

Troyes

SEBASTIEN DUJARDIN - XAVIER GEORGES - ALAIN ORBAU

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Setup & Quick Reference

Citizens

4p/4	
3p/5	
2p/6	

Deniers

Setup Instruction

A game lasts for:
 6 rounds - 4 players
 5 rounds - 3 players
 4 rounds - 2 players

Characters
 random & secret

Activity Cards
 Randomly select for each round reveal at the start of each round

Initial Placement tradesmen placement order

 example with 3 players
 Fill the empty spaces with neutral

Salary
Rounds

6/4p
5/3p
4/2p

Round Phases

Phase 0 : Reveal Activity Cards

Reveal each activity card based on its corresponding round. This phase is no longer active after round 3, start the game from phase 1

Phase 1 : Income & Salaries

Fixed amount of income (10 deniers)

Pay salaries based on the citizens position.

Palace Bishopric City Hall

Lose If cannot pay salaries for all citizens (still pay what you can)

Using Influences

- Re-roll 1 of your die not other player's die
- Hire tradesman from general supply
- Turn over 180° up to 3 dice (personal die) not other player's die

Phase 2 : Assembling The Workforce

Palace Bishopric City Hall

Start Player rolls for the neutral / grey citizens

Phase 3 : Events

Reveal Event Cards - 1 Red Event Card and 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

1. First
 Resolve Event cards without the black dice first

2. Second
 Resolve Event cards with the black dice by rolling a number of black dice

PENALTY for incomplete resolution each player / each event
 Resolve as much as possible, then Lose

The Black Dice

1st Player roll the black dice → 1st Player counter at least 1 highest value black die + any others he choose (followed by next player) = a player gain one influence / black die countered → lose 2 VP if a player cannot counter the black die (discard the die) → cannot use other players die

Phase 4 : Actions

Actions

Buying Dice
 → **2 Deniers / die** If using 1 die
4 Deniers / die If using 2 dice
6 Deniers / die If using 3 dice

Activate the Activity Card
 Pay 2 influences if you need to get tradesman from general supply → Pay to place tradesman on the card **check the cost**
 - Must use dice to activate the cards **obligatory**
 - Resolve the effect

Construct Cathedral
 → 1-3 white dice At Game End For each row

Place a citizen on a principal building
 Using 1 die Shifted right Replaced

Use Agriculture
 the use of 1-3 yellow dice not need tradesman

Phase 5 : End Round
 No dice on the board **OR** All players had pass! Retrieve pass deniers and expelled citizens to personal supply

IMMEDIATE EFFECT
DELAYED EFFECT
 Place cubes on the cards

Fight Against Events
 1-3 Dice of the same color Gain 1 influence / cube placed Cubes must be placed in 1 card

Player with:
Most cubes > Largest VP + card
2nd most > Smaller VP
Tied most cubes > Divided total VP the 1st cube get the card
2nd tied cubes > Divided total smaller VP

Pass Place on districts & receive at end round
 Until no dice left or all players pass