

# The Indomitable Citadel

## FAQ List

### Frequently Asked Questions to The Game Master regarding The Indomitable Citadel

#### In alphabetical order

##### Areas

- Areas: when all areas are taken and not one of the players has reached the number of points necessary?  
When the last area gets taken, this means that this will be the last round: make sure every player has had an even number of turns at the end of the game. Now the Grandmaster who has collected the highest number of (influence)points becomes winner of the game.
- Area's buy an area with a building on it. This happens when you use your influence of the witchcraft card and a knight is removed from the board. Now you only have to pay the cost of the area and you get the building on it as an extra, without any extra charge.

##### Build and building cards

- Build: can I build 3 buildings in one turn? No, only two! There is a possibility to gain control over extra buildings which you have not build, but can be taken through isolation and/or the use of influence cards.
- Place a building: am I allowed to build other buildings than a blue trade building on a road? Yes, of course.
- Buildings: can I move a building? No. The only thing you can do is to remove one of your own buildings (paying 5 building stones) en build a new building at the same place (rebuilding).
- Building cards: can I buy as many building cards as I want? Yes.
- Building cards: can I sell an unlimited number of building cards? Yes, you can!
- Building cards: Is it possible to exchange cards? No.
- Building cards: what happens when all building cards have been used? In 99% of the cases, somebody has already won, but in case it does happen all players will finish their round; the player with the most points wins the game.
- Building cards: do the building cards in your hand have any value at the end of the game? No. Also the number of building stones are irrelevant. Only after counting the points and the number of areas, than the number of building stones should be counted to decide who will be the winner.

##### Building stones

- Building stones: is there a limitation to the number of building stones one may hold? No, but the tax authorities profit from the rich.
- Building stones: if an influencecard is used or an event occurs and one of the players have to pay building stones, which he does not have. What happens? Nothing. You do not have to sell any building cards to generate means to pay for example a beggar or an alms.
- An order of knights without means. The main principle is that you can never get building stones from a player who does not have any stones. This principle is effective with every event or influence card which might have a disastrous effect on one of

the order of knights. No building stones have to be sold in these cases. The one exception on this rule is the Great Fire: if a knight does not have the means to rebuild, it might cost him a building of his own choice in the inner circle.

##### Buildings: check Building

##### End of the game

- End of the game. Do you need to finish the round before the winner is known? No, as soon as one of the players has reached the necessary number of points, he or she wins the game. Though it is possible to agree a full round at the end of the game, if you prefer this: look at the gameversion 'a full last round'.

##### Eventcards

- Alms: when somebody does not own any building stones to pay an alms, they do not have to pay nor sell their building or influence cards.
- Great fire: if you do not own 7 building stones to rebuild one of your buildings in the inner circle, you will have to remove one building. Not more, not less. But if you have to remove a building, you do not have to pay for the rebuilding and you can keep your building stones.
- An event card is turned. What happens now? Do you have to turn again? Yes, always. It is important that all players can get their building cards. Therefore after executing the effect of the event for all players, you keep on turning till you get a building card. The same thing works when you buy a building card from the deck of closed cards for 5 building stones. Keep on turning the cards, till a building card occurs. The events always have to be executed directly.

##### Grandpowers

- Grandpowers: can you have 3 grandpowers? Yes, even 4.

##### Influencecards

- Influencecards: can I use more than one influencecard in one turn? Yes, as many as you want.
- Influencecards: can I keep more than one influencecard in my hand? Yes, but no more than 2 influencecards. If you get a third card, you have to ditch one of these three. You can choose which one.
- Influencecards: can I get an influencecard after losing points? No. You can only earn an influencecard in your own turn.
- Influencecards: can I earn 2 influencecards in one turn? No, you have to end exactly at the red spot on the board.
- Influencecards: can I sell influencecards? No.
- Influencecards: when can I buy these? Only in your own turn.
- Influencecards: when can I use them? Usually during your own turn. There are only two exceptions to the rule: blokkade and protection. And you may not use an influencecard you have just earned at the end of your game.

##### Isolation

- Isolation: can 2 adjacent areas get isolated? No, not directly. Only when you lose one of these areas (possibly as a result

of an influencecard) and after somebody buys an area, than isolation is possible.

- Isolation: can I isolate somebody at the startposition of the game? No, because isolation can only be effective when a player buys and area during a round.
- Isolation: can I isolate an area by using an influencecard? No, it is only possible to complete an isolation by buying an area in your own turn.
- Isolation: can two players combine forces to isolate an area? This can be very effective, but might call for retaliation.

### **Knights**

- Knights: can I place more than one knight on an area? No.
- A knight disappears from the board. What happens now? This can only occur when a grandmaster uses witchcraft or a special event happens. Now the area is ungarded and can be taken by whoever who owns an adjacent area and pays the area cost to the banker. Possibly the player may get a building as an extra. Using the influencecard The Pioneer, would provide the possibility to take control of the area (without cost) if this area is not even adjacent to one of his own areas.

### **Preparation**

- Preparation: at the start of the game, can I choose only 1 or 2 areas to start? Yes, you may, but it can be very risky. Especially in the strategic version isolation are always very nearby.

### **Taxes**

- Wealth taxes have to be paid after a purple building is turned, do I get any income? Yes, you may lose building stones if you have more than 5 stones, but if you have build a purple building you receive income after the wealth taxes have been cashed by the banker.