Troyes Game Setup:

Each player chooses a color. Citizens are limited to the 12 available. Cubes are unlimited, use other tokens if they run out.
Each player places one disc on the disc picture in the closest district. The other disc goes on the 4 on the Influence track.
Each player takes 5 deniers and all the cubes in their color.
Each player takes citizens into his personal supply: 4 with 4 players, 5 with 3 players, 6 with 2 players.
Each player takes 1 secret randomly selected Character card. Take 2 in a 2 player game.
Place face down a randomly chosen Activity card of the correct color and number on each of the Activity card spaces.
Randomly choose red Event cards: 6 with 4 players, 5 with 3 players and 4 with 2 players. Place in a face down pile.
Shuffle all white and all yellow cards in separate decks and place face down in piles.
Randomly choose a start player who takes the Start Player card.
Place all other cards back in the box unseen.
All other deniers, VP chips, dice, grey cubes, and unused citizens of all colors are placed in the general supply.

Initial placement of citizens from personal supply before the beginning of the game:

In a 2 player game place 6 grey citizens in specified places before players place their own citizens:
Place one on leftmost space of top row and another on the rightmost space of the bottom row of each building.
In 3 and 4 player games place grey citizens on all empty spaces on all buildings after players have placed their citizens.
Players place citizens in empty spaces on any of the three buildings, one at a time, until none remain in their personal supply.
Round 1 (and all odd numbered rounds) of placement starts with the start player going clockwise to the end player.
Round 2 (and all even numbered rounds) starts with the last player and goes counterclockwise back to the start player.

End of Game and Scoring:

The game ends when there is no red Event card to place on the board at the start of a round.
Each player adds to or subtracts from their hidden VPs collected during the game:
+VPs as earned on character cards. All players earn VPs for every character card used in the game.
+1 VP for each Event card remaining on the board on which the player has a presence.
+VPs indicated on VP spaces on Activity cards occupied by the player's citizens.
-2 VPs for each of the three levels in the Cathedral that does not have one or more of the player's cubes.
Winner: The player with the most VPs.

Influence:

You may have a maximum of 20 Influence points. You may use influence more than once and in any order as long as you can pay for it.
Influence cannot be used on dice in other districts (even the grey player's district), or on purchased dice.
1 Influence point can be used to reroll a single die.
2 Influence points can be used to bring a citizen from the general supply into your personal supply.
4 Influence points can be use to flip up to 3 dice to their opposite side. They may be any combination of colors.

Phases of each game round:

The number of game rounds left is indicated by the number of red Event cards left in the pile.

Phase 0: Reveal the Activity cards: Rounds 1, 2, 3 only.
Reveal 1 Activity Card of each color with a number on the back matching the round's number.

Phase 1: Income and salaries: Take income, then pay salaries.
Income: 10 Deniers
Salaries: 2 Deniers per citizen in the Palace (red building).
1 Denier per citizen in the Bishopric (white building).
No Salary for citizens in City Hall Hall (yellow building).
Penalty for non-payment of salaries: Pay all possible salaries and lose 2 VPs (or all VPs if player has less than 2VPs).

Phase 2: Assembling the workforce: Each player, including the grey player, rolls dice and places them in their district.
(Start player rolls for the grey player)
1 red die per citizen in the Palace (red building).
1 white die per citizen in the Bishopric (white building).
1 yellow die per citizen in City Hall (yellow building).

Phase 3: Events:
Reveal Event cards: Each card drawn is placed at the right end of the queue. The queue can have more than 6 cards.
Reveal and place a red event card.
If that event card indicates it, reveal and place another event card of the color shown.
Continue placing event cards if the previous card indicates it.
Resolve the event cards without black dice: Resolve cards left to right. See rules annex for card explanations.
Ignore events needing grey citizens if there are none in the general supply,
Penalty for incomplete resolution: Resolve as much as possible, then lose 2 VPs (or all VPs if player has less than 2VPs).
Roll and counter the black dice: The start player rolls 1 black die for each black die shown on the event cards.
Start player must counter at least the highest-valued black die (or up to all of them).
Then, the next player must counter at least the highest-valued black die (or up to all) if any remain.
Players in turn continue countering black dice in this way until all are gone.
Gain 1 influence for each black die countered.
Penalty if unable to counter the highest-valued black die: Discard that die, then lose 2VPs (or all VPs if player has less than 2VPs).
Countering black dice: Any number of dice of any mix of colors from the player's district can be used.
Influence may be used on the player's dice before using them.
Cubes from delayed effect Activity cards cannot be used, nor can dice be bought from others.
Red dice values are doubled.
Black dice whose total is ≤ total on the player's chosen dice can be countered.
Countered black dice and the player's chosen dice are discarded.

(Troyes Phase recap from previous page)

Phase 0: Reveal the Activity cards: Rounds 1, 2, 3 only.

Phase 1: Income and salaries: Take income, then pay salaries.

Phase 2: Assembling the workforce: Each player, including the grey player, rolls dice and places them in their district.

Phase 3: Events:

Reveal Event cards: Each card drawn is placed at the right end of the queue. The queue can have more than 6 cards

Resolve the event cards without black dice: Resolve cards left to right. See rules annex for card explanations.

Roll and counter the black dice: Start player rolls 1 black die for each black die shown on the event cards.

Phase 4 Actions: Actions (except Pass) require 1 to 3 dice of the same color. Dice used are discarded after the action.

Dice from the player's own district are free.

Dice can be bought from other players, who cannot refuse. Pay players directly, or the bank for grey player dice.

Pay 2 deniers if using total of one die for the action.

Pay 4 deniers each for dice if using a total of 2 dice for the action.

Pay 6 deniers each for dice if using a total of 3 dice for the action.

Influence may be used on dice from the player's own district, but not on purchased dice.

If allowed by the action, you may use one cube from an Activity card to modify the dice used for the action.

Starting with the start player, each player chooses one of the following actions.

Continue around until all players have chosen the pass action or all the dice are gone.

Activate an Activity card from the city: Must have (or place) a tradesman, and be able to activate it at least once.

If you do not have a tradesman on the card:

Pay deniers shown on card to place a citizen from personal supply (or from anywhere on the board) on the card as a tradesman. May use influence to put a citizen in personal supply.

Place citizen on any empty game end VP award space on card, or on the picture if none are left.

A player may have only one tradesman on a card at a time.

Tradesmen on a card cannot be moved to empty spaces, but they can be removed.

If you already have a tradesman on the card **(If you have just placed one, you must do this part now):**

Use 1 to 3 dice of the color indicated.

The dice total divided by the number on the card is the number of times the effect happens.

Immediate effect Activity cards (no hourglass): Apply the effect as many times as indicated.

Delayed effect Activity cards (hourglass): Place the number of cubes indicated on the card for later use.

Construct the cathedral: Must use 1 to 3 white dice.

A cube from an activity card may not be used to modify the value of any of these dice.

For each die, place a cube on bottommost free space above the same numbered die shown on the board.

Each die placed earns 1 VP and 1 influence if it is a 1, 2 or 3, or 2 influence if it is a 4, 5 or 6

Game end penalty: -2 VPs for each level where you do not have at least 1 cube.

Fight against the events: Use 1 to 3 dice of the color indicated. (All dice must be the same color for Marauding).

The dice total divided by the number on the card is the number of cubes placed on the flags on the card.

Cubes may must be placed on only one card (unless you are using a military Activity card that allows otherwise).

If there are more cubes to place than empty spaces on the card, the extra cubes are wasted.

Cubes are placed top to bottom, left to right on the card.

Earn 1 influence for each cube when it is placed.

When card is full, award VPs and card: Grey player cubes count and can deprive others of VPs & card.

Only one player's cubes: Player gets all VPs and card. Discard card if this is grey player.

Larger VP award and card: Goes to player with most cubes. Discard card if this is grey player.

Ties for first: Add VPs and divide by number of tied players, each gets that many VPs.
Card to tied player who placed first cube. Discard card if this is grey player.

Smaller VP award: Goes to player with the second most cubes.

Ties for second: Divide second place VPs by number of tied players, each gets that many VPs.

Cubes for other players: These earn nothing.

Return cubes to players.

Shift event cards left to fill gaps in event card queue.

Place a citizen on a principal building (Palace, Bishopric or City Hall): Use only 1 die of the building's color.

A cube from an activity card may not be used to modify the value of this die.

No one may cause the ejection from a building of a citizen of the same color as one already ejected.

Ejected citizens lie down on the building until the end of the turn or until they are used by their player.

Place a citizen from personal supply (or from anywhere on the board) on the building. May use influence to put a citizen in personal supply.

Red Die: Place on space next to the same numbered die on the board, ejecting any citizen there.

White or Yellow Die: Place on space next to the same numbered die on the board, pushing all citizens in the row to the right (filling empty spaces), ejecting the rightmost citizen if it is pushed out.

Use agriculture: Use 1 to 3 yellow dice. No tradesman is needed here.

The dice total divided by 2 is the amount of deniers gained.

Pass: Once you choose pass for your action in a round you must always choose pass for the rest of the round.

If there are dice in any district on the board:

The first time you pass: Put 2 deniers from bank in your district.

All subsequent passes: Put 1 denier from bank in your district.

Phase 5: End of the round: No more dice or every player district (except grey player) has deniers in it from passing,

Retrieve expelled citizens from buildings and deniers from player districts: They go into personal supplies.

Change the start player: Pass the Start Player card to the left.

Discard unused dice.