Basic player aid for Troyes

Setup : Each player chooses a color and places one disk as a district marker on the city square and one on the space #4 of the influence track. He also takes the following:

- 20 cubes, 5 deniers, 1 secret Character card
- 6 citizens in a 2-player game (5 in 3-player game or 4 in 4-player game). The remaining citizens are set aside in the reserve for later use.

Place 9 Activity cards in the city, according to their color and turn-number, discarding those unused.
Form 3 decks of Event cards according to the color of their back.
Use 4 red cards in a 2-player game, 5 red cards in a 3-player game or 6 red cards in a 4-player game. These also serve as turn counter. Use all of the white and yellow cards.

Initial placement: Each player places one worker on any building in turn order. Then, in reverse turn order, place a second worker. Keep alternating that sequence until all workers are placed. Fill remaining empty spaces with neutral workers.

** In a 2-player game, use special setup as described in the rulebook

Turn order:

0. **Reveal Activity cards**
   During each of the first 3 rounds, turn one activity card of each color, according to current turn number. For subsequent turns, ignore this phase.

1. **Income and salaries**
   Each player takes 10 deniers from the bank. Each player pays the salary of their citizens: Bishopric = 1 denier, Palace = 2 deniers, City Hall = free.

2. **Assembling the workforce**
   Each player rolls dice according to his respective workers, in terms of number and color. Dice are then put in the player's district.

3. **Events**
   Turn a red Event card + white or yellow, depending on what is called for on the red card.
   - Resolve all non-military events first from left to right.
   - Resolve military events by rolling the total number of black dice shown on the Event cards.
     - 1st player must counter the highest black die + any other black dice if he wishes. Countering means spending dice of any color(s) where the total pips are equal or greater than those on the black dice countered. Every black die countered earns him 1 Influence
     - Next player must counter the highest remaining black die + any other black dice if he wishes, earning Influence. Continue like that until all black dice are neutralized.

     ** Red dice are worth double their value when countering black dice
     ** If a player can't counter, he discards the highest black die and loses 2 VP.

4. **Actions**

In turn order, each player takes one of the following actions. Repeat until all dice are used or everyone passed:

- **Activate Activity card**: Use a set of one or more dice of corresponding color to use the power of an activity card if a worker is present. If not, pay 2 Influence to take a new worker from your reserve (or freely take one from anywhere on the map or your supply). Then pay the required cost to place it on the card and activate the card.
- **Build cathedral**: Use a set of one or more white dice. Place a cube on the lower space available of the values shown on the dice. Earn 1 or 2 Influence + 1 VP per cube placed.
- **Combat events**: Use a set of one or more dice of corresponding color to combat events. For each activation, place a cube on the card. When a card is full, give it to the player with most cubes on it (tie-breaker: first player to place cubes). Give VPs to players with cube majority and second place. If tied, divide VP total among players, rounding down. If only one player contributed, he earns all VPs.
- **Place citizen in a building**: Use one die per citizen. Place the citizen in the corresponding die value space/row
- **Use agriculture**: Use a set of one or more yellow dice. Each activation gives 1 denier to the player.
- **Pass**: If you don't want (or can't) play and some dice left in city square, put 2 deniers on your district. Every time your turn comes again and some dice are still left, add one more denier.

5. **End of turn**

When no dice are left or when every player passed, current turn ends. Take the deniers and put them in your supply.

Influence: Influence can be spent in 3 ways:

- 1 Influence: reroll one die from your district
- 2 Influence: buy a citizen from your reserve
- 4 Influence: flip a set of one or more dice of one color from your district to opposite face

Endgame scoring: To the VPs you gained during the game, do the following:

- Add 1 VP per Event card not countered on which you have at least one cube
- Add X VP according to every players' Character cards
- Add X VP from the spaces you occupy on the Activity cards
- Subtract 2 VP per level of cathedral where a player has no cube