

BRUNO FAIDUTTI'S

CITADELS

The Official FAQ

Version 1.2; updated 11/15/12

This document contains errata, frequently asked questions, and clarifications for the *Citadels* card game.

ERRATA

Page 7 of the rules read “The winner of the game is the player with the most points.” However, there was no provision included in the event of a tie. If a tie occurs after all districts and bonus points are totaled, we recommend that the tie be broken in the following manner:

- 1) *The player with the most victory points from **only** the value of his districts is the winner (i.e. don't calculate bonus points to resolve the tiebreak).*
- 2) *If there is still a tie, the player with the most gold is the winner.*

In a recent printing of the rulebook, there is some text missing from the note at bottom of page 11. The note should read as:

*Note: Characters who receive income for certain types of districts in their cities (the King, Emperor, Bishop, Abbot, Merchant, Diplomat, and Warlord) may use their power to receive this gold at **any** point in their turn. Thus you may choose to receive income either before building new districts (if you need the gold in order to build the districts), or after building new districts (to gain income from the newly built district). You cannot, however, do both.*

On page 15 under the Tax Collector's description, there is a portion that reads “If the Assassin or Witch has already built a district card...” This sentence is correct for the Assassin; however, since the Witch is unable to build districts until the bewitched character's turn comes up, this rule does not apply to the Witch.

CHARACTERS AND SPECIAL POWERS

Q: Are you required to use a character's special power?

A: No. The assassin is not forced to kill anyone, nor is the thief forced to steal, etc. Still, there is rarely a situation when it wouldn't be to your advantage to use the special power.

Q: Can a player receive income for his districts in two parts, before and after building? For example, if someone is the King and has two yellow districts already built, can he use the King's special power to take one gold now, build a new district, and then take a gold for the other yellow district he owns?

A: No. You may use abilities to receive income whenever you want, but you must take all of the gold at the same time. So, a player can either collect gold for his districts before constructing new districts (if he needs money in order to build), or after building (if the new district gives him gold).

*On the other hand, district income is completely distinct from the two gold you receive when taking an action. Also, the Merchant's special power of receiving one extra gold happens **at the beginning of his turn** and is not considered district income either. So, you **can** take two gold, build, and then receive income from your districts; you **cannot** receive income from some districts, build, and then receive income from the district you have just built.*

Q: Can a player build more than eight districts (i.e. he is the Architect during the last round and has a hand full of low-cost districts, but needs a lot of points to win)?

A: Yes, players may build more than eight districts if they have the means to do so.

Q: Can a player build two or more identical districts (same name and illustration)?

A: No. You can build a district that is in someone else's city, but you cannot build another district that is already in your city.

Q: When a character is bewitched by the Witch's special power, can that character use his special power before the Witch takes over the rest of his turn?

A: No. The bewitched character cannot use his special power, but the Witch may use that character's special power after the bewitched character performs his one action.

Q: If the Witch bewitches a character with a passive special power (i.e. the Bishop's special power of being immune to attacks from the Warlord), which character benefits from the special power? The Witch or the bewitched character?

A: The Witch player acquires all abilities of the bewitched character.

Q: If the Tax Collector is called and the Witch builds a district through a bewitched character, who pays one gold to the Tax Collector: the Witch or the bewitched character?

A: The Witch player uses his own gold and cards while taking over the bewitched player's turn, so the Witch would pay one gold to the Tax Collector.

Q: What happens to the crown if the Emperor is assassinated?

A: The player who has the crown keeps it.

Q: When the Emperor gives the crown to someone, the rules say that the person receiving the crown must give the Emperor one gold or one card. Which player chooses whether a gold or a card is given, the Emperor or the player receiving the crown?

A: The player receiving the crown.

Q: If the Navigator opts to not use his special power (take 4 gold or take 4 cards), may he build a district?

A: No. Part of the Navigator's special power is the restriction "You may not build any district cards."

Q: How much does it cost for the Warlord/Diplomat to destroy/exchange the University or the Dragon Gate?

A: Each of these districts cost 6 gold, so the Warlord must pay 5 gold to destroy one of these districts while the Diplomat must pay 6 gold to exchange one of these districts.

Q: Can the Warlord destroy a building of a murdered Bishop?

A: Yes. Since the Bishop is not present, he is not able to protect his districts.

Q: Are you allowed two identical districts in your city by using the Diplomat's special power?

A: No.

Q: Can the Diplomat exchange one of his districts for a district from a completed city of eight districts?

A: No.

Q: If the Bell Tower is in play, can the Warlord destroy someone's seventh district?

A: No. The Bell Tower makes a seven-district city "completed," and the Warlord cannot destroy districts in a completed city.

Q: How exactly does the Queen's special power work? Does she get three gold if a) one of the adjacent players has the crown, or b) one of the adjacent players chooses the King/Emperor role for that round?

A: The Queen's special power is tied to the King/Emperor card, not the crown.

DISTRICTS

Q: Can the Graveyard's ability (pay 1 gold to take a card that was just destroyed by the Warlord) be used to save itself if the Warlord chooses to destroy it?

A: No. Because the Graveyard was destroyed, it is no longer in play and its ability is void.

Q: What if a player has both the Observatory and Library in his city? How do their effects combine?

A: When the player chooses to use his action to draw cards, he draws three and keeps two.

Q: How do you handle the endgame scoring bonuses when the Bell Tower has been built?

A: The bonuses are awarded for seven districts instead of eight. If one or more players have seven districts when the Bell Tower is built, they all get the four bonus points for simultaneously meeting the seven district condition. If the Bell Tower is built as someone's seventh district, he and anyone else with seven districts get four bonus points for simultaneously meeting the endgame condition; any players to subsequently reach seven districts before the round (and the game) ends get two bonus points.

Q: If a player has the Quarry and builds a duplicate district, but the Quarry is later destroyed by the Warlord, is one of the duplicate district cards lost because it is no longer "legal" for that player to have duplicate districts?

A: No. The Quarry allows you to "build" a duplicate district. Since the district is already built, the player does not automatically lose one of the duplicates.