

BRUNO FAIDUTTI'S

CITADELS™

SCENIC ROUTE — MINI EXPANSION —

INTRODUCTION

Travel off the beaten path with brand new district cards!
Or match wits with your opponent in a new variant for 2 players.

GAME COMPONENTS



14 DISTRICT CARDS

NEW GEM SHAPE

13 cards are brand new to this set and have a new gem shape. 1 card—the Ballroom—has been brought back from the original Dark City expansion.



NEW DISTRICT



THE DARK CITY
EXPANSION

HOW TO PLAY

Include these cards as the 14 unique districts in the deck. Alternatively, you can choose a combination of new unique districts and unique districts from the original game using the normal customization rules.

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.

ARCHITECTS’ GUILD

If the revealed card’s type does not match a district in your city, turn the card facedown but leave it on top of the deck.

AVANT-GARDEN

You can build the top card of the deck even if you already have an identical district in your city.

CONSULATE

After your number is called and you reveal your chosen character card, you may also reveal the card under the Consulate. During that turn, you have all abilities and restrictions of both of those characters. You can use the abilities in whatever order you like.

When the turn is complete, return the card under the Consulate to the box.

If you reveal the Magistrate or Blackmailer, gather their corresponding markers, then return them to the box at the end of the round.

DRAGON ROOST

You can place the Dragon Roost touching or slightly overlapping the chosen district as a reminder of its effect.

FESTIVAL GROUNDS

Continue taking cards in clockwise order until all cards have been taken. Some players may get multiple cards this way.

FORUM

At the end of the game, the Forum’s building cost equals the rank of your last chosen character card, so you score points equal to that value.

The Forum’s effect must be used—the building cost changes even if it is lower than the printed cost.

LABYRINTH

When it is your turn to choose a character card during the selection phase, you may choose the facedown discarded character card instead of one of the character cards passed to you. You can look at the cards passed to you, but you cannot look at the discarded card before choosing it.

When playing with 2 or 3 players, you can make this choice each time you would choose a card. If multiple character cards have been discarded facedown, you can choose either of them (without looking).

ROYAL COFFER

Only the player with the Royal Coffers can spend gold from the crown—other crowned players cannot spend the gold.

Gold in the crown does not count as being in any player’s stash.

SHADOW CHAMBER

If you add or remove the Magistrate or Blackmailer, add or remove their corresponding markers as well.

SINKHOLE

A facedown district counts as having no building cost, but does count as one district toward a completed city.

TRADE BRIDGE

The other players gains only one resource, regardless of how much the player gathering resources gains.

Gaining a resource from the Trade Bridge’s effect does not count as gathering resources.

NEW 2-PLAYER VARIANT

In 2-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.



CREDITS

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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 two cards facedown in the center of the table, then deal three cards to each player.

Each player looks at one of the facedown discarded cards—one player at one card, one player at the other.

The players simultaneously choose to keep one of the three cards they were dealt, then pass the two remaining cards to the other player. They then choose to keep one of the two cards and discard the other.

GAME END

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

Z-MAN[®]
games

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