



How to Play Teaching Guides:

#14 Citadels

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #14 of The How to Play Podcast available at www.howtoplaypodcast.com

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The Hook - What the Game is About

"Welcome to Citadels. You are a rich Nobleman trying to build the greatest city in the Kingdom. You will use your influence to each turn get the support of one of the most powerful men in the kingdom, The bishop, the warlord, the magician perhaps even the king himself. These allies will help you to get building plans represented on cards and the money to build these buildings.

You are racing your other noblemen or noblewomen, to acquire enough money and cards to build Eight buildings within your city. When a player builds their Eighth building, whoever has the most impressive city wins the game."

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The Meat - How to Play the Game

1. There are two phases in a game round
 - 1.1 Choose an Ally - A card draft
 - 1.2 Building Cities - Each player takes a turn
2. First Phase - Choosing an Ally
 - 2.1 "King" begins
 - 2.2 He will look at a group of role cards choose one to "ally" with this turn and pass the rest to his left
 - 2.3 Continue until each player has a role card
3. Second Phase - Building Buildings
 - 3.1 King calls out roles by their number
 - 3.2 Starting with #1 The Assassin and players take their turns in the number order of these cards

3.3 A turn consists of 2 standard actions everybody gets to do and one special ability based on the role card you have chosen

3.4 Every player takes their turn in order

4. End of Round

4.1 New king takes the role cards and begins a new draft and we do the process all over again

4.2 Continue playing turns until a player has built eight buildings

5. Turn Specifics

5.1 Collect Resources - Choose either

5.1.1 Take 2 gold

5.1.2 OR look at 2 building cards and take one

5.2 Option to build a building

5.2.1 Building cost

5.2.2 Cost = Victory Points

5.2.3 Purple buildings have special abilities

5.3 Character Special Ability

5.3.1 Can use at anytime during your turn

5.4 Review 3 steps of turn: Collect resources, Build building, Special ability

6. Game Scoring

6.1 Buildings worth face value

6.2 Bonus for getting to eight buildings (4 and 2 points)

6.3 Bonus for all five colors of buildings (3 points)

7. Role Cards Specifics

7.1 Explain the income bonus for “colored” roles (king, bishop, merchant, warlord)

7.2 Explain extra ability of these four in this order

7.2.1 Merchant - extra gold

7.2.2 King - gets to go first

7.2.3 Warlord - can destroy a building for a cost (value - 1)

7.2.4 Bishop - immune from warlord

- 7.3 Assassin - choose a character to kill
- 7.4 Thief - choose a character to steal from
 - 7.4.1 During role card draft consider who might pick who
 - 7.4.2 Keep your role secret until announced and stay quiet if killed
- 7.5 Magician - Exchange hand with deck or another player - "TA DA!"
- 7.6 Architect - Two building cards and can build three buildings
- 7.7 Summarize once again all characters again in number order
 - 7.7.1 Assassin - kills guys
 - 7.7.2 Thief - steals money
 - 7.7.3 Magician - switch cards
 - 7.7.4 King - money for yellow buildings and start player
 - 7.7.5 Bishop - money for blue buildings and warlord protection
 - 7.7.6 Merchant - money for green buildings and 1 bonus money
 - 7.7.7 Architect - 2 free cards and 2 extra building buys
 - 7.7.8 Warlord - money for red buildings and building destruction

8. Game Overview

- 8.1 Now discuss how some role cards are placed face down/face up
- 8.2 Review Draft
- 8.3 King announces turns in turn order
- 8.4 Review Player's turn
 - 8.4.1 Collect Resources - card or 2 gold
 - 8.4.2 Build Building?
 - 8.4.3 Special Ability - anytime during turn - discuss why this is important
- 8.5 Continue until 8 buildings are purchased
- 8.6 Review Scoring
 - 8.6.1 Face Value of buildings
 - 8.6.2 Eight building bonus (4 pts than 2 pts)
 - 8.6.3 5 colors of building bonus (3 pts)
- 8.7 Most Points Wins!

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The Hamster - How to Win the Game

1. Pick the Right Character at the right time
 - 1.1 Pick one that benefits you the most
 - 1.2 But not all the time - dont be too predictable
2. During the draft pay attention to what characters other players might take or might have
3. Consider taking the assassin or thief yourself to protect yourself
4. Carefully choose when to use your special ability during your turn
5. Shoot for building the most buildings or getting all 5 colors
6. Good Luck and Have Fun!

Credits:

Game Design: Bruno Faidutti

Game Publisher: Fantasy Flight Games

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Teaching outline based upon How to Play Podcast Episode #14

Podcast Website: www.howtoplaypodcast.com

Email: howtoplaypodcast@msn.com

Discussion Forum: <http://www.boardgamegeek.com/guild/746>

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