



Citadels (2000)

2-8 Players

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Object: Players take new roles each round to help them acquire gold and erect buildings. The game ends at the close of a round in which a player erects his/her eighth building. Most VPs wins.

Setup

- Give each player 2 gold coins. Shuffle the Character Deck and District Deck and deal 4 random District cards to each player. Oldest player gets the Crown.

Game Play

- At beginning of round, burn 1 Character face down (then 2 face up for 4 players, 1 face up for 5 players). If a king is face up, reshuffle and pick another.
- Starting with player with the Crown, pick 1 card and pass Character deck clockwise until all player have a card, then discard remaining card face-down. For 2 or 3 player game, players play with 2 characters each. For 7 players, last player chooses face-down character or passed one.
- King calls out character #s in order and those characters play.
- On your turn, draw 2 District cards from deck, keep one and discard other, or take 2 gold.
- You may build a District paying required gold. Can only build 1 of each type.
- You may use character Special Ability

End Game & Scoring

- The game ends at the end of a round when a player builds 8 Districts.
- Winner has highest gold score for Districts plus bonus points
 - If player has 1 district in each of 5 colors = 3 points
 - If player was 1st to build 8 districts = 4 points
 - All other players who build 8 districts = 2 points
- If tie, compare total gold cost of districts only. If still tie, player with most gold wins