BRUNO FAIDUTTI'S

CITADELS™

Introduction

In ***Citadels***, players are vying to become the kingdom's next Master Builder by constructing the most impressive medieval city. To do so, players must acquire gold and enlist the services of a diverse cast of characters.

LEARN HOW TO PLAY

Game Components

27 Character Cards

84 District Cards

1 Plastic Crown

22 Plastic Gold Coins

27 Character Reminder Cards

5 Ability Marker Cards

8 Reference Cards

Your First Game

For your first game, set aside the cards listed below and all 54 district cards with these icons in the bottom-left corner:

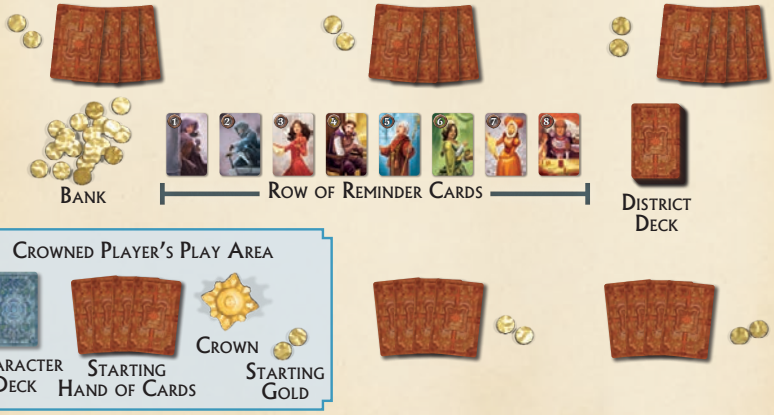
All other cards will not be used for your first game.

Characters	
1. Assassin	5. Bishop
2. Thief	6. Merchant
3. Magician	7. Architect
4. King	8. Warlord
Unique Districts	
1. Dragon Gate	8. Map Room
2. Factory	9. Quarry
3. Haunted Quarter	10. School of Magic
4. Imperial Treasury	11. Smithy
5. Keep	12. Statue
6. Laboratory	13. Thieves' Den
7. Library	14. Wishing Well

If you are already familiar with ***Citadels***, feel free to use the scenarios on page 9 or the customization rules on page 8 to assemble your own combination of characters and **unique** districts.

Note: Games with 3 or 8 players use 9 characters (see pages 7–8).

Setup Diagram (6-Player Game)



Setup

The setup steps presented here are for your first game only. For the complete steps of setup for future games, see "Complete Setup" on page 8.

To set up your first game, follow these steps:

1. Take the character reminder cards matching the eight characters from the list on the left and place them in the center of the table in order of rank. These cards act as a reminder of which characters are being used this game.

2. Take the 14 **unique** district cards from the list on the left and shuffle them with the 54 basic districts. Deal four cards facedown to each player. These cards are the players' starting hands.

3. Place the remaining district cards in a facedown pile in the center of the table to create the district deck; then create the bank by placing all gold coins in the center of the table.

4. Each player takes two gold from the bank. This gold belongs to you and stays in your personal stash until you use it.

5. The oldest player takes the crown and the eight character cards from the list on the left.

Playing the Game

The rules here are explained for games with 4–8 players. Rule changes for 2- and 3-player games can be found on page 7.

Citadels is played over a series of rounds. Each round begins with the selection phase, during which players pass around the character cards and choose one character for the round. Each character card has special abilities, such as stealing another player's gold or destroying another player's district. After the selection phase comes the turn phase, during which players gather resources and build new districts in their cities.

The player with the crown is known as the **crowned player**, who makes sure that each step is followed in order and calls for each character to take their turn during the turn phase.

Selection Phase

The crowned player gathers the deck of character cards and shuffles them. First they randomly discard a number of them **faceup** in the center of the table, and then randomly discard one **facedown**. The number of faceup discarded cards depends on the number of players in the game (see the table below). Discarded cards are not used this round.

Selection Phase with 8 Characters

Players	Faceup Cards	Facedown Cards
4	2	1
5	1	1
6	0	1
7	0	1*

Important: The rank 4 character (King, Emperor, or Patrician) cannot be among the faceup discarded cards. If it is discarded faceup, discard another character card faceup to replace it and shuffle it into the character deck.

Next, the crowned player takes the remaining character cards, looks at them, and secretly chooses one to keep. Then they pass the remaining cards to the player on their left, who also chooses a card and passes the rest of the cards to their left, and so on. This continues until each player has chosen one character card. After the last player has chosen their card, they discard the one unchosen card facedown near the other discarded cards.

* **Special Rule with 7 Players:** After the sixth player passes the last character card to the seventh player, the seventh player also takes the character card that was discarded facedown at the beginning of the round. They choose one of these two characters and discard the other facedown.

Turn Phase

Unlike the selection phase, players do not take turns in clockwise order during the turn phase. Instead, they take turns in ascending order of their chosen character's rank, which appears in the top-left corner of each character card. The crowned player calls each character number in ascending order, starting with the number "1" (the Assassin, Witch, or Magistrate). If a player has the called character card, they reveal it by flipping it faceup and take their turn.

Assassin's Rank

During your turn, you **must** gather resources. You can either take two gold from the bank or draw two district cards from the deck, choose one to keep, and discard the other facedown to the bottom of the deck.

After gathering resources, you **may** build one district in your city. To do this, play a card from your hand faceup in front of you and pay gold to the bank equal to the district's building cost. You have a building limit of one district per turn, and you cannot build a district that is identical (with the same name) to a district already in your city.

After the player who revealed the called character has taken their turn, or if no player revealed the called character, the crowned player continues calling the next character in ascending order, and so on until they have called all characters, after which a new round begins with the selection phase.

Character Abilities

You **may** use your character's abilities only once per turn at the time specified. If no time is specified, you can use the ability at any time during your turn. Some characters have abilities that gain resources for districts of a certain type in their city. These abilities can award either gold or cards, as specified in each character's ability. As a reminder, these characters' rank number appears on a gem of the color of the corresponding district type.

Character abilities are explained in detail on pages 10–14. These abilities are the heart of the game, so be sure to familiarize yourself with them before the game begins.

Districts

There are five district types, which are indicated by the colors and icons shown below. District types are referenced by some character abilities and some effects that score points at the end of the game.

Each **unique** district has an effect, which is described on its card. These effects can do a variety of things, such as gain you more resources or provide extra points at the end of the game. District effects are optional unless the word "must" or "cannot" is used.

Important Game Terms

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

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

Draw: When you draw cards, draw them from the top of the district deck. All draw effects specify a number of cards to keep, and the other cards are discarded facedown to the bottom of the district deck.

Gain: When you gain gold, take it from the bank and add it to your stash; when you gain cards, draw them from the deck and add them to your hand.

Rules Text on Cards

In ***Citadels***, rules text that appears on cards is a brief summary of the card's effect. For the complete rules of a character's ability, see "Character Abilities in Detail" on pages 10–14; for clarifications about a district's effect, see "District Clarifications" on page 15. If text on a card seems to conflict with text on pages 10–15, the text in the rulebook takes precedence.

Example of a Turn

Kurt just finished his turn as the Architect. The next character called is the Warlord. Ashley chose the Warlord during the selection phase, so she flips her character card faceup and takes her turn.

1. Earlier in the round, Maria was the Thief and chose to rob the Warlord. Now that the Warlord is revealed, Maria takes all the gold in Ashley's stash.

2. Next, Ashley gathers resources. To try and recuperate a portion of her stolen coins, she chooses to gain two gold from the bank.

3. Kurt appears to be in the lead, so Ashley decides to pay one gold to destroy his Market, which he discards facedown to the bottom of the deck.

4. Now she chooses to gain gold for her **MILITARY** districts. She has a Prison and the School of Magic, which she can count here as a **MILITARY** district, so she gains two more gold from the bank. She now has three gold in her stash.

5. She pays three gold to build a Barracks, placing it in her city next to her other districts. She has already used her character ability to gain gold, so she does not gain gold this turn for her Barracks. Since she has used her abilities and built her one district for the turn, her turn ends.

The Warlord was the last character in the round, so this round is over. The crowned player gathers all character cards to shuffle them and prepare for the next selection phase.

Game End

As soon as a city has seven districts, it has been completed; the game will end after the current round is finished. A city can have more than seven districts.

When the game ends, players score points as follows:

- Score points equal to the building cost of each of your districts.
- If your city has at least one district of each type, score 3 points.
- The player who first completed their city scores 4 points.
- Any other player who completed their city scores 2 points.
- Score any extra points from your **UNIQUE** districts.

Players compare point totals, and the player with the most points wins. If there is a tie, the tied player who revealed the character with the **highest-numbered rank** (i.e., 8 is higher than 3) during the last round wins.

Keep in Mind...

- The number of gold in a player's stash and the number of cards in a player's hand are open information.
- There is an unlimited amount of gold. If the bank runs out of gold, players can use a substitute for gold, such as a coin.
- There is no limit to a player's hand size.

Endgame Scoring Example

Kurt's City

4 + 1 + 2 + 3 + 5 + 4 + 2 + 3 + 4 = 28

1 district of each type (Haunted Quarter counts as military district)

First to complete city

Ashley's City

3 + 2 + 3 + 3 + 2 + 6 + 6 + 2 + 2 = 29

Completed city, but not first

Extra points from Dragon Gate

Ashley Wins!

Playing with 2–3 Players

In 2- or 3-player games, each player plays with **two characters**. The game is played normally, except that each player takes two turns each round (one turn for each character). Each player has only one stash of gold and one city, and each character's abilities apply only during its own turn. For example, a player with both the Architect and the Warlord can save a district drawn during their Architect turn to build later that round during their Warlord turn. Also, the Architect's ability to build more than one district does not apply during their Warlord turn.

Gem Shapes on Cards

The gem shapes on character and district cards indicate in which version of the game the card first appeared and have no effect on gameplay.

Citadels Original Game

The Dark City Expansion

Citadels (2016 edition)

2-Player Rule Changes

Setup

The character deck includes characters rank 1–8 (the Emperor cannot be used in 2-player games).

Selection Phase

The crowned player gathers the deck of character cards and shuffles them. They randomly discard one card facedown in the center of the table. They then take the remaining seven cards, secretly choose one to keep, and pass the remaining six cards to their opponent.

For the remaining selections this round, each player chooses two character cards: keeping one, discarding the other, then passing the remaining cards. This continues until there are no more characters remaining.

Game End

As soon as a city has eight districts, it has been completed; the game will end after the current round is finished.

3-Player Rule Changes

Setup

The character deck includes characters rank 1–9.

Selection Phase

The crowned player gathers the deck of character cards and shuffles them. They randomly discard one card facedown in the center of the table. They then take the remaining eight cards, secretly choose one to keep, and pass the remaining seven cards to the player on their left, who chooses a card and passes the remaining six cards to the player on their left, who also chooses a card.

Now, after each player has chosen one card, the third player randomly discards one of the remaining five cards facedown near the other discarded card. They then passes the four remaining cards to the crowned player. Each player in turn chooses a second character card, and the last unchosen card is discarded facedown near the other discarded cards.

Game End

As soon as a city has eight districts, it has been completed; the game will end after the current round is finished.

Customization Rules

After you have played the basic game, you can add more variety by playing with different characters and **unique** districts. A few scenarioes are provided on page 9; alternatively, players can choose which characters and **unique** districts to use in the game by following the customization rules below.

Before the game begins, choose a cast of eight characters, one for each rank from 1 to 8. These will be the characters used this game; return all other character cards to the box. Also before the game begins, choose 14 **unique** districts of varying building costs to use this game. Prepare the district deck by shuffling the chosen **unique** districts with the 54 basic districts. Then return the unused **unique** districts to the game box. For the complete steps of setup, see "Complete Setup."

Using 9 Characters

Using the rank 9 character is required in games with 3 or 8 players, and is optional with 4–7 players. The Queen cannot be used in games with fewer than 5 players.

Selection Phase with 9 Characters		
Players	**Faceup Cards**	**Facedown Cards**
4	3	1
5	2	1
6	1	1
7	0	1
8	0	1*

* When playing with 8 players, the "special rule with 7 players" applies to the eighth player (see page 3).

Complete Setup

1. Choose cast of characters.
2. Place the character reminder cards in the center of the table.
3. Choose 14 **unique** districts to add to the 54 basic districts.
4. Shuffle the district cards and deal four cards facedown to each player.
5. Place the district deck facedown in the center of the table and place all gold coins in the center of the table to create the bank.
6. Each player takes two gold from the bank.
7. The oldest player takes the crown.
8. Proceed to play beginning with the "Selection Phase" (see page 3) and then "Turn Phase" (see page 3).

Scenarios

Need some inspiration for a customized game? Try these premade scenarios! (Rank 9 characters are required in games with 3 or 8 players and are optional otherwise.)

Devious Dignitaries

Bluff, outguess, and outmaneuver your opponents' sinister machinations.

Characters			
1. Magistrate	⬢	6. Alchemist	◆
2. Blackmailer	⬢	7. Navigator	◆
3. Wizard	◆	8. Marshal	⬢
4. King	●	(9. Queen)*	◆
5. Abbot	◆		

Unique Districts			
1. Dragon Gate	●	8. Poor House	◆
2. Framework	⬢	9. Secret Vault	⬢
3. Gold Mine	⬢	10. Smithy	●
4. Haunted Quarter	●	11. Stables	⬢
5. Laboratory	●	12. Theater	⬢
6. Necropolis	⬢	13. Thieves' Den	⬢
7. Park	◆	14. Wishing Well	◆

Illustrious Emissaries

Defend your holdings and gather resources from unconventional sources.

Characters			
1. Witch	◆	6. Merchant	●
2. Spy	⬢	7. Scholar	⬢
3. Seer	⬢	8. Diplomat	◆
4. Emperor †	◆	(9. Artist)	◆
5. Bishop	●		

Unique Districts			
1. Capitol	⬢	8. Library	●
2. Factory	◆	9. Observatory	●
3. Framework	⬢	10. Park	◆
4. Great Wall	●	11. Poor House	◆
5. Haunted Quarter	●	12. Quarry	◆
6. Ivory Tower	⬢	13. School of Magic	●
7. Keep	●	14. Smithy	●

Vicious Nobles

A no-holds-barred fight of brutal aggression. Not for the faint of heart...

Characters			
1. Assassin	●	6. Trader	⬢
2. Thief	●	7. Architect	●
3. Magician	●	8. Warlord	●
4. Patrician	⬢	(9. Tax Collector)	⬢
5. Cardinal	⬢		

Unique Districts			
1. Armory	◆	8. Monument	⬢
2. Basilica	⬢	9. Museum	◆
3. Dragon Gate	●	10. School of Magic	●
4. Gold Mine	⬢	11. Stables	⬢
5. Imperial Treasury	◆	12. Statue	⬢
6. Ivory Tower	⬢	13. Thieves' Den	⬢
7. Map Room	◆	14. Wishing Well	◆

* The Queen cannot be used in games with 3–4 players; when playing a 3- or 4-player game with this scenario, replace her with either the Artist or the Tax Collector.

† The Emperor cannot be used in games with 2 players; when playing a 2-player game with this scenario, replace him with either the King or the Patrician.

● = Original Game ◆ = Dark City Expansion ⬢ = Citadels (2016 Edition)

Character Abilities in Detail

This section explains each character's abilities in full detail. Remember, character abilities are optional (unless the word "must" or "cannot" is used here in the rules), and each ability can be used only once per turn at the time specified; if no time is specified, the ability can be used at **any time** during your turn. This also includes abilities that gain resources for districts in your city. For example, if you are the Bishop, you might choose to gain gold before building a new district (if you need the gold to build that district) or after building (to gain gold from a newly built **RELIGIOUS** district).

1 Assassin

Call the name of another character whom you wish to kill. When the killed character is called to take their turn, they must remain silent and skip their entire turn for this round without revealing their character card.

1 Witch

First you must gather resources, then you must call the name of another character whom you wish to bewitch, and then your turn is put on hold. You cannot build at this time, and the only district effects you can use are those that occur when gathering resources (Gold Mine, Library, or Observatory).

When the bewitched character is called to take their turn, they gather resources and their turn immediately ends. They cannot build a district or use any of their character's abilities—not even those that provide "extra" resources (like the Merchant's extra gold). The only district effects that the bewitched player can use are those that occur when gathering resources.

Now you resume your turn as if you were playing the bewitched character; you use that character's abilities, including those that provide extra resources, passive abilities (such as the Bishop's protection against rank 8 characters or the Architect's increased building limit), and restrictions (such as the Navigator's inability to build districts). You play with the cards in **your** hand, pay with the gold in **your** stash, gain resources from districts in **your** city, and build new districts in **your** city. You cannot use effects from **UNIQUE** districts owned by the bewitched player.

If the Blackmailer is bewitched, you assign threat markers, receive bribes from threatened players, and choose to reveal the threat marker if the targeted player does not pay.

If the King or Patrician is bewitched, he still takes the crown. If the Emperor is bewitched, you choose whom to give the crown to and take the resource from that player.

If the bewitched character is not in play this round, you do not resume your turn.

1 Magistrate

Take the three warrant markers, look at them, and assign each facedown to a different character card of your choice. One of the markers shows the signed warrant on its face; only the player marked with the signed warrant is targeted.

Warrant Marker Back

Signed Warrant

Unsigned Warrant

If the targeted player pays to build a district during their turn, you **may** reveal their warrant marker by flipping it faceup. If you do, you confiscate that district from them, and build it in your city instead **for free**.

The confiscated district never enters the targeted player's city, but counts toward their building limit for the turn. The targeted player receives back all gold paid for that district. If they are able to build more than one district during their turn, you can confiscate only the first district they pay to build.

Note: You cannot confiscate a district if you have an identical district (with the same name) already in your city.

2 Thief

Call the name of another character whom you wish to rob. When a player reveals that character to take their turn, you immediately take all of their gold.

You cannot rob the rank 1 character (Assassin, Witch, or Magistrate), the killed character, or the bewitched character.

2 Spy

Choose another player and name a district type (**NOBLE**, **RELIGIOUS**, **TRADE**, **MILITARY**, or **UNIQUE**). Then look at the cards in that player's hand. For each card in their hand that matches the named district type, take one gold from that player's stash and gain one card from the deck.

If the player whose hand you looked at has more cards of matching districts than gold in their stash, you take all the gold in their stash, and you still gain cards for each of the matching districts.

2 Blackmailer

Take the two threat markers, look at them, and assign each facedown to a different character card of your choice. One of the markers shows the flowered lace on its face; both players are threatened, but only the player marked with the flowered lace is targeted.

Threat Marker Back

Flowered Lace

Unmarked Lace

When a threatened player is called to take their turn, they must immediately gather resources and then resolve the threat: they can bribe you by giving you half their gold (rounded down), which removes their threat marker **without revealing it**. A threatened player with only one gold in their stash can bribe you by giving you zero gold. If they do not bribe you, you **may** reveal their threat marker by flipping it faceup. If you reveal the flowered lace, you immediately take all their gold.

A threatened player must resolve the threat before using any of their character abilities or build districts, and the only district effects they can use before resolving the threat are those that occur when gathering resources (Gold Mine, Library, or Observatory).

You cannot assign threat markers to the rank 1 character (Assassin, Witch, or Magistrate), the killed character, or the bewitched character. You can assign threat markers to characters who have been assigned warrant markers.

3 Magician

You can do one of the following:

- Exchange your entire hand of cards with another player's hand of cards; if you have zero cards in your hand, you simply take the other player's cards.
- Discard any number of cards from your hand facedown to the bottom of the district deck to gain an equal number of cards from the district deck.

3 Wizard

Look at another player's hand of cards and choose one of those cards. Then either pay to immediately build the chosen card in your city or add it to your hand. If you immediately build it, it does not count toward your building limit, which means you can build another district this turn.

During this turn, you can build districts that are identical to any other district already in your city.

3 Seer

Take a card at random from each other player's hand and add those cards to your hand. Then give one card from your hand to each player you took a card from. If a player has no cards in hand, you neither take a card from them nor give them a card.

Taken cards can be kept and given back in several different combinations: you can give a player the exact same card back, you can give a card taken from one player to another, or you can keep a card taken and give back a card from your original hand.

Your building limit this turn is two.

4 King

You gain one **gold** for each **NOBLE** district in your city.

At some point during your turn, you must take the crown. You are now the crowned player, so you call characters for the rest of the round, and you will be the first to choose a character during the next round (until another player chooses the King).

If you are killed, you skip your turn like any other character. At the end of the round, reveal the King's character card and take the crown as the King's heir.

If you are bewitched, you still take the crown.

Note: If the King is discarded faceup at the start of the selection phase, randomly discard another character card faceup to replace it and shuffle the King into the character deck.

4 Emperor

You gain one **gold** for each **NOBLE** district in your city.

At some point during your turn, you must take the crown from the player who has it and give it to a different player, but not yourself. You take either one gold from their stash or one card at random from their hand. If they have neither gold in their stash nor cards in hand, you do not take anything.

If you are killed, you skip your turn like any other character. At the end of the round, reveal the Emperor's character card and, as the Emperor's advisor, take the crown from the player who has it and give it to a different player, but not yourself. You do not take a resource from the new crowned player.

Note: If the Emperor is discarded faceup at the start of the selection phase, randomly discard another character card faceup to replace it and shuffle the Emperor into the character deck.

Note: The Emperor cannot be used in a 2-player game.

4 Patrician

You gain one **card** for each **NOBLE** district in your city.

At some point during your turn, you must take the crown. You are now the crowned player, so you call characters for the rest of the round, and you will be the first to choose a character during the next round (until another player chooses the Patrician).

If you are killed, you skip your turn like any other character. At the end of the round, reveal the Patrician's character card and take the crown as the Patrician's heir.

If you are bewitched, you still take the crown.

Note: If the Patrician is discarded faceup at the start of the selection phase, randomly discard another character card faceup to replace it and shuffle the Patrician into the character deck.

5 Bishop

You gain one **gold** for each **RELIGIOUS** district in your city.

During this round, the rank 8 character (Warlord, Diplomat, or Marshal) cannot use their ability on your districts.

If you are killed, the rank 8 character **can** use their ability on your districts. Similarly, if you are bewitched, the rank 8 character **cannot** use their ability on the Witch's districts, but **can** use their ability on the Bishop's districts.

5 Abbot

You gain either one **gold** or one **card** for each **RELIGIOUS** district in your city. You can choose any combination of the two resources; for example, if you have three **RELIGIOUS** districts, you can use this ability to gain three gold and zero cards, two gold and one card, one gold and two cards, or zero gold and three cards. You must declare the combination of resources you wish to take before taking them.

If at any point during your turn you are not the player with the most gold, the richest player must give you one gold from their stash. If there is a tie for the richest player, choose which of the tied players must give you one of their gold. If you are among those tied for the richest player, you do not receive any gold.

5 Cardinal

You gain one **card** for each **RELIGIOUS** district in your city.

If you want to build a district, but you do not have enough gold to do so, you can take the remaining gold needed from one player. For each gold you take, you must give that player one card from your hand. Then you must pay to build that district in your city.

A player cannot deny you their gold, and you cannot take more gold than is needed to build the intended district.

6 Merchant

You gain one **gold** for each **TRADE** district in your city.

You gain one extra gold. You can use this ability regardless of which resource you gathered this turn.

6 Alchemist

At the end of your turn, you receive back all the gold you paid to build districts this turn, but not gold you paid for other reasons (such as the Smithy's effect or the Tax Collector's tax). This effectively means that you can build districts "for free," but only if you would have had enough gold to build them.

6 Trader

You gain one **gold** for each **TRADE** district in your city.

TRADE districts do not count toward your building limit this turn. This effectively means that you can build any number of **TRADE** districts in addition to your building limit.

7 Architect

Gain two extra cards. You can use this ability regardless of which resource you gathered this turn.

Your building limit this turn is three.

7 Navigator

You gain either four gold or four cards. You can use this ability regardless of which resource you gathered this turn.

You cannot build any districts during your turn—not even districts that do not count toward your building limit.

7 Scholar

Draw seven cards from the deck and choose one to add to your hand. Shuffle the other six cards back into the district deck and place it facedown in the center of the table.

Your building limit this turn is two.

8 Warlord

You gain one **gold** for each **MILITARY** district in your city.

You can destroy one district of your choice by paying one fewer gold than its building cost. So, you can destroy a one-cost district for free, a two-cost district for one gold, a three-cost district for two gold, and so on.

You cannot destroy a district in a completed city. You can destroy one of your own districts. Destroyed districts are discarded facedown to the bottom of the district deck

8 Diplomat

You gain one **gold** for each **MILITARY** district in your city.

You can exchange one district in another player's city for one district in your city. If the other player's district has a higher cost than your district, you must give that player the difference in gold from your stash. If your district has a higher cost than the other player's district, that player does not owe you any gold in return.

You cannot exchange for a district in a completed city nor for a district identical to a district already in your city, but you can exchange one of your districts if you have a completed city. Also, the district coming from your city cannot be identical to a district already in the other player's city.

8 Marshal

You gain one **gold** for each **MILITARY** district in your city.

You can seize one district with a building cost of three or less in another player's city by giving the owner gold equal to its building cost. The seized district is added to your city.

You cannot seize a district in a completed city nor a district identical to a district already in your city.

9 Queen

If you are sitting next to the player who revealed the rank 4 character (King, Emperor, or Patrician), gain three gold. If this character is sitting next to you, but has been killed by the Assassin, you gain three gold when that card is revealed at the end of the round.

Note: The Queen cannot be used in games with fewer than five players.

9 Artist

You can beautify up to two of your districts by assigning them each one gold from your stash. The cost of a beautified district is permanently increased by one, so a beautified district scores one more point at the end of the game, the Warlord must pay one more gold to destroy a beautified district, etc. (keep the gold on the card as a reminder). A district can be beautified only once.

9 Tax Collector

When the Tax Collector is one of the characters in the game, players are charged a property tax for building districts. Immediately after a player builds a district, they place one gold from their stash on the Tax Collector's character reminder card. This applies even when a player builds a district that they have not paid to build. If a player builds more than one district, they are charged the property tax for each district built. If a player has no gold remaining in their stash after building a district, they are not charged a tax. The Tax Collector is not charged a tax.

At any time during your turn, you can take all gold from the Tax Collector's character reminder card into your stash.

Even if the Tax Collector does not appear during a round (because he was not chosen, he was discarded at the start of the selection phase, or he was killed by the Assassin), players are always charged a tax, and any gold left on the Tax Collector's card carries over to the next round.

In 2- and 3-player games, a player who chooses the Tax Collector as one of their characters is still charged a tax for their other character.

If the Magistrate confiscates a district from a player, the Magistrate is charged the tax, not the target.

District Effect Clarifications

This section clarifies specific district card effects. Remember, district effects are optional unless the word "must" or "cannot" is used. Effects that are limited to "once per turn" can be used only during your turn.

There are 11 religious districts, 11 military districts, 12 noble districts, 20 trade districts, and 30 unique districts.

Armory
A district in a completed city cannot be destroyed.

Capitol
The Capitol can score extra points only once.

Framework
The Magistrate cannot confiscate a district built by destroying the Framework, but the Magistrate can confiscate the next district the targeted player pays to build.

Great Wall
The Diplomat does not apply the Great Wall's effect to the district exchanged **from** their city.

Haunted Quarter
At the end of the game, if the Haunted Quarter's owner chooses to count its district type as anything other than **unique**, it no longer counts as **unique**.

Ivory Tower
If the Ivory Tower and Haunted Quarter are the only **unique** districts in a city and the owner chooses to count the Haunted Quarter as a district type other than **unique**, the owner scores extra points for the Ivory Tower.

Museum
If the Museum is exchanged or seized, assigned cards stay with the Museum. If the Museum is destroyed, assigned cards are discarded facedown to the bottom of the deck.

Necropolis
The Magistrate cannot confiscate the Necropolis if it is built without paying its cost, but the Magistrate can confiscate the next district the targeted player pays to build.

Park
If the owner is the Witch and does not resume their turn, the Park cannot resolve.

Poor House
If the owner is the Witch and does not resume their turn, the Poor House cannot resolve. If the owner is the Alchemist with zero gold at the end of their turn, they apply the Poor House's effect **first** before applying the Alchemist's ability.

Quarry
The owner can build any number of identical districts in their city, but cannot use the Magistrate, Diplomat, or Marshal to acquire identical districts.

School of Magic
The Abbot gains one of **either** resource.

Stables
If confiscated by the Magistrate, the player can still build another district this turn.

Theater
The owner chooses who to exchange cards with without being able to look at anyone's character card. Exchanged character cards are not revealed until they are called during the turn phase, but the players involved in the exchange can look to see who their new character is.
In 2- and 3-player games, the owner chooses which of their two characters to give away and randomly chooses which of their opponent's characters to take in return.

Thieves' Den
If confiscated by the Magistrate, the owner receives back only gold spent, not cards.

Selection Phase with 8 Characters		
Players	Faceup Cards	Facedown Cards
4	2	1
5	1	1
6	0	1
7	0	1*

Selection Phase with 9 Characters		
Players	Faceup Cards	Facedown Cards
4	3	1
5	2	1
6	1	1
7	0	1
8	0	1†

* **Special Rule with 7 Players:** After the sixth player passes the last character card to the seventh player, the seventh player also takes the character card that was discarded facedown at the beginning of the round. They choose one of these two characters and discard the other facedown.

† When playing with 8 players, the "special rule with 7 players" (see left) applies to the eighth player.

Credits

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