

Turn

- ♦ **Play a card in your district** (optional)
- ♦ **Perform precisely one action** (mandatory):
 - 1 - Draw a card.
 - 2 - Activate one building in your district.
 - 3 - **Combat an Event card**
(1 citizen + 1 denier + 1 denier per coin on the card OR 2 citizens).
 - 4 - **Earn deniers** (2 per citizen of the same color).
 - 5 - **Gather your citizens on your Plaza card**.
 - 6 - **Recruit citizen - Advanced Rules**.

Note: An opponent's citizen costs 2 deniers.

The icons on the basic cards



Yellow building



White character



Red prestige building



The color gray means "whatever color you wish"



Yellow building or character



Gain money from the bank.



Recruitment: Take a yellow citizen from the general supply and place it on your Plaza card. It costs you 3 deniers.



Activate an available yellow card in another player's district (that card remains available). A Level II card with this effect allows you to use a card already occupied by a citizen. A damaged card can not be used. Doing this does not trigger your opponent's characters.



Draw from the designated deck according to the normal drawing rules.



Add 2 cards from the designated deck to your hand (regardless of whether one is visible or not). If you draw a Town Crier, draw another card before resolving the events' effects.



Combat a card from the Event queue with at least one coin on it and add it to your hand (with a Level II card, you also take the coins sitting on it). Replace the Event card with the first Event card from the deck.



Combat a card from the Event queue with no coins on it and add it to your hand. Replace the Event card with the first Event card from the deck.



The other players are affected by 1 to 3 Event cards of your choice (adding a coin to each that has an empty circle), as many times as there are coins on the respective cards. Players may construct a rampart in order to protect themselves. You can activate a positive event (it evaluates everyone, as usual).



Gather your citizens lying near your Plaza card (not those that are on your buildings).



Earn one denier per empty / occupied space in your district.



Each card of the designated color found in the same row or column can be activated 2 times instead of one. These activations are done as 2 distinct actions, on separate turns.



Activating a card of the designated color in the same row or column triggers the character's effect. You must first resolve the effect of the activated card before taking advantage of the character's effect.



Placing the designated card in the same row or column triggers the character's effect. You must first pay the cost of placing the new card before taking advantage of the character's effect.

Event cards



Each player must remove a citizen of the designated color from his Plaza card and lay it down beside his Plaza. The citizen will become available again when the player uses the "Gather your citizens on your Plaza" action. If a player has no citizens of that color on his Plaza, nothing happens. The Crusade event permits each player to choose which color of his citizens is attacked, but he must choose a color present on his Plaza, if he can.



This event is positive, but not for everyone! Whoever has the highest sum, in the designated color, of visible buildings in his district and citizens earns 3 deniers. Every citizen a player possesses in that color counts. In the case of a tie, all the tied players gain that amount.



Each player loses 1 denier. If a player has no money, he loses nothing.



Each player places a damage token on an unoccupied Level I or Level II card (building or character) of the designated color in his district. A damage token renders a card unusable until that player's next "Gather your citizens on your Plaza" action. If a player does not have an unoccupied card of this color, nothing happens. The Normans Attack event permits each player to choose which color of his cards is attacked, but he must choose a color of which he has an available card in his district, if he can.

Prestige buildings

Placement costs:



= 5 deniers



= 1 yellow citizen from anywhere



= 2 deniers and a card of Level I, II, or III that can come from your hand or your district (it's possible to create a hole in the district). Return the card to its deck.



(district, Plaza, or lying near the Plaza). Set it on the supply board.

Belfry : 4PP/2PP per set of Level I and/or II cards (buildings and/or characters) visible: yellow + white + red

Cloth Hall : 2PP/1PP per Level I or Level II white card visible (buildings and/or characters)

Mint : 2PP/1PP per set of 4 deniers

City Hall : 2PP/1PP per yellow citizen owned

Tour des Six : 2PP/1PP per character card visible

Cathedral : 8PPs for only the player that built it

Saint-Quentin : 2PP/1PP per white citizen owned

La Madeleine : 2PP/1PP per prestige building visible (including this one)

Saint-Brice : 4PP/2PP per set of Level I and/or Level II cards (buildings and/or characters) visible: yellow + white + red

Saint-Nicolas : 3PP/1PP per set of citizens owned: yellow + white + red

Saint-Jacques : 2PP/1PP per Level I or Level II white card (building or character) visible

Pont des Trouis : 3PP/1PP per set of citizens owned: yellow + white + red

Porte de la Vigne : 2PP/1PP per red citizen owned

Tour d'Arras : 2PP/1PP per Level I or Level II white or yellow building card visible

Tour Henry VIII : 2PP/1PP per Rampart card built

Tour Saint-Georges : 2PP/1PP per Level I or Level II red card (building or character) visible