

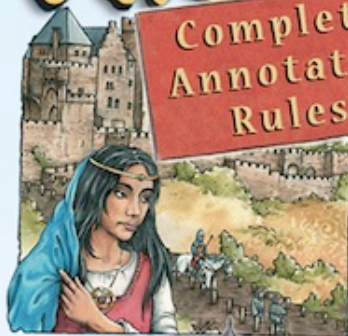
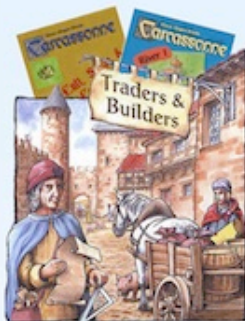
Carcassonne  
10  
JAHRE



Klaus-Jürgen Wrede

# Carcassonne

Complete  
Annotated  
Rules



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# INTRODUCTION

So here we are in 2011. *Carcassonne* will be celebrating the tenth anniversary of its release, and the document you're reading will also be five years old. Who would have thought it?

Reasons to celebrate aside, the main purpose of this introduction is still to clarify the end of a controversy: because back in 2008, Rio Grande Games (RGG) abandoned 1st edition farmer scoring in favour of Hans im Glück's (HiG) 3rd edition rules.

To newcomers this will mean next to nothing, but to experienced members of the *Carcassonne* community it means that the longest-running and most contentious topic of debate has now been officially resolved. Of course, if you've steadfastly adhered to 1st edition scoring throughout the years, there is no pressing reason for you to change your habits. But, not to put too fine a point on it, you really shouldn't be telling anyone that they are wrong for using 3rd edition scoring. As far as the two major publishers of the game are concerned, 3rd edition scoring is now the only official method. In the end this should make everyone's life easier.

For anyone who might be interested, here's a little more detail.

## A brief history of scoring farmers

The 1st edition rules were scored from the perspective of the cities themselves: that is, you picked a city, and counted the number of farmers on all the farms touching that city. The player with the majority of those farmers scored 4 points. Then play moved on to the next city.

2nd edition rules followed almost immediately—after *Carcassonne* won Game of the Year (GotY), in fact. The original 1st edition farmer rules were considered to be too difficult by the jury and they were changed; although this led to calls for *Carcassonne* to be stripped of the award, since the game that won was not actually the game subsequently sold as the GotY.

The 2nd edition rules changed to scoring farms from the perspective of the farms—pick a farm, count the farmers on it, and the player with the most farmers scores 3 points for every city touching the farm. But like 1st edition rules, each city could only be scored once, meaning you still had to keep track of which cities had scored 3 points and which not.

3rd edition rules came swiftly and removed that qualification, so that each city could now be scored multiple times. The great virtue of the 3rd edition rules is that you don't have to keep track of which cities have been scored, only which farms—and since you should remove the farmers after a given farm has been scored, it isn't overly difficult to do so. Also, in the 1st edition rules, the farms weren't actually scored directly, but only indirectly, making the notion of 'farmer' scoring slightly misleading and difficult to grasp for younger players (this, essentially, was the jury's objection).

But whereas 3rd edition rules have been used in Germany for about the last eight years, RGG chose to stick with the 1st edition rules. The usual arguments for this decision revolved around consistency (it would confuse people to change the rules) and authenticity (1st edition rules are the ones that won GotY, after all).

## Where does this document stand?

Logically enough, since its basis is the original HiG rules—and since RGG has also abandoned 1st edition scoring—this document uses 3rd edition rules. Also, every single FAQ, and most expansions to the game, has 3rd edition rules in mind. To date, only two of the 15-odd expansions released have been authored by RGG, and neither involve new rules. So, for example, when the RGG edition of *Traders and Builders* talks about the pig giving a bonus point and bringing the total to 5, that's an adaptation of the original German rules, in which the total is 4. Sticking to 1st edition rules has meant that RGG needed to adapt every subsequent expansion to fit—so even if 1st edition rules are more 'authentic' for the basic game, they become less 'authentic' the moment you add an expansion into the mix.

None of this was really a problem—although it did generate heated discussion—so long as players were informed about the two possibilities and agreed on which to use...

## What changed?

The release of the fifth major expansion—*Abbey and Mayor*—may well have been the decisive factor. It was nearly inevitable that at some point HiG would release an expansion which would simply be incompatible with 1st edition farmer scoring; and here we have an expansion that potentially simplifies farmer scoring at the end of the game if you're using 3rd edition rules, but will easily double the complexity if you're still using 1st edition rules. I'll explain.

This expansion features a barn—one for each player—which can only be placed at the intersection between four farm segments. Any farmers currently on that farm are immediately scored (3 points per adjacent city) and removed. Any farmers which, later in the game, join the farm through connecting tiles are also scored (1 point per adjacent city) and removed. At the end of the game, the barn scores 4 points per adjacent city.

When I first read the German rules, I wondered how RGG would adapt them. Potentially, the farmer removal and scoring could go ahead according to the usual RGG rules, although it would be odd—after all, if only the farmers on one farm need to be removed, why should a city count all the other adjacent farms to produce a score? Possible, but weird. The real problem would come at the end, though—if you score farms from the perspectives of the cities, how would you judge the value or strength of the barn? Clearly, it trumps farmers—is it worth two of them? Does it over-rule farmers on other farms touching the city? Hmm.

Well, the official RGG rules did something I didn't expect: they stuck precisely to the German rules. That is, the farmers being removed score 3 points (or 1 point) per adjacent city, and the barn scores 4 points per adjacent city at the end. The barn, in both HiG and RGG rules, uses 3rd edition scoring.

But there is no indication anywhere in the rules that RGG farmer scoring in general should now follow 3rd edition rules. In other words, at the end of the game, it seems you're meant to calculate the two elements separately, using 1st edition for farmers and 3rd edition for barns. Twice as complicated, as I said.

Compare that with the effect of the barn if you're using 3rd edition rules for everything: the mechanic is consistent, there should be fewer farmers in play (and so less counting) and fewer wars for the majority. The barn should actually simplify the game...

This is all purely speculative, of course, but my feeling is that this was the catalyst behind RGG abandoning the 1st edition rules in favour of those of the 3rd edition. My advice to players has always been to move to 3rd edition rules anyway—they're simpler, and allow you to play the expansions as intended. There's very little excuse not to change now that RGG have adopted 3rd edition scoring themselves. And if you're planning to get hold of *Abbey and Mayor* (which you should do, since many think that it's the best expansion since *Traders and Builders*), then now is probably the time to take the plunge.

# RULES

# CARCASSONNE—THE BASIC GAME

originally released by Hans im Glück in 2000

*A canny tile-laying game for 2 to 6 players aged 8 and above by Klaus-Jürgen Wrede*

The city of Carcassonne in southern France is famous for its unique Roman and Medieval fortifications. The players take their chances with their followers in the cities, cloisters, farms and on the roads around Carcassonne. The development of the land is in their hands, and the skilful deployment of the followers as thieves, knights, monks and farmers is the path to success.

## GAME CONTENTS

- **72 land tiles** (including one with a dark reverse) which depict road, city and farm segments<sup>1</sup>, as well as cloisters and crossings.<sup>2</sup>
- **48 followers**<sup>3</sup> in six colours<sup>4</sup>:



Each follower can be deployed as a knight, monk, thief or farmer. One follower of each colour is used as a scoring marker.

- One **scoreboard**. This is used to track players' scores
- One **rule booklet**
- and one **supplement**.

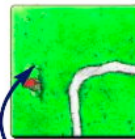
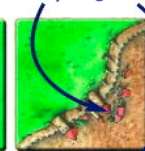
reverse of the starting tile



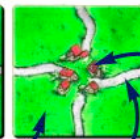
a cloister



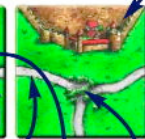
city segments



farm segments



road segments



crossings

<sup>1</sup> Although in general I have abided by Rio Grande Games' official translations of the jargon connected with the game, I decided to change 'field segments' to 'farm segments'. The reason is terminological consistency: several 'road segments' form a 'road', and several 'city segments' form a 'city'. This is in accord with the original German. However, in the official translated rules, several 'field segments' are said to form a farm, introducing a distinction not present in the original. I have chosen instead to say that several 'farm segments' form a 'farm'.

<sup>2</sup> The RGG edition of the *Big Box*, which includes *The River*, adds the following sentence here: "The 12 river tiles are NOT part of the basic game but do have the same back as the starting tile."

<sup>3</sup> **Question:** Too few followers—are we playing wrong or are there really too few?

**Answer:** In our view there are not too few. A certain shortage of followers is entirely intentional. An important element of the game is precisely learning to be economical with one's followers.



<sup>4</sup> As far as the *Big Box* is concerned, the sixth set of followers is a part of the basic game, not *Inns and Cathedrals*.



## OVERVIEW

The players place the land tiles turn by turn. This leads to the growth of roads, cities, cloisters and farms, to which the players may deploy their followers in order to earn points. As points can be won during the game as well as at the end, the winner will only emerge during the final scoring.

## PREPARATION

The starting tile is placed in the middle of the table. The remaining tiles are mixed and placed face-down on the table in several stacks, so that each player can access them easily. The scoreboard should be placed at the edge of the table if possible.



Each player chooses a colour and receives the eight followers, placing one on the ‘0’ field of the scoreboard as a scoring marker. The remaining seven followers stay with the player for the moment, as his or her supply.

The youngest player decides who will begin the game.<sup>5</sup>

## PLAYING THE GAME

Play progresses in a clockwise fashion. The player whose turn it is carries out the following actions in **the order given**:

1. The player **must** draw one new **land tile** and place it.
2. The player **may** draw **one follower** from his or her supply and deploy it to the tile just placed.
3. If any **roads, cities or cloisters are completed** through the placement of the tile, they must be **scored** now.

Then it is the next player’s turn.

### 1. Place a tile

As their first action, the player **must** draw a tile from one of the stacks. The tile is then shown to the other players (so they can ‘advise’ the player about where to place it) and placed on the table. The player must take care to observe the following:

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<sup>5</sup> This paragraph contains a number of differences in the **RGG** edition, most notably that the youngest player does not decide who will start the game, but instead “the players decide among themselves who will be the starting player, using any method they choose.” The original **RGG** rules agreed with **HiG** that the youngest player decides.

- At least one side of the new tile (with a red border in the examples below) must touch one or more tiles already in play. <sup>6</sup> Corner-to-corner placement is not permitted.
- Any city, road and farm segments must continue segments already in play. <sup>7 8</sup>

In the rare case that a tile cannot be placed anywhere, it is removed from the game, and the player draws another.

## 2. Deploy a follower

When the player has placed the tile, he or she **may** deploy a follower.

In doing so the following points must be observed:

- Only one follower may be deployed each turn.
- The follower must come from the player's supply.
- The follower may only be deployed to the tile just placed.
- The player must decide which part of the tile the follower is deployed to <sup>9 10</sup>as either:

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<sup>6</sup> **Question:** We have difficulty deciding when a placed tile represents a new city or belongs to one already being built. **Answer:** 'Corner to corner' is not a connection! Segments can only be connected on the edges. In the example shown there are two cities at the moment.



<sup>7</sup> **Question:** Can cloisters be placed directly next to each other, or corner to corner, or must there always be eight other tiles neighbouring a cloister? **Answer:** Why ever not? A cloister stands in the middle of a farm segment and other segments can be placed next to it. In contrast to roads, cities and farms it is not possible to connect to a cloister.

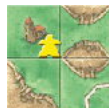
<sup>8</sup> **Question:** In this game, when a new land tile is placed, does it have to fit on all edges, or is it enough if the edge that you want to connect to fits? **Answer:** The new land tile must fit the adjacent terrain on all edges. During placement it is not enough to look for only one side that fits.



<sup>9</sup> **Question:** If you complete a previously unoccupied city when placing a tile, do you have to occupy this city and earn the points? Or can you close the city without it being occupied and deploy a farmer? **Answer:** So long as the farm is unoccupied you may deploy a follower to it. The city does not necessarily require a knight to look after it.



<sup>10</sup> **Question:** On cloister tiles, are we allowed to deploy a follower on the surrounding farm segment? **Answer:** Yes! The same rules are valid for a farm surrounding a cloister as for any other farm. You can also deploy a farmer next to a cloister. In this case the cloister remains unoccupied for the rest of the game. [unless the cloister is occupied via a magic portal, or from a follower in Carcassonne—Matt]

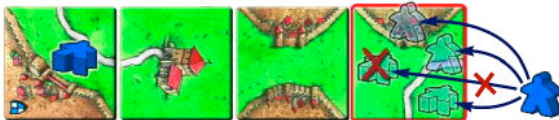




- There must be no other follower (not even one belonging to the same player) on the road, city or farm segments connected to the tile just placed. It does not matter how far away the follower is. The following two examples may help to explain:



BLUE can only deploy a farmer: there is already a knight in the connecting city.



BLUE can deploy the follower as a knight or a thief, or as a farmer on the small farm segment: the large farm is already occupied.

If a player runs out of followers during the course of play, he or she may only place tiles. But don't panic: you can also get followers back.

**Now the player's turn is over, and it is the turn of the next player on the left.**

**With the following exception:** if a road, city or cloister was completed through the placement of the tile, it must now be scored.<sup>11</sup>

<sup>11</sup> **Question:** There is just one situation that puzzles us. If a player draws a tile with two city segments and completes a small city, earning two points (or according to the newest rules, four points), can he or she then deploy a follower to the new city segment in the same turn?

**Answer:** A player may only deploy one follower per turn, and that follower may be deployed only once, and it must be before any scoring. If the player already occupies the small, now-completed city, he or she may deploy a second follower to the other city segment immediately after placing the tile. The small city will then be scored and the follower involved returned to the player. If the player does not yet occupy this city, he or she can decide which of the two city segments to deploy a follower to. If the follower is deployed to the small city, it will be returned immediately and the player will earn four points, but the follower cannot be redeployed.



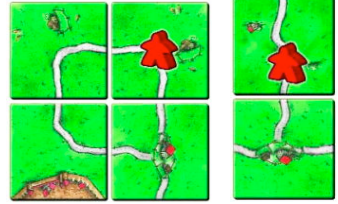
### 3. Score completed roads, cities or cloisters

#### ☀ A completed road

A road is completed when the road segments on both sides end in a crossing,<sup>12</sup> a city segment or a cloister, or when the road forms a closed circle.<sup>13</sup> There is no limit to the number of road segments which can lie between these endings.

**A player who has a thief on this completed road scores as many points as the road is long—decided by counting the number of tiles.**<sup>14</sup>

*Whenever points are scored, they are immediately recorded on the scoreboard (more on this in the section about the scoreboard).*



#### ☀ A completed city

A city is completed when its segments are fully encompassed by a city wall and there are no gaps within the city.<sup>15</sup> There is no limit to how many segments a city may contain

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<sup>12</sup> **Question:** We would like to draw your attention to an ambiguity. You speak of crossings—in the game there are crossings and junctions. **Answer:** That's right! But since all crossings have the same effect—namely, to bring a road to an end—it was decided to sacrifice the distinction between crossings and junctions (or T-crossings, or T-roads...?) in order to not unnecessarily complicate matters.



<sup>13</sup> **Question:** Can a road end in nothing? **Answer:** No, like all the usual land tiles, a road segment must continue to another road segment on all edges.

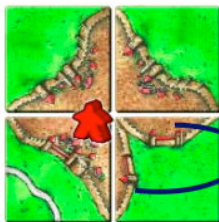


<sup>14</sup> **Question:** How are the road segments between T-junctions scored? Are the horizontal segments (on top of the T) also ends, or do these count as straight roads that have to be completed elsewhere? **Answer:** Every crossing (or junction) ends a road, irrespective of which direction they reach the junction from. The thieves cannot enter the small villages on the junctions either. In the example shown, every thief is on its own road.



<sup>15</sup> The **RGG** edition states rather confusingly that “a city is complete when the city is completely surrounded by a city wall and there are no gaps in the wall.” Obviously, a city cannot be completely surrounded by a wall, and the wall have gaps at the same time. It is the city itself which cannot have gaps, as the **HiG** rules make clear.

RED scores 8 points (three city segments and one pennant)



RED scores 8 points (four city segments, no pennants)

When both city segments on a tile are in a single city, they only count as one segment

A player who has a knight in a completed city scores 2 points for every city segment. Every pennant scores an extra 2 points.<sup>16</sup>

What happens if there are several followers on a completed road or in a completed city?

Through the wily placement of land tiles it is quite possible for several thieves to be on a road, or for several knights to occupy a city.

The points are then scored by the player with the most thieves or knights.<sup>17</sup> In the case of a draw, all players involved score the full number of points.

The new tile joins the previously unconnected city segments, forming a single completed city



BLUE and RED both score the full 10 points, as they both have one knight in the city—a draw!

<sup>16</sup> Note that the so-called ‘small city’ rule has not been used in German editions for some time (since at least 2002). This rule stated that a city of two segments—the smallest possible completed city—scored only 2 points, or 1 point per tile. Pennants in a small city also scored only 1 point each. However, small cities are now scored in the same way as every other city: that is, 2 points for every city segment, and 2 points per pennant. **The latest RGG edition has abandoned the small city rule.**

<sup>17</sup> **Question:** Since it isn't stated in the rules, we always disagree about how to score when two followers of one colour are occupying a road, city or farm. Do you score double in these cases? **Answer:** No! The number of, or in *Inns and Cathedrals* the size of, the followers has no effect on the points that a player earns from a road, city, cloister or farm. Two knights do not double the points. The number of followers is only important in establishing who has the majority.



## ☀ A completed cloister

A cloister is completed when it is surrounded by eight land tiles. **The player who has a monk in the cloister immediately scores 9 points**—1 point for every land tile.

### Returning followers to their owners

After a road, city or cloister has been completed and scored—**and only then**—any thieves, knights or monks involved are returned to their owner. **From the next turn onwards**, the player can then use them again in whatever role he or she chooses.



RED scores 9 points

It is possible to deploy a follower, score immediately, and have the follower returned, all in the same turn. In this case, you must use the following order:



RED scores 4 points

1. Complete a road, city or cloister with the new tile.
2. Deploy a thief, knight or monk.
3. Score the completed road, city or cloister.
4. Return the thief, knight or monk to your supply.



RED scores 3 points

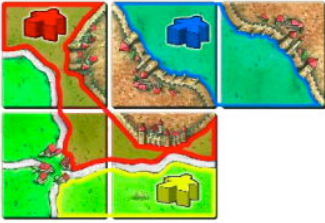
## Farms

Several connected farm segments form a farm.<sup>18</sup> Farms and farm segments are not scored. They serve only as places to deploy farmers; the owner of the farm only scores points at the end of the game. As such, **farmers remain on the farm for the duration of the game and are never returned to their owner!** In order to make that clear, the farmers should be laid on their backs.

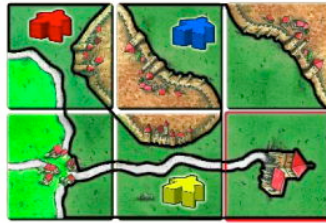
Farms are separated from each other by roads, cities and the edge of the playing field—this is important during the final scoring.

<sup>18</sup> **Question:** The only thing that's unclear is how big a farm can be. I assume that a road is a border. But we've already played games where a farm was not halted by a road for almost the entire game. **Answer:** Farms can be limited by all kinds of barriers, for example, roads or cities which cannot be circumvented, or the edge of the playing field. It can certainly happen that a farm covers almost the entire playing field. In that case, the only thing that can be said is, 'Me too!'





All three farmers are on their own farms. The road segment and the city separate the farms from each other.



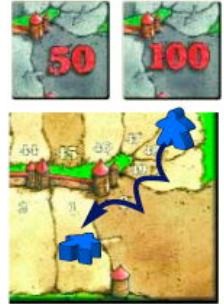
After the placement of the new tile, the farms of the three farmers are joined to form one.

**Be careful:**

The player who placed the new tile may not deploy a farmer, since the (now connected) farm is already occupied by farmers.

## The scoreboard

Any points scored should be recorded on the scoreboard immediately. The board is a track of fifty fields that can be lapped many times. When the field ‘0’ is reached or passed the player takes a point tile and places it in plain view of all other players, with the number ‘50’ face up. In this way it is clear to all that the player has already scored 50 points or more.<sup>19</sup> If the player reaches or passes the field ‘0’ again, they should turn the point tile over so that the number ‘100’ is face up. It is quite possible that the player might lap the circuit a third time: then he or she should take another point tile and display it next to the first, the ‘50’ face up.<sup>20</sup>



## THE END OF THE GAME

The game ends at the end of the turn in which the last land tile is placed.<sup>21</sup> Any roads, cities and cloisters completed in this round are scored as usual. This is followed by the final scoring.

<sup>19</sup> The graphic here suggests that it might also be a good idea to lie the follower being used as a scoring marker flat on the scoreboard as the ‘50’ is passed.

<sup>20</sup> This is the first real difference to previously published editions, now having its own section and a description of point tiles, which were previously considered to be a part of the *Inns and Cathedrals* expansion.

<sup>21</sup> According to a recent FAQ, this should be changed to the following: “The game is over when the last face-down land tile has been played.” This is to preclude players from placing any abbey tiles which they may still have in their hand after the last ‘normal’ land tile (from the stack, the bag or the dispenser) has been played. However, the latest **RGG** edition of the *Big Box* states that, “If one or more players have not yet placed their Abbey tiles when the last landscape tile is drawn and placed, they may now do so, if possible, in clockwise order starting from the left of the person who placed the last tile. Then, the game ends.”

## Final Scoring

### ☼ Scoring incomplete roads, cities and cloisters

The first things to be scored during the final scoring are the **incomplete** roads, cities and cloisters. For every **incomplete** road, city and cloister the owner scores **1 point for every segment**. **Pennants also now score only 1 point.**<sup>22</sup> As soon as the feature in question has been scored, the followers involved are removed.

### ☼ Scoring farms

Only the farmers and their farms are left, and these will be scored now. The owner of each farm should be established. If several players have farmers on a given farm, then the player with the most farmers is the owner. In the case of a draw, all the players with the most farmers are considered to be owners. The owner (or owners) of the farm score **3 points for every completed city** which borders the farm, or lies within it.<sup>24 25</sup>

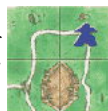


**RED** scores 3 points for the incomplete road. **YELLOW** scores 5 points for the incomplete cloister.

**BLUE** scores 3 points for the incomplete city on the bottom right. **GREEN** scores 8 points for the large incomplete city. **BLACK** scores nothing, since **GREEN** has more knights in the city.

<sup>22</sup> **Question:** Final scoring: segments of incomplete roads. 1 point per follower or 1 point per road segment? Cloister: 1 point for every neighbouring tile (e.g. 5), or is an incomplete cloister worth only 1 point?

**Answer:** During the final scoring roads earn exactly as much as during the game, that is, 1 point per road segment. In the example shown, blue earns four points at the end of the game. The only exception in the final scoring is a road with an inn from *Inns and Cathedrals*, which earns no points whatsoever at the end of the game. The cloister earns 1 point for the cloister itself and 1 point for every neighbouring tile. When there are five tiles surrounding the cloister it earns 6 in total.



<sup>23</sup> This sentence, based on an FAQ, has been added into the **RG** rules at a later point in the text.

<sup>24</sup> **Question:** It is unclear whether incomplete farms earn points during the final scoring. **Answer:** It is almost impossible to close off or complete most of the farms. The most important thing when scoring the farms are the cities, which do indeed have to be complete. So: completed cities count, on incomplete farms as well.



<sup>25</sup> **Question:** At the end of the game, do we score farms which are completely closed off by roads, but which don't have any adjacent cities? If so, how? **Answer:** Strictly speaking, they should be scored exactly like every other farm, with 3 points for every completed city. In this case, that makes a total of zero points. And the farmer is nevertheless unable to leave the farm. All this is of course highly frustrating and cries out for revenge!

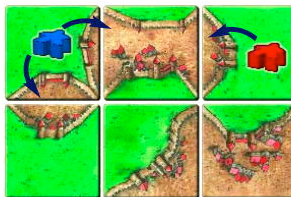




If a city borders more than one farm, **the owner(s) of each farm** score(s) 3 points for the city.<sup>26 27</sup>

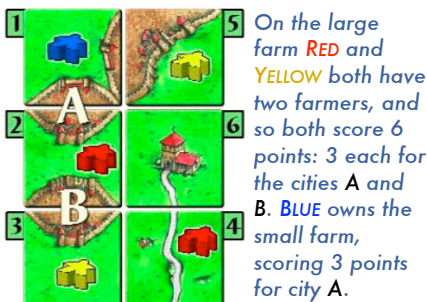
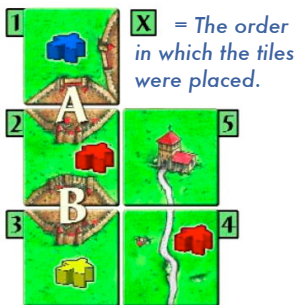


BLUE scores 9 points.



BLUE scores 6 points. RED scores 3 points. The incomplete city generates no points.

Having the majority of farmers, RED owns the large farm, and scores 6 points: 3 each for the cities A and B. BLUE owns the small farm, scoring 3 points for city A.



Every farm scores the bordering cities in the same way. When this has been done, the game is over.

**The player with the most points wins.**

<sup>26</sup> Though not a change from the previous German editions, this describes what is known as the ‘third edition’ method of scoring farms. Until late 2008, The Rio Grande Games translation still used the ‘first edition’ method, which is described in the FAQ below. However, you are highly recommended to adopt the method described here. **The latest RGG edition uses 3rd edition farmer scoring.**

<sup>27</sup> **Question:** What are the differences to the rules of the first edition, when *Carcassonne* won Game of the Year?

**Answer:** The scoring of farms was not from the perspective of the farms themselves, as it is now, but rather from the perspective of the cities. For every city, you had to check how many farmers of each colour were adjacent to it, irrespective of from which side. The player with the majority of adjacent farmers supplying a city would earn four points for it. Each city would as such only be scored once, and therefore earned more points. According to the old rules, blue would be the only one to score points, since two of his or her farmers are supplying the cities, even though they are on different farms. Yellow has only one farmer adjacent to the city and goes home without anything. According to the new rules, both farmers earn points; and following the most recent rule changes, blue even earns points twice.



## Example of farmer scoring

Here is a more detailed example of how farmers and their farms are scored.

(Translator's note: 'Wiese' is the German word being translated as 'farm'.)



Be careful with the edges of the farm: farms are separated from each other by roads, cities (if they don't lie within the farm) and the edge of the playing field.

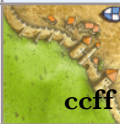




- **Farm 1:** **BLUE** owns farm 1. Two completed cities (**A** and **B**) border the farm. For each completed city **BLUE** scores 3 points (irrespective of their size), or a total of 6 points.
- **Farm 2:** **RED** and **BLUE** own farm 2. There are three completed cities (**A**, **B** and **C**) bordering or lying within this farm. **RED** and **BLUE** therefore score 9 points each.






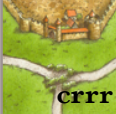
Notice that cities **A** and **B** score points for **BLUE** on farm 1 as well as **RED** and **BLUE** on farm 2, since these cities border both farms. The city on the bottom left is incomplete, and so generates no points.

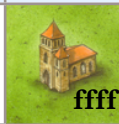





- **Farm 3:** **YELLOW** owns farm 3, since **YELLOW** has more farmers on it than **BLACK**. There are four completed cities bordering or lying within farm 2, so **YELLOW** scores 12 points.

# TILE DISTRIBUTION

#	Tile
1	 eccc
3	 eccf
1	 eccf
1	 eccr
2	 eccr
3	 ccff

#	Tile
2	 ccff
2	 ccff
3	 ccrr
2	 ccrr
1	 cfef
2	 cfef

#	Tile
3	 cfef
5	 cfff
3	 cfrr
4	 cfrr
3	 crrf
3	 crrr

#	Tile
4	 ffff
2	 fffr
9	 ffrr
8	 frfr
4	 frrr
1	 rrrr
72	Total

# THE RIVER

originally released by Hans im Glück in 2001

## EXTRA PIECES

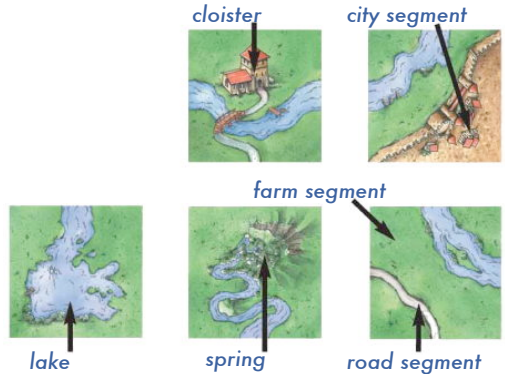
- **12 new land tiles** (showing river segments as well as familiar features such as cities, cloisters, roads and farms)<sup>28</sup>

## PREPARATION

Separate the spring tile and the lake tile from the others.<sup>29</sup> Place the spring tile in the middle of the table and make the other ten tiles into a stack. The game now begins. As usual, the players take turns to place a tile and can deploy their followers to the river tiles as knights, thieves, monks or farmers. When the river is finished, the lake tile is placed, and the game continues with the remaining tiles. Followers may not be deployed to the river itself.

The original starting tile can either be mixed into the stack of river tiles, or placed as soon as the river has been completed, and is treated like a normal tile.

Important: **A U-turn with the river tiles is not possible.** This means that a 180° turn is not allowed, as it may lead to difficulties in placing all the tiles.<sup>30</sup>



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<sup>28</sup> **Question:** When the two *River* sets are combined, should we make two rivers (using the two springs) or discard one spring and one lake and make just one river? **Answer:** One spring and one lake are discarded.





<sup>29</sup> **Question:** Does the spring tile end a farm? Or does the farm go right around the spring? **Answer:** Officially, the farm goes around the spring. So it is a connected farm.



This has been incorporated in to the **RGG** edition of the *Big Box*, which includes *The River* (the **HiG** edition does not) and states that “The field space on the lake and spring tiles wraps around those features.”

<sup>30</sup> **Question:** With the U-turn rule when making rivers, does that mean no U-turn ever, or just no immediate U-turns because it will complicate the placement of subsequent river tiles? **Answer:** Only immediate U-turns are explicitly forbidden. (Naturally there can also be problems if a straight river tile lies between.)

# TILE DISTRIBUTION

#	Tile
1	 ecss
1	 cscs
1	 csrs
1	 spring fffs

#	Tile
1	 lake fffs
2	 ffss
2	 fsfs
1	 fsrs

#	Tile
1	 rrss
1	 rsrs
12	<b>Total</b>

# INNS AND CATHEDRALS

originally released by Hans im Glück in 2002

## EXTRA PIECES

- 18 new land tiles<sup>31</sup>
- 6 big followers (one for each colour)<sup>32</sup>

## PLAYING THE GAME

### 1. Place a tile

The new land tiles are placed in the usual way. Take care with the tiles shown on the above and on the right:<sup>33</sup>

### 2. Deploy a follower

**Instead** of deploying a normal follower, a player may now decide to deploy his or her **big follower**. This counts as one follower and is deployed according to the usual rules.<sup>34</sup>



This tile has four unconnected city segments.



The cloister divides the road into two segments.

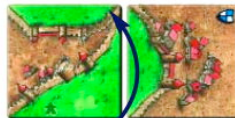
Thieves may not be placed here.



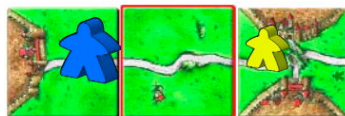
The crossing divides the road into two segments.



The inn lies on the right-hand road segment.



The farm comes to an end here.



Only **BLUE** scores points for the road.

<sup>31</sup> *Inns and Cathedrals* normally contains the 6 scoring tiles with 50 on one side and 100 on the other.

<sup>32</sup> In the *Big Box*, the sixth set of followers and the point tiles are part of the basic game, and are described there.

<sup>33</sup> In the case of the following tile, the *Big Box* set (and more recent prints of *Inns and Cathedrals*) contains a more clearly drawn junction, as this comparison illustrates:



The original rules point out, as do the ones in the *Big Box*, that a thief may not be placed on the short roads leading *from* each city to the junction, but it is not at all clear on the original tile that the road which leads *between* the cities is broken by the junction. The new tile is obviously meant to remind us that *all* junctions are considered to be ends of roads, and you are advised to follow this rule even when playing with the original tile.

<sup>34</sup> These two sentences offer clarifications not contained in the previous rules: that a big follower is only **one** follower, although it counts as two during scoring; and it may only be deployed **instead** of a normal follower.

During scoring, however, the big follower counts as if the player had deployed **two** normal followers to the road, city, cloister or farm in question.<sup>35</sup>

Like any other follower, the big follower is returned to the player after scoring, and can be deployed again in the next turn. If the big follower is deployed as a farmer, it remains on the farm until the end of the game, just like other farmers.<sup>36</sup>

### 3. Score completed roads, cities or cloisters

#### ☀ A completed road

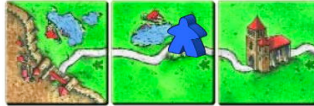
##### Inns by a lake<sup>37</sup> (6 tiles)



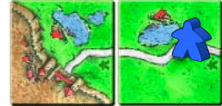
If a road which has one or more inns lining it is completed, then the thief scores 2 points for every road segment, according to the number of tiles. However, if such a road has not been completed at the end of the game, it scores no points during the final scoring.



BLUE scores 6 points



BLUE scores 6 points



Incomplete road at the end of the game: BLUE scores 0 points

---

<sup>35</sup> **Question:** Does a player with one of the big followers score twice as many points? **Answer:** No! The big follower is dealt with in exactly the same way as two normal followers, and for two followers in a city, on a road or on a farm, you only earn points once. The only function of the big follower is to obtain the majority more quickly. For example, in a cloister the big follower earns precisely the same number of points as a smaller follower.

<sup>36</sup> **Question:** [If captured by a tower,] is the ransom for the big follower doubled? **Answer:** No: he may be big, but he's still only one person.

<sup>37</sup> It is worth pointing out that this description seems to exclude the spring tile from *GQII*, which contains what looks like an inn, but does not feature a lake.

## ☼ A completed city

### Cathedrals (2 tiles)

If a city which contains one or more cathedrals is completed,<sup>38</sup> then the knight scores 3 points for every city segment, according to the number of tiles, and 3 points for every pennant. However, if such a city has not been completed at the end of the game, it scores no points during the final scoring.<sup>39</sup>



*Incomplete city at the end of the game:  
BLUE scores 0 points*






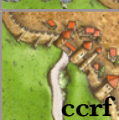
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<sup>38</sup> **Question:** Am I allowed to place cathedrals in other players' cities? **Answer:** Yes, that is allowed, and is particularly useful towards the end of a game, when it can strip a large city of an opponent of points. The same goes for roads with inns.

<sup>39</sup> The image of the completed city with a cathedral does in fact score 24 points, although it may look as if it only scores 21. However, as the follower is actually obscuring a second pennant, as can be seen in the Tile Distribution list below. Thanks to Tom Dickson for pointing this out.



# TILE DISTRIBUTION

#	Tile
2	 cccc
1	 cccc
1	 cccf
1	 cccf
1	 ecfr
1	 ccrf

#	Tile
1	 ccrr
1	 cfff
1	 cfrf
1	 cfrf
1	 ercr
1	 ercr

#	Tile
1	 ffrr
1	 frfr
1	 frfr
1	 frrr
1	 rrrr
18	<b>Total</b>

# TRADERS AND BUILDERS

originally released by Hans im Glück in 2003

## EXTRA PIECES

- 24 new land tiles
- 6 builders and 6 pigs (one for each colour)<sup>40</sup>
- 20 trade counters (9x wine, 6x grain, 5x cloth)<sup>41</sup>

## PLAYING THE GAME

### 1. Place a tile

The new land tiles are placed in the usual way. Take care with the following tiles:<sup>42</sup>



*The bridge is not a crossing. One road runs continuously from left to right, while the other runs from top to bottom. However, the farm segments are separate. The tile on the left has four separate farm segments, and the tile below it has three.*



*One road ends at a city, the other at a house.*



*The cloister divides the road into three segments.*



*This tile has three separate city segments.*

---

<sup>40</sup> The original rules say: '12 new followers in 6 colours (one builder and one pig for each player)'. In the *Big Box* rules, the builder and pig are no longer considered to be followers, which has a large number of consequences for their use. **The RGG edition of the *Big Box* also changes this rule.**

<sup>41</sup> The bag is not included in the *Big Box* set, and so is omitted from the list. The original explanation for the use of the bag is as follows: 'For technical reasons, the tiles of Carcassonne (the basic game) and the expansion(s) may have slightly different colours. Should this be the case, the tiles may be drawn from the bag.'

<sup>42</sup> Notice that on the lower left tile, the road ends in a house; not an inn.

## 2. Deploy a follower

**Instead** of deploying a small or big follower, a player may now decide to deploy their **builder** or **pig**. These are deployed according the following rules.

### ☀ **The builder**

**Deployment:** The builder can only be deployed to the tile which has just been placed, and then only to a road or city which already includes one of the player's followers. As such, the player must first deploy a follower to a road or city as usual, place a tile which extends this road or city in a subsequent turn, and then deploy a builder to the tile.

- A builder can be deployed even if there are thieves, knights or builders of other players on the road or city.
- It does not matter how many tiles there are between the builder and the thief or knight.
- A builder may be deployed to a road or to a city, as the player wishes.
- A builder may never be deployed to a farm.

**Effect:** Whenever the player places a tile that extends<sup>43</sup> the road or city which includes their builder, they may take a **double** turn.<sup>44</sup> <sup>45</sup> This means that, after performing the usual steps of deployment and scoring,<sup>46</sup> the player draws another land tile, places it appropriately, and may then deploy another follower and carry out any necessary scoring.<sup>47</sup> <sup>48</sup> The player's turn is then over.

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<sup>43</sup> This is a change from the original rules, which stated that the tile must "complete or extend" the feature. The abbey tile from *Abbey and Mayor* completes but does not extend a feature. **The RGG edition of the *Big Box* also changes this rule.**

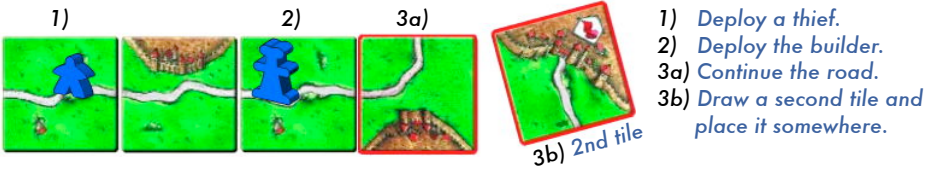
<sup>44</sup> The original rules say that 'the builder makes the double turn possible.' Although the word 'may' is now being used instead, I do not get the impression from the subsequent text that the double turn is in any way optional.

<sup>45</sup> **Question:** If a player completes a feature with an Abbey tile and their builder is on the feature, does the feature get "extended" by the Abbey, and if so does the player get another tile? **Answer:** No, the abbey is a separate feature.

<sup>46</sup> Although the text in this paragraph is substantially different from that in the original rules, the only rule change is the point at which the second tile is drawn. Originally the rules stated that the second tile was drawn (and placed) 'immediately'; the *Big Box* rules state that the tile is drawn 'after the usual steps of deployment and scoring have been performed'. The player's turn should be completed in its entirety before beginning the double turn by taking a second tile. **The RGG edition of the *Big Box* also changes this rule.**

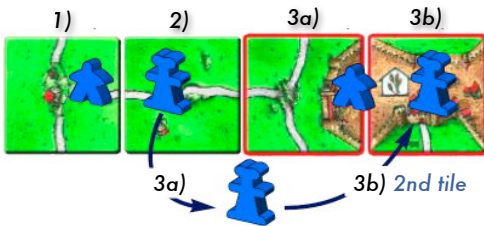
<sup>47</sup> From an FAQ: "Both parts of the double-turn are identical, although the fairy (3rd expansion), for example, only gives bonus points at the start of the player's turn."

<sup>48</sup> **Question:** How often does prisoner buy-back occur in a 'double turn' (e.g. just once, like fairy scoring, or twice, as part of a repeated step)? **Answer:** It happens once per turn. The double-turn is also only a 'single' turn.



- 1) *Deploy a thief.*
- 2) *Deploy the builder.*
- 3a) *Continue the road.*
- 3b) *Draw a second tile and place it somewhere.*

- There is no chain reaction. If the play continues the road or city which includes their builder, they may not draw a third tile.
- If the road or city is not completed during the course of the double turn, the builder remains in play. The player may take double turns for as long as the road or city remains incomplete. If it is completed, the builder and thief or knight are returned to the player after it has been scored.
- The player can deploy a follower to the second tile as well as to the first. If the road or city is completed by the placement of the first tile, then the player may deploy the newly-returned builder to the second tile.
- The builder is not counted when calculating the majority.



For example, a player may:

- 1) *Deploy a thief.*
- 2) *Deploy the builder.*
- 3a) *Complete the road and place a knight in the city segment of the tile. (The road is now scored—the thief and builder are returned to the player)*
- 3b) *Place the second tile and deploy the builder.*

## ☀ The pig

**Deployment:** The pig can only be deployed to the tile which has just been placed, and then only to a farm which already contains one of the player's farmers.

- There can already be farmers or pigs of other players on the farm.

**Effect:** The pig increases the value of cities for the farmers.

- If the last farmer on the farm with the pig is removed from play, then the pig is also returned to the player.<sup>49</sup> Otherwise the pig remains on the farm to which it was deployed until the end of the game.
- During the final scoring, the player scores 4 rather than 3 points for every city on the farm.<sup>50</sup> This is true only when the player owns the farm. As before, only farmers determine ownership of a farm.
- The pig does not count when calculating the majority.

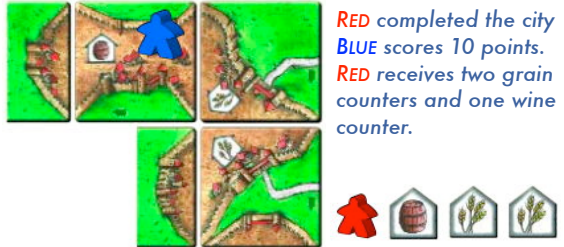
### 3. Score completed roads, cities or cloisters

#### ☼ A completed city

##### A city with trade goods is completed

When a city containing one or more trade symbols is completed, the city is scored as usual. **The player who completed the city** receives one trade counter for each related trade symbol in the city—this player is, so to speak, the trader of the city. It is

**irrelevant whether this player had a knight in the city**, or indeed whether there were any knights in the city at all.<sup>51</sup>



<sup>49</sup> This is a consequence of the new rule that builders and pigs are not followers, and it also applies when the last thief or knight is removed from a road or city which includes the builder. Under the old rules, the builder or pig remained in play, and the builder continued to generate double-turns (according to an FAQ). Under the new rules, the builder and pig are dependent on followers for deployment, and cannot remain in play without them. **The RGG edition of the *Big Box* also changes this rule.**

<sup>50</sup> According to third edition rules for scoring farms.







<sup>51</sup> **Question:** If cities with trade goods are completed by placement of an abbey tile, are the goods tokens awarded as usual to the player placing the abbey tile? **Answer:** Yes, as the player completed the city.

# THE END OF THE GAME

## Final Scoring

### Trade counters

The player who has collected the most wine counters scores 10 points. The same is true for the player with the most grain counters and the most cloth counters. As usual, in the case of a draw all players involved score the full 10 points.<sup>52</sup>

	   	 	 
Points: _____	10 _____	_____ 0 _____	_____ 10 _____
	   	  	 
Points: _____	10 _____	_____ 10 _____	_____ 10 _____

Example for a game with two players:  
**BLUE** scores 20 points, while **RED** scores 30.











**BLUE** owns the farm. Since **BLUE** has a pig on the farm, she scores 4 points for every completed city on the farm—8 points in total.


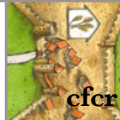
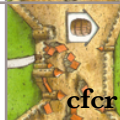





**RED** does not own the farm, since he does not have the majority of farmers on it. **RED** scores 0 points.

<sup>52</sup> The example of pig scoring has been corrected—the *Big Box* version originally had the red follower standing.

# TILE DISTRIBUTION

#	Tile
1	 cccc
1	 cccc
1	 eecf
1	 eecf
1	 eecf
1	 eecr
1	 eecr
1	 eecr

#	Tile
1	 ccff
1	 ccff
1	 cccr
1	 cccr
1	 cccr
1	 cccr
1	 cccr
1	 cccr

#	Tile
1	 cfef
1	 cfer
1	 cfer
1	 cfrr
1	 crcr
1	 crff
1	 frrr
1	 rrrr
24	<b>Total</b>

# KING AND ROBBER BARON

originally released by Hans im Glück in 2003

## EXTRA PIECES

- 5 new land tiles
- 1 King tile
- 1 Robber Baron tile

## PLAYING THE GAME

### 1. Placing a tile

The five normal land tiles should be mixed in with the other tiles. They can be used with any or all of the other expansions.



*This tile has two separate city segments. During the course of play they may nevertheless become connected, and then count as only one segment.*

### 3. Score completed roads, cities or cloisters

#### ☀ A completed city

**The King** starts the game at the side of the playing field. As soon as a player completes the first city, he or she should take the King tile. If, during the course of play, another player completes a **larger city**<sup>53</sup>—which means, he or she places the final tile of this city—then he or she receives the King.<sup>54</sup>



At the end of the game, the player in possession of the King scores 1 point for every completed city.

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<sup>53</sup> **Question:** Who gets the King, the player with the biggest city, or the player with the highest scoring city? **Answer:** The player who completes the biggest city, that is, the city which consists of the most land tiles, receives the King. This is still the case when another smaller city earns more points through pennants or the cathedral. The same is true of roads and the Robber Baron.

<sup>54</sup> **King and Robber Baron: Tips**

It is often difficult during the course of play to keep in mind the size of the city or road which is currently the largest. To avoid having to constantly recount, you could mark the size of the largest city and road on the scoring track using a neutral figure for the King and a different one for the Robber Baron.



## ☼ A completed road

The **Robber Baron** functions in the same way as the King. The player who completes the **longest road** receives the Robber Baron; at the end of the game, the player in possession of the Robber Baron receives 1 point for every completed road.<sup>55</sup>



## TILE DISTRIBUTION

#	Tile
1	 cccc
1	 ccrr
1	 cfff

#	Tile
1	 cfrf
1	 crrr
5	<b>Total</b>

<sup>55</sup> **Question:** With the new three-way tile [in *Abbey and Mayor*], is the length of the road the longest distance between two ends, or the total number of tiles in the road? (For example, when deciding who gets the Robber Baron?) **Answer:** Every tile which is part of the road counts (similarly to *The Castle*). The road has three ends which have to be closed, but the result is that it's likely to be bigger.

# THE COUNT OF CARCASSONNE

originally released by Hans im Glück in 2004

## EXTRA PIECES

- 12 new city tiles<sup>56 57 58 59</sup>
- 1 count

## PREPARATION

At the beginning of the game, the twelve city tiles are placed on the table so that they form a single city. This city—Carcassonne itself—serves as the starting point for the game. As such, the normal starting tile is not used.<sup>60</sup>



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<sup>56</sup> **Question:** Does Carcassonne count when scoring farms at the end of the game?

**Answer:** Yes.

<sup>57</sup> **Question:** Does the dragon also eat the followers or the Count in Carcassonne itself?

**Answer:** No, Carcassonne is safe! Since the followers in Carcassonne aren't unambiguously on the tiles as such, and some problems would ensue (for example, what would happen to the Count?), the dragon may not enter Carcassonne.

<sup>58</sup> **Question:** Can the dragon fly around the outside of Carcassonne to reach a normal tile, even if it cannot enter the city?

**Answer:** In order to avoid the consequences described above, that must also be forbidden. The dragon clears out the whole tile and doesn't distinguish between city or farm... that's also valid for Carcassonne.

<sup>59</sup> **Question:** Can followers be deployed to the farms, cities and roads on the outer tiles of Carcassonne via a magic portal?

**Answer:** No, that would just cause trouble. Would they then be protected from the dragon, or could the dragon indeed move onto the farms and only rampage outside the city? But the dragon always empties the whole tile.

<sup>60</sup> The original rules added the following sentence clarification: "If the river is being used, then the spring tile should be placed next, and in such a way that the river leads away from the city." Compare this with the introductory paragraph of the rules for *Count, King and Consort*: "It is not recommended to combine *The Count of Carcassonne* and *The River II*, as situations may arise in which it is impossible to place tiles properly." In other words, the official position seems now to be that you should use either one or the other...

There are four quarters in the city:

1. the castle
2. the market
3. the blacksmith
4. the cathedral

The wooden count figure should be placed on the castle quarter of Carcassonne, and then the game begins as usual.

## PLAYING THE GAME

### 3. Score completed roads, cities or cloisters

#### ☀ Deploying followers to and from Carcassonne

Whenever a city, road or cloister is completed in which at least one player scores points, **but the player placing the final tile does not**, this player may deploy **one follower** from his or her supply **to a city quarter** of their choice.<sup>61 62 63</sup> If several features are completed, the player must not score points in any of them in order to take advantage of this opportunity. A player may only deploy one follower to Carcassonne each turn.<sup>64</sup>

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<sup>61</sup> **Question:** Can the mayor and the wagon (or the barn) be placed in the appropriate quarter of Carcassonne? **Answer:** Mayor and wagon: Yes; barn: no.

<sup>62</sup> **Question:** If I place a barn on a farm on which another player has farmers, causing him/her to score while I score nothing, can I move a follower to Carcassonne? (While there is no immediate score to me now, the barn is certain to score at the end of the game). **Answer:** Yes, that's allowed. Only immediately scored points matter. A similar question arises with regard to trade goods, which may lead to points at the end of the game.

<sup>63</sup> **Question:** Say I have a heretic engaged in a challenge with a monk, and I place the tile which completes the monk's cloister, so that the monk scores 9 points and I score 0. Can I still move a follower to Carcassonne in this case? **Answer:** Yes, triggered scoring, received no points: conditions fulfilled.

<sup>64</sup> **Question:** Can a player who completes a road, city or cloister, but without profit, deploy a follower to Carcassonne and redeploy another before the area is scored?

**Answer:** No, no, no! That is completely forbidden! Scoring takes place first, and then, should the occasion arise, a follower may be deployed to Carcassonne. If a player uses a follower which is already in Carcassonne, then he or she profits from the scoring, and as such may not move another follower to Carcassonne.

However, if a player has a double turn—because of the builder—a follower may be deployed to Carcassonne in both parts of the turn.<sup>65 66</sup>

If a feature is completed<sup>67</sup> during the subsequent course of play, then before scoring takes place,<sup>68</sup> all players may redeploy their followers from the appropriate city quarter to the feature being scored (with the **exception** of those followers in the same city quarter as the Count). In this way, followers may thus be deployed to already occupied features.

### **The followers may be redeployed according to these rules:**

- from the castle quarter, a follower may be moved to a city
- from the blacksmith's quarter, a follower may be moved to a road
- from the cathedral quarter, a follower may be moved to a cloister<sup>69</sup>
- from the market quarter, a follower may be moved to a farm<sup>70</sup>

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<sup>65</sup> This sentence originally occurs later in the rules, in a section dealing with how to combine *The Count of Carcassonne* with other expansions. Also, the version of the rules in *Count, King and Consorts* clarifies that a follower may be deployed to Carcassonne in both “parts” of a double turn, rather than in both “turns”—because a double turn is now considered to be a single turn, rather than two separate turns.

<sup>66</sup> **Question:** Can a follower be deployed to Carcassonne via a magic portal?

**Answer:** No. The magic portal only allows followers to be deployed to tiles that can be legally occupied according to the usual rules, as if the player had just placed the tile in question. Carcassonne is occupied according to different rules.

<sup>67</sup> **Question:** Can followers in Carcassonne be redeployed to empty roads, cities, cloisters or farms?

**Answer:** Yes, and when an empty road, city, or cloister is completed, followers in the appropriate quarter of the city [followers in the castle can only be deployed to cities, and so on] may be redeployed and then scored immediately. In general, unoccupied cities, roads, cloisters do not earn very many points, and so this option is mostly useful for returning followers from Carcassonne to a player's supply.

<sup>68</sup> This is a minor change from the original rules, which read, “before the calculation of the majority.”

<sup>69</sup> **Question:** Until now it was impossible to deploy a second monk to a cloister...

**Answer:** That is exactly the point. There was no rule that said only one monk could occupy a cloister. It was simply not possible because of the rules for placing tiles. This is the first opportunity for stealing a cloister away from a player. And deploying the big follower to a cloister may now be worthwhile as well.

<sup>70</sup> **Question:** Can a follower be moved from Carcassonne to a farm with a barn—and if so, how many points does a player earn (1 or 3)? **Answer:** Yes, that is allowed: the farmer will then be scored immediately, and so scores only 1 point per city and is (importantly) not on farm during the final scoring proper.

Followers in the market quarter may only be redeployed at the end of the game.<sup>71 72</sup>

### **How does that work in practice?**

The player to the left of the one who placed the last tile begins, followed in turn by the other players. The player who placed the last tile may redeploy their followers last. Each player may choose to redeploy all, any or none of his or her followers from the appropriate city quarter to the feature being scored. Big followers may also be deployed to Carcassonne; as usual, they count as two followers as far as the calculation of the majority in a feature is concerned.<sup>73</sup> Scoring then continues as usual.<sup>74</sup>

Any follower which is not redeployed remains in Carcassonne. Followers in Carcassonne may only be redeployed in the manner described above. They may not be returned to the player in any other way.

### **The Count**



When a player deploys a follower to Carcassonne, he or she may at the same time move the Count to one of the city quarters. From the quarter in which the Count is currently residing, no followers may be redeployed. For example, if a city is being scored, and the Count is residing in the castle, no one may redeploy a follower from the castle to a city.

The followers in this quarter remain in the Count's entourage—and therefore blocked—until the Count is moved to another quarter. The Count should always clearly stand in one of the quarters, and never leaves Carcassonne.

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<sup>71</sup> **Question:** Does the placing of a barn, and the subsequent scoring of the farm, count as an opportunity to *remove* a follower from Carcassonne? The rules currently say that a follower may only be removed to a farm "at the end of the game", but that was created before *Abbey and Mayor* and the barn. **Answer:** Yes: now that farms cannot only be scored at the end of the game, followers from the market can be moved to farms earlier in the game. That occurs immediately after the placement of the barn, and before the farmers are scored.

<sup>72</sup> **Question:** How does follower placement during the final scoring work?

**Answer:** In principle very similarly to the way it works during the game. The 'trigger' for the final scoring is the player who placed the last tile and so ended the game. Beginning with the player on the left of the 'trigger' player, each player redeploys one of his or her followers from Carcassonne to an appropriate feature [followers in castle can only be deployed to cities, and so on] on the board. Followers can also be redeployed to incomplete roads, cities, cloisters or farms, since these will also be scored at the end of the game. This process continues until no player can redeploy any more players from Carcassonne. The Count still blocks the city quarter in which he is resident. Normally the player with the most followers in Carcassonne will be the one to redeploy the last figure.

<sup>73</sup> This sentence also appeared in the section on combining this expansion with others.

<sup>74</sup> **Question:** How are the followers in Carcassonne scored?

**Answer:** They're not! There is no scoring in Carcassonne. However, the followers can influence the usual scoring, in that players can redeploy their figures to any city, road, cloister or farm that is currently being scored.

# THE CATHARS

originally released in Spielbox in 2004

During the 11th and 12th centuries, a new religion called Catharism developed in southern France. The Roman Church decreed that this religion was heretical. By the beginning of the 13th century Carcassonne had become a stronghold of the Cathar religion. After unheeded warnings and the murder of a church legate, Pope Innocent III initiated a crusade against the Cathars. The besieging of Carcassonne in 1209 marked the start of 40 years of continuous war.<sup>75</sup>



## EXTRA PIECES

- 4 new land tiles

## PLAYING THE GAME

### 1. Placing a tile

The four normal land tiles should be mixed in with the other land tiles. Except for the following rules, they are treated in the same way as the other tiles.

### 3. Score completed roads, cities or cloisters

#### ☼ A completed city

Cities which contain tiles with a Cathar symbol are said to be besieged. Whenever a besieged city is completed during the course of play, each tile scores only 1 point instead of the usual 2.<sup>76</sup> If the city contains a cathedral, it scores only 2 points for every tile. Should the city remain incomplete at the end of the game, it scores no points during the final scoring.



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<sup>75</sup> The picture shows Cathars being expelled from Carcassonne in 1209. Artist unknown. Source: Wikipedia ([http://en.wikipedia.org/wiki/Image:Cathars\\_expelled.JPG](http://en.wikipedia.org/wiki/Image:Cathars_expelled.JPG)). Public Domain / Creative Commons.

<sup>76</sup> **Question:** According to the rules, a besieged city which is completed during the game earns only one point per city tile. Do you then add the extra two points for every pennant, or do those extra points fall by the wayside? **Answer:** Every city tile and every pennant (true, that could have been mentioned in the rules) earns one point, or two points with the cathedral. The word "only" is purely quantitative, referring to the points value alone. As such the change to the usual rules is as small as possible.

## Escaping a besieged city

It is possible to escape a besieged city via a neighbouring cloister.<sup>77 78 79</sup> If a cloister directly borders a Cathar tile—even diagonally—then at the end of a player's turn, he or she may remove one knight<sup>80</sup> from the city and return it to the supply.<sup>81</sup>





## THE END OF THE GAME

### Final Scoring

#### ☀ Scoring farms

The farmers supply provisions to both the besiegers and the besieged. As such, every completed besieged city scores double points in relation to farms—6 points for a normal farm, or 8 points for a farm with a pig.<sup>82</sup>

## TILE DISTRIBUTION

#	Tile
1	 ccff
1	 ccrr
1	 cfff
1	 crfr
4	<b>Total</b>

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<sup>77</sup> **Question:** Can a knight in a besieged city escape via an abbey, or only via a cloister? **Answer:** Yes: the abbey has all the characteristics of a cloister.

<sup>78</sup> **Question:** Can a knight in a besieged city from *The Cathars* escape via a shrine, or only via a cloister? **Answer:** The shrines are, for the most part, identical to cloisters. That goes for escape as well.

<sup>79</sup> **Question:** If your city is besieged with a tile from *The Cathars*, and there is an abbey or cloister adjoining, can the mayor or wagon escape? **Answer:** Mayors and wagons can also escape via cloisters and abbeys (although it would be quite amusing if the mayor stayed, like a captain going down with the ship).

<sup>80</sup> **Question:** If you have one knight in a besieged city, and another knight in another besieged city, and both besieged cities are adjacent to cloisters, can both knights escape at the end of your turn, or can you only choose to evacuate one per turn? **Answer:** Only one knight can escape per turn. It's irrelevant whether the followers are in the same city or different cities.

<sup>81</sup> **Question:** Can I simply free a knight after a turn, if a cloister borders [a besieged city], or do I have to build onto that city or cloister [in the same turn]? **Answer:** Knights can escape when the conditions (cloister next to a Cathar tile) are fulfilled. A player is not obliged to build onto the city, nor onto the cloister. He or she must simply have a knight in the city.

<sup>82</sup> **Question:** Does a player still score double points for a besieged city if it lies on a farm with a barn? **Answer:** Yes.

# THE PRINCESS AND THE DRAGON

originally released by Hans im Glück in 2005

## EXTRA PIECES

- **30 new land tiles**, including 6 volcanos, 12 dragon tiles, 6 magic portals and 6 princess tiles
- **1 dragon**
- **1 fairy**

## PLAYING THE GAME

### 1. Place a tile

The new land tiles are placed in the usual way. All the new tiles contain a symbol (a volcano, a dragon, a princess or a magic portal) which can have an effect on step 2: Deploy a follower. The precise functions are described there.

Other new tiles:<sup>83</sup>



*Tunnel: The road is not broken, and neither are the farms on the bottom and the top.*



*Cloister in the city: When a player deploys a follower here, it must be clearly placed either in the city or on the cloister. If the follower is deployed to the cloister, then the cloister is scored when it is surrounded by eight land tiles, even when the city is not completed. The follower can also be deployed as a monk if there is already a knight in the connected city. The reverse is also true.*

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<sup>83</sup> If using tunnel tokens from *The Tunnel*, then the road shown below is indeed broken, and the segments may never actually meet.



## 2. Deploy a follower

### ☀ The fairy



**Instead** of deploying a follower,<sup>84</sup> the builder or the pig,<sup>85</sup> a player may now decide to move the neutral fairy next to one of his or her followers.<sup>86 87</sup> The fairy begins the game at the edge of the playing field. If the fairy is already next to a follower, it may be moved next to another.

The fairy has three **functions**:

- The dragon cannot enter a tile with the fairy on it. As such, any follower on this tile is protected from the dragon.
- At the start of a player's turn, if the fairy is next to one of the player's followers, then the player immediately scores a point. (If a builder generates a double turn for a player, this bonus is still only scored once.)<sup>88</sup>
- If the fairy is standing next to a follower in a feature (road, city, cloister or farm) which is being scored, the owner of that follower receives 3 points, independently of how much (if anything) the player scores from the scoring.<sup>89</sup> The follower is then returned to the player, while the fairy remains where it is.<sup>90</sup>

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<sup>84</sup> The **RGG** edition of the *Big Box* states only that “whenever a player places no follower on his turn, he may, instead, place the fairy.” However, it still seems reasonable to conclude that fairy placement is an alternative to placing a pig, builder or tower piece, even if they are not explicitly mentioned.

<sup>85</sup> This is a small, but significant change; see the note below on the volcano.

<sup>86</sup> Given the formulation of this procedure, it would seem that a consequence of the new rule that builders and pigs are no longer followers is that it is not possible to move the fairy next to either of them.

<sup>87</sup> **Question:** Can you move the fairy to a tile, when the only follower on the tile is on a tower?  
**Answer:** Yes.

<sup>88</sup> The clarification in brackets also stems from an FAQ.

<sup>89</sup> **Question:** If the fairy is on the same tile as the losing heretic or monk in a challenge, does the player still score the bonus 3 points? **Answer:** When a challenge is resolved (that is, when someone has won), both followers are returned to the player, so no one is stood next to the fairy. [At the point that a challenge is resolved and one participant ‘scores’ zero, the building that participant is in will be incomplete. Therefore, strictly speaking, that participant does not actually take part in ‘scoring’—say, in the way that a player without the majority in a city does—and so does not score the bonus points—Matt.]

<sup>90</sup> **Question:** If a player completes a city and does not deploy a follower, can he or she move the fairy to a follower in the city and earn the three bonus points? **Answer:** Yes, the deployment of a follower—and so the movement of the fairy—occurs before any scoring.

## ☀ The volcano

A player who places a volcano tile must immediately move the dragon to this tile from its current location. The player may not deploy a follower to the tile, but may—according to the usual rules—deploy a builder or a pig, or move the fairy.<sup>91</sup> At no point may followers occupy the same tile as the dragon.



## ☀ The dragon

A player who places a dragon tile may deploy a follower or move the fairy as usual.<sup>92</sup> Then the game is interrupted<sup>93</sup>—**the dragon is on the move!**<sup>94</sup>



Beginning with the player whose turn it is, each player must move the dragon **exactly one tile horizontally or vertically**. The dragon **always moves six tiles**, irrespective of the number of players, except in the case of a dead end. It may not

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<sup>91</sup> This is a fairly major change in the rules, especially in respect of the previously available FAQ.

Originally, builders and pigs were considered followers, and so could not be deployed when a volcano tile was placed. Furthermore, there was an FAQ clearly stating that the fairy could only be moved when the player relinquished the deployment of a follower—and since no follower could be deployed when a volcano tile is placed, the fairy could not be moved either. That ruling has obviously been overturned, since the rules now state that the fairy may be moved when a volcano tile is placed. When the rules say, ‘instead of placing a follower, a player may move the fairy,’ it seems that this does not mean that the player must ‘choose’ not to deploy a follower—but in any case when a follower is not or cannot be deployed, the fairy may be moved. This is in fact consistent with another FAQ, which stated that the fairy may still be moved if the player has run out of followers.

**The RGG edition of the *Big Box* still says that no follower (or any other figure except the dragon) may be placed on a volcano tile.**

<sup>92</sup> **Question:** If you place a dragon tile and add a piece to a tower, what happens first: follower capture by the tower, or dragon movement? **Answer:** Prisoners are taken first; placing a tower piece is an alternative to deploying a follower, so occurs before dragon movement.

<sup>93</sup> The **RGG** edition adds a clarification which contradicts the sequence described in the **HiG** edition and the FAQ: “If placement of the tile completes a feature, it is scored as normal. Then, the game is briefly interrupted while the Dragon moves.” So, according to the **RGG** edition of the *Big Box*, dragon movement occurs after scoring; according to **HiG** it occurs before scoring.

<sup>94</sup> This is a clarification, in accordance with the FAQ. The original rules made no mention of the fairy. The dragon tile may be placed, no follower deployed, and the fairy moved to protect a follower, before the dragon actually moves.

move onto a tile twice, and the tile occupied by the fairy is also off limits.<sup>95</sup> <sup>96</sup> Whenever the dragon enters a tile occupied by game figures (followers, builders or pigs<sup>97</sup>), they are all returned to the relevant player.<sup>98</sup> If the last thief, knight or farmer of a player is removed from a road, city or farm, then any builder or pig belonging to the player is also removed from the feature in question.<sup>99</sup> When the dragon has finished moving, play continues as usual.<sup>100</sup>

**Dead ends:** If the dragon moves to a tile from which it cannot continue to move according to the rules above, then its movement phase is ended prematurely.

**Note:** Until a volcano card has been placed, the dragon remains on the edge of the playing field, and is not moved. If a dragon tile is drawn, it is placed to one side and the player may draw another tile. As soon as the dragon is in play, any dragon tiles which have been laid to one side are mixed into the supply and the game continues as before.<sup>101</sup>

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<sup>95</sup> **Question:** Does the dragon also eat the followers or the Count in Carcassonne itself? **Answer:** No, Carcassonne is safe! Since the followers in Carcassonne aren't unambiguously on the tiles as such, and some problems would ensue (for example, what would happen to the Count?), the dragon may not enter Carcassonne.

<sup>96</sup> **Question:** The dragon is unable to enter Carcassonne - but can it move onto the outer tiles? Can it fly around the outside of the city to reach a normal tile? **Answer:** In order to avoid the consequences described, that must also be forbidden. The dragon clears out the whole tile and doesn't distinguish between city or farm... that's also valid for Carcassonne.

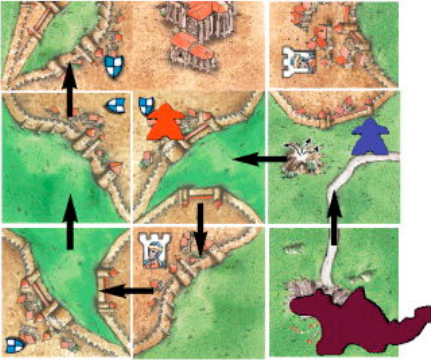
<sup>97</sup> **Question:** Can the mayor and the wagon be eaten by the dragon, captured by the tower, or seduced by a princess? **Answer:** Yes (at which point the question of what the princess does with the wagon arises...)

<sup>98</sup> **Question:** If there are 2 followers on 1 tile (tower and city) does the dragon eat them both? **Answer:** [It eats them ] all.

<sup>99</sup> This is a direct consequence of the new rule that builders and pigs are not followers—in the original rules they could remain in play, the builder still able to generate double turns.

<sup>100</sup> **Question:** When a city, cloister or road is completed by placing a dragon tile, is it scored before the movement of the dragon? **Answer:** The dragon is moved before scoring and may possibly clear the city, cloister or road in question before any scoring takes place.

<sup>101</sup> The image below is from the original rules as the *Big Box* version contains two errors.



An example with four players:

- Player A moves the dragon up,
- Player B moves the dragon left,
- Player C moves the dragon down,
- Player D moves the dragon left—it cannot move right.
- Then it is player A's turn again, and the dragon moves up a tile.
- Then player B moves the dragon up once more, and the movement of the dragon is over.
- The BLUE and RED followers are returned to the supplies of their owners.

## ☀ The magic portal

A player who places a magic portal tile may deploy a follower in this turn to **that tile or to a tile already in play**.<sup>102 103</sup>

The usual rules must be followed<sup>104</sup>—for example, the follower may not be deployed to an already occupied or completed road, city, cloister or farm.<sup>105</sup>  
106



<sup>102</sup> It is unclear whether this means that builders and pigs cannot use the magic portal—it is probably best to assume that they cannot.

<sup>103</sup> **Question:** Can the mayor, the wagon and the barn use a magic portal? **Answer:** Mayor and wagon: Yes; barn: no.

<sup>104</sup> **Question:** Can a follower be deployed to Carcassonne via a magic portal? **Answer:** No. The magic portal only allows followers to be deployed to tiles that can be legally occupied according to the usual rules, as if the player had just placed the tile in question. Carcassonne is occupied according to different rules.

<sup>105</sup> The original rules stated that a follower could not be deployed to a feature which had not yet been scored—leaving the possibility that a follower could use a magic portal to reach a feature which had been completed, but not scored. This was corrected in an FAQ, and now in these rules. The magic portal may not be used to reach a completed feature, whether it was scored or not.

<sup>106</sup> **Question:** Can followers be deployed to the farms, cities and roads on the outer tiles of Carcassonne via a magic portal? **Answer:** No, that would just cause trouble. Would they then be protected from the dragon, or could the dragon indeed move onto the farms and only rampage outside the city? But the dragon always empties the whole tile.

## ☀ The princess

If a player draws a tile with a princess, it may be placed according to the usual rules. If the player uses the tile to extend a city which is already occupied by one or more knights, the player **may**<sup>107</sup> remove **one** knight (big or small)<sup>108</sup> from the city and return it to its owner.<sup>109</sup>



- If there are knights of several players in the city, the player placing the tile may freely choose which knight is to be removed.
- If the last knight of a player is removed from a city in which that player also has a builder, then the builder is also removed and returned to the player.<sup>110</sup>
- If a knight is removed from the city, the player may not deploy or move any other figure (follower, builder, pig or fairy).

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<sup>107</sup> This is a change to the original rules, which stated that the princess *must* remove a knight, unless there was no knight in the city at all. The change brings the procedure in line with that of the tower: both may remove a follower if the player wishes.

**The RGG edition of the *Big Box* still says that princesses *must* remove a follower.**

<sup>108</sup> This clarification is based on a FAQ, and constitutes a slight rule change. According to an FAQ, the big follower could only be removed from a city when there were no other knights. A big follower is now removed from the city just like any other.

<sup>109</sup> **Question:** If the dragon can eat a follower on a tower, can the follower also be seduced by a princess? **Answer:** The tower is not a part of the city: they are two separate areas.






<sup>110</sup> It seems that, under the new rules, builders cannot be directly removed by a princess. The original rules also stated that knights were removed by the princess, but in the FAQ it was stated that builders could also be removed since they were followers. Builders are no longer followers, so it is reasonable to assume that the princess has no effect on them. This would also conform with the new rule that builders and pigs cannot be taken prisoner by towers.

# TILE DISTRIBUTION

#	Tile
1	 cccf
1	 eccf
1	 cccf
1	 cccf
1	 ccff
1	 cfff
1	 cfff
1	 cfff

#	Tile
1	 ccrr
1	 ecrr
1	 cfcf
1	 cfff
1	 cfff
1	 cfrr
1	 cfrr
1	 crer

#	Tile
1	 crrf
1	 crrf
1	 crrr
1	 ffff
1	 fffr
1	 fffr
2	 fffr
1	 frfr

#	Tile
1	 frfr
1	 frrr
1	 frrr
1	 frrr
1	 rrrr
30	<b>Total</b>

# THE RIVER II

originally released by Hans im Glück in 2005

## EXTRA PIECES

- 12 new river tiles<sup>111</sup>

## PREPARATION

The original starting tile is not used.<sup>112</sup> The spring tile, the river fork and the lake with a volcano should be separated from the others, while the remaining tiles are mixed and placed face down in a stack. The spring tile<sup>113</sup> is placed in the middle of the table. The youngest player then places the fork.<sup>114</sup> Then each player takes turns placing a tile either on left or right branches of the river. The volcano tile is placed last.

The river tiles can be placed as the player wishes, except for two exceptions: no 180° turns are allowed,<sup>115</sup> and the two river branches must not be connected.

As in the normal game, every player may deploy a follower as they wish. No follower can be deployed to the river itself.

If you don't possess the relevant expansions, the inn, volcano and pig-herd tiles have no particular significance.<sup>116</sup>

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<sup>111</sup> **Question:** Does the spring tile end a farm? Or does the farm go right around the spring?

**Answer:** Officially, the farm goes around the spring. So it is a connected farm.

This has been incorporated in to the **RGG** edition of the *Big Box*, which includes *The River* (the **HiG** edition does not) and states that “The field space on the lake and spring tiles wraps around those features.”

<sup>112</sup> This is an addition to the *Count, King and Consorts* edition of the rules.

<sup>113</sup> **Question:** When the two *River* sets are combined, should we make two rivers (using the two spring) or discard one spring and one lake and make just one river? **Answer:** One spring and one lake are discarded.

<sup>114</sup> **Question:** If you combine *Count, King and Consorts* with *The River II*, you will now have two forks. Obviously one of those gets placed immediately, but should the other one be mixed in with the rest of the river tiles, or put to one side? **Answer:** In fact, that means using *The River II* twice. We didn't plan that, and I think that it will lead to problems with placement. Whoever wants to do it should go ahead, but there's no rules for it. Sorry!





<sup>115</sup> **Question:** With the U-turn rule when making rivers, does that mean no U-turn ever, or just no immediate U-turns because it will complicate the placement of subsequent river tiles? **Answer:** Only immediate U-turns are explicitly forbidden. (Naturally there can also be problems if a straight river tile lies between.)

<sup>116</sup> Still, there seems to be no reason why you shouldn't use the pig-herd without having the pig, since they are scored independently.

The player who places the volcano may not deploy a follower to this tile, but should place the dragon on the tile instead. The player may therefore take another tile immediately,<sup>117</sup> thus beginning the normal game.

The pig-herd tile earns the farmer who owns this farm an extra 1 point per city. This bonus is in addition to that of the regular pig from the *Traders and Builders* expansion.<sup>118 119</sup>

## TILE DISTRIBUTION

#	Tile
1	 ecss
1	 lake cfsf
1	 cscs
1	 csrs

#	Tile
1	 spring fffs
1	 lake fffs
1	 pig herd
1	 fffs

#	Tile
1	 fsfs
1	 fork fsss
1	 rrss
1	 rsrs
12	<b>Total</b>

<sup>117</sup> It should be noted that this is not standard procedure for placing a volcano tile, according to the rules for *The Princess and the Dragon*. Under those rules placing a volcano tile does not allow the player to draw a second tile; instead, he or she may only perform actions not connected with follower deployment, such as moving the fairy or placing a tower piece.

<sup>118</sup> **Question:** Do you receive the bonus from the the pig-herd tile even if you don't have a pig on the farm? **Answer:** Yes, the pig herd is a neutral pig, so to speak.

<sup>119</sup> **Question:** Does the pig-herd tile still score an extra point (barn = 4 points, barn+pig-herd = 5 points per city)? **Answer:** The pig-herd tile only counts in connection with farmers, not the barn.



# THE TOWER

originally released by Hans im Glück in 2006

## EXTRA PIECES

- **18 new land tiles**
- **30 tower pieces** (in one colour)
- **1 tower as tile dispenser** (Taking the tower apart is not recommended. The tiles can be drawn from the top as well as from the bottom. We recommend that the tiles are drawn from the top, since the fewer tiles there are in the tower, the greater the danger that the other tiles will fall out when they are drawn from the bottom.)

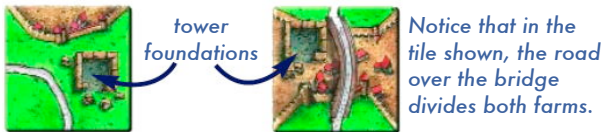
## PREPARATION

Each player receives a number of tower pieces, according to the total number of players:

- **two players:** ten pieces each
- **three players:** nine pieces each
- **four players:** seven pieces each
- **five players:** six pieces each
- **six players:** five pieces each

### 1. Place a tile

The new land tiles are placed in the usual way. Apart from the tower foundations, there are no new elements on the tiles.



### 2. Deploy a follower

Instead of moving the fairy or deploying a follower, builder or pig, a player may now decide to place one of his or her tower pieces on **any tile with a tower foundation** which is already in play, or on a **tower which is already under construction**; or to finish the construction of a tower by deploying a follower to the top of it. <sup>120</sup>

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<sup>120</sup> **Question:** Can I place a follower on a tower foundation to prevent a tower being built? **Answer:** No. Only tower blocks can be placed on tower foundations. The tower can only be blocked when it already exists.

## ☀ Place a tower piece and take a prisoner

Whenever a player places a tower piece, he or she may take one **big**<sup>121</sup> or **normal follower** prisoner.<sup>122</sup> Builders and pigs **cannot** be taken prisoner.<sup>123</sup> Which followers can be captured depends on the height of the tower on which the tower piece was just placed. If the tower has one storey, the player has a choice of five tiles from which a follower can be taken prisoner: the tower tile itself, as well as the tiles which connect to it horizontally and vertically.

The **RED** player places the tower piece and takes the **BLUE** follower on tile 4 prisoner.



If the tower is built to the second storey, then the player has nine opportunities for taking a prisoner.

With every piece placed on the tower, its range increases by four tiles. It is possible to take prisoners

over 'holes' in the tile placement, as well as over other towers of any height.<sup>124</sup> There is no limit to how high a tower may be built.

When the player takes a follower of another player prisoner, then the capturing player should place the prisoner clearly in front of themselves. If the player takes one of their own followers prisoner, it should be returned to the supply.<sup>125</sup> Should the last thief, knight



The **RED** player places the second tower piece and now has the possibility to capture the **GREEN** follower on tile 1, the **BLUE** follower on tile 6, or the **YELLOW** follower on tile 9.

<sup>121</sup> The original rules did not mention big followers, but several FAQs stated that they are treated in exactly the same way as normal followers, as the new rules now describe.

<sup>122</sup> There is a slight change in the rules here. The original rules stated that it was possible to take 'one follower of an opponent prisoner,' while the new rules only say that it is possible to take 'one follower prisoner'. It is now quite possible for a player to choose to 'capture' his or her own followers, contradicting an earlier FAQ.

### The RGG edition of the *Big Box* also changes this rule.

<sup>123</sup> This is a new ruling. A previous FAQ stated that builders and pigs could indeed be taken prisoner, since they were followers; however, under the new rules they are no longer considered to be followers, and cannot be taken prisoner.

<sup>124</sup> **Question:** Can a shorter tower capture the follower from a taller tower, or does the tower need to be equal or greater in height? **Answer:** The height of the tower only determines the range of the 'attack' and has no other function.

<sup>125</sup> **Question:** If you place a dragon tile and add a piece to a tower, what happens first: follower capture by the tower, or dragon movement? **Answer:** Prisoners are taken first; placing a tower piece is an alternative to deploying a follower, so occurs before dragon movement.

or farmer of a player be removed from a road, city or farm which includes the player's builder or pig, then the builder or pig is also removed and returned to the player.<sup>126</sup>

### ☀ **Deploy a follower to a tower**

If a follower is deployed to the top of a tower,<sup>127</sup> the construction of the tower is finished and it may not be built any further. The follower remains on top of the tower until the end of the game and is not removed or returned to the player unless eaten by the dragon<sup>128 129</sup> or captured by another tower.<sup>130 131</sup> This action may be useful when a player wishes to protect a more valuable follower from capture.



### ☀ **Prisoners**

Whenever two players have captured one of each other's followers, they are **immediately exchanged** and are so returned to their owners.<sup>132</sup> If one of the players has several prisoners belonging to the other player, the owner may decide which prisoner should be returned.<sup>133</sup>



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<sup>126</sup> This is because builders and pigs are no longer considered to be followers in the *Big Box* rules, and cannot remain in play independently.

<sup>127</sup> Strangely enough, this constitutes a marginal rule change, since under the old rules, builders and pigs were considered followers, and could as such be deployed to the top of towers—and this was confirmed in an FAQ!

<sup>128</sup> **Question:** Can you move the fairy to a tile, when the only follower on the tile is on a tower?  
**Answer:** Yes.

<sup>129</sup> **Question:** If there are 2 followers on 1 tile (tower and city) does the dragon eat them both?  
**Answer:** [It eats them] all.

<sup>130</sup> Although as far as the German rules are concerned, this is merely a clarification previously stated in the FAQ, with respect to the original English rules by Rio Grande Games this is a significant rule change. The original German rules made no mention of whether a follower on a tower could be captured or not—and an FAQ confirmed that they could. However, the **RGG** translation explicitly stated that they could not. With the release of the *Big Box* set, however, **RGG** have themselves corrected that, bringing the two sets of rules in line once more. In all rule sets except the original print of *The Tower* by **RGG**, followers on towers can indeed be captured.

**The RGG edition of the *Big Box* also changes this rule.**

<sup>131</sup> **Question:** If the dragon can eat a follower on a tower, can the follower also be seduced by a princess? **Answer:** The tower is not a part of the city: they are two separate areas.







<sup>132</sup> The **RGG** edition of the *Big Box* adds a useful clarification here: “No negotiation is necessary or allowed. The exchange is automatic.”

<sup>133</sup> This is also a new clarification not contained in the original rules.

Furthermore, during their turn a player may decide to pay the **ransom**<sup>134</sup> and buy back **one** prisoner from **one** opponent.<sup>135</sup> In this case, the player should move their scoring marker on the scoreboard back **three spaces**, and the marker of the opponent forward three. This follower may then be deployed in the same turn.

## TILE DISTRIBUTION

#	Tile
1	 <b>eccc</b>
1	 <b>cccr</b>
1	 <b>ccff</b>
1	 <b>ccff</b>
1	 <b>ccrf</b>
2	 <b>cfff</b>

#	Tile
1	 <b>cfrf</b>
1	 <b>crcr</b>
1	 <b>crcr</b>
1	 <b>cfrf</b>
1	 <b>erfr</b>
1	 <b>ffff</b>

#	Tile
1	 <b>ffff</b>
1	 <b>ffrr</b>
1	 <b>frrr</b>
1	 <b>rrrr</b>
1	 <b>rrrr</b>
<b>18</b>	<b>Total</b>

<sup>134</sup> **Question:** Is the ransom for the big follower doubled? **Answer:** No: he may be big, but he's still only one person.

<sup>135</sup> **Question:** How often does prisoner buy-back occur in a 'double turn' (e.g. just once, like fairly scoring, or twice, as part of a repeated step)? **Answer:** It happens once per turn. The double-turn is also only a 'single' turn.

# THE GQ11 EXPANSION

originally released in *Games Quarterly* in 2006<sup>136</sup>

## EXTRA PIECES

- 12 new land tiles<sup>137</sup> including 1 spring tile.

## COMMENTS

As advertised, the *GQ11* expansion does contain ‘never-before seen tile configurations’, with the exception of the tile with a river and two city segments, which was previously available in *The River*. Most of these ‘new configurations’ are trivial enough, such as the removal of a pennant or trade good, or a mirror-reversal of another tile. However, two of the tiles deserve more comment.

The spring tile is obviously intended as a replacement for those included in *The River* and *The River II*. One of the common criticisms of those two expansions is that they lead to larger farms, and part of the reason is the farm goes all the way around the spring—officially at least.<sup>138</sup> However, the spring tile included here has a road leading away from the spring, and so divides the farm.<sup>139</sup>

No matter how many spring tiles you have you should still only use **one** to form a **single** river.<sup>140</sup>

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<sup>136</sup> The original GQ11 expansion contains no rules.

<sup>137</sup> Thanks to Kevin Wood for the tile scans.

<sup>138</sup> **Question:** Does the spring tile end a farm? Or does the farm go right around the spring?

**Answer:** Officially, the farm goes around the spring. So it is a connected farm.





This has been incorporated in to the **RG** edition of the *Big Box*, which includes *The River* (the **HiG** edition does not) and states that “The field space on the lake and spring tiles wraps around those features.”





<sup>139</sup> The road ends in what looks like an inn; however, there is no ‘lake’, and so it does not fulfil the requirements of *Inns and Cathedrals* for scoring points.

<sup>140</sup> **Question:** When the two *River* sets are combined, should we make two rivers (using the two springs) or discard one spring and one lake and make just one river? **Answer:** One spring and one lake are discarded.

It should be noted that, officially, the **ffff** tile is *not* a pig-herd tile (see *The River II* for more details). I have been informed by John Sweeney that this has been confirmed by Jay Tummelson of Rio Grande Games, the producer of this expansion<sup>141</sup>. It may be possible to use the tile as if it were a pig-herd tile, but this would be a house rule, rather than an official rule.

## TILE DISTRIBUTION

#	Tile
1	 <b>cccr</b>
1	 <b>ceff</b>
1	 <b>ccfr</b>
1	 <b>ccrr</b>

#	Tile
1	 <b>cfcr</b>
1	 <b>cr cr</b>
1	 <b>cr cr</b>
1	 <b>cr rr</b>

#	Tile
1	 <b>cscs</b>
1	 <b>ffff</b>
1	 <b>spring</b> <b>frfs</b>
1	 <b>r rrr</b>
12	<b>Total</b>

<sup>141</sup> **Question:** Do you have an official ruling? I understand from Hans im Glück that these are your tiles rather than theirs, so I guess you are the final arbiter! **Answer:** Yes, I am—and this is just a field—no special points for the pigs and cows in it—sorry.

# ABBEY AND MAYOR

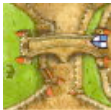
originally released by Hans im Glück in 2007

## EXTRA PIECES

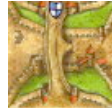
- 12 new land tiles
- 6 abbey tiles
- 6 wooden barns
- 6 wooden wagons
- 6 wooden mayors

## PREPARATION

At the beginning of the game, every player receives one abbey tile and one mayor, one barn and one wagon of the player's chosen colour, and places these in his or her supply.<sup>142</sup> With the exception of the following changes, the basic rules for *Carcassonne* remain unchanged.



This city has two separate segments. The city with the pennant ends in the farm. This is particularly important when scoring the farm.



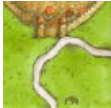
This tile has two separate city segments.



The road is not broken. On one side the road divides the farm; on the other side it does not. This is particularly important when scoring the farms.



The road ends at the house.



The road touches the city, so that on these tiles there are three separate farm segments.



The road does not end, but instead continues in all three directions.

## 1. Place a tile

The new land tiles are placed in the usual way.<sup>143 144</sup>

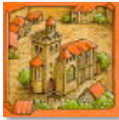
<sup>142</sup> **Question:** What is the status of the mayor, the barn and the wagon? Are they followers or 'special figures' like the builder and the pig? **Answer:** Ah... that old chestnut! The mayor is a follower, subject to the usual rules of deployment and affects the majority.

The barn is a special figure; the wagon counts as a follower.

<sup>143</sup> **Question:** In the case of the tile with the well and three 'roads': do all the 'roads' have to be completed before scoring? **Answer:** Yes.

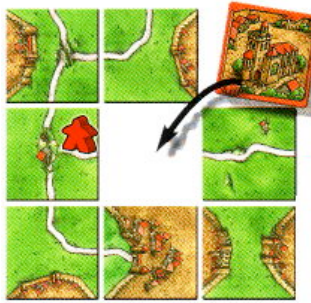
<sup>144</sup> **Question:** With the new three-way tile, is the length of the road the longest distance between two ends, or the total number of tiles in the road? (For example, when deciding who gets the Robber Baron?) **Answer:** Every tile which is part of the road counts (similarly to *The Castle*). The road has three ends which have to be closed, but the result is that it's likely to be bigger.

## ☀ The abbey



Instead of drawing and placing a land tile, a player may instead choose to place his or her abbey tile.<sup>145 146</sup>

The abbey may be placed anywhere that precisely one land tile fits: that is, it can only be placed in a 'hole' in which all four sides are already bordered by land tiles.<sup>147 148</sup> If there is no such 'hole' available, the abbey cannot be placed. The player may deploy a follower to the abbey as a monk.<sup>149 150 151</sup>



*BLUE places the abbey and so completes the road with the RED follower. RED scores 1 point and returns the follower to he supply. The city below the abbey and the road to the right are still open.*

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<sup>145</sup> **Question:** If the player on my right plays the last tile has the game finished? Or, if I have an Abbey left, can I say, "No I want my turn. I choose not to take a tile, but to play my Abbey"?  
**Answer:** We have agreed on a new definition: "The game is over when the last upturned land tile has been played." If a player hasn't played their abbey by the time that the last 'normal' land tile is played, it's tough luck.

<sup>146</sup> **Question:** If I have an abbey left and I pick the very last tile up and play it to an feature where I have a builder, then is the game over because the last tile (apart from abbeys) has been played? Or am I allowed to play my abbey on my extra turn from the builder? **Answer:** The abbey may still be played. The builder-turn is not an extra turn, but a part of the regular turn (the double-turn).

<sup>147</sup> The **RGG** edition clarifies this sentence by adding "(not the diagonals)".

<sup>148</sup> **Question:** Do the rules that restrict the placement of cloisters next to already placed shrines also restrict the placement of Abbeys? **Answer:** Yes.

<sup>149</sup> The **RGG** has a slight change here, in that the final sentence of this section is moved here.

<sup>150</sup> **Question:** When an abbey tile is placed, can a follower be deployed next to the abbey (as a knight, for example), as it is possible to do with a cloister? Or does the whole tile count as the abbey and so only monks can be deployed to it? **Answer:** No, the abbey covers the whole tile. The surroundings are not a city.

<sup>151</sup> **Question:** Can a shrine challenge an abbey, and vice versa? **Answer:** Yes, because the abbey is also a cloister.



When a player has placed an abbey (and possibly deployed a follower), all four of the adjoining tiles are completed.<sup>152</sup> <sup>153</sup> All completed roads, cities and cloisters are then scored as usual.<sup>154</sup> <sup>155</sup>

Monks in abbeys are scored in the same way as in cloisters.

## 2. Deploy a follower

### ☀ The mayor



The mayor may be deployed instead of a follower. It may only be deployed to a city in which there is currently no knight or mayor; the usual rules for deploying followers still apply.<sup>156</sup>

157 158 159

When scoring, the following is true: a normal follower has a strength of one; the big follower from *Inns and Cathedrals* has a strength of two.



*The mayor has a strength of three (for the three pennants). As such, BLUE scores 18 points for the city.*

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<sup>152</sup> **Question:** If a player completes a feature with an abbey tile and their builder is on the feature, does the feature get 'extended' by the abbey, and if so does the player get another tile? **Answer:** No, the abbey is a separate feature.

<sup>153</sup> **Question:** If cities with trade goods are completed by placement of an abbey tile, are the goods tokens awarded as usual to the player placing the abbey tile? **Answer:** Yes, as the player completed the city.

<sup>154</sup> **Question:** Can a knight in a besieged city escape via an abbey, or only via a cloister? **Answer:** Yes: the abbey has all the characteristics of a cloister.

<sup>155</sup> **Question:** If your city is besieged with a tile from *The Cathars*, and there is an abbey or cloister adjoining, can the mayor or wagon escape? **Answer:** Mayors and wagons can also escape via cloisters and abbeys (although it would be quite amusing if the mayor stayed, like a captain going down with the ship).

<sup>156</sup> **Question:** Can the mayor or the wagon be eaten by the dragon, captured by the tower, or seduced by a princess? **Answer:** Yes (at which point the question of what the princess does with the wagon arises...)

<sup>157</sup> **Question:** Can the mayor and the wagon (or the barn) be placed in the appropriate quarter of Carcassonne? **Answer:** Mayor and wagon: Yes; barn: no.

<sup>158</sup> **Question:** Can the mayor, the wagon and the barn use a magic portal? **Answer:** Mayor and wagon: Yes; barn: no.

<sup>159</sup> **Question:** Can the mayor, the wagon, or the barn be placed on top of a tower? **Answer:** No, the deployment of these figures is limited to the features described in the rules.

**The strength of the mayor is the same as the number of pennants in the city.**<sup>160</sup>

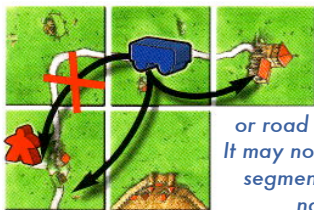
If the city has no pennants, then the mayor has a strength of zero.<sup>161</sup> The score of the city is not changed by the mayor. After scoring, the mayor is returned to the player's supply.

### ☼ The wagon

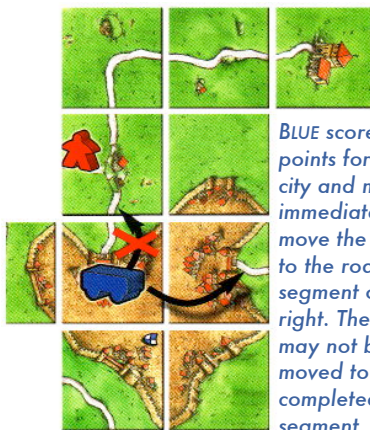


The wagon may be deployed instead of a follower. It may be deployed to a road, city or cloister in which there is no other figure.<sup>162</sup> <sup>163</sup> The wagon may **never** be deployed to a farm.

If a feature occupied by a wagon is scored, the wagon counts as a normal follower. After scoring, the player may return the wagon to his or her supply, or may move the wagon to a directly adjacent road, city or cloister.<sup>164</sup>



*BLUE scores 4 points for the road and may immediately move the wagon to the cloister or road segment at the bottom. It may not be moved to the road segment occupied by RED, and naturally not to the farm.*



*BLUE scores 14 points for the city and may immediately move the wagon to the road segment on the right. The wagon may not be moved to the completed road segment.*

<sup>160</sup> The **RGG** edition inserts the following clarification: “For example, if the city has 3 pennants, the mayor counts as 3 followers.”

<sup>161</sup> **Question:** Blue has a mayor in a city with no pennants. Does the city count as occupied? And if so, when the city is scored, will blue score points? **Answer:** The city is occupied. The mayor has no ‘strength’, so he counts as if there is no follower, and scores no points.

<sup>162</sup> **Question:** According to the rules, “no other figure” may be in same feature as the wagon—does that include the fairy, the dragon and tower pieces (because they're all figures)? **Answer:** We didn't pay enough attention here (damn!): instead of “figure” it should read “follower”.

<sup>163</sup> The **RGG** edition changes ‘figure’ to “no other wagon or follower.” This avoids confusion about the term ‘follower’ but adds a distinction between ‘follower’ and ‘wagon’ which does not seem to be valid.

<sup>164</sup> **Question:** What is the definition of [connected/adjacent/neighbouring] for the Wagon? If two city walls are touching (maybe even only at a point), can I drive my Wagon from one to another? **Answer:** ‘Connected’ means roads which lead to crossings and roads which head directly ‘into’ a city or a cloister. Two cities never connect to each other (in the current land tiles). So the wagon has to use the roads to move—it's a wagon, after all.

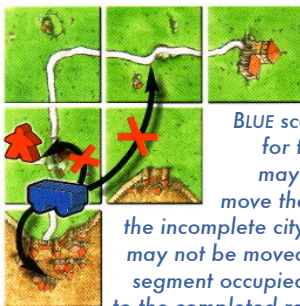
The feature into which the wagon is moved must be incomplete and unoccupied.<sup>165</sup> If none of the neighbouring features are incomplete and unoccupied, the player must return the wagon to the supply.<sup>166</sup>

If several wagons are involved in scoring, then each player decides whether to retrieve or move his or her wagon, beginning with the player whose turn it is and continuing clockwise.<sup>167</sup>

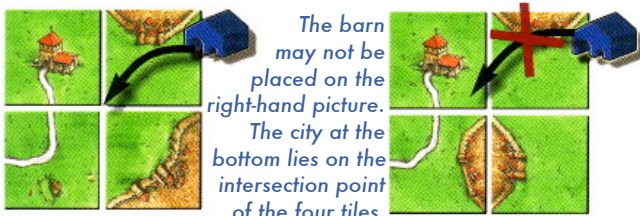
## ☀ The barn

### Placement

The barn may be placed instead of a follower. It may only be placed on the point of intersection of four land tiles, one of which has just been placed by the player. The four land tiles must **only** consist of farms at this intersection point. The barn may also be placed on a farm on which there are already farmers, although not one on which there is already another barn.<sup>168</sup> The barn will remain where it is until the end of the game.<sup>169</sup>



*BLUE scores 2 points for the road and may immediately move the wagon into the incomplete city. The wagon may not be moved to the road segment occupied by RED, nor to the completed road segment.*



*The barn may not be placed on the right-hand picture. The city at the bottom lies on the intersection point of the four tiles.*

<sup>165</sup> The **RGG** adds the following clarification: "A wagon always counts as though it were a follower during scoring."

<sup>166</sup> **Question:** Can you deploy a wagon to a city, score it, and then move the wagon to another feature, all in one turn? Or can you only move the wagon instead of deploying a normal follower? **Answer:** That isn't a contradiction, is it? The wagon can be deployed instead of a normal follower. If the city is immediately completed, then it's scored (wagon or 'normal' follower). After scoring, the wagon can be moved. All of that is possible in a single turn.

<sup>167</sup> This sentence has been omitted from the **RGG** edition.

<sup>168</sup> The **RGG** edition omits this last sentence about other barns.

<sup>169</sup> **Question:** Can the fairy be placed next to the barn and if so, does the player score a bonus point each turn and 3 extra points during scoring? **Answer:** No, because the barn is not a follower.

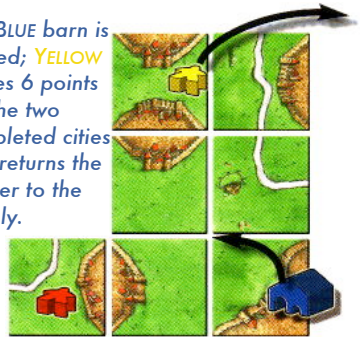
## Scoring when placing a barn

Any farmers already on the farm are scored immediately, in the same way as at the end of the game.<sup>170</sup> That is, the player or players with the majority of farmers score the usual 3 points for every completed city<sup>171</sup> It makes no difference whether the owner of the barn is involved in scoring or not.<sup>172 173</sup>

Then the players return the farmers to their supply.<sup>174</sup>

(If *Traders and Builders* is being used, a farmer with a pig receives the usual 4 points for every completed city. The pig is then also returned to the player's supply.)

The **BLUE** barn is placed; **YELLOW** scores 6 points for the two completed cities and returns the farmer to the supply.



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<sup>170</sup> **Question:** Does the placing of a barn, and the subsequent scoring of the farm, count as an opportunity to *remove* a follower from Carcassonne? The rules currently say that a follower may only be removed to a farm "at the end of the game", but that was created before *Abbey and Mayor* and the barn. **Answer:** Yes: now that farms are not only scored at the end of the game, followers from the market can be moved to farms earlier in the game. That occurs immediately after the placement of the barn, and before the farmers are scored.

<sup>171</sup> **Question:** Does a besieged city still score double points if it lies on a farm with a barn? **Answer:** Yes.

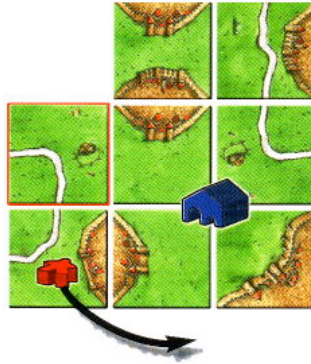
<sup>172</sup> The **RGG** edition retains precisely the same mechanic as described here, contradicting 1st edition farmer scoring. No indication of whether **RGG** now espouses the abandonment of 1st edition is given. However, where the **HiG** rules say "scored immediately, in the same way as at the end of the game. That is, the player...", the **RGG** rules say only "scored immediately. The player..." This suggests that the rules for scoring barns should be considered different to those for scoring farms in the **RGG** rules.

<sup>173</sup> **Question:** If I place a barn on a farm on which another player has farmers, causing him/her to score while I score nothing, can I move a follower to Carcassonne? (While there is no immediate score to me now, the barn is certain to score at the end of the game). **Answer:** Yes, that's allowed. Only immediately scored points matter.

<sup>174</sup> The **RGG** edition adds that "the barn, however, remains".

## Scoring when a farm is connected

No farmer may be deployed to a farm with a barn.<sup>175</sup> If the placement of a tile results in a farm with farmers being connected to a farm with a barn, the farmers are scored immediately. However, the player with the majority of farmers scores only 1 point for every completed city (with a pig: 2 points instead of 1.) These farmers are then also returned to their owners after scoring.<sup>176</sup>



Through the placement of the new tile, the RED farmer is connected with the farm belonging to the BLUE barn. RED scores 2 points for the two completed cities and retrieves the farmer.

## THE END OF THE GAME

### Final Scoring

#### Scoring barns

At the end of the game the owner of a barn scores 4 points for every completed city adjacent to the farm.<sup>177</sup> If several barns lie on a single farm through the placement of connecting tiles, each player receives the full score.

A barn cannot be removed by the dragon (from *The Princess and the Dragon*), nor taken prisoner by a tower (from *The Tower*).




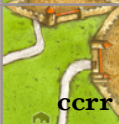
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<sup>175</sup> The RGG further clarifies this as follows: "There may only be one barn on each farm. Of course, connecting two farms, each with a barn is quite legal."

<sup>176</sup> **Question:** Can a follower be moved from Carcassonne to a farm with a barn—and if so, how many points does a player earn (1 or 3)? **Answer:** Yes, that is allowed: the farmer will then be scored immediately, and so scores only 1 point per city and is (importantly) not on farm during the final scoring proper.

<sup>177</sup> The RGG edition adds "regardless of their distance from the barn". This is probably to help introduce players to 3rd edition scoring.

# TILE DISTRIBUTION

#	Tile
1	 cccc
1	 cccc
1	 cccf
1	 crrr

#	Tile
1	 cfff
1	 cffr
1	 cfrf
1	 crrr

#	Tile
1	 crrf
1	 fffr
1	 well frrr
1	 rrrr
12	<b>Total</b>

# SHRINES AND HERETICS

released by Hans im Glück 2008<sup>178</sup>

## EXTRA PIECES

- 5 land tiles

## PREPARATION

The five shrine tiles should be mixed in with the other tiles.



### 1. Place a tile.

Shrines are placed and scored in the same way as a cloister.<sup>179</sup> However, a shrine may not be placed in such a way that it adjoins several cloisters. Similarly, a cloister may not be placed so that it neighbours several shrines.<sup>180 181</sup>

### 2. Deploy a follower

A follower deployed to a shrine is called a heretic. If a player places a shrine directly (horizontally, vertically, or diagonally) next to the cloister<sup>182</sup> of another player and deploys a heretic to it, a challenge is laid down to the monk. The same is true when a monk is deployed to a cloister directly next to a heretic. Challenging your own monk or heretic is also possible.<sup>183</sup>

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<sup>178</sup> This expansion was originally released in 2008 as part of the *Count, King and Consorts* collection, along with the previously released *King and Robber Baron*, *The Count of Carcassonne*, and *The River II*. Rather than subsume the older expansions under a new heading, I have chosen to leave them in their original place and only list the new part of the expansion here, as if it were a mini-expansion in its own right. However, the rules used for the older expansions are those from the **HiG** release of *King, Count and Consorts* release. The rules here have also be re-formatted in the *Big Box* style.

<sup>179</sup> **Question:** Can a knight in a besieged city from *The Cathars* escape via a shrine, or only via a cloister? **Answer:** The shrines are, for the most part, identical to cloisters. That goes for escape as well.

<sup>180</sup> **Question:** Can I place a shrine in such a way that it forces a cloister to neighbour several shrines? What effect does that have? **Answer:** It leads to enormous problems when multiple cloisters and shrines neighbour each other. [In other words, no, you can't place a shrine in that way—Matt]

<sup>181</sup> **Question:** Do the rules that restrict the placement of cloisters next to already placed shrines also restrict the placement of abbeys? **Answer:** Yes.

<sup>182</sup> **Question** Can a shrine challenge an abbey, and vice versa? **Answer:** Yes, because the abbey is also a cloister.

<sup>183</sup> This sentence is omitted in the **RGG** version.

When a player places a shrine tile, he or she may, as usual, choose to deploy a follower to the farm, road or city segment of the tile, instead of to the shrine itself.<sup>184</sup>

### 3. Score completed roads, cities or cloisters

#### ☀ The challenge

The challenge is about who<sup>185</sup> can finish their building first.<sup>186 187</sup> The player who does so scores 9 points, while the other player scores nothing.<sup>188 189</sup> Both followers are then returned to their owners.<sup>190</sup>

### Final Scoring

#### ☀ Scoring incomplete roads, cities and cloisters

If a challenge has not been resolved by the end of the game, both players receive the usual points awarded for incomplete cloisters.

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<sup>184</sup> The **RGG** version adds that a player may also “choose to place no follower at all on the tile.”

<sup>185</sup> The **RGG** edition adds a clarification here: “the player (of those two involved in the challenge) who first completes his cult place.”

<sup>186</sup> **Question:** What if the tile placed completes both the shrine and the cloister—who scores?  
**Answer:** Then no one completed the building first, and both receive the points.

<sup>187</sup> **Question:** Imagine I have an unoccupied cloister next to an occupied shrine. I place a tile with a magic portal which completes both buildings, and choose to use the magic portal to deploy a monk to the cloister. Does this declare a challenge, and if so, who wins? **Answer:** Then it’s a challenge which ends in a draw.

<sup>188</sup> **Question:** If the fairy is on the same tile as the losing heretic or monk in a challenge, does the player still score the bonus 3 points? **Answer:** When a challenge is resolved (that is, when someone has won), both followers are returned to the player, so no one is stood next to the fairy.[At the point that a challenge is resolved and one participant ‘scores’ zero, the building that participant is in will be incomplete. Therefore, strictly speaking, that participant does not actually take part in ‘scoring’—say, in the way that a player without the majority in a city does—and so does not score the bonus points—Matt.]

<sup>189</sup> **Question:** Say I have a heretic engaged in a challenge with a monk, and I place the tile which completes the monk’s cloister, so that the monk scores 9 points and I score 0. Can I still move a follower to Carcassonne in this case? **Answer:** Yes, triggered scoring, received no points: conditions fulfilled.

<sup>190</sup> **Question:** When a challenge is resolved, both the monk and heretic are removed from play. What if that leaves one of the buildings incomplete? Can I reoccupy it using a magic portal or a follower from Carcassonne? **Answer:** Gnnnn... (damn!) Yes, that’s allowed (if unforeseen).



## COMMENTS

It should be mentioned that there has never been an expansion to *Carcassonne* called *Shrines and Heretics*. The five land tiles described here originally appeared in the *Count, King and Consorts* collection of 2008, along with some of the earlier mini-expansions. The rules here are based on that release.

The tiles were quickly reprinted in the *Spielbox* publication of the same year, but with different logos (a pentagon rather than a crown). These *Spielbox* tiles hardly warrant a new section in the rules, and there is some debate about whether they should really be considered an expansion at all. Nevertheless, I have chosen to list them separately in the Consolidated Tile Reference below.

Finally, RGG released the tiles as a part of the *Cult, Siege and Creativity* mini-collection, along with an additional crfr tile. RGG chose to call the tiles 'cult places'<sup>191</sup>, although the rules for their use are identical. I feel that this collection does deserve its own section in the rules, and you will find the tile distribution list and further comments there.

## TILE DISTRIBUTION

#	Tile
1	 cfff
1	 cfrf
1	 ffff

#	Tile
1	 fffr
1	 frfr
5	<b>Total</b>

---

<sup>191</sup> A few points on translation: I should point out why I decided to go with 'shrine' as a translation of *Kultstätte*, while RGG and the BGG game summary uses 'cult places'. The correct translation—according to my Collins dictionary—should actually be 'place of worship'. *Kult* is a false friend, which can mean both 'cult' and 'worship'—so, for example, *Kultbild* means 'religious symbol' and *Kultsprache* means 'language of worship'. Also, 'shrine' seemed to be the best word to describe the drawing on the tiles themselves.

The 'plot element' here seems to be that the heretics are taking over places of worship, rather than building up secular strongholds...

# CULT, SIEGE AND CREATIVITY

originally released by Rio Grande Games in 2008

## EXTRA PIECES

- 12 land tiles

## COMMENTS

RGG's *Cult, Siege and Creativity* release is at once a collection and a new expansion, and certainly warrants its own section in these rules. It comprises the three elements described below.

### The cult place and the heretic

The six tiles here are a reprint of the five *Shrines and Heretics* tiles, plus an additional crft tile. The rules for their use are the same as before.

### The siege

This four siege tiles seem to be a reprint of *The Cathars*—but are they? To be sure, the layout of the tiles is the same, but the drawings are entirely new (and rather nice). They do not contain the Cathar symbol, but the rules for their use is almost the same. Do they constitute a new expansion or not?

Copyright prevented *The Cathars* being reprinted by anyone except *Spielbox*, and the siege tiles are RGG's rather elegant solution. They are effectively *The Cathars* in all but name; nevertheless, I would consider them a separate expansion, rather like relation between *The River* and *The River II*, and a welcome addition at that.





The only difference in the rules concerns escape: in *The Cathars*, a cloister must be placed directly adjacent to a Cathar tile to allow a knight to escape; whereas RGG's rules for siege tiles say that a cloister must be placed adjacent to any tile of a besieged city. For the sake of consistency, I'd advise selecting one of these rules for both Cathar and siege tiles at the start of play; personally, I'd be tempted to adopt the RGG rule here, simply because it makes escape much more viable.

For full rules, please refer to the section on *The Cathars*.

### Creativity

The so-called 'creativity' tiles are really just two blank tiles for use in any way you see fit. Replacements for lost tiles, a '200' score tile, a joker of some kind, or fan-made expansions such as *Labourer and Mendicant* might be some of the possible uses.

# TILE DISTRIBUTION

#	Tile
1	 ecff
1	 cerr
1	 cfff
1	 cfff

#	Tile
1	 cfrf
1	 cfrf
1	 crfr
1	 ffff

#	Tile
1	 fffr
1	 frfr
10	<b>Total</b>

# THE CATAPULT

originally released by Hans im Glück in 2008

Time for the yearly fête in Carcassonne! Travelling entertainers arrive in the region, bringing with them their latest acquisition: a catapult, which they use to perform all sorts of reckless yet marvellous stunts. That not everything goes according to plan is hardly worth mentioning...

## EXTRA PIECES

- 12 new land tiles with fêtes
- 24 catapult tokens
- 1 wooden catapult
- 1 ruler

## PREPARATION

The 12 new land tiles should be mixed in with the other land tiles. The catapult should be put to one side and the ruler placed next to it. Every player then receives one catapult token of each type—a total of four for each player.

## PLAYING THE GAME

### 1. Place a tile.

The players draw and place tiles according to the usual rules.<sup>192</sup>

#### ☀ The fête

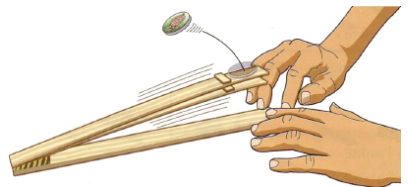


When a land tile with a fête is drawn, it should be placed as usual and the player should fully complete his or her turn. The game is then interrupted for a ‘catapult round’. The player whose turn was just completed selects one of four catapult tokens and hurls it using the catapult. Proceeding clockwise, the other players must then take the same kind of catapult token from their supply and hurl it in the same manner as the first player. Each player may

only have one attempt.

The effects of the various catapult tokens are listed below.

After the catapult round all catapult tokens are returned to their owners, and the game continues clockwise from the next player.



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<sup>192</sup> It seems clear on the basis of the first tile below, that a fête ends a road in the same way as a crossing or bushes.

## The catapult tokens

### ☀ **Food fight**<sup>193</sup>—hit followers

The aim is to hit, if possible, other players' followers on the playing field. Should a follower be hit by this token—whether or not the follower is knocked over—then this follower must be immediately retrieved by its owner and returned to the supply. If several followers are hit by the token they are all returned to their respective owners. Followers belonging to the player who hurled the token must be also retrieved. Furthermore, chain-reactions are allowed: if a follower is knocked over and hits another follower in the process, both must be removed from play.



### ☀ **Seduction**—swap followers

This token only has an effect when it comes to rest on at least one land tile on the playing field.<sup>194</sup> If it does not, it must be returned to the player immediately. However, should the token come to rest as described above, then the closest follower to it must be identified. In cases which are unclear the ruler should be used to measure the precise distance. The player who hurled the token may then swap this follower for one of his or her own. This exchange may be made with either a follower from the player's supply, or with a follower which is already in play. The other follower is returned to its owner.



### ☀ **Archery tournament**—target fête tiles

With this token, all players must try to hit the fête tile which triggered the current catapult round when it was placed. Whoever hurls the token closest to the fête tile wins the target practice and scores 5 points immediately. If the winner is unclear, the ruler should be used for a precise measurement; in the case of a tie, each tied player earns 5 points.



### ☀ **Playing catch**—hurls and catch

The player hurling the token should place the ruler half-way between him- or herself and the player on the left. Then he or she must attempt to hurl the token at least as far as the ruler, while the other player must attempt to catch it. The following situations may arise:



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<sup>193</sup> I have been fairly liberal with the names given to the various catapult tokens in order to capture something of the flavour of a fair or fête. For example, 'food fight' in the original German is *Tortenschlacht*—literally, 'cake battle'.

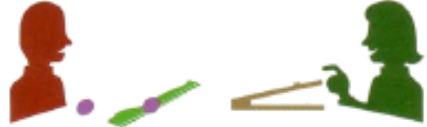
<sup>194</sup> The **RGG** edition adds the following clarification: "If it slides off the map, it has no effect!"

Caught



5 points

Not caught—but far enough



5 points

Not caught—and not far enough



5 points

Touched—but not caught





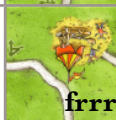

5 points

The player on the left then must then hurl the token the player to his or her left.

## TILE DISTRIBUTION

#	Tile
1	 cccc
1	 ceff
1	 cfcf
1	 cfff

#	Tile
1	 cfff
1	 ffff
1	 ffff
1	 ffrr

#	Tile
1	 frfr
1	 frrr
1	 frrr
1	 rrrr
12	<b>Total</b>

# THE WHEEL OF FATE

originally released by Hans im Glück in 2009

## EXTRA PIECES

- 72 land tiles, 19 of which have Wheel of Fate icons
- 1 Wheel of Fate (4x4 tiles)
- 1 big pig



## COMMENTS

The precise status of this set is difficult to define, as it is both a stand-alone game and an expansion. That is, it contains enough pieces and figures to be used instead of the basic game, but it could also be used along with it. For example, it contains a scoreboard and 40 followers in 5 colours. Those who consider it to be ‘too much of a stand-alone’ game might consider just using the 19 tiles with Wheel of Fate icons. The rules are identical to the basic game, except for those noted below.

## PREPARATION

The Wheel of Fate tile is placed in the middle of the table. The big pig should be placed on the ‘fortune’ section of the wheel, its nose pointed to the right. This tile is also the starting tile, which land tiles must be connected to at the beginning of the game (and may be later as well). All land segments on this tile count towards scoring as usual.

## PLAYING THE GAME

### 1. Place a tile

1a) The player **must** draw a new **land tile**.

If a tile with a Wheel of Fate icon is drawn, the appropriate actions are performed (see below).

1b) The player **must** place the land tile.

### 2. Deploy a follower

If a player has not placed a follower on a land tile, he or she may place one follower on a any free crown plinth on the Wheel of Fate. No more than one follower may be placed on a crown plinth.



## WHEEL OF FATE TILES

When a player draws a land tile with a coloured Wheel of fate icon, it should be placed in front of him- or herself. Then the following actions occur:



1. the big pig is moved around the wheel sectors the same number of times as shown on the icon.
2. the events of the Wheel of Fate are performed
3. followers on crown plinths are scored and returned
4. the land tile is placed and a follower may be deployed (in other words, the turn continues as normal)

## 1. Move the pig



The player moves the big pig forward as many wheel segments as the number on the tile which was drawn. The pig is always moved clockwise around the wheel.

## 2. Perform Events

The Wheel of Fate has six sectors. Each represents a distinct event. Only the sector on which the big pig ended its movement is activated. The fortune event affects only the player whose turn it is, while the others affect all players.



### ☀ Fortune

The player whose turn it is receives 3 points.



### ☀ Taxes

Every player receives 1 point for each of their knights. Also, each knight receives 1 point for each pennant in the city plus the number of knights belonging to the player in that same city.



*BLUE receives for each knight  $2(\text{knight}) + 2(\text{pennants}) = 4$  points, or  $2 \times 4 = 8$  points altogether. RED receives  $1(\text{knight}) + 2(\text{pennants}) = 3$  points.*



### ☀ Famine

For each of his or her farmers, every player receives 1 point for every completed city adjacent to the farm (in the same way as farms are scored during final scoring).



### ☀ Stormy Weather

Every player receives 1 point for every follower currently in his or her supply.





### ☀ **Inquisition**

Every player receives 2 points for each monk.

### ☀ **Pestilence**

Every player must return 1 follower to his or her supply. Followers may not be removed from a crown plinth. The player whose turn it is removes a follower first, and the other players follow in a clockwise order.

## **3. Score followers on crown plinths.**

Now the crown plinths in the active sector are scored. Followers on crown spots which the pig passed are not scored and remain where they are.



a follower which stands on the only crown plinth in a sector scores 3 points.

a follower which stands alone on a crown plinth in a sector with two plinths scores 6 points.



if two followers are stood in a sectors with two plinths, each follower scores 3 points—even if both followers belong to the same player.







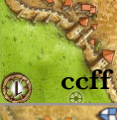






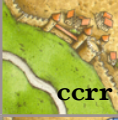






After the points have been allocated, followers are returned to their owners.

## **4. Complete the turn**

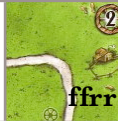






Now the player whose turn it is may place the land tile and deploy a follower to it as he or she wishes. The follower may also be deployed (again) to a crown plinth on the Wheel of Fate.

# TILE DISTRIBUTION

#	Tile
1	 eccc
2	 eccf
1	 eccf
1	 eccf
1	 eccr
2	 eccr
2	 ccff
2	 ccff
2	 ccff

#	Tile
1	 ccfr
1	 ccrf
2	 ccrr
2	 ccrr
1	 cfef
2	 cfef
2	 cfef
4	 cfff
1	 cffr

#	Tile
1	 cfrf
2	 cfrf
1	 crff
4	 cfrf
2	 crrf
2	 crrr
1	 crrr
4	 ffff
2	 fffr

#	Tile
7	 fffr
1	 ffrr
8	 frfr
1	 frfr
4	 frrr
1	 rrrr
1	 rrrr
72	Total





# THE TUNNEL

originally released by Hans im Glück in 2009<sup>95</sup>

## EXTRA PIECES

- 4 land tiles
- 12 tunnel tokens

## TILE DISTRIBUTION

#	Tile
1	 crfr
1	 crrr
1	 ffrr
1	 rrrr
4	<b>Total</b>

## PREPARATION

The four land tiles are mixed with those of the basic game. Every player receives the tunnel tokens corresponding to his or her colour. In games of two, each player may use three sets of tokens; in games with three players, each may use two sets.<sup>196</sup>

All the rules of the basic game are valid, with the following additions.

## PLAYING THE GAME

### Claim tunnels with tokens

During their turn, a player may place one of his or her tunnel tokens on any currently unclaimed<sup>197</sup> tunnel portal, including on the land tile which has just been placed. Independent of this, the rules for deploying a follower remain the same.<sup>198</sup>

### When is an underground tunnel finished?

As long as there is no tunnel token claiming a tunnel portal, the road leading to it is 'broken off', without being complete.<sup>199</sup> The road remains incomplete even



<sup>195</sup> For *The Tunnel* we have three sets of rules to draw on: those originally published in *Spielbox*; a set on Hans im Glück's website; and, based on that, an English translation on the Spielbox website. I have used those of Hans im Glück as a basis for this section, although I will point out any differences between versions as necessary.

<sup>196</sup> The rules published in *Spielbox* say that in games of two, each may take two sets of chips.

<sup>197</sup> The rules say 'unoccupied', but I feel it is worth making a distinction between occupying (with a meeples) and claiming (with a token).

<sup>198</sup> This last sentence does not occur in the published *Spielbox*; it clarifies that a player may both deploy a follower and place a tunnel token in the same turn.

<sup>199</sup> This and the next section are greatly revised from the rules published in *Spielbox*, clarifying a number of issues.

when a tunnel token is placed on the tile. Only when the second tunnel token of the same colour is placed on another unclaimed tunnel portal (which may or may not be on the same tile) are the tunnel ‘entrance’ and ‘exit’ defined, and the tunnel finished.<sup>200</sup> The road then runs underground through the tunnel, but is not completed at the tunnel exit. The road is completed in the usual way, such as by reaching a crossing.

The colour of the tunnel tokens is only important for linking two tunnel portals. Indeed, the tunnel is built for everyone; for example, a thief of another colour can score a road which goes through a finished tunnel. In extreme cases, a road may lead underground several times in a row.<sup>201</sup>

## Scoring

Only the visible segments of a completed road are scored.<sup>202</sup> The following sequence, for example, would score 6 points (or 12 with an inn):

1. tile with a road leading from a city gate
2. tile with a curved road
3. tile with a tunnel portal
4. tile with a tunnel exit
5. tile with a straight road
6. tile with a crossing

After scoring the tunnel tokens remain where they are, so that at most five tunnels (or six with tunnels from other expansions) can be built.

## OTHER EXPANSIONS

Tiles from other expansions, such as *Princess and Dragon*, which also depict tunnels, can also be used with the rules for the *Spielbox* tunnel expansion; as such, the portals can be claimed with tokens. In this case the road leading through the tunnel does not count as continuous, contrary to the stated rules.



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<sup>200</sup> The rules only mention that the tunnel portal and exit are “defined” but I feel it is worth making a distinction between a road being completed, and a tunnel being finished. The *Spielbox* English translation does not, and is potentially confusing.

<sup>201</sup> The *Spielbox* English rules add that a road may “[pass] behind other roads underground.” I’m inclined to think that this is a mistranslation of ‘hintereinander,’ or ‘in a row’.

<sup>202</sup> It would seem logical that if the ‘entrance’ and ‘exit’ of a tunnel are on the same tile, they should only count as a single point for scoring, just as two segments of a city on a single tile only score 1 point.

# BRIDGES, CASTLES AND BAZAARS

originally released by Hans im Glück in 2010

Travelling traders arrive in the land and organise bazaars, in which haggling is considered an art. At the same time, engineers are expanding the road network with modern bridges, and small castles are being built everywhere to defend the region.

## EXTRA PIECES

- 12 wooden bridges
- 12 new land tiles
- 12 castle tokens

## PREPARATION

The **twelve new land tiles** should be mixed with those of the basic game. Over the course of play they will be drawn and placed according to the usual rules.

**Every player** receives **bridges** and **castles**:

- With **two to four** players, each receives three bridges and three castles.
- With **five or six** players, each receives two bridges and two castles.

All the rules for *Carcassonne* remain the same, except for the following additions.

## PLAYING THE GAME

### 1. Place a tile.

The players draw and place tiles according to the usual rules.<sup>203</sup>

#### ☀ **The bazaar**



When a tile with a bazaar on it is drawn, the player should place it as usual. Then a **bazaar** will take place, in which land tiles will be ‘auctioned’.

The active player uncovers as many land tiles as there are players. Then the **next player** selects one of the tiles and declares how many points he or she would bid to keep it (it is possible to offer 0 points!). In the usual order, the rest of the players may make **one** bid: either they raise the current bid, or they pass.

When all players have either made a bid or passed, the player who selected the tile must make a decision, either:

- to **buy** the tile from the highest bidder, paying them the number of points bid, *or*
- to **sell** the tile to the highest bidder, receiving the points bid from them in return.

---

<sup>203</sup> It seems clear that a bazaar ends a road in the same way as a crossing or bushes.

As such, the score of one player will be reduced on the scoreboard, and the score of another increased. If the player who selected the tile is the only one who made a bid, then the points should be subtracted from his or her score, but not awarded to anyone else.

It is then the turn of the next player who has not received a tile during this bazaar. Anyone who has already received a tile may no longer take part in the bidding. The last tile may be taken without payment by the remaining player who has not received a tile.

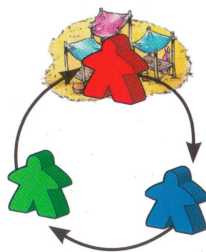
After all the tiles have been auctioned, all players place their purchased tiles as in a normal turn. This begins with the player after the active player.

#### **Example with three players:**

**RED** draws a tile with a bazaar. She places and deploys a follower to it. Then she uncovers three tiles.

- **BLUE** is next in the order of play, selects a tile and bids 2 points for it. **GREEN** passes, while **RED** bids 3 points. **BLUE** (the auctioneer) wants to keep the tile, so pays **RED** (the highest bidder) the 3 points; that is, **BLUE** reduces her score by 3 and increases that of **RED** by 3.
- Now **GREEN** selects a tile and bids 2 points for it. **RED** bids 3 points, at which point **GREEN** gives him the tile and receives 3 points.
- There is now only one tile left, which **GREEN** receives for free.

Beginning with **BLUE**, all players place their purchased tiles as in a normal turn.



**No chain reaction:** If, through the placement of a bazaar tile, another bazaar tile is purchased and placed, no further tiles should be uncovered and auctioned. Only when all the uncovered tiles have been allocated and placed can another bazaar take place.

**Variation:** As many tiles should be uncovered as there are players. Beginning with the next player, in turn each player selects one of the tiles and places it as in a normal turn. This continues until all the uncovered tiles have been allocated, and then the game continues as normal.<sup>204</sup>

### **Bridges**

During his or her turn, and in addition to placing a tile and deploying a follower, a player may build **one bridge**. The bridge continues a road; that is, it carries the road over the tiles and counts exactly the same as a road segment on a land tile.



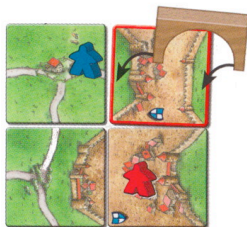
To build a bridge, the following conditions must be met:

- The bridge may be built on the **tile which was just placed**, or on an adjacent **tile which touches it on one side**.
- Both **ends of the bridge** must lie on a **farm** (not on a city, road, river, or so on).

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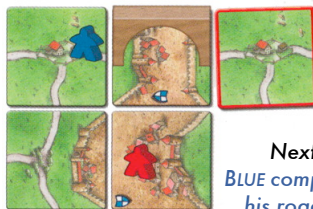
<sup>204</sup> It is likely that this variant, which essentially bypasses the bidding element, is intended for younger players.

A player may also place the tile so that a road ends at a farm when he or she then continues the road with a bridge. A follower may be deployed to the tile; if the bridge is built on the tile being placed, the follower may be deployed to the bridge.<sup>205</sup> Farms or cities under a bridge are not divided. Also, several bridges may be built next to each other.

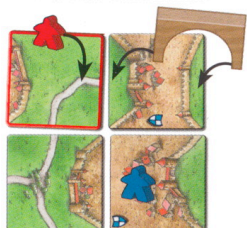


**Building a bridge on the tile being placed:**

**RED** expands her city. As the new tile has no road segments, she builds a bridge to carry the road over the new city segment.

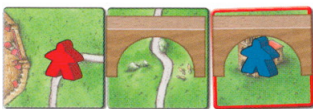


**Next turn:**  
**BLUE** completes his road and receives 3 points (like a normal road segment, the bridge scores 1 point)



**Building a bridge on an adjacent to the tile being placed:**

**RED** places a tile adjacent occupies the road. With a bridge she carries the road over the city segment on the adjacent tile.



Bridges can also be built next to each other and over cloisters, even ones which are already occupied.

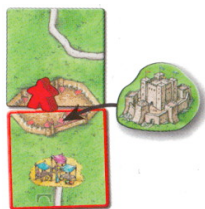


**Building a bridge here is not allowed, as one end of the bridge lies on a road.**

## ☀ Castles

When a player creates a small city—which consists of only two semi-circular city segments<sup>206</sup>—the occupier may choose to complete and score it in the usual way (for 4 points), or to convert it into a castle. To convert it, the occupier places one of his or her castle tokens over the city and moves the follower occupying it into the castle. A small city which has been converted to a castle is considered to be incomplete.

No points are scored on building a castle. The player receives points only when the first structure (cloister, city or road) in its vicinity is completed during a subsequent turn. More precisely, a segment of the structure being completed must be one or more of the tiles adjacent to the castle. The adjacent tiles are the two on which the castle lies, the two tiles to its left, and the two to its right: a total of six tiles.



**With her tile, RED** creates a small city and converts it into a castle.

<sup>205</sup> It is clear from this that the bridge should be built before deploying a follower.

<sup>206</sup> This would seem to exclude small cities which do not consist of two semi-circular segments, such as might be constructed using the cfrf tile shown in the Tile Distribution list below.

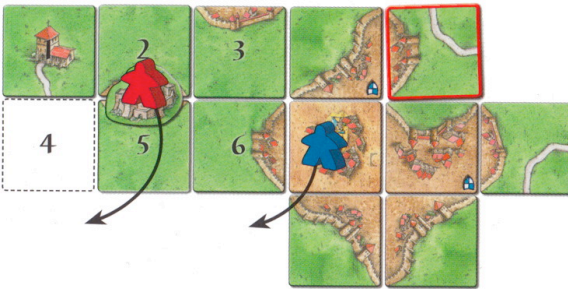


The tiles 1-6 are adjacent to the **RED** castle. The occupier could score points from the following structures:

- the **CLOISTER** on 1
- the **ROAD** on 1
- the **CITY** at the top of 3
- the **CITY** on the right side of 6

(The small city on 3 and 6 was scored before the construction of the castle, and so generates no more points.)

The castle is only considered to have been completed when a structure (cloister, city, road or another castle) which lies on at least one of the six adjacent tiles is completed. The occupier of the structure and the occupier of the castle both receive the full score for the the structure. Then the follower from the castle is returned to the player's supply; the castle token remains where it is.



**Example of scoring castles:**

**BLUE'S** completes his city and scores 20 points. As a segment of the city lies on a tile (6) adjacent to the castle, and it is the first structure to be completed since the castle was built, **RED** also receives 20 points. Both followers are then returned to their owners.

The following rules are also valid:




- A **cloister** is only considered to be adjacent when the cloister itself lies on one of the six tiles (such as tile 1 in the examples above); it is not sufficient for one of the nine tiles surrounding the cloister to be adjacent.
- The follower in the castle always receives points for the **next structure to be completed**. It may not be left in play in order received points for a structure which might be completed later.
- It does not matter whether the structure completed actually **scores** any points. The castle still receives points for a structure which is not occupied by a follower.
- Should the placement of a tile simultaneously complete **more than one structure** adjacent to the castle, the occupier of the castle may decide which of them to receive points for. A castle receives points for only **one** completed structure.
- As a small city which is converted into a castle is not considered to have been completed, it is possible for **two occupied castles to be located next to each other**. In this case, a when one of the castles score points, it counts as a completed structure for the other, and both receive the same points.






- A player will receive no points for a castle which is still occupied at the **end of the game**. There are also no points for a farm.
- When converting to a castle, it does not matter whether the small city was already occupied by a follower in the first half of the city, or by the active player deploying a follower to the second half during his or her turn.

During the final scoring, a castle on a farm scores 4 points (instead of the 3 usual for a city), or 5 points with a pig (*Traders and Builders*) or barn (*Abbey and Mayor*).

## TILE DISTRIBUTION

#	Tile
2	 cccc
1	 cccr
1	 cfcf
1	 cfcf

#	Tile
1	 cfrf
1	 cfrf
1	 ffff
1	 fffr

#	Tile
1	 frfr
1	 frfr
1	 frfr
12	<b>Total</b>

# CROP CIRCLES

originally released by Hans im Glück in 2010

## EXTRA PIECES

- 6 land tiles

## PREPARATION

The six crop circle tiles should be mixed with the rest of the tiles.

## PLAYING THE GAME

A player who draws a tile with a crop circle places it according to the usual rules and carries out a normal turn. After that, he or she decides whether all players:

- may<sup>207</sup> take a follower from their supply and **deploy it next to** another of their followers already in play, or
- must **remove** a follower from play and return it to their supply.

It is important to observe that

- The active player must choose action A) or B).
- The type of follower affected is decided by the tile drawn, as follows:



### ‘Pitchfork’ crop circle

This affects farmers (on a farm segment).



### ‘Club’ crop circle

This affects thieves (on a road segment).



### ‘Shield’ crop circle

This affects knights (on a city segment)

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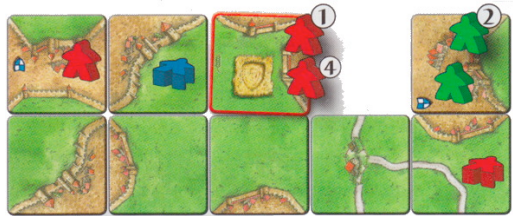
<sup>207</sup> Perhaps counter-intuitively, the HiG rules for option A) clearly state, both here and in the example scenario below, that players *may* decide whether to deploy a second follower next to one already in play. In other words, the active player decides what effect the crop circle has: A) deployment or B) removal. If removal, all players *must* remove one follower of the appropriate type. If deployment, the players *may* choose not to deploy a second follower.

This would also clarify what a player should do if option A) is chosen but he or she has no followers in the supply. In this case, the player is ‘forced’ to ‘choose’ not to deploy a second follower.

- When a player performs action **A**), he or she must deploy the follower to a feature which already contains a follower of the same type (farmer to a farmer, thief to a thief, knight to a knight).<sup>208</sup>
- If a player is unable to perform the action, due to not having a follower of the required type in play, then he or she will be passed over and the player to the left should continue.
- The active player performs the action last, and then next player should take their turn as usual.

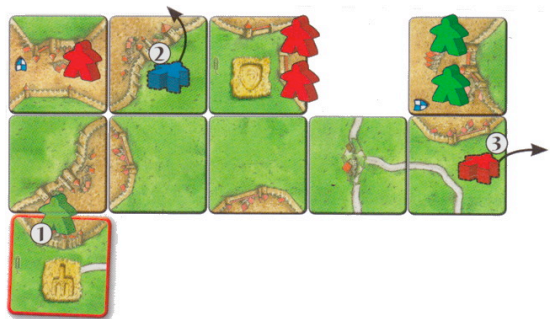
Example of option A):

- (1) **RED** places a tile with a 'shield' crop circle and deploys a follower to it. **RED** chooses option A). Every player may deploy a knight (because of the 'Shield' symbol) next to a knight already in play.
- (2) **GREEN** deploys a second knight next to the one already in play.
- (3) **BLUE** does not have a knight and so cannot deploy one.
- (4) **RED** deploys a second knight next to the one just deployed to the tile which was placed. She may not deploy a follower to the other city segment on the same tile because there is no knight on it. She could also have deployed her follower beside the knight on the top left tile.



Example of option B):




- (1) **GREEN** places a tile with a 'pitchfork' crop circle and deploys a follower to it. The city is scored: **GREEN** received 6 points and removes his follower. Then he chooses option B). Every player must remove a farmer (because of the 'pitchfork' symbol).
- (2) **BLUE** removes his farmer.
- (3) **RED** removes her farmer.
- (4) **GREEN** does not have a farmer, and so cannot remove one.



<sup>208</sup> It seems highly likely that, as with the rules for the princess, crop circles can affect any relevant normal follower, rather than those strictly called 'knights'. That is, just as mayors and wagons can be seduced by a princess, they can probably be deployed via a crop circle. However, this interpretation requires official confirmation.

# TILE DISTRIBUTION

#	Tile
1	 ccff
1	 ccff
1	 cfrf

#	Tile
1	 crff
1	 ffrr
1	 frrr
6	<b>Total</b>

# THE PLAGUE

originally released in Spielbox in 2010

This expansion reaches deep into the game. The devastating plague makes the very layout of the land important. After a seemingly harmless incubation period, one might soon come to the conclusion that it is impossible to score any points in the face of the plague. But don't be deceived! It is possible to guide the plague in the direction of one's opponents and—on the other side of eradicated infestation—to protect oneself and accumulate points without further hinderance.<sup>209</sup>

## GENERAL CONCEPT:

Starting from six infestation tokens, the plague spreads throughout Carcassonne. As soon as an infestation tile comes into play, every player must spread the plague further in his or her turn. A follower on an affected tile is removed without scoring. However, one can attempt to take flight from the plague—on the same road, farm or even with a city. Over the subsequent course of play, the players may eradicate an infestation, so that the plague may no longer break out in certain regions.

## EXTRA PIECES

- **6 land tiles** with plague doctor symbols, from which the plague breaks out.
- **18 flea tokens** which show where the plague has spread to; red side= active, pink side= latent / passive
- **6 infestation tokens**; front (numbered 1-6, with rats) = active infestation, reverse (farm) = infestation eradicated.

### Definitions:

- A plague source tile with an active infestation token, and all adjacent red flea tokens, forms the region of an **ACTIVE EPIDEMIC**. An active infestation token without adjacent flea token also counts as an active epidemic.
- Adjacent pink flea tiles represent a **LATENT EPIDEMIC**.
- A plague tile with a passive infestation token (farm) is secured against the plague. It is never part of an epidemic.



A medieval plague doctor.



<sup>209</sup> The image on the right is taken from <http://thesocietypages.org/economicsociology/2008/12/29/182/> (thanks to Whaleyland).

## PREPARATION

Place the starting tile. Mix the tiles of the basic game, and set aside 17. These tiles should be played first. Then mix the new plague source tiles with the remaining tiles.<sup>210</sup> Prepare the tokens.<sup>211</sup>

## PLAYING THE GAME

### The first infestation

As soon as a player has drawn and placed (according to the usual rules) a plague source tile, an active epidemic is created. The infestation token with the number '1' should be placed face up on the tile's plague doctor symbol. The player may not deploy a follower.



**Note:** An infestation token never divides a farm.

### The plague spreads



Once the first infestation token has been brought into play, the plague spreads in **every** subsequent turn, beginning with the player to the left of the one who placed the first source tile. During their turn, each player should take a flea token from the supply and place it—active side face up—on a tile which is adjacent (**horizontal or vertical**, not diagonal) to the plague source, and which does not yet have a flea on it. As play continues, one may alternatively place a flea on a tile adjacent to one with an active flea token. **If a flea token is placed on a tile containing one or more followers, they are returned to their players without scoring.**

The active player decides at what point during his or her turn the plague will spread.

### Taking flight from the plague

Once the plague has broken out, every player may allow **one** (not more) of his or her followers to take flight per turn. The follower may be moved to another segment of the same road, city or farm—no matter the distance.<sup>212</sup>

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<sup>210</sup> Obviously, this assumes that you are only playing with the basic game. No matter how many expansions you are using, however, it is safe to say that you should not play a plague tile among the first 18 tile placements of the game.

<sup>211</sup> What this somewhat brief imperative means, I assume, is that the infestation and flea tokens should be placed to one side, where they can be used as neutral tokens by all players.

<sup>212</sup> The rules are not clear about whether *any* follower anywhere in play may take flight—or only those occupying features which have been affected by the plague. I'm inclined to think it's the former, but an official ruling is necessary.

**Note:** If a thief takes flight, it may not cross junctions or crossings. If a farmer takes flight, it may pass under a bridge, but may not cross a road or leave its farm. Monks in cloisters cannot take flight.

The follower may not take flight to or over a tile with a flea token (either active or latent), nor to a tile with an **active** infestation<sup>213</sup>. It may take flight to a tile on which there is already a follower. Naturally, a follower may not take flight over areas where there is no tile.

## Another infestation

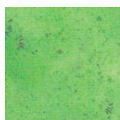
When a player draws and places another plague source tile, the infestation token with the next highest number is placed on it. The plague will now spread from here as well. The player who drew the tile may



not place a flea token in this turn, having instead the privilege of choosing where the infestation will occur. From now on, each active player has a choice of which active epidemic to expand.

**Note:** A flea token may never be placed on a plague source tile.

## Eradicating an infestation



When, **at the start of a player's turn**, there are no more flea tokens left in the supply, the infestation token with the lowest visible number should be turned onto the 'farm' side. However, as there must always be at least one active infestation (after the first plague source has been placed), an infestation remains active if it is the only active one currently in play.

The region affected is now an 'inactive' epidemic. All adjacent flea tokens should be turned onto their 'latent' sides; from this point on, fleas tokens must be moved out of an latent epidemic region, rather than the supply.



## Eradicating further infestations

The next infestation (and always the token with the lowest number currently in play) is only eradicated when there are no more latent flea tokens which could be moved at the start of a player's turn.

It is also possible to break the 'chain' of fleas by choosing to move one of them. As soon as an active flea token is no longer connected to a plague source, it is turned onto its passive side. Therefore, fleas which are not connected to an active source are always inactive.

## Merging epidemics

It is quite possible for the regions of several epidemics to merge together. When several active infestations come to belong to the same region, all except the token with the highest

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<sup>213</sup> Emphasis added.

number should be turned over. If inactive fleas become connected to a region with an active infestation, they should be turned onto their active sides again. As such, fleas which have become inactive can become active again through mergers. It is also possible for parts of a epidemic region to become cut off, in which case the flea tokens must be turned onto their latent side.

Eradicated infestations can never become active again. A source tiles with an infestation token on its 'farm' side remain spared from the plague until the end of the game. A flea token cannot be placed on a plague tile, so one is secure there from the plague.

## An exception

Should all flea tokens be part of the same epidemic, one of them should be moved to a new tile, which must naturally be adjacent to the active region.

If a new plague source is later drawn and placed in an unconnected position, the epidemic will become inactive. The infestation token should be turned onto its farm side, and all 18 flea tokens should be turned onto their latent side.

## Scoring

If a part of a structure is afflicted by the plague, it has no impact on scoring as long as the followers themselves are unaffected.

## COMMENTS

This was a hard one to translate, partly because the original is a little less concise than the rules Hans im Glück usually publish, but mainly because of the rather tricky terminology. Just take the six tiles that come with the set as an example: they are described as 'plague tiles' with 'plague symbols' on them. Yet the symbol is actually of a medieval plague doctor, though I'm sure, like me, most people would think it looks like a guy in Venetian fancy dress mask. There's no explanation of what the symbol actually depicts (thanks to Whaleyland for explaining that), nor how it relates to the plague. So in the translation I have decided be a little more specific and call it a 'plague doctor symbol'.

But the biggest problem is what I have chosen to call the infestation tokens. The original *Pestherde* means something like 'source of the plague' or 'plague epicentre'. As far as I know, there isn't an elegant translation of this in English, and a phrase like 'source of the plague token' is just too unwieldy. Whaleyland's early translation rendered it as 'plagueland', which is a little awkward because all the tiles affected by the plague might be described as 'plague lands'. The official *Spielbox* English translation uses 'outbreak', which is pretty terrible, as not only does it get in the way of the distinction between the expansion tiles and affected tiles (surely the outbreak covers the whole area affected?), but it also muddies the issue of eradication (if you can eradicate an outbreak, why can you only secure the tile with the token?), and prevents us from using obvious phrases like 'the plague breaks out'.




In the end, I decided to call the tiles 'plague source tiles', which should make it clear that the plague starts there. 'Infestation' is a departure, true, but I feel it is in keeping with the function of the token, as well as the graphic on it. So there is a source tile which has an






infestation; the plague spreads out from there to form an epidemic; and the infestation can be eradicated at the source, which explains exactly what the doctors are doing as well.

Even if I have taken more liberties with the terminology than I would normally, I hope it succeeds in clarifying the rules.

## TILE DISTRIBUTION

#	Tile
1	 <b>ccff</b>
1	 <b>ccff</b>
1	 <b>ccrr</b>

#	Tile
1	 <b>cfrr</b>
1	 <b>ffrr</b>
1	 <b>rrrr</b>
<b>6</b>	<b>Total</b>

# THE PARTY

originally released by Hans im Glück in 2011<sup>214</sup>

## EXTRA PIECES

- 10 land tiles

## PLAYING THE GAME

### 1. Place a tile.

When a player draws a tile with a party symbol on it, he or she should place the tile according to the usual rules. The player should then decide whether to

- deploy one figure<sup>215</sup> to the tile in the usual way; or
- return one figure from the entire playing area to his or her supply.

The player can also choose to do neither of the above.

Captured followers (*The Tower*) cannot be returned to the player's supply in this way.

## TILE DISTRIBUTION

#	Tile
1	<b>ccff</b>
1	<b>ccff</b>
1	<b>ccrr</b>

#	Tile
1	<b>cfrr</b>
1	<b>ffrr</b>
1	<b>rrrr</b>

#	Tile
1	<b>rrrr</b>
1	<b>rrrr</b>
1	<b>rrrr</b>

#	Tile
1	<b>rrrr</b>
10	<b>Total</b>

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<sup>214</sup> This 'expansion' is really a part of Hans im Glück's jubilee edition of Carcassonne, which essentially consists of a deluxe version of the basic game, and this mini-expansion.

<sup>215</sup> The rules refer specifically to 'figures' rather than 'followers', and this is the only place in which the word is used. From that I think it is safe to conclude that all normal followers and special figures are meant here, builders, pigs and barns included.

# THE PHANTOM

originally released by Hans im Glück in 2011<sup>216</sup>

## EXTRA PIECES

- **6 new transparent followers** in six colours

## PREPARATION

Every player receives the phantom of his or her colour (the violet phantom belongs to the grey player).

## PLAYING THE GAME

### 2. Deploy a follower.

After placing a tile, the player may deploy the phantom to it as a second follower. As such, in this turn the player may deploy two followers to two different features. When the phantom follower is returned to the player's supply, it may be deployed again in the same way in a later turn.

The phantom can also be deployed on its own, and always counts as a normal follower.



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<sup>216</sup> Also known as *The Entourage*.

# REFERENCE GUIDES

# GAME FIGURES

## 1. Followers

- Every normal follower, big follower, mayor, wagon or phantom follower is just **one** follower.



## 2. Special figures

- Builders, pigs and barns are **not** followers.



## 3. Neutral figures

- The dragon, fairy, Count, tower pieces, the big pink pig and bridges are neutral, and once in play, don't belong to anyone.



# ORDER OF PLAY

*based on the excellent summary by Skull One*

## **Any time during your turn:**

- you may buy back any of your imprisoned followers.
- you may ask for advice.
- you may read the rules for the expansions you are playing with.
- you may claim a tunnel portal by placing a tunnel token next to it.
- you may allow a follower to take flight (once an infestation is active).
- you must spread the plague by placing a flea token (once an infestation is active)

## **Step 1: Begin Turn**

If the fairy is next to one of your followers, score 1 point.

## **Step 2: Draw a Tile**

- a) If you have an abbey tile you may draw it in place of drawing a regular tile.
- b) Show the tile to all players.
- c) If Wheel of Fate icon is on the tile, resolve Wheel of Fate.

## **Step 3: Place the Tile**

- a) If a volcano symbol is on the tile, place the dragon on this tile and skip Step 4.
- b) If a princess symbol is on the tile, and the tile is added to an existing castle with a knight on it, remove a knight of your choice and Skip Steps 4 and 5.
- c) If a bazaar symbol is on the tile (and the tile was not purchased during an auction) resolve an auction.
- d) A bridge may be built on the tile or one adjacent to it, if the tile is placed in such a way that the conditions for building a bridge are fulfilled.
- e) If a plague source is on the tile, the lowest numbered infestation token not yet in play must be placed on it.
- f) If a party symbol is on the tile, the player may either proceed to Step 4 as usual, or to return a follower to his or her supply instead.

#### **Step 4: Move the Wood (Phase 1)**

You may do one and only one of the following:

- Deploy a follower.
- Deploy the big follower.
- Deploy the mayor.
- Deploy the wagon.

The player may additionally (or alternatively) deploy a phantom follower to the same tile as well.

#### **Step 5: Move the Wood (Phase 2)**

If you did nothing during Step 4, you may do one and only one of the following:

- Move the fairy.
- Deploy the pig.
- Deploy the builder.
- Deploy the barn.
- Place a tower piece.
- Place a follower on the Wheel of Fate.

#### **Step 6: Resolve Move the Wood**

- a) If a dragon symbol was on tile placed, move the dragon.
- b) If a tower piece was placed, resolve possible capture of a follower. If two players have captured one of each other's followers, they are immediately exchanged.
- c) If an small city was created by the tile placement (and is or was already occupied by the active player), the small city may be converted into a castle.

#### **Step 7: Resolve all completed Features**

- a) Collect trade tokens.
- b) If a fairy is next to a follower, that players owner receives 3 points.
- c) All players may move one or more followers from the City of Carcassonne.

## Step 8: Scoring

- a) Resolve control of each completed feature, tally points for that completed feature and award points to controlling player.
- b) Move any wagons on completed features to any adjoining unoccupied uncompleted feature. If more than one wagon can move, current player moves first and then proceed clockwise.
- c) If you did not score any points from any of the completed features you may place a follower in City of Carcassonne. Then you may move the Count to a quarter of your choice.
- d) If the completed feature is a city and/or road, check to see if it is the new largest one and receive the King and/or Robber Baron.

## Step 9: Resolve Turn

- a) Return all followers from completed features to their owner.
- b) If a fête symbol was on tile placed, use the catapult.
- c) If a crop circle was on the tile placed, the active player whether all players now A) may deploy a follower next to one already in play or B) must remove a follower. The type of follower is determined by the type of crop circle.
- d) If the builder was already on part of the feature added to, repeat Steps 2 thru 9b once more and only once more.



## SCORING DURING THE GAME

**NOTE:** Cathar and siege tiles score identically; for reasons of space, only Cathar tiles are mentioned in this overview.

### Completed Features

**Road** (thief) 1 point / tile



**Road with inn** 2 points / tile

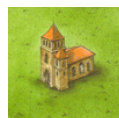
**City** (knight) 2 points / tile  
2 points / pennant



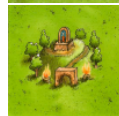
**City with cathedral** 3 points / tile  
3 points / pennant

**City with Cathar** (-1) point / tile  
(-1) point / pennant

**Cloister** (monk) 9 points  
*or*  
**Shrine** (heretic) (the cloister or shrine and the eight tiles around it)



When a challenge is declared between a cloister and a shrine, the first to be completed scores the usual **9** points; the loser scores **0** points.



When the first feature adjacent to an occupied castle is completed, the occupier of the castle scores the **full** number of points for the feature (even if the feature is unoccupied).



### Majority of farmers on placing a barn

(basic) 3 points / completed city  
with **pig** (+1) point / completed city  
with **pig-herd** (+1) point / completed city  
with **Cathar** affected city (**x2**) points



### Majority of farmers on connecting to farm with a barn

(basic) 1 points / completed city  
with **pig** (+1) point / completed city  
with **pig-herd** (+1) point / completed city  
with **Cathar** affected city (**x2**) points

## Other scoring during the game



**Fairy**  
**Fairy** when **scoring**

**1** point / turn start  
**3** points / scoring



### **Archery tournament**

Token which lands closest to the target fête tile scores the hurler **5** points.



### **Playing catch**

caught  
not caught—and not far enough  
not caught—but far enough  
touched—but not caught

Catcher **5** points  
Catcher **5** points  
Hurler **5** points  
Hurler **5** points

# SCORING AFTER THE GAME

## Incomplete features



**Road** (thief) 1 point / tile

**Road with inn** 0 points / tile

**City** (knight) 1 point / tile  
1 point / pennant

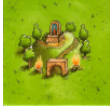


**City with cathedral** 0 points / tile  
0 points / pennant

**City with Cathar** 0 points / tile  
0 points / pennant



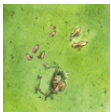
**Cloister** (monk) 1 point / tile  
*or*  
**Shrine** (heretic) (the cloister or shrine and each of the eight tiles around it)



If a challenge has not been resolved by the end of the game, both cloister and shrine receive the usual 1 point / tile.



If a castle is still occupied at the end of the game, it scores 0 points.



**Farmers** 3 points / completed city  
4 points / castle  
with **pig** (+1) point / castle or completed city  
with **pig-herd** (+1) point / castle or completed city  
with **Cathar** affected city (x2) points



**Barn** 4 points / completed city  
5 points / castle  
with **Cathar** affected city (x2) points



**Trade counters**  
10 points / majority



**Robber baron**  
1 point / completed road



**King**  
1 point / completed city

## SUMMARY OF RULE SETS & CHANGES

	<b>Pre-Big Box (HiG)</b>	<b>Pre-Big Box (RGG)</b>	<b>Latest rules (HiG)</b>	<b>Latest rules (RGG)</b>
<b>starting player</b>	youngest player decides	youngest player decides	youngest player decides	any method agreed upon by all players
<b>'small city' rule</b>	no	yes	no	no
<b>farmer scoring</b>	3rd edition	1st edition	3rd edition	3rd edition
<b>2nd tile (double turn)</b>	drawn immediately	drawn immediately	drawn after scoring	drawn after scoring
<b>builders &amp; pigs</b>	are followers	are followers	are not followers	are not followers
<b>volcano / fairy</b>	cannot move fairy	cannot move fairy	can move fairy	cannot move fairy (implicit)
<b>volcano / deployment</b>	cannot deploy follower, builder, or pig	cannot deploy follower, builder or pig	may deploy builder or pig, but <i>not</i> follower	cannot deploy follower, builder or pig
<b>magic portal to unscored feature</b>	yes (no in FAQ)	no	no	no
<b>princess tile</b>	must remove knight or builder	must remove knight or builder	<i>may</i> remove follower	must remove follower
<b>princess / big follower</b>	can only remove if last follower in city (FAQ)	same as normal follower (implicit)	same as normal follower	same as normal follower
<b>the dragon moves</b>	before scoring (FAQ)	?	before scoring	after scoring
<b>towers capture</b>	everything	everything	followers	followers
<b>tower captures followers on towers</b>	yes (FAQ)	no	yes	yes
<b>tower captures own followers</b>	no	no	yes	yes
<b>last follower is removed</b>	builder or pig not removed (FAQ)	builder or pig not removed (implicit)	builder or pig removed	builder or pig removed

# SUMMARY OF FIGURE CHARACTERISTICS

by David Whitworth

**Note:** A blank means “No” or “Not Applicable”. Where a specific “No” is shown it is because the CAR/FAQ/forum has found the need for clarification of the point.

## 1. Followers

	Follower	Big follower	Mayor	Wagon
deploy to road?	yes	yes		yes
deploy to city?	yes	yes	yes	yes
deploy to farm?	yes	yes		
deploy to cloister (etc)?	yes	yes		yes
deploy to tower block?	yes*	yes*	no	no
value for majority?	1	2	# pennants in city <sup>§</sup>	1
can be captured by tower?	yes <sup>β</sup>	yes <sup>β</sup>	yes	yes
dragon food?	yes	yes	yes	yes
deploy to Carcassonne?	yes	yes	yes	yes
can use magic portal?	yes	yes	yes	yes
escape besieged city via cloister?	yes	yes	yes	yes
can be seduced by princess?	yes <sup>§</sup>	yes <sup>§</sup>	yes <sup>§</sup>	yes <sup>§</sup>
fairy friend?	yes	yes	yes	yes

\* Placed on a tile with a tower foundation and block(s) on it—to stop the tower being heightened and capturing prisoners. A follower on a tower does not count toward the majority of any completed feature of which the tile may be a part.

<sup>β</sup> Even if the followers are on top of another tower.

<sup>§</sup> If there are no pennants in the city, the mayor counts zero and alone cannot score the city. But the mayor, even at zero, does “occupy” the city and prevents other followers being deployed there. He also is a valid “follower” for adding a builder in the city (as is the wagon).

<sup>§</sup> When placed in a city.

## 2. Special figures

	Builder	Pig	Barn
deploy to road?	yes		
deploy to city?	yes		
deploy to farm?		yes	yes
deploy to cloister (etc.)?			
deploy to tower block?			
value for majority?	0	0	n/a
can be captured by tower?	no <sup>@</sup>	no <sup>@</sup>	no
dragon food?	yes	yes	no
deploy to Carcassonne?	no	no	
can use magic portal?	no <sup>€</sup>	no <sup>€</sup>	no
escape besieged city via cloister?	no <sup>@</sup>		
can be seduced by princess?	no <sup>@</sup>		
fairy friend?			

<sup>@</sup> Note that while the pig and builder cannot be captured by the tower, seduced by the princess or escape to a cloister/abbey/shrine, they will be removed from the board if their supporting follower (farmer for pig, knight, wagon, mayor or thief for builder) is removed by these means. Also note that if any supporting follower is removed by the dragon, the pig or builder is also removed.

<sup>€</sup> This ruling is a best-guess interpretation of the HiG.

### 3. Neutral figures

	Count	Dragon	Fairy	Tower block
deploy to road?	Deployed only in Carcassonne City.	Deployed to volcano tiles when placed. Moves to any other tile (as per rules) when a dragon tile is placed, except the fairy's and those of Carcassonne City.	Anywhere next to a follower (not a special figure), except in Carcassonne City.	Any tile with an empty tower foundation, or on top of another tower block.
deploy to city?				
deploy to farm?				
deploy to cloister (etc)?				
deploy to tower block?				
value for majority?			0	0
can be captured by tower?	no		no	no
dragon food?	no		no	no
deploy to Carcassonne?	yes	no	no	no
can use magic portal?				
escape besieged city via cloister?				
can be seduced by princess?				
fairy friend?				

## MEGA-CARCASSONNE

With so many expansions to the basic game, there are numerous ways to combine them with each other. Many people choose which expansions to play on a game-to-game basis—and the recent addition of small watermarks on the tiles has helped in this—while others prefer to mix all the expansions together and play what has become known as ‘mega-Carcassonne’.

Throughout the rules, there are a few indications of what a game of *mega-Carcassonne* would look like. I’ve listed them below:

- **Question:** When the two *River* sets are combined, should we make two rivers (using the two springs) or discard one spring and one lake and make just one river?  
**Answer:** One spring and one lake are discarded.
- **Question:** If you combine *Count, King and Consorts* with *The River II*, you will now have two forks. Obviously one of those gets placed immediately, but should the other one be mixed in with the rest of the river tiles, or put to one side? **Answer:** In fact, that means using *The River II* twice. We didn’t plan that, and I think that it will lead to problems with placement. Whoever wants to do it should go ahead, but there’s no rules for it. Sorry!
- It is not recommended to combine *The Count of Carcassonne* and *The River II*, as situations may arise in which it is impossible to place tiles properly.

As such, the following guidelines can be inferred:

- A game of mega-Carcassonne should include one copy of the basic game and one of each expansion.
- If, because of *Count, King and Consorts*, you have acquired two copies of an expansion (of *The River II*, *The Count of Carcassonne*, and *King and Robber Baron*) you should discard one copy.
- You should not combine a river with *The Count of Carcassonne*.
- If you combine river sets, you should only create one river, discarding the surplus spring and lake tiles.
- It is also fair to say that the lake tiles from *The River II* should be used in preference to the one from *The River*, and the spring tile from *GQ11* should be used instead of those from *The River II* or *The River*.
- And the original starting tile should be discarded rather than mixed in with the other land tiles.

Of course, a game of mega-Carcassonne need not be ended until all the tiles have been played (a very long game!) but could easily be shortened by using only one half of the tower dispenser.

There is, in fact, no reason why you shouldn’t combine multiple sets in some logical manner. So, for example, you may well decide to include the land tiles of *King and Robber Baron* with the ‘duplicate’ land tiles in *Count, King and Consorts*, while leaving out the duplicate King and Robber Baron (there is simply no way to include two of those). And you might include two copies of *The River II*, either mixing the extra fork tile with the others, or omitting it altogether. Nowhere in the rules does it say that every tile used must have a unique configuration: the basic game includes eight ‘frfr’ tiles (a field divided by a



road). There is also no reason why a river shouldn't be combined with *The Count of Carcassonne*; but you will need to reach an agreement with other players before beginning (I personally like laying down a river, and then fitting the city of Carcassonne to it in such a way that it touches as many river tiles as possible).

The following table lists the total number of tiles available in a complete set of *mega-Carcassonne*, as well as the 'spare' tiles which will be left over (such as surplus springs) if you use all the expansions.

## TILE OVERVIEW BY RELEASE

No.	Source	Land	Extra	Special	‘Spare’
0	(THE BASIC GAME)	71			1
	THE RIVER	10			2
1	INNS AND CATHEDRALS	18		6	
2	TRADERS AND BUILDERS	24			
	KING AND ROBBER BARON	5		2	
	THE COUNT OF CARCASSONNE		12		
	THE CATHARS	4			
3	THE PRINCESS & THE DRAGON	30			
	THE RIVER II	11			1
4	THE TOWER	18			
	GQ11	12			
5	ABBAY AND MAYOR	12	6		
6	COUNT, KING AND CONSORTS				
	<i>KING AND ROBBER BARON</i>				7
	<i>THE COUNT OF CARCASSONNE</i>				12
	<i>THE RIVER II</i>				12
	<i>SHRINES AND HERETICS</i>	5			
	THE SPIELBOX ALMANAC	5			
	CULT, SIEGE & CREATIVITY	10		2	
7	THE CATAPULT	12			
(0b)	THE WHEEL OF FATE	72	16		
	THE TUNNEL	4			
8	BRIDGES, CASTLES AND BAZAARS	12			
	CROP CIRCLES	6			
	THE PLAGUE	6			
	THE PARTY	10			
	THE PHANTOM				
<b>Total</b>	<b>436</b>	357	34	10	35

This table lists the total number of tiles available in the basic game and each expansion. Notes can be found on the next page, as can more information about the ‘spare’ and ‘extra’ tiles.

## General Notes

- The *first* column lists the number of the expansion. Only main—boxed—expansions have numbers.
- The *second* column lists the title of the set.
- The *third* column lists the number of land tiles include in the set. Tiles such as the King, Robber Baron, abbeys, and point tiles are excluded (see ‘Extra Tiles’). Tiles which are not used if the set is combined with other expansions in a game of *mega-Carcassonne* are also excluded from this column (see ‘Spare Tiles’).
- The *fourth* column lists the extra land tiles which come with the set—such as abbeys, the city of Carcassonne, or the wheel of fate.
- The *fifth* column lists the special tiles which come with the set—such as the King, the Robber Baron and point tiles.
- The *sixth* and final column lists the tiles which are surplus when the set is combined with other expansions in a game of *mega-Carcassonne*. So, for example, the basic game shows a ‘1’ in this column, as the starting tile is not used when it is combined with a river or *The Count of Carcassonne*, and the lake and spring tiles from *The River* are not used if combined with *The River II*.

## Extra Tiles

- *The Count of Carcassonne*: all 12 tiles of the City of Carcassonne are considered to be additional tiles, not part of the usual game. The farm and city segments are nevertheless scored as usual.
- *Abbey and Mayor*: 6 abbey tiles.
- *The Wheel of Fate*: 16 tiles composing the Wheel itself. As stated in the rules, the various land segments surrounding the Wheel are scored in the usual way.

## Special Tiles

- *Inns and Cathedrals*: the 6 tiles listed are the bonus scoring tiles (50/100 points).
- *King and Robber Baron*: the 2 tiles are the King and, er, the Robber Baron.
- *Cult, Siege and Creativity*: 2 blank tiles (the ‘creativity’ part).

## Spare Tiles

- *The basic game*: the starting tile is usually discarded when the basic game is combined with other expansions such as *The River*.
- *The River*: If combined with *The River II*, the original lake tile should be discarded; and if combined with the *GQ* expansion, the original spring tile should be discarded.
- *The River II*: if combined with the *GQ* expansion, the spring tile should be discarded.
- *Count, King and Carcassonne*: these tiles are listed as ‘spare’ because they duplicate the tiles of the original releases.
- There is some debate about whether *The Spielbox Almanac* really constitutes an expansion. Those who think that it does not should consider the five tiles as part of the final column instead.

# CONSOLIDATED TILE REFERENCE

## INTRODUCTION

The distribution lists here are organised by card type, as well as by set/expansion. More precisely, they are organised by the topological relation of their sides. The legend ‘ffff’ on a tile in the game distribution lists below denotes a tile on which all four sides are farms; ‘rrrr’ one on which all sides are roads; and ‘cccc’ one on which all sides are cities. The section title ‘City, farm, road, farm,’ would correspond to ‘cfrf’, and describes a tile with the following arrangement:

	C	
F		F
	R	

of which this tile would be an example:



The arrangement always proceeds clockwise from the topmost position. Furthermore, the tile notation and section headings are ordered alphabetically, according to the following hierarchy:

1. **cities (c)**
2. **farms (f)**
3. **roads (r)**
4. **rivers (s)**—think of ‘streams’

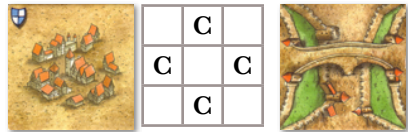
Practically speaking, that means that a city is always placed at the top, and the rest of the tile described clockwise from that starting point. If there is more than one city, the first city—again seen clockwise—is placed at the top. If there is no city at all, then a farm is placed at the top, and so on.

Further examples:



Clearly, the internal content of the tile is not being considered. The three tiles above are all grouped under different sections, even though they may all be used to connect two city segments on the top and bottom.

Similarly, both the tiles below are to be found under ‘City, city, city, city’.



The reason for this organisation should be clear if you consider a situation where, deep into a game, there is a ‘hole’ in the playing field: only a tile with a certain arrangement of sides will fit.

I have also included a separate distribution list for the various river tiles, as well as for tile symbols and features. There is no distribution list for *The Count of Carcassonne*, since those tiles are always placed as a single unit at the preparation stage.

# City, city, city, city

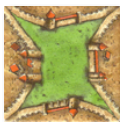
Total	Source
1	BASIC GAME
3	INNS AND CATHEDRALS
2	TRADERS AND BUILDERS
1	KING AND ROBBER BARON
1	THE TOWER
2	ABBEY AND MAYOR
1	THE CATAPULT
1	THE WHEEL OF FATE
2	BRIDGES, CASTLES AND BAZAARS
14	Total

## BASIC GAME



x1

## INNS AND CATHEDRALS

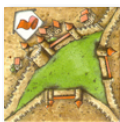


x1,



x2

## TRADERS AND BUILDERS



x1,



x1

## KING AND ROBBER BARON



x1

## THE TOWER



## ABBAY AND MAYOR



## THE CATAPULT



## THE WHEEL OF FATE



## BRIDGES, CASTLES AND BAZAARS



# City, city, city, farm

Total	Source
4	BASIC GAME
2	INNS AND CATHEDRALS
3	TRADERS AND BUILDERS
4	THE PRINCESS AND THE DRAGON
1	ABBAY AND MAYOR
4	THE WHEEL OF FATE
18	Total

## BASIC GAME



## INNS AND CATHEDRALS



## TRADERS AND BUILDERS



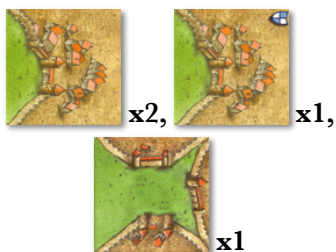
## THE PRINCESS AND THE DRAGON



## ABBAY AND MAYOR



## THE WHEEL OF FATE



# City, city, city, road

Total	Source
3	BASIC GAME
3	TRADERS AND BUILDERS
1	THE TOWER
1	GQ11
3	THE WHEEL OF FATE
1	BRIDGES, CASTLES AND BAZAARS
12	Total

## BASIC GAME



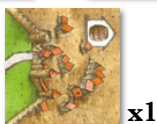
## GQ11



## TRADERS AND BUILDERS



## THE WHEEL OF FATE



## BRIDGES, CASTLES AND BAZAARS



## THE TOWER





# City, city, farm, farm

Total	Source
7	BASIC GAME
2	TRADERS AND BUILDERS
1	THE CATHARS
4	THE PRINCESS AND THE DRAGON
2	THE TOWER
1	GQ11
1	CULT, SIEGE & CREATIVITY
1	THE CATAPULT
6	THE WHEEL OF FATE
2	CROP CIRCLES
2	THE PLAGUE
29	<b>Total</b>

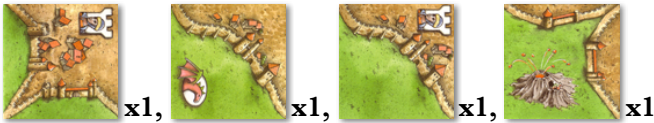
## BASIC GAME



## TRADERS AND BUILDERS



## THE PRINCESS AND THE DRAGON



## THE CATHARS



## THE TOWER



## GQ11



## CULT, SIEGE & CREATIVITY



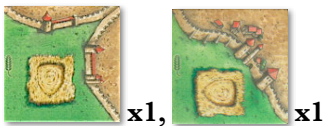
## THE CATAPULT



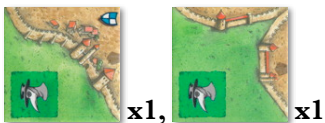
## THE WHEEL OF FATE



## CROP CIRCLES



## THE PLAGUE



# City, city, farm, road

Total	Source
1	INNS AND CATHEDRALS
2	TRADERS AND BUILDERS
1	GQ11
1	THE WHEEL OF FATE
5	<b>Total</b>

## INNS AND CATHEDRALS



## TRADERS AND BUILDERS



## GQ11



## THE WHEEL OF FATE



# City, city, road, farm

Total	Source
1	INNS AND CATHEDRALS
2	TRADERS AND BUILDERS
1	THE TOWER
1	THE WHEEL OF FATE
5	<b>Total</b>

## INNS AND CATHEDRALS



## TRADERS AND BUILDERS



## THE TOWER



## THE WHEEL OF FATE



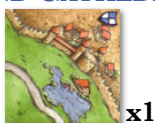
# City, city, road, road

Total	Source
5	BASIC GAME
1	INNS AND CATHEDRALS
2	TRADERS AND BUILDERS
1	KING AND ROBBER BARON
1	THE CATHARS
2	THE PRINCESS AND THE DRAGON
1	GQ11
1	ABBAY AND MAYOR
1	CULT, SIEGE & CREATIVITY
4	THE WHEEL OF FATE
1	THE PLAGUE
20	<b>Total</b>

## BASIC GAME



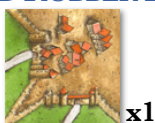
## INNS AND CATHEDRALS



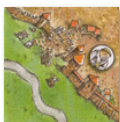
## TRADERS AND BUILDERS



## KING AND ROBBER BARON

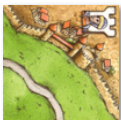


## THE CATHARS

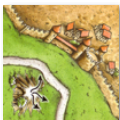


x1

## THE PRINCESS AND THE DRAGON

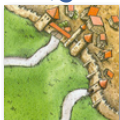


x1,



x1

## GQ11



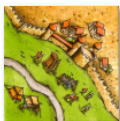
x1

## ABBNEY AND MAYOR



x1

## CULT, SIEGE & CREATIVITY

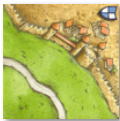


x1

## THE WHEEL OF FATE



x2,



x2

## THE PLAGUE

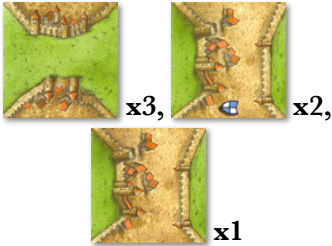


x1

# City, farm, city, farm

Total	Source
6	BASIC GAME
1	TRADERS AND BUILDERS
1	THE PRINCESS AND THE DRAGON
1	THE CATAPULT
5	THE WHEEL OF FATE
2	BRIDGES, CASTLES AND BAZAARS
16	Total

## BASIC GAME



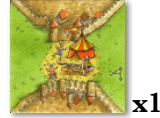
## TRADERS AND BUILDERS



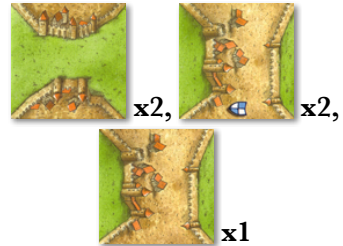
## THE PRINCESS AND THE DRAGON



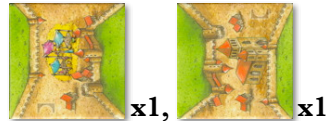
## THE CATAPULT



## THE WHEEL OF FATE



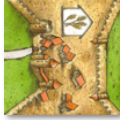
## BRIDGES, CASTLES AND BAZAARS



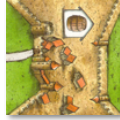
# City, farm, city, road

Total	Source
2	TRADERS AND BUILDERS
1	GQ11
3	Total

## TRADERS AND BUILDERS



x1,



x1

## GQ11



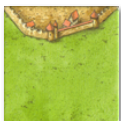
x1



# City, farm, farm, farm

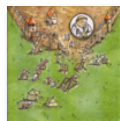
Total	Source
5	BASIC GAME
1	INNS AND CATHEDRALS
1	KING AND ROBBER BARON
1	THE CATHARS
2	THE PRINCESS AND THE DRAGON
2	THE TOWER
1	ABBEY AND MAYOR
1	SHRINES AND HERETICS
1	THE SPIELBOX ALMANAC
1	CULT, SIEGE & CREATIVITY
2	THE CATAPULT
4	THE WHEEL OF FATE
22	<b>Total</b>

## BASIC GAME



x5

## THE CATHARS



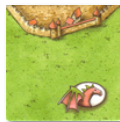
x1

## INNS AND CATHEDRALS

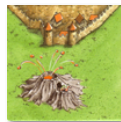


x1

## THE PRINCESS AND THE DRAGON

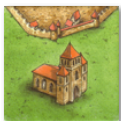


x1,



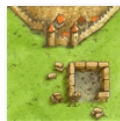
x1

## KING AND ROBBER BARON



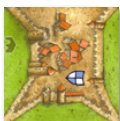
x1

## THE TOWER



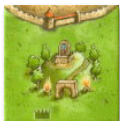
x2

## ABBAY AND MAYOR



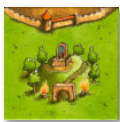
x1

## SHRINES AND HERETICS



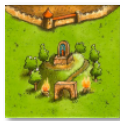
x1

## THE SPIELBOX ALMANAC

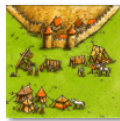


x1

## CULT, SIEGE & CREATIVITY

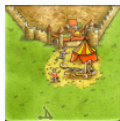


x1,

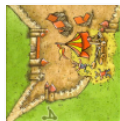


x1

## THE CATAPULT



x1,



x1

## THE WHEEL OF FATE

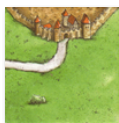


x4

# City, farm, farm, road

Total	Source
1	KING AND ROBBER BARON
1	ABBAY AND MAYOR
1	THE WHEEL OF FATE
3	Total

## KING AND ROBBER BARON



x1

## ABBAY AND MAYOR



x1

## THE WHEEL OF FATE



x1

# City, farm, road, farm

Total	Source
1	INNS AND CATHEDRALS
1	THE TOWER
1	SHRINES AND HERETICS
1	THE SPIELBOX ALMANAC
1	CULT, SIEGE & CREATIVITY
1	THE WHEEL OF FATE
2	BRIDGES, CASTLES AND BAZAARS
<b>8</b>	<b>Total</b>

## INNS AND CATHEDRALS



## CULT, SIEGE & CREATIVITY



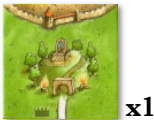
## THE TOWER



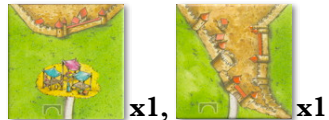
## THE WHEEL OF FATE



## SHRINES AND HERETICS



## BRIDGES, CASTLES AND BAZAARS



## THE SPIELBOX ALMANAC



# City, farm, road, road

Total	Source
3	BASIC GAME
1	INNS AND CATHEDRALS
1	TRADERS AND BUILDERS
2	THE PRINCESS AND THE DRAGON
1	THE TOWER
1	ABBEY AND MAYOR
1	THE WHEEL OF FATE
1	CROP CIRCLES
1	THE PLAGUE
12	Total

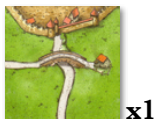
## BASIC GAME



## INNS AND CATHEDRALS



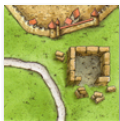
## TRADERS AND BUILDERS



## THE PRINCESS AND THE DRAGON

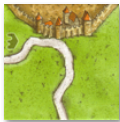


## THE TOWER



x1

## ABBAY AND MAYOR



x1

## THE WHEEL OF FATE



x2

## CROP CIRCLES



x1

## THE PLAGUE

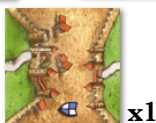


x1

# City, road, city, road

Total	Source
2	INNS AND CATHEDRALS
1	TRADERS AND BUILDERS
1	THE PRINCESS AND THE DRAGON
2	THE TOWER
2	GQ11
1	ABBEY AND MAYOR
9	Total

## INNS AND CATHEDRALS



## TRADERS AND BUILDERS



## THE PRINCESS AND THE DRAGON



## THE TOWER



## GQ11



## ABBEY AND MAYOR

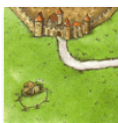


<sup>217</sup> The third tile shown is the *Big Box* replacement for the second tile. In **both** tiles, the crossing in the centre divides the road into two segments. Compare with the second tile of *GQ11*, which has only one road segment.

# City, road, farm, farm

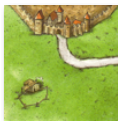
Total	Source
1	TRADERS AND BUILDERS
1	THE WHEEL OF FATE
1	CROP CIRCLES
3	Total

## TRADERS AND BUILDERS



x1

## THE WHEEL OF FATE



x1

## CROP CIRCLES



x1



# City, road, farm, road

Total	Source
4	BASIC GAME
1	THE CATHARS
1	THE TOWER
2	CULT, SIEGE & CREATIVITY
4	THE WHEEL OF FATE
1	THE TUNNEL
<b>13</b>	<b>Total</b>

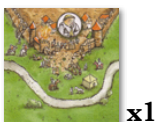
## BASIC GAME



## CULT, SIEGE & CREATIVITY



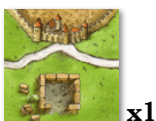
## THE CATHARS



## THE WHEEL OF FATE



## THE TOWER



## THE TUNNEL



<sup>218</sup> Including the starting tile.

# City, road, road, farm

Total	Source
3	BASIC GAME
2	THE PRINCESS AND THE DRAGON
1	ABBEY AND MAYOR
2	THE WHEEL OF FATE
8	Total

## BASIC GAME



## THE PRINCESS AND THE DRAGON



## ABBEY AND MAYOR



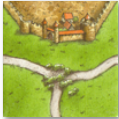
## THE WHEEL OF FATE



# City, road, road, road

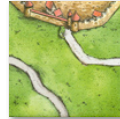
Total	Source
3	BASIC GAME
1	KING AND ROBBER BARON
1	THE PRINCESS AND THE DRAGON
1	GQ11
3	THE WHEEL OF FATE
1	THE TUNNEL
<b>10</b>	<b>Total</b>

## BASIC GAME



x3

## GQ11



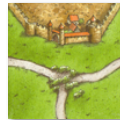
x1

## KING AND ROBBER BARON



x1

## THE WHEEL OF FATE

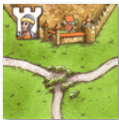


x2,



x1

## THE PRINCESS AND THE DRAGON



x1

## THE TUNNEL

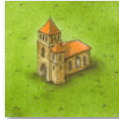


x1

# Farm, farm, farm, farm

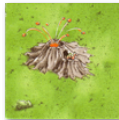
Total	Source
4	BASIC GAME
1	THE PRINCESS AND THE DRAGON
2	THE TOWER
1	GQ11
1	SHRINES AND HERETICS
1	THE SPIELBOX ALMANAC
1	CULT, SIEGE & CREATIVITY
2	THE CATAPULT
4	THE WHEEL OF FATE
1	BRIDGES, CASTLES AND BAZAARS
<b>18</b>	<b>Total</b>

## BASIC GAME



x4

## THE PRINCESS AND THE DRAGON

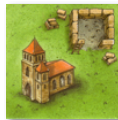


x1

## THE TOWER



x1,



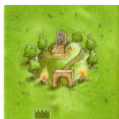
x1

## GQ11



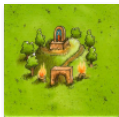
x1

## SHRINES AND HERETICS



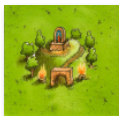
x1

## THE SPIELBOX ALMANAC



x1

## CULT, SIEGE & CREATIVITY

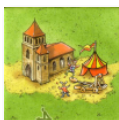


x1

## THE CATAPULT

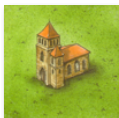


x1,



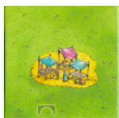
x1

## THE WHEEL OF FATE



x4

## BRIDGES, CASTLES AND BAZAARS



x1

# Farm, farm, farm, road

Total	Source
2	BASIC GAME
1	THE PRINCESS AND THE DRAGON
1	ABBEY AND MAYOR
1	SHRINES AND HERETICS
1	THE SPIELBOX ALMANAC
1	CULT, SIEGE & CREATIVITY
2	THE WHEEL OF FATE
1	BRIDGES, CASTLES AND BAZAARS
<b>10</b>	<b>Total</b>

## BASIC GAME



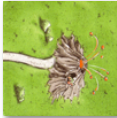
x2

## THE SPIELBOX ALMANAC



x1

## THE PRINCESS AND THE DRAGON



x1

## CULT, SIEGE & CREATIVITY



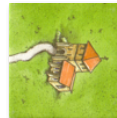
x1

## ABBEY AND MAYOR



x1

## THE WHEEL OF FATE



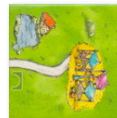
x2

## SHRINES AND HERETICS



x1

## BRIDGES, CASTLES AND BAZAARS



x1

# Farm, farm, road, road

Total	Source
9	BASIC GAME
1	INNS AND CATHEDRALS
3	THE PRINCESS AND THE DRAGON
1	THE TOWER
1	THE CATAPULT
8	THE WHEEL OF FATE
1	THE TUNNEL
1	CROP CIRCLES
1	THE PLAGUE
26	Total

## BASIC GAME



## INNS AND CATHEDRALS



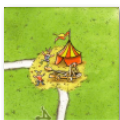
## THE PRINCESS AND THE DRAGON



## THE TOWER



## THE CATAPULT

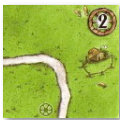


x1

## THE WHEEL OF FATE



x1,



x7

## THE TUNNEL



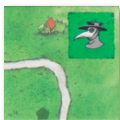
x1

## CROP CIRCLES



x1

## THE PLAGUE



x1



# Farm, road, farm, road

Total	Source
8	BASIC GAME
2	INNS AND CATHEDRALS
2	THE PRINCESS AND THE DRAGON
1	SHRINES AND HERETICS
1	THE SPIELBOX ALMANAC
1	CULT, SIEGE & CREATIVITY
1	THE CATAPULT
9	THE WHEEL OF FATE
3	BRIDGES, CASTLES AND BAZAARS
28	Total

## BASIC GAME



## INNS AND CATHEDRALS



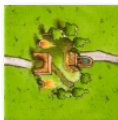
## THE PRINCESS AND THE DRAGON



## SHRINES AND HERETICS

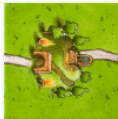


## THE SPIELBOX ALMANAC



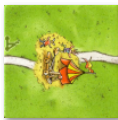
x1

## CULT, SIEGE & CREATIVITY



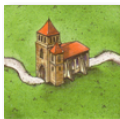
x1

## THE CATAPULT



x1

## THE WHEEL OF FATE



x1,



x8

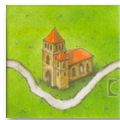
## BRIDGES, CASTLES AND BAZAARS



x1,



x1,



x1

# Farm, road, road, road

Total	Source
4	BASIC GAME
1	INNS AND CATHEDRALS
1	TRADERS AND BUILDERS
3	THE PRINCESS AND THE DRAGON
1	THE TOWER
1	ABBEY AND MAYOR
2	THE CATAPULT
4	THE WHEEL OF FATE
1	CROP CIRCLES
<b>18</b>	<b>Total</b>

## BASIC GAME



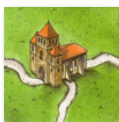
x4

## INNS AND CATHEDRALS



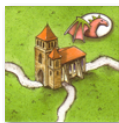
x1

## TRADERS AND BUILDERS

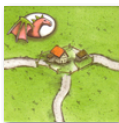


x1

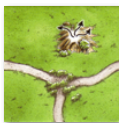
## THE PRINCESS AND THE DRAGON



x1,

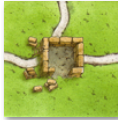


x1,



x1

## THE TOWER



x1

## ABBAY AND MAYOR

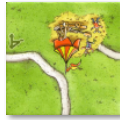


x1

## THE CATAPULT

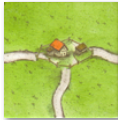


x1,



x1

## THE WHEEL OF FATE



x4

## CROP CIRCLES



x1

# Road, road, road, road

Total	Source
1	BASIC GAME
1	INNS AND CATHEDRALS
1	TRADERS AND BUILDERS
1	THE PRINCESS AND THE DRAGON
2	THE TOWER
1	GQ11
1	ABBEY AND MAYOR
1	THE CATAPULT
2	THE WHEEL OF FATE
1	THE TUNNEL
1	THE PLAGUE
13	<b>Total</b>

## BASIC GAME



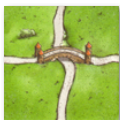
x1

## INNS AND CATHEDRALS



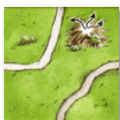
x1

## TRADERS AND BUILDERS



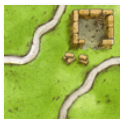
x1

## THE PRINCESS AND THE DRAGON



x1

## THE TOWER

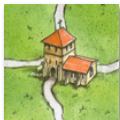


x1,



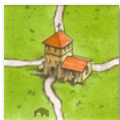
x1

## GQ11



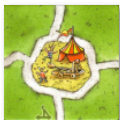
x1

## ABBAY AND MAYOR



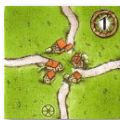
x1

## THE CATAPULT



x1

## THE WHEEL OF FATE



x1,



x1

## THE TUNNEL



x1

## THE PLAGUE



x1

# The river

Total	Source
12	THE RIVER
12	THE RIVER II
2	GQ11
26	Total

## Spring, fork and lake

### SPRING



x2

*(The River x1, The River II x1)*



x1

*(GQ11)*

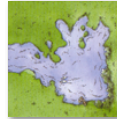
### FORK



x1

*(The River II)*

### LAKE



x1

*(The River)*



x1

*(The River II)*



x1

*(The River II)*

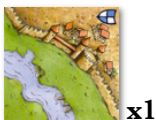
## Other river tiles

CITY, CITY, RIVER, RIVER



x1

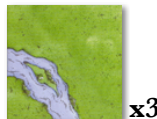
*(The River)*



x1

*(The River II)*

FARM, FARM, RIVER, RIVER



x3

*(The River x2, The River II x1)*



x1

*(The River II)*

CITY, RIVER, ROAD, RIVER



x2

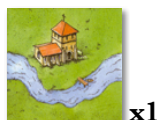
*(The River x1, The River II x1)*

FARM, RIVER, FARM, RIVER



x2

*(The River)*



x1

*(The River II)*

CITY, RIVER, CITY, RIVER



x2

*(The River x1, GQ11 x1)*



x1

*(The River II)*

FARM, RIVER, ROAD, RIVER



x1

*(The River)*



ROAD, ROAD, RIVER, RIVER



x2

*(The River x1, The River II x1)*

ROAD, RIVER, ROAD, RIVER



x1

*(The River)*



x1

*(The River II)*

# Symbols & Features

## ABBEYS

Total	Source
6	ABBAY AND MAYOR

## BAZAARS

Total	Source
8	BRIDGES, CASTLES AND BAZAARS

## CATHEDRALS

Total	Source
2	INNS AND CATHEDRALS

## CLOISTERS

Total	Source
6	BASIC GAME
1	THE RIVER
1	INNS AND CATHEDRALS
1	TRADERS AND BUILDERS
1	KING AND SCOUT
2	THE PRINCESS AND THE DRAGON
1	THE RIVER II
1	THE TOWER
1	GQ EXPANSION
1	ABBAY AND MAYOR
1	THE CATAPULT
7	THE WHEEL OF FATE
2	BRIDGES, CASTLES AND BAZAARS
26	<b>Total</b>

## CLOTH TRADERS

Total	Source
5	TRADERS AND BUILDERS

## CROP CIRCLES

Total	Source
6	CROP CIRCLES

## DRAGONS

Total	Source
12	THE PRINCESS AND THE DRAGON

## FÊTES

Total	Source
12	THE CATAPULT

## FLEAS

Total	Source
18	THE PLAGUE

## GRAIN TRADERS

Total	Source
6	TRADERS AND BUILDERS

## INNS (BY LAKES)

Total	Source
6	INNS AND CATHEDRALS
1	THE RIVER II
2	BRIDGES, CASTLES AND BAZAARS
9	<b>Total</b>

## MAGIC PORTALS

Total	Source
6	THE PRINCESS AND THE DRAGON

## OPEN JUNCTIONS

Total	Source
1	ABBEY AND MAYOR
1	THE CATAPULT
1	CROP CIRCLES
3	<b>Total</b>

## PARTIES

Total	Source
10	THE PARTY

## PENNANTS

Total	Source
10	BASIC GAME
3	INNS AND CATHEDRALS
3	THE PRINCESS AND THE DRAGON
1	THE RIVER II
1	THE TOWER
6	ABBEY AND MAYOR
1	THE CATAPULT
10	THE WHEEL OF FATE
1	THE PLAGUE
36	<b>Total</b>

## PIG HERDS

Total	Source
1	THE RIVER II

## PLAGUES SOURCES

Total	Source
6	THE PLAGUE

## PRINCESSES

Total	Source
6	THE PRINCESS AND THE DRAGON

## SHRINES

Total	Source
5	SHRINES AND HERETICS
5	THE SPIELBOX ALMANAC
6	CULT, SIEGE & CREATIVITY
16	<b>Total</b>

## TOWER FOUNDATIONS

Total	Source
18	THE TOWER

## TUNNELS (TILES)

Total	Source
1	THE PRINCESS AND THE DRAGON
1	ABBEY AND MAYOR
4	THE TUNNEL
6	<b>Total</b>

## VOLCANOS

Total	Source
6	THE PRINCESS AND THE DRAGON
1	THE RIVER II
7	<b>Total</b>

## WHEELS OF FATE

Total	Source
18	THE WHEEL OF FATE

## WINE TRADERS

Total	Source
9	TRADERS AND BUILDERS

# A CARCASSONNE GLOSSARY

## 1st edition scoring

Scoring the farms from the perspective of the cities. Until 2008, this was the method still used by RGG.

## 2nd edition scoring

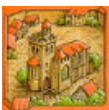
Farms were scored from the perspective of the farms themselves—pick a farm, count the farmers on it, and the player with the most farmers scores 3 points for every city touching the farm. But like 1st edition rules, each city could only be scored once.

## 3rd edition scoring

Count all the completed cities on a farm; the player with the majority of farmers scores 3 points for each. Since 2008, this method is current in both RGG and HiG versions of the game, and is the method described in this document.

## abbey

A special tile which can only be placed in a hole in the playing field, but can be placed irrespective of the contents of adjacent tiles. A follower deployed to an abbey is a monk and may be challenged by a shrine; the abbey is scored in the same way as a completed cloister. A cloister may challenge or be challenged by a shrine.



## active player

The player whose turn it currently is. Even when other players carry out actions during a player's turn (such as parachuting followers in, or taking part in a round of bidding), they are not considered to be active.

## adjacent

Tiles which are next to each other horizontally, vertically, or diagonally are said to be adjacent to each other. The sides which touch are also said to be adjacent, and must contain the same features on both tiles: that is, a road must continue in a road, and so on—except in the case of the abbey, which does not continue a feature, or a bridge, which allows a road to lead to a farm, although the road is actually continued by the bridge.

Cities are also sometimes described as being adjacent to farms. In this case it is not the farm segment of a particular tile which is referred to, but the expanse of a farm as a whole.

With regard to the wagon, an 'adjacent feature' is more or less synonymous with 'neighbouring feature'.

For a castle, adjacent means on one of the two tiles on which the castle itself stand, the two to its left, or the two to its right: a total of six tile.

In a plague region, adjacent means horizontally or vertically, but not diagonally.

## advice

According to the basic rules, all players may—if they wish—offer 'advice' to the player whose turn it currently is about where to place their tile. There is nothing to say that this must be good advice.

## archery tournament

A mini-game in *The Catapult*. Players must try to hit the fête tile which triggered the current catapult round. Whoever hurls the token closest to the fête tile scores 5 points immediately.



### **auction**

Another word for a bazaar, or more specifically the round of bidding which takes place when a bazaar tile is placed.

### **bag (1)**

Included in *Traders and Builders*, the bag is an alternative to using stacks or the tile dispenser.

### **bag (2)**

See *le sac*.

### **barn**

Included in *Abbey and Mayor*, the barn is placed on the intersection of four farm segments. On placement, all farmers on that farm are removed immediately and score 3 points per completed city touching the farm. This score may be adjusted by a pig, a pig-herd, or a Cathar /siege tile. Any farmers subsequently joining this farm score 1 point (plus adjustments) for every completed city and are then removed. During final scoring, every completed city on the farm with the barn scores 4 points (plus adjustments).



### **basic game**

The original *Carcassonne*, without any expansions. Also known as 'vanilla *Carcassonne*'.

### **bazaar**

Included in *Bridges, Castles and Bazaars*, the placement of a tile with a bazaar opens a round of bidding.

### **besieged city**

A city which included either a Cathar tile or a siege tile. A besieged city scores only 1 point per tile and pennant when it is completed (or 2 points with a cathedral), and scores 0 points if it is not completed by the end of the game. However, if it is completed, then it scores double points during the final scoring for the player with the majority on an adjacent farm. It is possible to escape from a besieged city (see below).

### **BGG**

See [BoardGameGeek](#).

### **bid**

When a bazaar tile is placed, a round of bidding is opened. The player who placed the tile draws the same number of tiles as there are players. The player next to him or her then selects one tile and bids a certain number of points for it. In turn, each player may then raise the bid or pass once. The player who selected the tile may then choose to buy or sell the tile to the highest bidder. Then the next player may select a tile and begin a round of bidding. However, no player who has purchased a tile may select or bid for another.

When there is only one tile left, the remaining player receives the tile for free. Play then continues as normal, beginning with the player after the one who originally placed the bazaar tile.

### **Big Box**

A *Carcassonne* compilation released in 2006, containing all the major expansions released until that point. The *Big Box* offered extensively revised and streamlined rules, inspiring the original creation of this document.

## big follower

A follower included in *Inns and Cathedrals* which has a strength of two. That is, although the big follower is still only a single follower, it counts as two for the purpose of calculating the majority. In all other ways the big follower is identical to the normal follower.

## big pig

Included in *The Wheel of Fate*, the big pig is an oversized pink pig which is placed on the Wheel, facing clockwise.



Whenever a tile with a Wheel icon is drawn, the pig is moved around the wheel the same number of sectors as shown in the icon. Landing in a sector triggers an event, and any followers stood on a crown plinth in that sector are scored.

## blacksmith quarter

A section of the City of Carcassonne, from which followers may be deployed to roads as they are being scored.

## blank tile

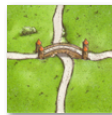
The ‘creativity’ component of *Cult, Siege and Creativity*. Let your imagination run free!

## BoardGameGeek

The largest online board-gaming community. Website: <http://boardgamegeek.com/>. Often abbreviated to BGG.

## bridge (1)

First included in *Traders and Builders*, a bridge is not a crossing—the road segments run continuously over or under each other. However, in the example shown, the farm segments do not continue under the bridge.



Similarly, a city may bridge another city, as in the example shown. In this case there are also two separate cities.



## bridge (2)

In *Bridges, Castles and Bazaars*, a bridge piece may be placed in addition to a tile and follower. It must be placed on farm segments, either on the tile being placed or on one which touches it horizontally or vertically. Such a bridge continues a road, over any features underneath it, and is scored in the same way as a normal road segment.



## builder

A special figure included in *Traders and Builders*, the builder is dependent on a follower for placement. It may be placed on a road or in a city; should the feature be extended during the player’s next turn, then the player may take a double turn.



## capture

Any follower within range of a tower which is under construction may be captured and so taken prisoner by a player placing a new tower piece on the tower. Every tower piece of the tower increases the range by one tile horizontally and vertically, even over gaps in the playing field or other towers. Such captured followers may then be exchanged or ransomed back to the player.

## CarcassonneCentral

[shameless plug] The premiere Carcassonne-related website in the English-speaking world: <http://carcassonnecentral.com/>. Often abbreviated to CC.[/shameless plug]

## CAR

See [Complete Annotated Rules](#).

## castle

In *Bridges, Castles and Bazaars*, a small city of two semi-circular segments, which is either already occupied, or occupied by the player placing the second tile, may be converted into a castle. The small city is not considered to be completed, and the occupied castle is only completed when a structure on an adjacent tile is completed. The castle then scores the full points for the completed structure, whether or not the structure itself scored any.

## castle quarter

A section of the City of Carcassonne, from which followers may be deployed to cities as they are being scored.

## catapult

Found in the expansion of the same name, the catapult comes into play when a fête tile is placed, and is used for hurling a variety of tokens. The player selects one of the four mini-games: food fight, seduction, playing catch, or archery practice.

## Cathar tile

From a *Spielbox* mini-expansion (RGG's siege tiles function in almost the same way). When a tile containing a Cathar symbol is connected to a city, the city becomes besieged.



## cathedral

From *Inns and Cathedrals*. A city containing a cathedral scores 3 points for every tile and pennant when it is completed (instead of the usual 2).



However, if it remains incomplete at the end of the game, the city scores 0 points.

## cathedral quarter

A section of the City of Carcassonne, from which followers may be deployed to cloisters, abbeys and shrines as they are being scored.

## CC

See [CarcassonneCentral](#).

## challenge

When a shrine and cloister (or abbey) are placed next to each other (horizontally, vertically, or diagonally) and both are occupied by followers, they enter into a challenge. The first to complete the feature scores 9 points; the other scores 0.

## city

One of the four basic types of features. A follower deployed to a city is called a knight. When a city is completed, every tile and pennant scores 2 points. At the end of the game, every incomplete city scores 1 point for every tile and pennant.





## City of Carcassonne

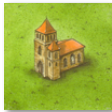
The City of Carcassonne is contained in *The Count of Carcassonne*, and is an alternative opening structure. Whenever a player places the tile which completes a feature and scores 0 points, he or she may move a follower to one of the four city quarters (blacksmith, cathedral, market, castle), and move the Count to a new quarter. Whenever a feature is scored, followers may be moved from the corresponding quarter to take part in the scoring—as long as the Count is not currently resident in that quarter.

## claim

When a tunnel token is placed beside a tunnel portal, that portal is said to be claimed. Once claimed, no other token may be placed beside the same portal. When the second token of the same colour claims another portal, the tunnel between them is finished, and the road leading into each becomes unbroken.

## cloister

One of the four basic types of features. A follower deployed to a cloister is called a monk. When the eight adjacent tiles (horizontal, vertical, and diagonal) have been placed the cloister is complete and scores 9 points. At the end of the game, an incomplete cloister scores 1 point for every neighbouring tile (including the cloister itself). A cloister may challenge or be challenged by a shrine.



## cloth

Included in *Traders and Builders*, cloth is one of the three types of trade goods. There are five corresponding tokens.



## club

A type of crop circle; placing it affects thieves in play.

## Complete Annotated Rules

The title of this document. Often abbreviated to CAR.

## completed

A feature is said to be complete when it can no longer be extended. It is then scored immediately, and may not be re-occupied at any point.

## connected

The wagon may move to any neighbouring feature which is 'connected' by a road. It does not have to be in an immediately adjacent tile.

## Count, the

From *The Count of Carcassonne*, the Count resides in a quarter of the City of Carcassonne and prevents any followers currently deployed there from being used in scoring a feature. The Count may be moved to a new quarter when a player deploys a new follower to the City.



## crop circle

From the expansion of the same name. When a tile with a crop circle is placed, the player completes their turn as usual, then chooses whether A) all players **may** deploy a new follower next to one already in play, or B) **must** remove a follower from play. The type of follower affected is determined by the type of crop circle (pitchfork, club or shield); if the player does not have one of the affected followers in play, they may do not have to do anything.

### **crossing**

The end of a road. All junctions—crossroads, T-junctions, and so on—are crossings.

### **crown plinth**

An area around the rim of the Wheel of Fate to which followers may be deployed. If there is only one plinth in a sector, a follower on it scores 3 points. If there are two plinths in a sector but only one is occupied, the follower scores 6 points; if both plinths are occupied, each follower scores 3 points.



### **dead end**

A dead end is reached when the dragon cannot complete its movement phase. The dragon may not move onto the same tile twice in a turn, may not move onto a tile occupied by the fairy or one of the twelve tiles of the City of Carcassonne. And, unlike capture by towers, the dragon may not ‘jump’ over gaps in the playing field.

### **dependent**

Both the builder and the pig are special figures and dependent on a ‘full’ follower for deployment. The builder, for example, can only be deployed to a road or city which is already occupied by follower belonging to the same player. Should that follower be removed for any reason—such as being eaten by the dragon—the builder must also be removed.

### **deployment**

Moving a follower from the the supply to occupy a feature. Also called ‘moving the wood’.

### **depreciated**

An FAQ which is no longer valid, according to the latest rules, usually because the rules have changed.

### **double turn**

A double turn occurs when a player places a tile which extends a road or city occupied by the player’s builder. After deploying and scoring this tile, the player is then permitted to take a second tile, then place it, deploy to it, and score it as usual. The term ‘double-turn’ is slightly unfortunate, as the turn is nevertheless a ‘single’ turn: any game mechanic which occurs once per turn—such as the fairy turn bonus—still only occurs once in a double turn. Any mechanic which is triggered by drawing, placing, deploying or scoring a tile—such as moving a follower to a quarter of the City of Carcassonne—may occur twice in a double-turn.

### **dragon**

Whenever a volcano tile is placed, the dragon is moved to it immediately. Whenever a tile with a dragon symbol is placed the dragon moves—according to HiG, this movement occurs after deployment but before scoring, while the RGG rules state that the dragon moves after scoring. The dragon moves 6 tiles either horizontally or vertically, each player taking it in turns to move the dragon one tile at a time. If the dragon moves onto a tile occupied by a follower, builder or pig, the figure is ‘eaten’ and returned to its owner, along with any dependent figures (such a builder or pig). The dragon may not move onto the same tile twice in a turn, nor a tile occupied by the fairy or one of the twelve tiles of the City of Carcassonne. If the dragon is unable to continue moving according to the rules above, it has reached a dead end and its current movement phase is over.



## epidemic

The entire area covered by an active infestation and adjacent flea tokens. When several epidemic regions merge, all infestation tokens except the one with the highest number have the plague on them eradicated.

## eradicate

The infestation on a tile may be eradicated in the following ways.

- running out of flea tokens in the supply, in which case the infestation tile with the lowest number is ‘eradicated.
- by there being no inactive flea tiles in play which could be moved to an epidemic region; again, the lowest numbered infestation tile is eradicated.
- two or more epidemic regions merging; in which case all except the highest numbered infestation tile are eradicated.
- all 18 flea tokens belonging to a single epidemic; when a new source tile is drawn and placed in an unconnected position, the old token is eradicated.

An eradicated plague is indicated by the infestation tile being turned onto its ‘farm’ side; from that point until the end of the game, the source tile is secure from the plague.

## escape

At the end of a player’s turn, a follower in a besieged city may escape via a nearby cloister, abbey or shrine and be returned to its owner, if it fulfils certain conditions. In *The Cathars*, a cloister (etc.) must be directly adjacent to a Cathar tile to allow a follower to escape; whereas RGG’s rules for siege tiles say that a cloister must be adjacent to any tile of a besieged city.


## exchange

If two players have taken each other’s followers prisoner they may exchange them. Should one player have several prisoners belonging to the other player, then the owner may decide which of his or her followers to receive in exchange. Such an exchange occurs automatically, the moment both players have a prisoner belonging to the other.

## expansion

There are two types of expansions for *Carcassonne*: major expansions and mini-expansions.

## fairy

Instead of deploying a follower, a special figure or a tower piece, a player may choose to move the fairy  next to one of his or her followers already in play. This follower—and all others on the tile—is now protected from the dragon. At the start of any turn in which the fairy is stood next to a follower of the player, the player scores 1 point (the fairy turn bonus). If the fairy is stood next to a follower in a feature which is being scored, the player scores 3 points (the fairy scoring bonus). If the follower is removed for any reason, the fairy remains where it is.

## fairy scoring bonus

If the fairy is stood next to a follower in a feature which is being scored, the player scores 3 points.

## fairy turn bonus

At the start of any turn in which the fairy is stood next to a follower of the player, the player scores 1 point.

## famine

One of the sectors of the Wheel of Fate. If the big pig lands on this sector, every player receives points for farmers, as follows: every farmer scores 1 point for every completed city on the farm.

## farm

One of the four basic types of features. A follower deployed to a farm is called a farmer. During final scoring, every completed city on a farm scores 3 points.



## farmer

A follower deployed to a farm is called a farmer, and should be laid on its back.

## feature

Any structure which can be built is considered to be a feature. The four basic types are cities, cloisters, farms and roads. Other features include shrines, abbeys, and the river.

## fête

A tile from *The Catapult*. Placing a fête tile triggers a catapult round which takes place immediately after scoring any feature.



## final scoring

When the last tile has been taken from the stack, bag or tile dispenser, the game enters final scoring (note that a player may still have an abbey tile left—this may not be played after the last land tile has been drawn, unless the last land tile is triggers a double turn). During final scoring, all incomplete features are scored, along with farms, and any special bonuses from trade goods, the King or Robber Baron.

## flea

A flea token indicates that the plague has spread to a tile; all followers on it are then removed. Flea tokens must be placed adjacent (horizontal and vertical) to a plague source tile or another tile with an active flea token. One flea token must be placed per turn (the active player decides when), and must be moved from the supply or (when the supply is empty) an inactive epidemic region.



## flight

Once a turn, a player may allow one of their followers to take flight from the plague. The follower may flee to any segment of the structure it is currently occupying, regardless of the distance, but cannot cross roads, junctions, gaps in the playing field or tiles with flea tokens. Monks cannot take flight from cloisters.

## follower (1)

Used to refer to the standard follower included in the basic game.



## follower (2)

Only small and big followers, the mayor, the wagon and the phantom are currently considered to be followers.

## food fight

A mini-game in *The Catapult*.

Players must aim to hit, if possible, other players' followers on the playing field.

Any followers being hit by this token—regardless of whether they are knocked over—are removed and returned to their owners.



## fork

A tile from *The River II* which the youngest player should place immediately after the spring tile. Subsequent river tiles may be placed on either branch.



## fortune

One of the sectors of the Wheel of Fate. If the big pig lands on this sector, the player whose turn it is scores 3 points immediately.

## Game of the Year

A prestigious German award for board games. *Carcassonne* won in 2001. Often abbreviated to GotY.

## GotY

See [Game of the Year](#).

## grain

Included in *Traders and Builders*, grain is one of the three types of trade goods. There are six corresponding tokens.



## Hans im Glück

The original publishers of *Carcassonne*. Often abbreviated to HiG.

## heretic

A follower deployed to a shrine is called a heretic.

## HiG

See [Hans im Glück](#).

## hole

A gap in the playing field; usually space for a single tile.

## house rule

Any unofficial rule used in the game.

## house

Be careful to distinguish between houses and inns. An inn—offering a bonus to road-building—is always to be found next to a small lake. In the example shown, the road ends at a house, and no bonus is awarded.



## hurl

In *The Catapult*, tokens are hurled by the catapult.

## inactive

In *The Plague*, fleas, infestations and epidemics can be inactive or latent. Fleas and infestation tokens should be turned over to become inactive. An epidemic is inactive when the fleas (and possibly the infestation) in its region are inactive.

An inactive flea can be moved to another tile to become active again. When an infestation is eradicated it becomes inactive, as do all adjacent / connected fleas, and by extension the epidemic.

## incomplete

Incomplete features may still be occupied during the game, and are only scored during the final scoring.

## incorporated

An FAQ which is still true, but no longer relevant, usually because the point it clarifies has been included in a later version of the rules.

## infestation

A token which is placed on a plague source tile. The token with the lowest number is always brought into play and subsequently eradicated first. Tiles adjacent to a source tile with an active infestation may have the plague spread to them via flea tokens; should the infestation be eradicated, the source tile becomes safe from the plague until the end of the game.



## inn

First seen in *Inns and Cathedrals*. An inn is always to be found beside a small lake, distinguishing it from a mere house. A road with an inn on it scores 2 points for each segment when it is completed. However, if the road remains incomplete at the end of the game, it scores 0 points.



## inquisition

One of the sectors of the Wheel of Fate. If the big pig lands on this sector, all players score 2 points for each of their monks.

## King, the

The King tile is awarded to the player who built the largest city—that is, the city covering the most tiles, not the city with the highest score. During the final scoring, this player then scores 1 point for every completed city on the playing field.



## Klaus-Jürgen Wrede

The author of *Carcassonne*.

## knight

A follower deployed to a city is called a knight.

## lake

The river—or each of its branches—always ends in a lake. In *The River II*, the lake tile with the volcano should be placed last; if the dragon is being used, it should be moved to the volcano, and the player may take another tile.



## largest city

For the purposes of the King, the city covering the most tiles, not the city with the highest score. **largest city**

See **inactive**.

## le sac

First seen 2002, le sac is a large bag for *Carcassonne*. It is still available directly from Hans im Glück.

## longest road

For the purposes of the Robber Baron, the road covering the most tiles, not the road with the highest score.

## magic portal

On placing a tile with a magic portal, the player may choose to deploy a follower to any tile in play, according to the usual rules—that is, not to a completed or occupied feature.



## major expansion

A numbered expansion, usually containing some 20-30 tiles.

## majority

If two or more players occupy the same feature as it is being scored, then the majority must be calculated. Each involved player counts the number of followers, taking account of their relative strength; the player with the most scores all the points for the feature, while the others score 0. In the case of a tie, all tied players score the full points available.

## market quarter

A section of the City of Carcassonne, from which followers may be deployed to farms as they are being scored.

## mayor

Mayors may only be deployed to cities, where they count as a single follower. However, when calculating the majority in any scoring, the strength of a mayor is the same as the number of pennants in the city.



## meeple

A popular neologism, possibly derived from 'my people'. Commonly used to describe the playing figures of *Carcassonne* taken as a whole.

## mega-Carcassonne

A game of *Carcassonne* which uses as many expansions as possible.

## mini-expansion

A smaller expansion, sometimes given away for free or along with magazines, and usually featuring no more than a dozen new tiles.

## monk

A follower deployed to a cloister is called a monk.

## moving the wood

Another term for the deployment phase of play.

## neighbouring feature

For the purposes of the wagon, a neighbouring feature is an incomplete and unoccupied feature connected by a road. It does not have to be in an immediately adjacent tile.

## neutral figure

A figure which may be used by anyone.

## occupied

A feature is said to be occupied if at least one follower stands in or on it. New followers may not be deployed to an occupied feature, only connected indirectly; thus several followers of several players may ultimately occupy a feature. However, followers from the City of Carcassonne may be moved to an occupied feature during scoring.

## open junction

A kind of road junction, first seen in *Abbey and Mayor*, in which there is no actual crossing. In the example shown, the road must be completed in all **three** directions.



## parachuting

Popular term for the act of moving followers from the City of Carcassonne to a feature being scored.

## party

When a tile with a party symbol is drawn, the player may choose to either deploy a follower, return a follower from the playing area to his or her supply, or neither or the above. Captured followers cannot be returned in this way.

### **pennant**

A small shield on a city tile, which effectively doubles the score of the tile when the city is scored, and determines the strength of the mayor. The tile shown has two pennants, so triples the score of that tile.



### **phantom**

A transparent follower which can be deployed as usual, or in addition to a normal follower. In this case, it must be deployed to a different segment of the same tile.



### **pig**

A special figure which is dependent on a farmer for placement. A pig may only be deployed to a farm occupied by the player. When the farm is scored, every city on it scores 4 points instead of the usual three.



### **pig-herd**

A tile first seen in *The River II*, the pig-herd is effectively a neutral pig which adds a bonus point to the value of any completed city on the farm during scoring. This bonus is independent of the normal pig: in other words, the presence of either a pig or a pig-herd scores 4 points per city, while the presence of both means a score of 5 points per city. However, the pig-herd does not offer a bonus in conjunction with a barn.



### **pitchfork**

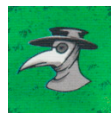
A type of crop circle; placing it affects farmers in play.

### **placement**

Used to described the act of adding a tile to the playing field.

### **plague source**

A tile containing a plague doctor symbol, on which infestation tokens must be placed. When using *The Plague*, the first 18 tiles (17 + the starting tile) should be separated out and the plague source tiles mixed with the remainder. When the plague is eradicated on the tile, it becomes secure from the plague until the end of the game.



### **pestilence**

One of the sectors of the Wheel of Fate. If the big pig lands on this sector, every player must remove one follower from play, starting with the player whose turn it is, and moving clockwise around the group.

### **playing catch**

A mini-game in *The Catapult*. A player should place the ruler half-way between him- or herself and the player on the left. Then he or she must attempt to hurl the token at least as far as the ruler, while the other player must attempt to catch it. Should the 'catcher' succeed, or should the 'hurler' fail to hurl the token further than the ruler, the catcher scores 5 points. However, should the token be hurled far enough but the catcher fail to catch it, or only touch it, the hurler scores 5 points.



### **playing field**

All of the tiles in play, taken as a whole. The playing field may stretch to the edge of a table, but no further.



### princess

When a tile with a princess is added to a city, the player placing the tile may select a single occupying follower and return it—along with any dependent special figures—to its owner's supply. The player placing the tile may then not deploy a follower.



### prisoner

A follower captured by a tower is a prisoner, and may be exchanged or ransomed by its owner.

### protection

Any figure on the same tile as the fairy is protected from the dragon.

### ransom

A follower which has been taken prisoner may be ransomed back by its owner for 3 points. Should a player have several prisoners belonging to the other player, then the owner may decide which of his or her followers to ransom. Only one prisoner may be ransomed from one player per turn.

### re-deployment

A follower is re-deployed when it is moved from the City of Carcassonne into another feature during scoring.

### RGG

See *Rio Grande Games*.

### Rio Grande Games

The American publisher of *Carcassonne*. Often abbreviated to RGG.

### river

The river is an alternative starting feature. It should be placed in its entirety before any normal tiles are drawn. Followers may be deployed to the tiles, although not to the river segments themselves.



### road

One of the four basic types of features. A follower deployed to a road is called a thief. A completed road scores 1 point for each tile on which it is visible; during final scoring, incomplete roads also score 1 point per tile.



### Robber Baron, the

The Robber Baron tile is awarded to the player who built the longest road—that is, the road covering the most tiles, not the road with the highest score. During the final scoring, this player then scores 1 point for every completed road on the playing field.



### ruler

Included in *The Catapult*, the ruler may be used for resolving disputes about how far hurled tokens lie from their target.

### scoreboard

The standard Carcassonne scoreboard contains 50 segments in a looped track. Once the starting segment has been passed, the player may take an additional scoring token.

### sector

One of the six divisions of the Wheel of Fate: fortune, taxes, famine, stormy weather, inquisition, and pestilence. When the big pig lands on a sector, a corresponding event occurs, and any followers stood on crown plinths in that sector are scored.

### seduction

A mini-game in *The Catapult*. The token is hurled, and should it land on the playing field, the closest follower must be identified, using the ruler if necessary. The player hurling the token may then choose to swap this follower for one of his or her own (either from the supply or one that is already in play). The other follower is returned to its owner.



### segment

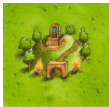
A segment is a section of a feature on a tile.

### shield

A type of crop circle; placing it affects knights in play.

### shrine

A shrine functions in the same way as a cloister. A follower deployed to a shrine is called a heretic. A shrine may challenge or be challenged by a cloister or an abbey.



### siege

RGG's solution to copyright issues, siege tiles function in almost the same way as Cathar tiles.



### small city

For the purpose of *Bridges, Castles and Bazaars*, a small city is one which consists of two semi-circular segments, which when created may be converted to a castle. It must have this (American) football shape to be converted.

### small city rule

A depreciated rule, in which small cities of only two tiles / segments would score only 2 points.

### special figure

Figures which belong to a player (and are therefore not neutral) but are deployed according to different rules and have special functions. Some, such as builders and pigs, are dependent on followers for deployment.

### Spielbox

A popular German magazine for board-games.

### spring

The starting tile of the river.

### stack

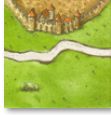
If the bag or tile dispenser are not in use, the tiles should be placed face-down in small stacks at the side of the playing field.

### starting player

According to the *The River II*, the youngest player begins the game by placing the fork. According to the HiG rules for the basic game, the youngest player decides who will begin. According to the latest RGG rules, the players decide among themselves who will be the starting player, using any method they choose. It's up to you. ;-)

### starting tile

The tile with the dark back in the basic game. If other starting expansions are used, it might either be mixed in with the other tiles or discarded.



According to the latest version of *The River II* and *The Count of Carcassonne*, the starting tile should be discarded. The rules for *The River*, on the other hand, say that you could discard it or mix it in. Again, it's up to you. ;-)

### storey

The number of tower pieces in a tower, determining its range. A tower of four storeys can capture followers up to four tiles away, horizontally or vertically.

### stormy weather

One of the sectors of the Wheel of Fate. If the big pig lands on this sector, every player scores 1 point for every follower which is still in their supply (that is, not in play).

### strength

The value of a follower for calculating a majority during scoring. Pigs and builders have a strength of zero (meaning they do not count towards the majority at all). Normal followers and wagons have a strength of 1; big followers have a strength of two; and mayors have a strength equal to the number of pennants in the city they occupy.

### supply

The playing figures and special tiles, such as the abbey, which a player does not currently have in play at the moment.

### taxes

One of the sectors of the Wheel of Fate. If the big pig lands on this sector, all players immediately score points for any knights in cities, as follows: Each knight scores 1 point for every pennant and every knight belonging to the player in that city.

### thief

A follower deployed to a road is called a thief.

### tie

Should a tie occur when calculating the majority in a feature being scored, all tied players score the full points available.

### tile

A playing piece containing segments of features. Tiles should be placed in stacks, the bag, or the tile dispenser.

### tile dispenser

Included in *The Tower*, the tile dispenser permits tiles to be stacked neatly, and also allows for a shorter game by only using the tiles from one side. It should be used instead of stacks or the bag.

### tower construction

Any player may take a tower piece from his or her supply and place it on any tower foundation on the playing field. Towers belong to no one, and may continue to be constructed until a player deploys a follower on top of it.

### tower foundation

The base of a tower. Tower pieces may be placed on top of the foundations in order to begin the construction of a tower. Like towers themselves, foundations are neutral and do not belong to any player.



### tower piece

The building blocks of a tower. At the beginning of the game, each player receives a given number of tower pieces, determined by the total number of players in the game. These pieces may then be placed on any foundation, or any tower already under construction.



### trade goods

There are three types of trade goods: cloth, grain and wine. Tokens for trade goods are awarded to the player who places the tile which completes a city containing their symbols, regardless of whether the player is otherwise involved in scoring. At the end of the game, the player with the majority in a trade good receives 10 points.

### tunnel

A tunnel consists of two portals, and is finished when both are claimed by two tunnel tokens of the same colour. Until then, the roads leading into the tunnel portals are considered to be incomplete. In the example below, there are two unconnected portals; the road does not (yet) lead beneath the city.

However, this is only true when using *The Tunnel* expansion. When that is not in play, a tunnel is an unbroken road that leads under another feature, such as a city. In the example shown, there is one continuous road and two farm segments.



### tunnel portal

The point at which a road leads underground. A tunnel portal may be claimed by a single tunnel token; when another portal is claimed by the second token of the same colour, a tunnel is finished and leads between the portals.

### tunnel token

There are six pairs of coloured tunnel tokens included in the expansion of the same name. They are used to claim tunnel portals.



### turn

The turn of a player consists of at least three basic components: placement, deployment, and scoring. However, some game mechanics may occur outside of this structure, such as at the start of the turn (fairy turn bonus), at the end of the turn (dragon movement according to RGG), or during the turn (ransoming prisoners).

### u-turn

A configuration of the river in which it doubles back upon itself. Strictly speaking, only immediate u-turns are banned, although all u-turns may lead to subsequent problems with the placement of tiles.

### underground

A tunnel allows a road to lead underground. When scoring the road, however, only the visible segments are scored.

### unoccupied

A feature is unoccupied if it contains no follower of any player. Followers may only be deployed directly to unoccupied features.

### unplayable

If a tile cannot be placed anywhere on the playing field, it should be removed from play and the player should draw another.

### vanilla Carcassonne

Another name for the basic game.

### visible

Only visible segments of roads are scored; an underground stretch of road leading through a tunnel is not.

### volcano

Whenever a tile with a volcano is placed, the dragon should be moved to that tile immediately. The player may not then deploy a follower to the tile, but may, for example, move the fairy or place a tower piece.



### wagon

The wagon may only be deployed to unoccupied cities, roads and cloisters. During scoring it has a strength of one and thus contributes to the majority. After scoring, however, rather than being returned to the player's supply, it may be moved to an unoccupied neighbouring feature.



### watermark

Recent releases of both the basic game and its expansions have featured small icons—watermarks—on the tiles. These make no difference to the game-play, but may make it easier to sort out the tiles at the end of the game.

### Wheel of Fate, the

From the expansion of the same name, the Wheel of Fate is a 4x4 replacement for the starting tile. It is divided into six sectors: fortune, taxes, famine, stormy weather, inquisition, and pestilence. Each sector triggers an event when the big pig lands on it. Around the rim of the wheel are crown plinths to which followers may be deployed.

### wine

Included in *Traders and Builders*, wine is one of the three types of trade goods. There are nine corresponding tokens.



# FURTHER DEVELOPMENTS

## HOUSE RULES

There are probably as many house rules for *Carcassonne* as there are players—everyone has his or her own preferred way of tweaking the game or smoothing out the edges. Those listed here were compiled from discussions on the forums at CarcassonneCentral. Hopefully this section will expand over time—if you think of other rules you'd like to see included here, don't hesitate to send me an email!

### The Basic Game

- The players decide who starts the game by any method they choose—such as by rolling three followers. The first player to 'roll' a standing follower decides who plays first. (*Thanks to Joff*).
- To determine the first player; each player draws a tile from the bag, the player that drew the tile with the most roads (0 to 4) plays first, if there is a tie for most roads, a draw-off takes place. This is repeated until someone wins. (*Thanks to michael*).
- Take your next tile at the end of your turn, to give you time to think about placement and avoid analysis paralysis.
- Play with a three-tile hand. The abbey counts as part of your hand. Play your turn, including the builder, and then draw back up to three tiles. (*Thanks to DavidP*).
- When playing with a bag for the tiles, the original starting tile may be put into the bag, and unplayable tiles can be put back into the bag rather than set to one side. (*Thanks to dwhitworth*).
- Trees (bushes) on roads do not end the road—only houses do (when the road forks). This makes road building a lot more dynamic. (*Thanks to Tobias*).
- When a tile is the only tile which can currently complete a structure, other players can offer to 'buy' it by offering points, trades counter, abbey, and so on. (*Thanks to Deatheux*).
- If you place a tile that fills a hole in the playing field by touching something on all four adjacent sides, you get another turn. This helps motivate people to finish the board even if they do not get an advantage from the placement. (Does not apply to the abbey tile). (*Thanks to viberunner*).
- Incomplete features at the end of the game do not score points at the end of the game. (*Thanks to metoth*).
- The edge of the table limits the playing area. Thus, a player may not place a tile past the edge of the table or move the playing area to place a tile that would have been past the edge of the table. (*Thanks to metoth for prompting this one, and to SkullOne for pointing out that this is an official rule from Hunters and Gatherers*).

### The River

- Ban all river U-turns to prevent problems with subsequent placement.
- You are not permitted to lay down any meeple until the entire river is down. (*Thanks to metoth*).

- Once the river is complete, it may be moved to the 'centre' of the playing area. (*Thanks to Joff*).
- Instead of starting with the spring and setting aside the lake, put all of the river pieces into the bag. In this way the river can be any size and there is usually more than one option for placing a river tile. (*Thanks to DavidP*).
- Mix the original starting tile (without a river) in with the river tiles. If it is drawn then it acts like a 'bonus' tile that can be placed anywhere. (*Thanks to RationalLemming*).
- Lay the river in reverse order, from lake to spring. No real advantage, but might be more desirable, when playing the *Count* expansion, to have the lake near the City of Carcassonne for purely aesthetic reasons. (*Thanks to Scott*).

## Traders and Builders

- Players are allowed to keep drawing additional tiles as long as they extend their city/road where their builder is deployed. (*Thanks to Diminuendo*).
- To bring the trade goods in line with the relative scoring of the King and Robber Baron, a player with a majority no longer scores 10 points. Instead, they receive a 10% bonus (or 10 points, whichever is higher) to their total score at the end of the game, *after* calculating farms and incomplete features, but *before* calculating any other scores such as those from the King and Robber Baron. Additionally, any player who does not win the majority may be awarded 2 points for every token they own. (*Thanks to kissybooboo*).

## King and Robber Baron

- At game end, use a lot of dice, place them on the board as completed features are found. Then collect them in, counting as you go. (*Thanks to viberunner*).
- Place unused pieces (or other objects) on the scoreboard to represent the size of the biggest city and the longest road. (*Thanks to RationalLemming*).
- The player holding the King or Robber Baron at the end of the game receives a straight 10 points for each card. This matches the points awarded for trade goods, and avoids having to count the number of completed roads and cities. (*Thanks to Joff*).
- The player who completes the first road receives the Robber Baron and keeps it until another player completes a longer road. Until that time, the player receives 1 bonus point every time a road is completed. The same applies for the King and cities. (*Thanks to dustyu*).

## The Count of Carcassonne

- Place the river first, then fit the city of Carcassonne first to it so that the most tiles are touched. Most likely this will seem to make the river flow around the city.

## The Princess and the Dragon

- Replace dragon tiles into the bag and redraw right away if there is no dragon in play yet. (*Thanks to dwhitworth*).



- Players are allowed to claim a fairy point until the bag is handed to the next player, but then it's tough if they forget! (*Thanks to dwhitworth*).
- Abandon the 1-point bonus for the fairy altogether, instead awarding 5 points for a protected follower completing a feature. (*Thanks to viberunner*).

## The River II

- Play the fork of the river first, and lay the spring last. The lakes are mixed in with the other river tiles. (*Thanks to Joff*).
- Rather than discarding the second fork (from *The River II* and *Count, King and Consorts*), mix it in with the other river tiles and place it normally when it is drawn. (*Thanks to Scott*).
- Pig-herds do not score a bonus. (*Thanks to Joff*).
- Play both rivers backwards starting with the city/lake. This is more realistic because you then get two springs producing rivers that join and flow 'down' to a lake. Discard two lakes—the plain one from *The River* and the volcano. To set up, place the lake tile, put one spring tile aside as a final ending tile, and then split the balance of the river tiles into two stacks. The junction tile is shuffled into stack 1 and the other spring into stack 2. Then the stack 1 is placed on stack 2—so that the junction will be drawn sometime before the spring. If playing with *The Count of Carcassonne*, place the city/lake so that it completes one of the small cities around Carcassonne. (*Thanks to dwhitworth*).
- Select only one lake tile and use two spring tiles. Lay the river in reverse order. The fork can be placed randomly, or at some predetermined point. The end result is two rivers flowing into one which then flows into a lake. (*Thanks to Scott*).
- Start from the fork, playing tiles on all three branches. Play the spring and lake tiles at the end, or mix two of the three with the rest of the river before play to have two of the three branches end randomly. (*Thanks to Scott*).
- Play with two forks and a straight river between them. The ends (two lakes, a spring and a volcano) then come out randomly. Makes for a big river, but with 300 or so tiles it works. (*Thanks to revolushn*).

## The Tower

- Towers cannot capture over empty tiles. (*Thanks to viberunner*).

## The GQ11 expansion

- The tile that looks like a pig-herd tile *is* a pig-herd tile! (*Thanks to viberunner*).

## Abbey and Mayor

- Wagons are only allowed to be used in cloisters (and shrines) if the tile also contains a road. This means that the wagon cannot be used in an abbey. (*Thanks to dwhitworth*).
- The wagon can move to the next complete, or uncontested and incomplete, feature. This lets it roll across the board to uncontested features. (*Thanks to viberunner*).

- The mayor cannot be captured by the tower. (*Thanks to viberunner*).
- The wagon cannot be eaten by the dragon or captured by the tower. (*Thanks to viberunner*).
- The wagon can be used in ‘non-roaded’ features. It can move from the abbey to a touching city or road (one move, one turn) but it cannot do so from a cloister that touches only a farm. (*Thanks to viberunner*).
- The mayor is laid flat in the same way as farmers so that you can tell at a glance which cities contain mayors. (*Thanks to Joff*).

## Shrines and Heretics

- To raise the stakes of a challenge between shrines and cloisters, and to make it more worthwhile to risk the chance of getting no points, the winning challenger receives the points for *both* structures while the loser still receives nothing. (*Thanks to RationalLemming, and to awt104981 for pointing out that this can't result in 18 points*).

## The Catapult

- Ignore all the usual Catapult rules, and instead award 5 points immediately to any player who draws a fête tile out of the bag and deploys a follower to it. Note that it must be one of the normal followers—it cannot be a big follower, mayor of wagon. (*Thanks to Johngee*).

## The Wheel of Fate

- Do not use the wheel of fate the starting tile, placing it instead to one side (for example, next to the scoreboard). The principle benefit of this is to preserve the integrity of the playing area, since every other visible feature is at least semi-realistic. You might also consider turning the tile over and using the more abstract design on the reverse.

# SELECTED VARIATIONS

from the official home page at [www.carcassonne.de](http://www.carcassonne.de)

## Collective planning

by *Bernd Eisenstein*

Three tiles are placed on one side, face-up. The players can then decide to take any one of the face-up tiles or one from the stack. If any of the face-up tiles are used, they are replaced at the end of the turn, so that there are always three to choose from.

## Cloisters for everyone!

by *Bernd Eisenstein*

At the start of the game, every player receives a cloister and places it face-up in front of him or herself. This tile may be placed at any time during the game instead of drawing one from the stack.

## The architects

by *Tobias Stapelfeldt*

The tiles are divided among the players, who may select any tile from these individual stacks for placement. It may be strategically useful to distribute the cloisters separately.

## Follower unpunctuality

by *Bernd Eisenstein*

A player may not deploy a follower to the tile just placed, but only to one which has already been placed (according to the usual rules for deployment, of course).

## Fewer followers

by *Holger Peine*

The number of followers is determined in connection with the number of players:

- two players: seven followers
- three players: six followers
- four players: five followers

The attraction of this variation is that it encourages players to carefully consider whether a follower should really be deployed to a given tile.

## Prisoners

If a follower ‘enters’ an already occupied city via the placement of a connecting tile, the player who deployed the follower can opt for it to take captive one of the other followers in the feature. In this case, both followers are given to the player: his or her follower must be assigned to ‘guard duty’. However, the ‘guard’ can be deployed to a tile at any time, at which point the prisoner is returned to its owner.

## The battle for completed cloisters

by Frank Rudloff

1. During their turn, every player has two tiles to choose from in their hand.
  2. During the final scoring, the score of every incomplete cloister is awarded to the opponent. In the case of more than two players, the player to the left receives the points, forcing the respective opponents to have different interests and strategies.
- This variation offers a player the opportunity to turn an opponent's cloister advantage into an advantage for themselves, by trying to prevent the opponent from completing a cloister.

## A new lease of life

by Tobias Stapelfeldt

Instead of deploying a follower, a player may choose to perform one of the following actions:

1. Settling down: a thief belonging to the player may be moved to an unoccupied farm bordering the road.
2. The call of the city: a farmer may be moved to an incomplete city bordering the farm.
3. Religious war: two of the player's knights may be moved to a cloister occupied by a monk of an opponent, and the monk returned to the supply.
4. The highwayman: one of the player's knights may be moved to a road segment on any of the tiles of the city formerly containing the knight.

## The dash

by Tobias Stapelfeldt

The same rules apply as for 'A new lease of life'. After every action or deployment of a follower, the player may sacrifice a point on the scoreboard in order to carry out a further action or deploy another follower.

## Mountains

by Tobias Stapelfeldt

Instead of placing the tile as usual, the player may turn the tile into a mountain by placing it - upside down - next to a farm without a road. When placing a tile next to a mountain, the edge of the placed tile must always be farm without a road. Followers may be deployed to the mountain as miners, remaining there until the end of the game. If a pennant (smithy) lies within two tiles distance of a miner, then the miner

1. counts as a knight when for the purpose of scoring the city in question, and
2. counts as an additional farmer in relation to the city during final scoring.

## Rebuilding

by Tobias Stapelfeldt

After a player has placed a tile as usual, rather than following the usual procedure, he or she may do this instead:

1. Move his or her score marker back a given number of points.
2. For every point deducted, the player may remove an unoccupied tile from the playing field and must then place it somewhere else. The tile removed may not be touching other tiles on more than two of its sides, and its removal must not divide the playing field into unconnected parts.
3. A follower may be deployed to the removed and replaced tile as usual.
4. Scoring proceeds as usual.

## Only one can choose

by Robert Vötter

For this variation an additional figure is required; it is used to indicate which player's turn it is. This player draws as many tiles as there are players. After looking at the tiles, he or she distributes them among the other players as he or she chooses, naturally retaining one tile.

Variation a): Distribute the tiles face down.

Variation b): Distribute the tiles face up, so that all players can see the tiles.

Beginning with the player whose turn it is, the players then take turns to place their tiles. Then the figure is passed to the next player and the game proceeds according to the same principle.

Note: It is often possible with this variation that a player will pass on a tile which may seem useless, only to find that another player uses it so well that one can get quite annoyed.

## The Count of Carcassonne: Official Variants

Even the aristocracy are subject to certain rules, and cannot simply do whatever they may want. The following variants take this into account and constrain the freedom of the Count. Using these variants will lend the mini-expansion even more tactical possibilities. In both variants, the Count may no longer be freely moved, but rather:

- whenever a new follower is deployed to the city of Carcassonne, the Count is moved clockwise to the next city quarter; or
- the Count is moved to whichever city quarter the new follower is deployed to.

## CARCASSONNECENTRAL

Chances are, if you're reading this document, you probably downloaded it from either CarcassonneCentral (<http://carcassonnecentral.com/>) or BoardGameGeek (<http://boardgamegeek.com/>). Those are, in fact, the only places where it is officially on offer—so if you downloaded it anywhere else I'd be grateful if you could drop me a line and let me know. And if you haven't already, you could show your support by joining one of the communities and letting us know what you think. Naturally, both are completely free.

Most of the work surrounding this document goes on at CarcassonneCentral, which I think it is fair to call the premiere *Carcassonne*-related website in the English-speaking world. It was set up in March 2007 when Gantry Rogue contacted me about a possible collaboration, and since then has gone from strength to strength.

Quite simply, if you have a *Carcassonne*-related question, a suggestion for the CAR, want to ask people to play-test a variant you've been working on, or just feel like asking what everybody else is playing at the moment, we'd be pleased to welcome you to CarcassonneCentral. It's a great way to keep up with official news and community developments, and signing up really only takes a minute.

# ENDNOTES

## ACKNOWLEDGEMENTS

- Klaus-Jürgen Wrede, for creating such a great game.
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- hester for extensive proof-reading and pointing out inconsistencies, especially with regard to the Glossary section.
- Vladimír Sýkora for pointing pointing out problems with spare and extra tiles in the tile overview.
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- eddebaby for his extremely helpful breakdown of what needed to be done to update the CAR.

Special thanks to the CarcassonneCentral and BoardGameGeek communities in general. Naturally, all errors are entirely my own.



## VERSION HISTORY

**5.0 beta 9** (9 February 2011) Included Whaleyland's corrections. Added and adapted Skull One's turn summary. Revised the scoring overview, splitting in into three sections. Added a low quality placeholder image of a phantom follower (actually the box!). Glossary: auction.

**5.0 beta 8** (8 February 2011) Changed 'plague' from *The Wheel of Fate* to 'pestilence' to distinguish it from *The Plague*. Added *Crop Circles*, *The Plague.*, *The Party* and *The Phantom*. Glossary: phantom, party, inactive, active player, flea, plague source, epidemic, eradicate, infestation, flight, crop circle, pitchfork, club, shield; edited follower and all abbreviations.

**5.0 beta late than 7** (5 February 2011) Added rules for *The Tunnel* and *Bridges, Castles and Bazaars*. Added Whaleyland's new cover. Increased font size by 1 point for (hopefully) the entire document. Standardised the Tile Distribution lists. Removed gradients from table backgrounds. Incorporated joshgambit's corrections. Glossary: castle, small city, bridge (2), bazaar, bid, claim, tunnel portal, tunnel token, underground, visible; edited tunnel and adjacent. Switched Fortune and Inquisition graphics the rules of *The Wheel of Fate*. Corrected 'sub-game' to 'mini-game'.

**5.0 beta 6** (15 July 2009) Incorporated the rest of hester's suggestions, greatly improving the Glossary. Added several variations to the house rules section. Added rules for *The Wheel of Fate*, along with the associated additions to things like the Tile Reference and Glossary.

**5.0 beta 5** (20 January 2009) Incorporated some of hester's suggestions and corrected *The River II* (sorry Novelty!) Added more info about spare and extra tiles in the tile overview. Following wicke's suggestion, changed all references to 'small' followers to 'normal' followers.

**5.0 beta 4** (19 January 2009) Rebuilt the Overview and house rules sections, added Contact, CC and Glossary pages. Corrected a number of errors, capitalised all references to 'the Count' 'the King' and 'the Robber Baron'.

**5.0 beta 3** (12 December 2008) Incorporated (finally!) wicke's corrections, as well as a few from CC.

**5.0 beta 2** (29 November 2008) Rules distribution lists and/or notes for the *Spielbox Almanac*, *Cult*, *Siege and Creativity*, and *The Catapult*. Updated to take account of RGG's switch to 3rd edition farmer scoring.

**5.0 beta** (6 February 2008) Completely re-formatted; rules and FAQ for the sixth expansion—*Count*, *King and Consorts*. Too many changes to list, really.

**4.1** (28 January 2008) Numerous corrections.

**4.0** (24 October 2007) Added new rules, tile distribution list, and FAQ for the fifth expansion—*Abbey & Mayor*. There's also a new introduction. This edition probably has too many changes to list.

**3.7.3** (23 August 2007) Corrected a mistake on p.59 (thanks to Johannes Boe).

**3.7.2** (3 May 2007): Corrected ambiguities in the FAQ for *The Count of Carcassonne*, and tile distribution lists for the basic game.

- 3.7.1** (11 March 2007): Corrected errors in the Tile Distribution lists and in the introduction.
- 3.7** (10 March 2007): Completely reworked all the Tile Distribution lists; used a new (more logical) notation, and rotated all tiles to match it. Also added all the RGG ‘proofs’ to the Incorporated & Depreciated FAQ
- 3.6** (1 March 2007): Extensive proof-reading by Olon Callaway; added the Incorporated & Depreciated FAQ; corrected the errors spotted by André Santos; numerous edits on the basis of comparison with the RGG edition (many thanks to ironmule for the scan!)
- 3.5.4** (15 February 2007): Removed references to two pig-herd tiles from *The River II* (forgot to do that in 3.5.1).
- 3.5.3** (14 February 2007): removed shadow from Carcassonne logo on p.5—seemed to be causing crashes in Preview.
- 3.5.2** (6 February 2007): correction on p. 33; added version number to header.
- 3.5.1** (1 February 2007): numerous corrections in the text; incorporated the new ruling that the GQ expansion does not contain a pig-herd tile.
- 3.0** (11 December 2006): Added tile distribution lists to the original game and all expansions except *The Count of Carcassonne*, a consolidated tile reference, and the translations of the variations from the official home page. Numerous layout changes.
- 2.0** (4 December 2006): First public offering of the complete annotated rules. The page on the GQ expansion looks a bit empty—no rules or translations, although there are a couple of FAQ from other expansions which seem relevant.
- 1.2** (3 December 2006): A number of changes throughout, thanks to proof-reading by Andy Tinkham (tinkha).
- 1.1.1** (3 December 2006): A few minor changes, with footnotes about incorrect images (farmer standing up), pointed out by Cesar Moreno (NoMasOvejas). Also included this Version History for the first time.
- 1.1** (2 December 2006): Removed background shadows, which was making the PDF crash Preview. Resulting file smaller and more stable.
- 1.0.1** (2 December 2006): Incorporated information from Andy Tinkham (tinkha): tower blocks should be tower pieces, and several things about older editions. Also changed all graphics from TIFF to PNG, saving quite a lot of space.
- 1.0** (2 December 2006): Complete first draft, sent to BGG.
- 0.6** (30 November 2006): *Inns and Cathedrals* and *Traders and Builders* completed.
- 0.4** (20 November 2006): Basic rules completed.
- 0.2** (19 November 2006): First two pages of the basic rules completed.

# CONTACT

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