

The 7th citadel – Turn sequence

1. Choose the active player and the action  to be taken (p. 10)
2. Check for other involved characters (p. 10)
 - If action  ALL characters on the active player's Terrain card **MUST** get involved in the action
 - If action  characters on the active player's Terrain card **MAY** get involved in the action
3. Resolve the action (p. 12)
 - A. Gear up (p.12)
 - The active player selects, from among their  cards, those whose effects (some or all) they wish to apply
 - B. Draw (p. 12)
 - Determine the cost of the action (p. 12) - 
 - Draw Action cards (p. 12)
 - C. Result (p. 12)
 - Reveal the cards (p. 12)
 - Take successes into account (p. 12) - 
 - Apply the effects of their cards (p. 13) – selected cards, cards from their hand, Quest cards, etc.
 - Check the number of successes obtained against the action's difficulty (p. 13)
 - D. Consequence (p. 13)
 - Apply the consequences (p. 13)
 - Discard the revealed cards (p. 13)
4. Start a new turn (p. 10)

The 7th citadel – Golden rules

General

- You **may not** look at the contents of the cards, Threat Booklets, and Dialogue Book until the game invites you to do so.
- Card text and dialogue **override** this rulebook. When in doubt about a rule or in-game effect, interpret it in the **most logical** way to you **or**, if you cannot resolve the issue, the way **most in your favor**.

Storing and sorting cards

- **Green Adventure** cards must always be placed **before** any **gold Adventure** cards bearing the same number. Then, among the cards of the same color, any  **Adventure** cards must always be placed before any  **Adventure** cards bearing the same number.

Cards

- A player may only take a **gold** card if there are **no available green** cards bearing the same number in the *Adventure* Deck.
- Any *Adventure* card whose numbox (on the back) is associated with a  icon is linked to a specific scenario or card. You must take it over any other if the pictograph inside the  icon matches that of the scenario you are playing, or can be seen on another card you possess. Otherwise, you may not take it and you must take another card (bearing the same number) with the  shape.

- A player **may not** decide to **discard** a , **or give** it to another player.
- When a character gives a  card to another character on their *Terrain* card, one of them **must** , where X is equal to the **weight** of the item being given .

Mandatory actions

- When an action is mandatory , **all characters on the same** *Terrain* card as the player who revealed it **must get involved** in the action. The involved characters choose which of them is the active player.

Forbidden actions

- The action icon in the placement arrow reminds you which action caused you to put the card into play. As long as this **event is in play**, that action **may not be taken** again from the *Terrain* card to which the event is attached. 

Action – Gear up

- During Gear up, You **may not select** multiple  cards with the same **KEYWORD**.
- When a  icon can be seen on one of the active player's  cards – or on a card  – and the active player takes the corresponding action, they **MUST select** that card **AND apply** its effects.

Action - Draw

- During the Draw step of an action, the active player may choose to draw **MORE** cards than the number (default cost) shown on the action.
- The  icon on certain actions **limits only** the number of cards whose successes  you may take into account. It does not forbid you to draw more cards or to take class icons on every drawn card into account.

Action - Result

- Any , , , , ,  icons in the **result area** of  cards are only ever taken into account when they are revealed from the active player's Action Deck during the Result step of an action.

Action - Consequences

- Unless explicitly stated otherwise, the **consequence** of an action applies **ONLY to the active player**.