to build, but is worth 8 points at the end of the game.

University: This is a sign of prestige - nobody ever understood of what use it was. It costs 6 gold to build, but is worth 8 points at the end of the game.

Cemetery: When the Condottiere destroys a district, you may pay a gold piece to take the destroyed district into your hand. You may not do this if you are the Condottiere.

School of Magic: For purposes of income, the School of Magic is considered to be of the color of your choice. Thus, the School gets you a gold if you are King, Bishop, Merchant, or Condottiere.

Dungeon: The Watchtower cannot be destroyed by the Condottiere.

Haunted City: For purposes of victory points, the Haunted City is considered to be of the color of your choice. You cannot use this ability if you built it during the last turn of the game.


Library: If you choose to take cards at the start of your turn, you keep the two cards you have drawn.

Observatory: If you choose to take cards at the start of your turn, you may pick three cards, keep one of your choice and replace the two you do not like under the deck.

Laboratory: Once during your turn, you may discard a district card from your hand and get a gold piece as counterpart.

Workshop: Once during your turn, you may pay 3 gold to draw 3 cards.

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