Actions

- In order each player can use 1-3 matching dice for one action or pass
- Round ends when no dice available or all players have passed
- May pay player or bank (gray) to use dice. If using 1/2/3 dice pay 2/4/6 deniers per dice

Activate Activity Card

- Must have **tradesman**. Hire if necessary by paying indicated amount in deniers. Place citizen on free space (or illustration if full) from personal supply or any board location
  - 1 tradesman per player per card
  - Must activate at least once if tradesman hired
  - Citizens on card cannot be moved to newly freed space
- **Immediate effect**: activation cost (round down) determines color and use of dice
- **Delayed effect** (⌛): place cubes equal to activation cost. Use later (one cube per action)

Construct Cathedral

- Use 1-3 white dice to place 1-3 cubes on same-numbered construction site
- Must place on lower levels before placing in higher levels for each set of valued spaces
- Gain 1 VP and 1 or 2 Influence for each cube placed in spaces 1-3 or 4-6

Combat Events

- Activation cost (round down) defines dice and number of cubes to place on card
- Place cubes on small banner starting with upper left. **Gain 1 influence** for each. Only place on a single card each action and can't place more cubes than banners
- **Event countered when banners filled**
  - Most cubes earns higher reward (tied: total rounded down, 2nd earns nothing). If only player on card earn both rewards
  - 2nd most cubes earns smaller reward (tied: total rounded down)
  - Return cubes to personal supply
  - Most cubes takes card (tied: player who placed first). Discard if neutral has most
  - **Marauding**: rewards given, cubes removed, and then event is available again

Place a citizen on building

- Use **exactly one** die to place one citizen from personal supply or any board location on first space of matching **building row** or **space** corresponding to die color and value
- Shift existing citizens to right. Citizens pushed off are laid on building illustration
- If already have **expelled citizen** nobody can expel your citizens from that building

Use Agriculture

- Gain number of deniers equal to total value divided by 2 (round down)

Pass

- If dice still in any city square, pass and receive **2 deniers** which are placed in district
- Each turn add another denier to district

Influence

Before countering black die or executing action spend influence:

- **1 point**: reroll 1 of own dice from own district
- **2 points**: move citizen from general to personal supply
- **4 points**: turn over 1-3 of own dice in own district
- May execute several in any order
- Never possible to have more than 20 influence

TROYES reference

Gameplay (until end of round when last red Event card drawn)

Phase 0: Reveal the Activity cards

- Reveal activity card for each color corresponding to current round (first 3 rounds only)

Phase 1: Income and salaries

- Receive **10 deniers** and pay **1 per Bishopric** and **2 per Palace** citizen or lose 2 VP

Phase 2: Assembling the workforce

- Roll yellow/white/red die per citizen in City Hall/Bishopric/Palace and place in district
- Start player rolls dice for grey citizens and places on non-player district

Phase 3: Events

- Reveal top red and white or yellow Event and place to right of queue (unlimited Events)
- Events take effect from left to right
  - **Military**: start player takes 1 black die per die symbol
  - **Other events**: see annex (can't execute: execute as much as possible and lose 2 VP)
- After Events, roll black dice and counter
  - Start player must counter highest-value with one or more dice form district. Total value must be >= die. Discard dice. May counter several dice at once
  - **Gain 1 influence** per dice countered (can't counter: discard die and lose 2 VP)
  - In order players must counter highest remaining until all countered
  - Use any color dice. **Double red dice**. Can't buy dice or use activity cubes

Phase 4: Actions

- See reverse side

Phase 5: End of the round

- Receive deniers from district
- Return citizens lying on buildings to personal supplies
- Return unused dice to general supply
- Pass start player card left

End of the game

- Add VP tokens gained during game (VPs are hidden during play)
- 1 VP per Event having at least one cube
- Gain VPs per space occupied on Activity card
- -2 VPs per unoccupied level of cathedral
- Reveal character cards and evaluate each for all players

Setup

- Each player: district marker on city square; 5 deniers; influence marker on space 4; 6/5/4 citizens with 2/3/4 players; secret Character (2 each for 2 players); 20 cubes
- Randomly place face-down a 1, 2, and 3 Activity card for each color
- Form red, white, and yellow Event deck. 4/5/6 red cards with 2/3/4 players

Initial Placement

- 2 Players: first place gray citizen in upper left and lower right space of each building
- In clockwise order place a citizen in empty space of one building
- Continue in counter clockwise order from last player and so on until all citizens placed
- Fill remaining empty spaces with gray citizens