Carcassonne

The Complete Annotated Rules

Contents: Complete Annotated Rules

STANDARD EDITION

✴ Major Expansion   ☽ Minor Expansion   ↻ Alternate Edition

About this Document

One of the primary purposes of the Carcassonne Complete Annotated Rules is to bring together into one place all of the rules from the game and all of its expansions. That's not such an impressive goal, though – the PDF files of all of the rules are available online. However, some rules have changed over time with new editions of the game, and the intent of the CAR is to keep up with the current rules. Additionally, the CAR provides an official English translation for the basic game and its expansions, especially useful for those expansions that may not be released in English-speaking markets for years after initial German release.

Another issue is that various combinations of expansions have created questions that are not answered by the rules themselves. The CAR is there for you too, though. Through a series of footnotes, you will find the answers to most of those questions as well.

To clarify how official an interpretation in a footnote is, the following codes will be found throughout this document:

Fully official clarifications from Hans im Glück (HiG), the original publisher of Carcassonne, are marked with the symbol 📖. Additionally, these official clarifications may be written in a **question** and **answer** format, although an effort has been made to keep clarifications concise. Occasionally, official clarifications from other publishers (e.g. Rio Grande Games in the case of the Games Quarterly #11 expansion) are also written in this format.

Interpretations and clarifications of the rules that come from the CarcassonneCentral community (including this author) will be marked with the symbol 🌐.

Footnotes that highlight differences between different rule sets (such as noting older rules) are marked with the symbol ⇔. Where there is currently a major disparity in the rules among the different publishers, the footnote text will also be colored dark pink.

Questions that we still don't have an official answer for (or even a good suspicion of) will be marked with the symbol 🔴 and are printed in red.

Footnotes that represent commonly-used house rules or house variants are marked with the symbol 🏠 and are printed in blue.

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Introduction

As 2013 rolls to a close, the English explosion of Carcassonne is continuing, as English publisher Z-Man Games is adding a couple of expansions to their catalogue each fiscal quarter. Ultimately all major expansions other than the much-maligned *Catapult* will be accounted for, and English-speaking countries have the *Count, King and Robber* expansion for the first time.

As noted before, the presence of a new publisher means that translation and compilation of rules has gotten messier than before. Different English words are used by different companies (and even in different sets of rules from the same company), so the terminology used in this document may be slightly different than what you have in your rules packets. We at the Carcassonne Complete Annotated Rules (CAR) have tried to maintain consistency throughout the document, and for now this document is sticking to some of the older and more established translations – if you have any questions about terms, be sure to check out the German/English Dictionary section to see the various translation differences that you may see in different versions of the rules.

This version of the Standard CAR, version 6.4 (the final version of 2013) is really another mini-expansion to the CAR family. Only one new small expansion (*The Besiegers*) has been added since the last edition, and that new expansion brings the same rules as the long-out-of-print *Cathars*, so there are no revolutionary new rules to focus on here. Thus, this version brings quite a few rules clarifications that have come out since the last edition of the CAR, with particular emphasis on *The Princess and the Dragon* – the timing rules, interactions with other expansions, varying translations, and fluctuating interpretations have made this one of the most complex expansions (if not THE most complex) to date.

So dive into the CAR. We won't promise you a zen-like understanding of Carcassonne, but you might find answers to questions that you didn't even know you had.

Rules

Carcassonne – The Basic Game

originally released by Hans im Glück in 2000

A clever 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 skillful deployment of the followers as thieves, knights, monks and farmers is the path to success.

Game contents

reverse of the starting tile — *a cloister* — *city segments*

farm segments — *road segments* — *crossing*

- **72 land tiles** (including one with a dark reverse) which depict road, city and field segments, as well as cloisters and crossings.[1]
- **48 followers**[2] in six colors[3]:

  Each follower can be deployed as a knight, monk, thief or farmer.
  One follower of each color is used as a scoring marker.
- One **scoreboard**. This is used to track players' scores
- One **rule booklet** and one **supplement**.
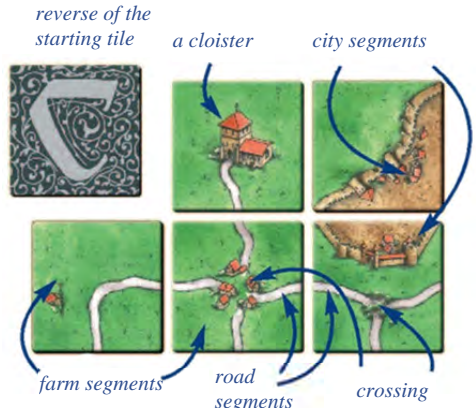
Overview

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.

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[1] ⇔ The **RGG** edition of the Big Box 1, 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."

[2] 📖 **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.

[3] 🌍 As far as the Big Box is concerned, the sixth set of followers is a part of the basic game, not *Inns and Cathedrals*.

Preparation

The starting tile is placed in the middle of the table.[4] The remaining tiles are mixed and placed face-down on the table in several stacks, so that each player can access them easily.[5] The scoreboard should be placed at the edge of the table if possible.
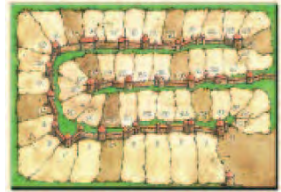
Each player chooses a color and receives the eight followers, placing one on the '0' field of the scoreboard as a scoring marker. The remaining seven followers stay with the player for the moment, as his or her supply.

The youngest player decides who starts the game.[6]

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:

- 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.[7] Corner-to-corner placement is not permitted.

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[4] 📖 See notes on Use of a Table (p. 20). (5/2013)

[5] 🎒 Tiles can also be placed into a sack and drawn randomly.

[6] ⇔ This paragraph represents the current **HiG** rules. The **RGG** rules state that the players decide among themselves who will be the starting player, and the **ZMG** rules mention both options.

[7] 📖 **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.

- Any city, road, and field segments must continue segments already in play.[8] [9]

In the rare case that a tile cannot legally be placed anywhere, and all players agree, it is removed from the game, and the player draws another.[10] [11]

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 [12] [13] as either:

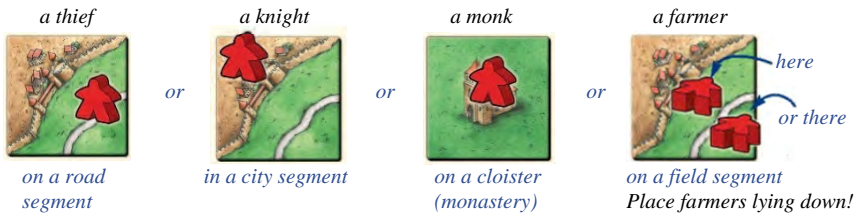| *a thief*	*a knight*	*a monk*	*a farmer*
on a road segment	*in a city segment*	*on a cloister (monastery)*	*on a field segment* *Place farmers lying down!*

here
or there

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[8] 📖 Cloisters can be placed directly next to each other, or corner to corner. It is not necessary for there to be eight other (non-cloister) tiles neighbouring a cloister. A cloister stands in the middle of a field segment and other segments can be placed next to it. In contrast to roads, cities, and fields, it is not possible to connect to a cloister.

[9] 📖 A newly placed land tile must fit the adjacent terrain on all edges. During placement it is not enough to look for only one side that fits.

[10] 📖 Alternatively, if legal, the player could place the Abbey tile instead of drawing another tile. (1/2013)

[11] 🎒 If drawing tiles out of a bag, a tile that cannot be placed could be returned to the bag for later use.

[12] 📖 If you complete a previously unoccupied city when placing a tile, you do not have to occupy this city and earn the points. You can close the city without it being occupied and (for example) deploy a farmer as long as the farm is unoccupied. The city does not necessarily require a knight to look after it.

[13] 📖 **Question:** On cloister tiles, are we allowed to deploy a follower on the surrounding field segment? **Answer:** Yes! The same rules are valid for a field surrounding a cloister as for any other field. 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—ed.]

- There must be no other follower (not even one belonging to the same player) on the road, city, or field 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.
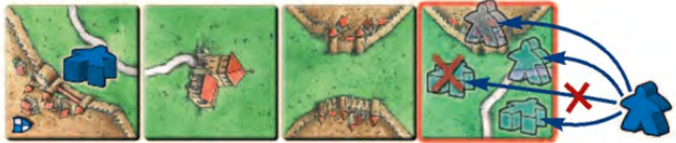
BLUE can deploy the follower as a knight or a thief, or as a farmer on the small farm segment: the large farm is already occupied.

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.[14]

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[14] 📖 **Question:** There is a situation that puzzles us. If a player draws a tile with two city segments and completes a small city, earning 4 points, can he or she then deploy a follower to a 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,[15] a city segment, or a cloister, or when the road forms a closed circle.[16] There is no limit to the number of road segments which can lie between these endings.
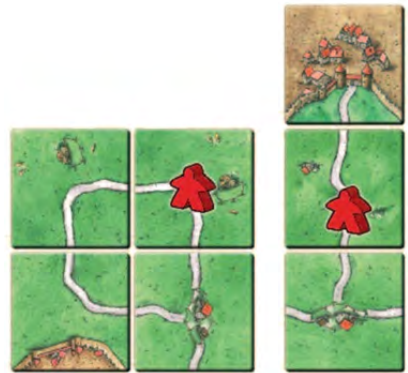
A player who has a thief on this completed road scores as many points as the road is long, decided by **counting the number of tiles**.[17]

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

RED scores 4 points

RED scores 3 points

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.[18] There is no limit to how many segments a city may contain.

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[15] 📖 In the game there are crossings and junctions. 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.

[16] 📖 **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.

[17] 📖 **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.

[18] 🌐 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.

A player who has a knight in a completed city scores 2 points for every city segment. [19]
Every pennant (banner / shield symbol)[20] scores an extra 2 points.

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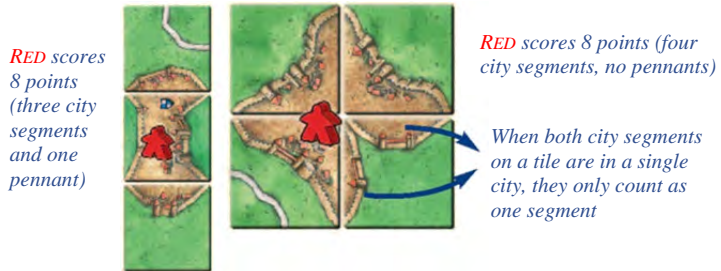
What happens if there are several followers on a completed road or in a completed city?

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.[21] 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!

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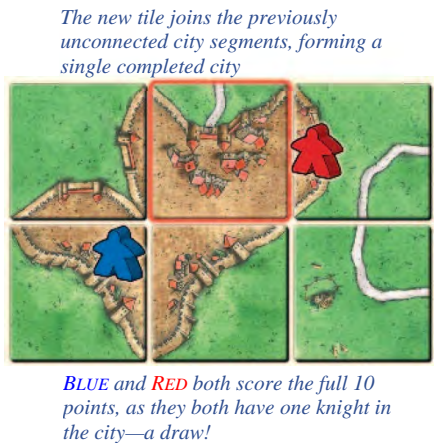
[19] ⇔ Note that the so-called 'small city' rule is no longer used in any edition. This rule stated that a city of two segments—the smallest possible completed city— scored only 2 points, or 1 point per tile. Pennants in a small city also scored only 1 point each. However, small cities are now scored in the same way as every other city: that is, 2 points for every city segment, and 2 points per pennant.

[20] 🐦 Note that a pennant only affects the city segment it is in, not the whole tile (if there is more than one segment on a single tile).

[21] 📖 When two followers of one color are occupying a road, city, or farm, you DO NOT score double in these cases. The number of followers (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.
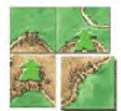
A completed cloister (monastery)

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: [22]

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 field segments form a farm.[23] Farms and field 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.

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[22] 📖 Note in the box that features are considered to be complete as soon as the tile is placed, although follower placement and scoring only occur afterwards. This is important when playing with *The Flier*.

[23] 📖 In determining farm size, 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, and there will likely be farms that remain open for the entire game.

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 (from *Inns & Cathedrals*) 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.[24] 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.[25]

The End of the Game

The game ends at the end of the turn in which the last land tile is placed.[26] Any roads, cities, and cloisters completed in this round are scored as usual. This is followed by the final scoring.

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[24] 🌐 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.

[25] ⇔ 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.

[26] ⇔ Note that, according to the **RGG** Big Box 3 rules, the last land tile placed could be an Abbey tile. According to these most recent rules, "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." This is a reversal of a previous FAQ, which used the statement, "The game is over when the last face-down land tile has been played." This older statement was to specifically prevent 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) had been played.

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**.[27] As soon as the feature in question has been scored, the followers involved are removed.[28]

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

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.

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.[29][30]

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[27] 📖 **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.

[28] ⇔ This sentence, based on an FAQ, was added into the **RGG** rules at a later point in the text.

[29] 📖 **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.

[30] 📖 **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.[31] [32]

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.

X = The order in which the tiles were placed.
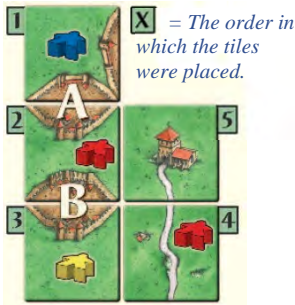
On the large farm RED and YELLOW both have two farmers, and so both score 6 points: 3 each for the cities A and B. BLUE owns the small farm, scoring 3 points for city A.

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[31] ⇔ This describes what is known as the 'third edition' method of scoring farms, the method curently accepted by all publishers.

[32] 📖 **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.

Every farm scores the bordering cities[33] in the same way. When this has been done, the game is over.

The player with the most points wins.[34]

Example of farmer scoring

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

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 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.*

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[33] 🌐 A bordering city is one that has a wall bordering the farm; a single point of contact at the corner of a tile is not sufficient.

[34] ⇔ The **HiG** rules do not have any instructions regarding what to do in case of a tie. The **RGG** rules state that tied players "rejoice in their shared victory." The **ZMG** rules state, "In case of a tie, play another game to determine the winner!"

House Rules

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. These tiles could be visible to all or hidden to the other players (Thanks to DavidP and youtch).

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).

Table borders COMPLETE features as an abbey would. (Thanks to PreGy.)

Use colored dice instead of meeples on the scoring track. Start out with the 6 showing on top. When the marker completes one lap, turn it to the number 1 to indicate it has completed one lap. This shows at a glance which player is on what lap and who's ahead. On the 100 space track it's even easier to determine someone's score at a glance. (Thanks to Carcking.)

Tile Distribution **Total Tiles: 72**

x1	x3	x1	x2	x1
x3	x2	x2	x3	x2
x3	x2	x1	x5	x3
<u>x4</u>	x3	x3	x4	x2
x9	x8	x4	x1	
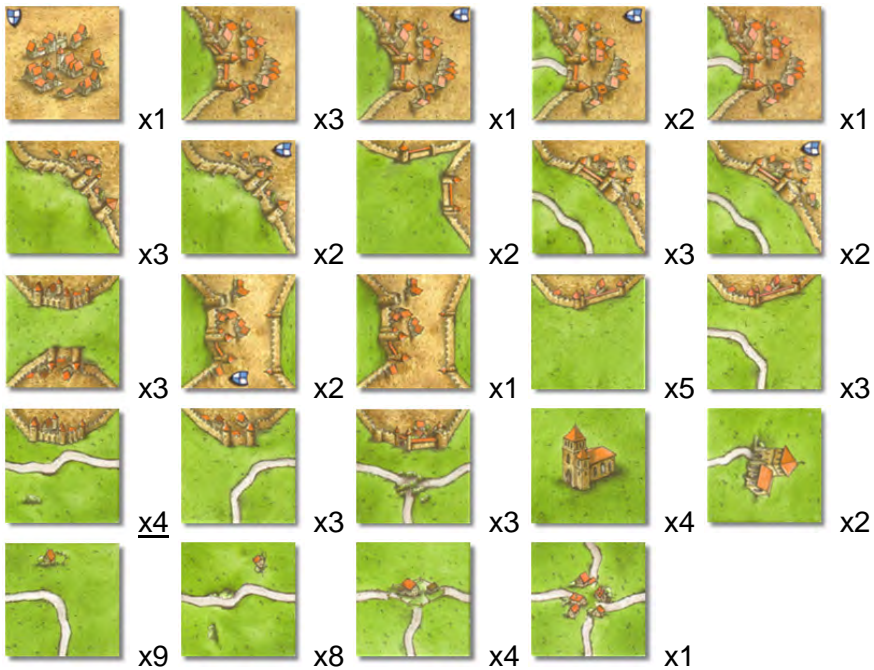
Underlined number includes starting tile.

Use of a Table

A number of questions have been asked about rules related to the play area itself, including what happens when the edge of the area is reached, or if a table has to be used for play. The following clarifications are from Georg Wild from HiG (5/2013):

- The edge of the table is the limit for the game if, as stated in the rules, a table is used.

- The rules state that the starting tile is placed in the middle of the table. If all of the tiles are shifted to allow more room, the starting tile would no longer be in the middle. So in principle, total shifting of the tiles is not allowed. Additionally, with a manual shift of all of the tiles, the tiles and figures on the field can slip, which could lead to incorrect positioning of tiles or figures.

- Addition of a second table is possible if one of an appropriate height is added to the first table. If a table is extended (as with an additional panel), make sure that the tiles and figures on the playing field do not slip.

- Playing on the floor: The rules technically do not allow this, because the rules state that the first tile is placed in the middle of the **table**. Playing on the floor is not forbidden, however, if use of a table is not feasible. If the floor is used, tiles must be placed so all tiles are visible to all players. Tiles cannot be placed under the sofa, cabinet/shelf, etc.

- It is important generally, that all the players in the round agree how to play:
  Table - Standard
  Table - with "total shifting" of tiles
  Table - with extension
  Floor

- Continue to play fairly and not intentionally unfair to other players.

World Championships Tournament Rules 2012

The tournament uses the Swiss system, applying the Buchholz (or Solkoff) method as a tiebreaker (the lowest result of an opponent is discarded) in a starting pre-elimination phase. The pre-elimination is a 6-round tournament at two-player tables.

After these six rounds the best four players play a semi-final game (place 1 vs. place 4 and place 2 vs. place 3). The starting player is the player with the better results in the pre-elimination. In the unlikely case of a draw/tie in this game, the player ranked higher in the pre-elimination moves on to the final.

The two winners of the semifinal play out the World Champion in a final duel. The starting player in these finals is the player with the better position in the pre-elimination. If there is a tie, then a second game will be played with the second player as starting player. If there is a tie even after 2 final games (which is extremely unlikely), then the player with the better result in the pre-elimination wins.
The same is done with the losing players of the semifinals – they play out which player will take place 3.

For all games just the standard *Carcassonne* box is used.

Explanation of Swiss system:

In the pre-elimination games the number of victories will be counted. We will use the Buchholz (Solkoff) method to resolve ties. This means that for every player the number of victories of his opponents will be summed up. For this, the result of the weakest opponent will be discarded.

If there are still ties, then the difference of victory points over all six games will be summed up and used as tie-breaker.

The schedule for the first round will be determined by drawing lots.

After that the schedule will be determined by the current ranking, where the players ranked 1 and 2, 3 and 4, 5 and 6 and so on will compete against each other. In addition to that we will take care that players do not have to play against each other twice (if possible). Then the next suitable player in the ranking will be determined (this actually will be done by a software solution).

In every game the starting player is the player that has started fewer times. In case of ties the player placed at position one in a game by the software is the starting player.

In all games chess-clocks will be used. Each player gets 15 minutes for his own game – if he uses up all his time, then the player loses.

The player activates the other player's clock as soon as he finishes his move – this means AFTER he calculates his points.

Tiles are considered set and finalized as soon as a player lets them go – players are not allowed to change their decision of placement of tiles (and of course meeples) after they let them go.

Rules of the Carcassonne Games - Explanations:

All games are played only with the basic Carcassonne game, with the following rule variations:

Cities with two tiles give four points (not two).

The Farm value is calculated like this:
For every farm the number of farmers is calculated and the player with the most farmers receives 3 points for every city on that farm. Note that every player can get the points for one city in this manner more then one time!

[In other words, the third-edition scoring rules.]

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 fields)[35]

Preparation

Separate the spring tile and the lake tile from the others.[36] 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.

cloister *city segment*

farm segment

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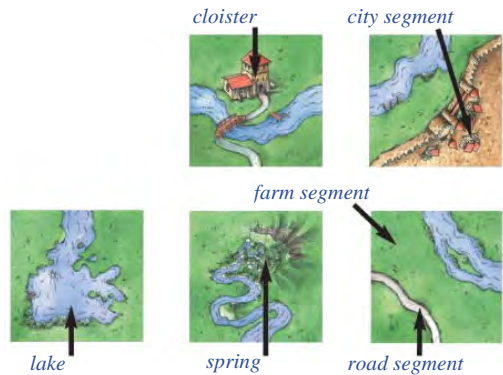
The original starting tile can either be mixed into the stack of river tiles, or placed as soon as the river has been completed, and is treated like a normal tile.

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.[37]

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[35] 📖 When the two River sets are combined, discard one spring and one lake and make just one river (instead of making two rivers using the two springs).

[36] 📖 Officially, the field goes around the spring, creating a connected farm.
⇔This was incorporated in to the **RGG** edition of the Big Box 1, which included *The River* (the **HiG** edition did not), stating that "The field space on the lake and spring tiles wraps around those features."

[37] 📖 **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.)

House Rules

Ban all river U-turns to prevent problems with subsequent placement.

You are not permitted to lay down any meeples until the entire river is down. (Thanks to metoth).

Once the river is complete, it may be moved to the center 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 then 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).

Tile Distribution Total Tiles: 12

x1   x1   x1   x1

x1   x2   x2   x1

x1   x1
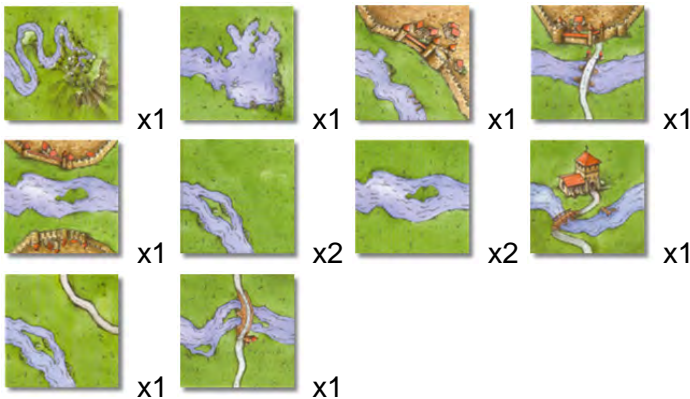
Inns and Cathedrals (Expansion 1)

originally released by Hans im Glück in 2002

Extra pieces

- **18 new land tiles**
- **6 point tiles** ("50" on one side and "100" on the other side)
- **6 big followers** (one for each color)[38]

Thieves may not be placed here.

This tile has four unconnected city segments.

The cloister divides the road into two segments.

The crossing divides the road into two segments.

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 right:[39]

The inn lies on the right-hand road segment.

The field comes to an end here.

Only BLUE scores points for the road.

---

[38] ⇔ In the Big Box, the sixth set of followers is part of the basic game and is described there.

[39] ⇔ 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:

Original tile

Big Box version

🌐 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.

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.[40]

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.[41]

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.[42]

3. Score completed roads, cities or cloisters

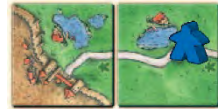## A completed road

Inns by a lake[43] (6 tiles)
If a road which has one or more inns lining it[44] 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 0 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

---

[40] 🔹 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.

[41] 📖 A player with a big follower **DOES NOT** score twice as many points. The big follower is dealt with in exactly the same way as two normal followers; 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.

[42] 📖 **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.

[43] 🔹 It is worth pointing out that this description seems to exclude the spring tile from GQ11, which contains what looks like an inn, but does not feature a lake.

[44] 🔹 Note that an inn affects only the road segment that it is immediately adjacent to, not all segments on the tile.

A completed city

Cathedrals (2 tiles)
If a city which contains one or more cathedrals is completed,[45] 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.
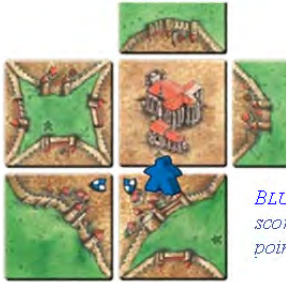
BLUE scores 24 points

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

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[45] 📖 **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.

Tile Distribution **Total Tiles: 18**

 x1   x2   x1   x1   x1

 x1   x1   x1   x1   x1

 x1   x1   x1   x1   x1

 x1   *OR* x1
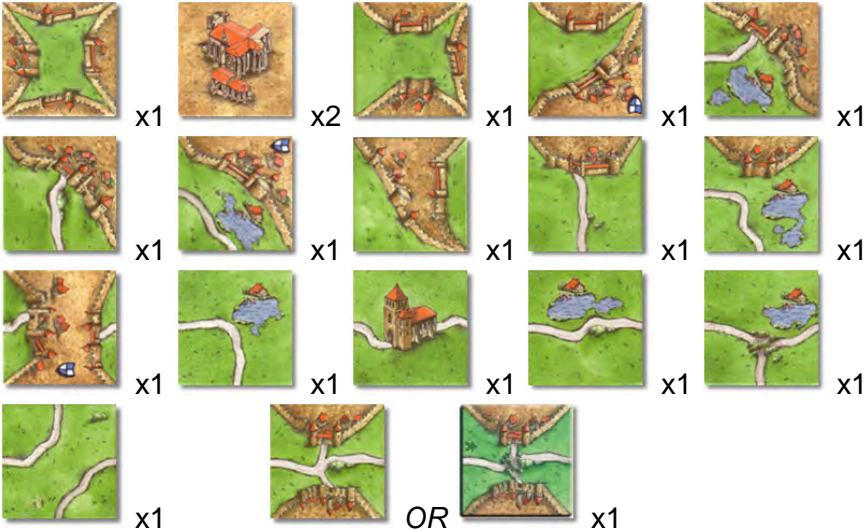
Traders and Builders (Expansion 2)

originally released by Hans im Glück in 2003

Extra Pieces

- **24 new land tiles**
- **6 builders** and **6 pigs** (one for each color)[46]
- **20 trade counters** (9x wine, 6x grain, 5x cloth)[47]

Playing the Game

1. Place a tile

The new land tiles are placed in the usual way. Take care with the following tiles:[48]

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

One road ends at a city, the other at a house. The tile has three separate field segments.

The cloister divides the road into three segments.

This tile has three separate city segments.

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[46] ⇔ The original rules say: '12 new followers in 6 colors (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.

[47] ⇔ 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 colors. Should this be the case, the tiles may be drawn from the bag.'

[48] 🌍 Notice that on the second tile, the road ends in a house; not an inn (there is no lake).

2. Deploy a follower

Instead of deploying a normal 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[49] [50] [51] the road or city which includes their builder, they may take a **double** turn.[52] Here, after performing the usual steps of deployment and scoring,[53] the player draws another land tile, places it appropriately, and may then deploy another follower and carry out any necessary scoring.[54]

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[49] ⇔ 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.

[50] 📖 If a player completes a feature with an Abbey tile and his or her builder is on the feature, the feature **does not** get "extended" by the Abbey (as the Abbey is a separate feature), so the player **does not** get another tile.

[51] 📖 Placing a bridge on a tile to extend a road is sufficient to trigger the builder's double turn, as is placement of a tunnel marker if additional tile(s) become part of the road in question.

[52] 🌐 The original rules say that "the builder makes the double turn possible." Given the use of the word "may," or that the player "is allowed" to take a double turn in the **RGG** rules, it seems that the double turn is optional (though there are likely few circumstances where one would choose not to take the double turn).

[53] ⇔ 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 first part of the player's turn should be completed in its entirety before beginning the second part of the double turn by taking a second tile.

[54] 📖 **Important note:** The "double turn" is really a **single turn** with two parts. Both parts of the double-turn are identical, but actions that only occur once per turn (such as fairy bonus point and prisoner buy-back) still only happen once. See the **table** at the end of the *Traders & Builders* section for more details. (modified 6/2013)

The player's turn is then over.
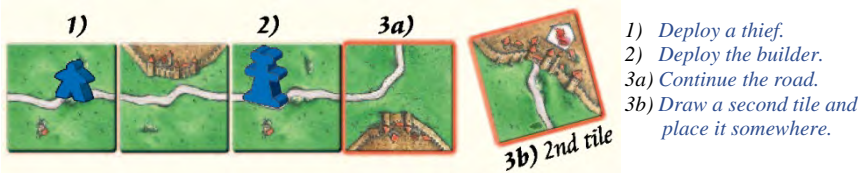
1) *Deploy a thief.*
2) *Deploy the builder.*
3a) *Continue the road.*
3b) *Draw a second tile and place it somewhere.*

Important notes regarding use of the builder and the double turn:

- 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 either part of the double turn, the builder remains in play. The player may generate a double turn on each subsequent turn as well, as long as the road or city containing the builder 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.[55]
- When a player's last thief or knight is removed from a road or city with a builder, the player takes his builder, putting it in his supply.[56]
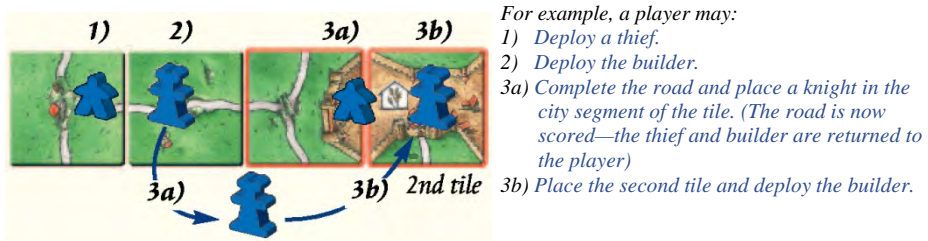
For example, a player may:
1) *Deploy a thief.*
2) *Deploy the builder.*
3a) *Complete the road and place a knight in the city segment of the tile. (The road is now scored—the thief and builder are returned to the player)*
3b) *Place the second tile and deploy the builder.*

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[55] 🌐 As noted above, the builder is no longer considered to be a follower, so it does not count when calculating the majority.

[56] ⇔ In the **RGG** version of the Big Box, this rule is included in *The Princess & The Dragon* section.

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.

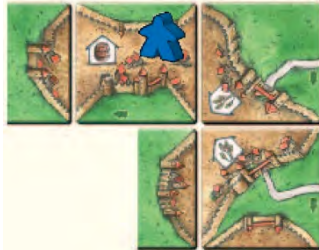- There can already be farmers or pigs of other players on the farm.

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.[57] 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.[58] 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.[59]

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

RED completed the city BLUE scores 10 points. RED receives two grain counters and one wine counter.

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.[60]

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[57] ⇔ This is a consequence of the 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. Under the current rules, the builder and pig are dependent on followers for deployment, and cannot remain in play without them.

[58] ⇔ According to third edition rules for scoring farms.

[59] 🌐 The pig is no longer a follower, so it does not count when calculating the majority.

[60] 📖 **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

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.

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, even though he has a pig on the farm.*

The Double Turn

| Things That Happen Only ONCE	Things That May or Must Happen TWICE
Bonus point from Fairy (*Princess & Dragon*)	Draw and place a landscape tile (required)
Prisoner Buyback (3 points) (*The Tower*)	Resolution of special symbols on tile (required)
Tunnel token placement (*The Tunnel*)	Follower or figure placement (optional)
Flight from Plague (*The Plague*)	Scoring (if one or more features are completed)
Plague spread (*The Plague*)	Prisoner exchange (can be more than twice) (*The Tower*)

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[61] ⇔ The example of pig scoring has been corrected—the Big Box version originally had the red follower standing.

House Rules

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).

Tile Distribution **Total Tiles: 24**

x1 x1 x1 x1 x1

x1 x1 x1 x1 x1

x1 x1 x1 x1 x1

x1 x1 x1 x1 x1

x1 x1 x1 x1
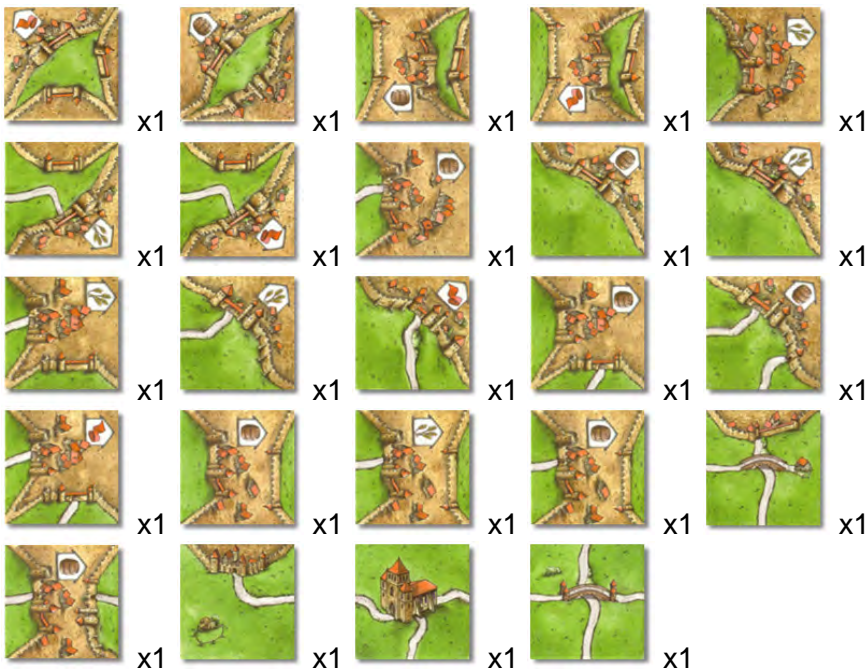
King and Robber Baron

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**[62]—which means he or she places the final tile of this city—then he or she receives the King.[63]

At the end of the game, the player in possession of the King scores 1 point for every completed city.[64] [65]

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[62] 📖 The player who completes the biggest city, that is, the city which consists of **the most land tiles**, receives the King. Thus, the highest scoring city may not always win the king, such as a smaller city earning more points through pennants or the cathedral. The same is true of roads and the Robber Baron.

[63] 🏰 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.

[64] 📖 Castles (from *Bridges, Castles & Bazaars*) **do not** count as cities for the purposes of scoring for the King.

[65] 📖 The city of Carcassonne (from *The Count of Carcassonne*) **does** count as a city when scoring points for the King tile. (11/2013)

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.[66]

House Rules

At game end, use a lot of dice, place them on the board as competed 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 holding the King or Robber Baron at the end of the game receives a straight 15 points for each card, or 40 points if both cards are held by one player. (Thanks to PreGy.)

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).
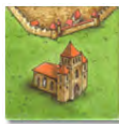
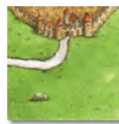# Tile Distribution **Total Tiles: 5**

x1   x1   x1   x1   x1

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[66] 📖 With the three-way tile in *Abbey and Mayor*, the length of the road is the total number of tiles in the road, not simply the longest distance between two ends. 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 2003

Extra Pieces

- **12 new city tiles**
- **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[67]—Carcassonne itself—serves as the starting point for the game. [68] [69] [70] As such, the normal starting tile is not used.[71] [72]

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[67] 📖 The city of Carcassonne **does** count when scoring farms at the end of the game and **also** counts when scoring points for the King tile. (11/2013)

[68] 📖 Followers **can** be deployed on features on City of Carcassonne tiles outside the City of Carcassonne itself, for example through use of a magic portal or as a flier. (1/2013)

[69] 📖 The dragon **can** fly around the outside of Carcassonne, treating the landscape areas as normal tiles and eating any followers on those tiles. Followers inside Carcassonne are unaffected. This represents a notable change from previous FAQs. (10/2012)

[70] 🌐 Given new interpretations regarding placement of the dragon and followers on features outside the City of Carcassonne, it seems that the plague **should** also be **allowed** on the outside portion of these tiles. However, this is unofficial. (1/2013)

[71] 📖 The latest rules for *The River II* state that "if you decide to use *The Count of Carcassonne* and *The River II* as starting tiles for a game, it is possible that one will not be able to use all of the river tiles if they are placed too close to the City of Carcassonne. River tiles which cannot be placed should be removed from the game, in accordance with the basic rules. Even if the river cannot be placed in its entirety, the game should proceed in the usual way." See the Comments in *The River II* for more information.

[72] ⇔ 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 has changed over the years.

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 player places a tile that causes at least one player to score points, [73] [74] **but the player placing the tile does not**, this player may deploy **one follower** from his or her supply **to a city quarter** of his or her choice.[75] [76] [77] [78] If several features are

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[73] ⇔ The original version of the rules specifically mention completion of a road, city, or cloister as necessary to trigger the placement of a follower in Carcassonne. However, the **RGG** version of the rules and the Big Box 2 rules change the rule to that given here.

[74] 🌐 It is clear from the wording that only scoring caused by placement of a tile can trigger placement of a follower in Carcassonne. Thus, scoring from non-landscape-tile related events (such as the Dispatches or paying a ransom for the Tower) would not trigger follower placement. Interestingly, though, another FAQ answer (below and in the *Abbey & Mayor* section) indicates that placement of a **barn does** trigger the ability to place a follower in Carcassonne.

[75] 📖 The mayor and the wagon **can** be placed in the appropriate quarter of Carcassonne. The barn **cannot** be placed in the city of Carcassonne.

[76] 📖 **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.

[77] 📖 **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.

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.[79] This placement is in addition to any follower he may place as part of his normal turn, but he may only place one follower in Carcassonne per tile placed, regardless of how many scoring opportunities this placement causes. [80]

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.[81]

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.[82] If using *Abbey and Mayor*, the mayor may also be deployed to the castle quarter, and the wagon to the castle, blacksmith, or cathedral quarters.[83]

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[78] 📖 A follower **cannot** be deployed to Carcassonne via a magic portal. 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.

[79] 📖 A player who completes a road, city, or cloister, but without profit, **cannot** deploy a follower to Carcassonne and redeploy another before the area is scored. 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.

[80] ⇔ This sentence is an addition to the rules in the **RGG** edition of Big Box 2.

[81] 🐦 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 considered to be a single turn, rather than two separate turns.

[82] ⇔ This sentence also appeared in the section on combining this expansion with others.

[83] ⇔ This last sentence is taken from **HiG's** Big Box 2 rules, where it occurs a little later in the text. It also occurs in the **RGG** edition.

🐦 There is also a sentence which says that, "if they are involved in a scoring, he counts as two followers as usual." Since a mayor is valued according to the number of pennants in a city, and the wagon counts as a single follower, I can only conclude that this sentence is the result of an unfortunate copy-and-paste from the rules about big followers. It should probably read, "if they are involved in scoring a feature, they count towards the majority as usual." However, the RGG edition translates it as, "if they are used when scoring, each counts as two followers."

If a feature is completed[84] [85] during the subsequent course of play, then before scoring takes place,[86] 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[87]
- 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[88]
- from the market quarter, a follower may be moved to a farm[89]

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[84] 📖 Followers in Carcassonne **can** be redeployed to empty roads, cities, cloisters, or farms. 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 in mostly useful for returning followers from Carcassonne to a player's supply.

[85] ⇔ The **RGG** rules state "when a [feature] is **scored**" rather than **completed**, potentially providing confusion when comparing the different rule sets (e.g. for unoccupied structures, where nobody gets points). However, as castles (*Bridges, Castles, & Bazaars*) prove, all completed structures DO score, even if there is no follower present to get those points. Thus, no contradiction.

[86] ⇔ This is a minor change from the original rules, which read, "before the calculation of the majority."

[87] 📖 Followers from the City of Carcassonne (the castle quarter) cannot move to a castle (from *Bridges, Castles & Bazaars*), as a castle is not a city, but is instead a new type of feature.

[88] 📖 **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.

[89] 📖 A follower **can** be moved from Carcassonne to a farm with a barn. The farmer will be scored immediately, and so scores only 1 point per city and is (importantly) not on the farm during the final scoring proper. [Obviously, placement of a follower in this manner still requires a scoring trigger as per the fundamental rules – this could be at the end of the game or with joining of a barnless farm to one with a barn – Chris O.]

Followers in the market quarter may only be redeployed at the end of the game.[90] [91]

How does that work in practice?

The player to the left of the one who placed the tile causing the scoring begins, followed in turn by the other players, with the redeployment round moving **once** around the table[92]. Thus, the player who placed the tile may redeploy his or her 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. Scoring then continues as usual.[93]

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 (such as returning to the players' play areas). The dragon may not move onto any of the 12 tiles of the City, and so cannot "eat" the Count, nor any of the followers deployed there.[94] [95] [96] [97] [98]

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[90] 📖 This is no longer entirely true. Placing of a barn, and the subsequent scoring of the farm, **does** count as an opportunity to remove a follower from Carcassonne. Now that farms can be scored at times other than 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. [Joining of a farm containing a follower to a farm with a barn would logically be another opportunity – Chris O.]

[91] 📖 **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.

[92] ⇔ The statement specifying that there is only one round of redeployment is a specific clarification in the **RGG** rules.

[93] 📖 Followers in Carcassonne **are not** scored. However, the followers can influence the usual scoring, as players can redeploy their figures to any city, road, cloister, or farm that is currently being scored.

[94] ⇔ This sentence occurs later in the text of **HiG's** Big Box 2 rules. It confirms earlier FAQs, as shown below. It is also in the **RGG** edition.

[95] 📖 **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.

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.[99] 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.

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:

1) whenever a new follower is deployed to the city of Carcassonne, the Count is moved clockwise to the next city quarter; OR

2) the Count is moved to whichever city quarter the new follower is deployed to.

House Rules

Place the river first, then fit the city of Carcassonne next to it so that the most tiles are touched. Most likely this will seem to make the river flow around the city.

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[96] 📖 The dragon **can** fly around the outside of Carcassonne, treating the landscape areas as normal tiles and eating any followers on those tiles. Followers inside Carcassonne are unaffected. This represents a notable change from previous FAQs. (10/2012)

[97] 🌐 Given new interpretations regarding placement of the dragon and followers on features outside the City of Carcassonne, it seems that the plague **should** also be **allowed** on the outside portion of these tiles. However, this is unofficial. (1/2013)

[98] 📖 Followers **can** be deployed on features on City of Carcassonne tiles outside the City of Carcassonne itself, for example through use of a magic portal or as a flier. (1/2013)

[99] ⇔ The **RGG** Big Box 2 edition of the rules states "No player may move a follower **to or** from the quarter wher the count stands." (Emphasis added.) This addition is not seen in any other version of the rules.

Tile Distribution **Total Tiles: 12 (as 1 starting block)**

Back sides:
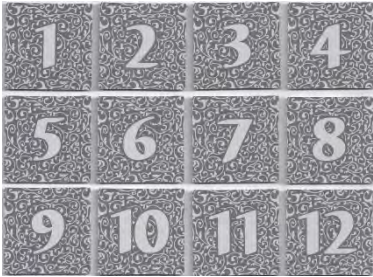
The Cathars (Die Katharer)

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.[100]

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.[101] 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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[100] (🕭) The picture shows Cathars being expelled from Carcassonne in 1209. Artist unknown. Source: Wikipedia (http://en.wikipedia.org/wiki/Image:Cathars expelled.JPG). Public Domain / Creative Commons.

[101] 📖 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 neighboring cloister.[102] [103] [104] 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[105] from the city and return it to the supply.[106]

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.[107]

Tile Distribution **Total Tiles: 4**

 x1   x1   x1   x1

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[102] 📖 A knight in a besieged city **can** also escape via an abbey, as the abbey has all the characteristics of a cloister.

[103] 📖 A knight in a besieged city **can** escape via a shrine, as the shrines are, for the most part, identical to cloisters. That goes for escape as well.

[104] 📖 Mayors and wagons **can** also escape a besieged city via cloisters and abbeys (although it would be quite amusing if the mayor stayed, like a captain going down with the ship).

[105] 📖 Only **one** knight can escape a besieged city per turn. It's irrelevant whether the followers are in the same city or different cities.

[106] 📖 **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.

[107] 📖 A player still scores double points for a besieged city if it lies on a farm with a barn.

The Princess and The Dragon (Expansion 3)

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:[108]

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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[108] 📖 If using tunnel tokens from *The Tunnel*, then the road shown on the first tile is indeed broken, and the segments may never actually meet.

2. Deploy a follower

The fairy

When a player **does not deploy**[109] a follower,[110] the builder, or the pig on his or her turn, the player may now decide to move the neutral fairy **next to**[111] [112] one of his or her followers.[113] [114] [115] The fairy begins the game at the edge of the playing field. If the fairy is already on a tile, it may be moved to another.

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[109] ⇔ This is a small, but significant change; see the note below on the volcano.

[110] 🐦 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, tower piece, or other figure, even if they are not explicitly mentioned.

[111] 📖 Only **one** follower can be "next to" (or connected to) the fairy. Thus, only one follower will receive points from the fairy in the second and third effects (next page). Even if another follower is placed in the same feature on the same tile (as with the *Flying Machines*), this would not be considered "next to" the fairy.

[112] ⇔ The bolded text ("next to") represents the current **HiG** rules, and the fairy rules have been reiterated in further clarifications. However, the **RGG** and **ZMG** rules instead state that the fairy is simply placed **on the tile** that has one of the player's followers. This lack of specificity in the **RGG** and **ZMG** rules would be an important consideration in the 2nd and 3rd effects of the fairy discussed below. (updated 5/2013)

[113] 📖 Because builders and pigs are not followers, it is not possible to move the fairy next to either of them, as the fairy can only stand next to a follower.

[114] 🐦 It seems that a player with no followers on the board cannot move the fairy, even if he or she did not deploy a figure that turn, as there is not a legal tile to which the fairy can be moved.

[115] 📖 The fairy **can** be moved to a tile where the only follower on the tile is on a tower.

The fairy has **three effects**:

- **Protection from the Dragon:** The dragon cannot enter a tile with the fairy on it. Thus, any figure on this tile is protected from the dragon.
- **1 Point at the beginning of a turn**: At the start of a player's turn, if the fairy is **next to** one of the player's followers, he or she scores 1 point immediately.[116] If a player uses his builder to generate a double turn, this bonus is still only scored once.[117]
- **3 Points at scoring:** If the fairy is standing **next to** a follower in a feature (city, road, cloister, or farm) that is being scored, the owner of that follower receives 3 points, independent of how much (if anything) the player otherwise receives from the scoring.[118] [119] [120] The follower is then returned to the player, while the fairy remains where it is.[121]

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[116] ⇔ In the **RGG** and **ZMG** versions of the rules, a follower **on the same tile** as the fairy will generate the 1-point bonus (again, because in these rules the fairy is not specifically placed beside a single follower). Thus, by these rules, it would be conceivable that multiple players could benefit from fairy placement if there were multiple followers on (different features of) the same tile. (updated 5/2013)

[117] ⇔ This sentence stems from an FAQ and is now included in the **RGG** Big Box 3 rules.

[118] ⇔ The **RGG** version of the rules states that the follower simply must stand **on the tile** with the fairy to be eligible for the 3 point bonus, again because specificity in fairy placement is not required. Interestingly, the **ZMG** version emphasizes that the fairy and follower must "stand together" to receive the points, even though placement of the fairy in the **ZMG** version is only to the tile generally. (updated 5/2013)

[119] 📖 Note that the scoring of the 3 bonus points is independent of the normal points scored for the completed feature. Thus, a follower in that feature and on the fairy tile will score 3 points even if that player does not have the majority for the purposes of scoring the feature.

[120] 📖 **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 stands 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 —ed.]

[121] 📖 If a player completes a city and does not deploy a follower, he or she **can** move the fairy to a follower in the city and earn the three bonus points. The deployment of a follower—and so the movement of the fairy—occurs before any scoring.

- If a player with a builder gets a double turn, he or she gets the fairy point only at the beginning of the first turn.
- The fairy does not protect against capture by the tower.
- If a player moves the fairy, he or she may not place any other figure, including builder, pig, mayor, barn, or wagon.[122]

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 (or any other figure, except the dragon)[123] [124] to the tile, but may—according to the usual rules—move the fairy.[125] At no point may followers occupy the same tile as the dragon.

- A player who places a volcano tile and creates a site for a barn may place the barn.[126]

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[122] ⇔ These 3 bullet point clarifications are additions to newer versions of the rules. (12/2013)

[123] ⇔ The clarification regarding all figures is a change in Big Box 2 & 3. Previously, builders and pigs could also be deployed when a volcano tile was placed.

[124] 📖 When a tile with a volcano is placed, the player may **not** deploy a follower (including the Phantom), a builder, or a pig **to the tile**. Thus, the player **may** place the barn (since that is not fully on the tile), play a tower piece, deploy a follower to the Wheel of Fortune, or move the fairy. Little buildings are not figures and could be placed. A bridge can also be placed as necessary.

[125] ⇔ This is a notable change in the rules, especially in respect of a previously available FAQ which clearly stated 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. Indeed, the rules now say that a player may move the fairy whenever he or she does not place a follower. Thus, the player no longer has to "choose" not to deploy a follower—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.

[126] ⇔ This clarification is an addition to newer versions of the rules. (12/2013)

The dragon

A player who places a dragon tile may deploy a follower or move the fairy as usual. [127] [128] Then (before scoring) the game is interrupted[129]—**the dragon is on the move!**

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 move onto a tile twice,[130] and the tile occupied by the fairy is also off limits.[131] [132] [133] Whenever the dragon enters a tile occupied by any player's figure or figures (followers, builders, or pigs),[134] [135] [136] they are all returned to the relevant player.[137] [138]

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[127] 📖 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.

[128] 📖 **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.

[129] ⇔ The **RGG** edition 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. The **ZMG** edition follows the **HiG** rule and specifically adds that the interruption is "before scoring." (5/2013)

[130] 📖 The dragon is **not** allowed to move back to the tile from which it started.

[131] 📖 **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.

[132] 📖 The dragon **can** fly around the outside of Carcassonne or the Wheel of Fortune, treating the landscape areas as normal tiles and eating any followers on those tiles. Followers inside Carcassonne or on the Wheel of Fortune itself are unaffected. This represents a notable change from previous FAQs. (10/2012)

[133] 📖 The dragon **can** move to the same tile as the Mage or Witch. (1/2013)

[134] 📖 The mayor and the wagon **can** be eaten by the dragon, captured by the tower, or seduced by a princess (at which point the question of what the princess does with the wagon arises...).

[135] 📖 The barn **cannot** be eaten by the dragon, as is clarified in *Abbey & Mayor*. Remember, the barn stands at the intersection of 4 tiles, while the dragon only affects figures discretely on a single tile.

[136] 📖 Neutral figures, including the Mage and Witch, **cannot** be eaten by the dragon. (1/2013)

- The dragon removes the following figures from the field of play: normal and large follower, pig, builder, follower on a tower, mayor, and wagon.
- The dragon cannot move into the City of Carcassonne.
- The dragon does not remove a follower from a castle.[139]

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.[140] When the dragon has finished moving, play continues as usual.[141]

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 tile 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.

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[137] 📖 The dragon eats **all** followers on a tile, even if one is in a tower.

[138] ⇔ According to the Big Box 3 rules, followers in castles are safe from the dragon.

[139] ⇔ These 3 bullet point clarifications are additions to newer versions of the rules. (12/2013)

[140] ⇔ This is a direct consequence of the 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.

[141] 📖 **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. [As noted in a previous footnote, this is true in **HiG** rules, but scoring occurs first in **RGG** rules – ed.]

Example

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

If a player places a magic portal tile, on this turn he or she may deploy a follower to **that tile or to a tile already in play**.[142] [143] [144] [145]

The usual rules must be followed[146]—for example, the follower may not be deployed to an already occupied or completed feature.[147] [148]

RED places the tile with the magic portal on the left and puts his follower on the tile with the previously unoccupied city on the right..

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[142] 📖 Builders and pigs **cannot** use the magic portal, as they are not followers.

[143] 📖 The mayor and the wagon **can** use a magic portal. The barn **cannot** use a magic portal.

[144] 📖 A Phantom **can** use a magic portal. However, because the magic portal counts as a feature, a wooden follower and the Phantom **cannot** BOTH use the magic portal on a turn – the first follower placed on the magic portal claims the magic portal, and no follower (including the Phantom) can be placed on a claimed feature. (1/2013)

[145] 📖 The portal is never really considered completed, as it is simply a doorway. (2/2013)

[146] 📖 A follower **cannot** be deployed to the City of Carcassonne or to the Wheel of Fortune via a magic portal. 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. The City of Carcassonne and the Wheel of Fortune are occupied according to different rules. (confirmed 5/2013)

[147] ⇔ 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.

[148] 📖 Followers **can** use the magic portal to be deployed on features **outside** the City of Carcassonne, on features **outside** of the Wheel of Fortune, and on the features on the school tiles (outside the school itself). (1/2013)

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**[149] remove **one** knight (big or normal),[150] mayor, or wagon[151] (including his own)[152] from the city and return it to its owner.[153] If the player does not remove a follower, he may deploy a follower as normal.**[154]**

- 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 immediately removed and returned to the player.[155]
- If a knight is removed from the city, the player may not deploy or move any other figure (including follower, builder, pig, mayor, barn, wagon, or fairy).

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[149] ⇔ 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, first seen in Big Box 2, brings the procedure in line with that of the tower: both **may** remove a follower if the player wishes. The **RGG** and **ZMG** editions of the rules maintain the rule that princesses **must** remove a follower. (updated 12/2013)

[150] ⇔ This clarification is specifically included in the Big Box 1-3 rules. It constitutes a slight rule change from the original rules -- according to an early 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.
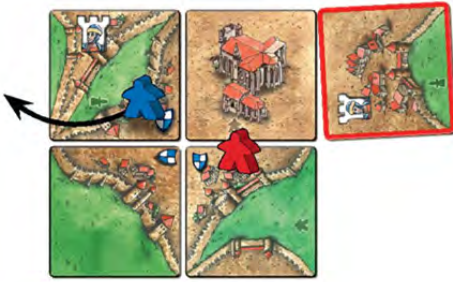
[151] ⇔ The specific comments about the mayor and wagon are found in Big Box 2 and 3, but not in the rules from the stand-alone expansion. (12/2013)

[152] ⇔ This clarification in parentheses was first added to the 2010 version of the rules. (12/2013)

[153] 📖 **Question:** If the dragon can eat a follower on a tower, can the follower also be seduced by a princess? **Answer:** No. The tower is not a part of the city: they are two separate areas.

[154] ⇔ This sentence was added when the requirement of removing a knight became an option. It replaced the sentence: "If [the player] places the tile so that it adds to an empty city, or only starts a new city, he may place a follower (or other figure) in the normal way." The **RGG** and **ZMG** editions keep various wordings of the old sentence. (12/2013)

[155] 🐦 Builders cannot be directly removed by a princess, as builders are not followers. This would also conform with the rule that builders and pigs cannot be taken prisoner by towers.

House Rules

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 fairy does not prevent the dragon from moving to a tile, but it still prevents the dragon from eating any figures on that tile. (Thanks to jrizos.)

Tile Distribution **Total Tiles: 30**

 x1
 x1
 x1
 x1
 x1

 x1
 x1
 x1
 x1
 x1

 x1
 x1
 x1
 x1
 x1

 x1
 x1
 x1
 x1
 x1

 x1
 x2
 x1
 x1
 x1

 x1
 x1
 x1
 x1
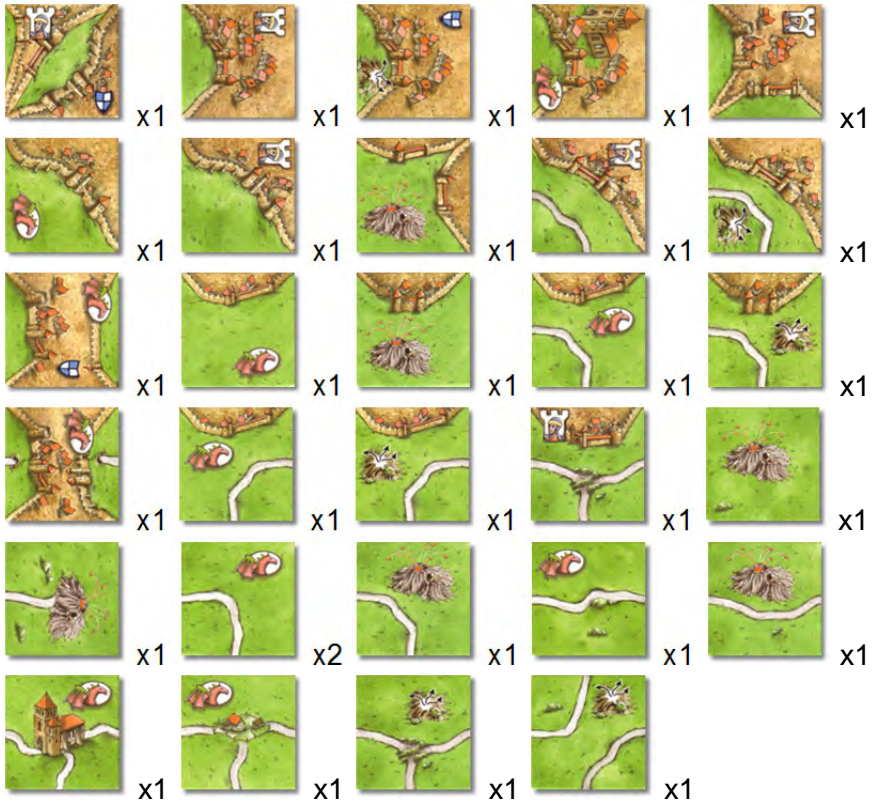
The River II
originally released by Hans im Glück in 2005

Extra Pieces
- **12 new river tiles** [156]

Preparation

The original starting tile is not used.[157] [158] 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[159] is placed in the middle of the table. The youngest player then places the fork.[160] 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,[161] 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.

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[156] 📖 Officially, the field goes around the spring, creating a connected farm.
⇔ This has been incorporated in to the **RGG** edition of the Big Box 1, 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."

[157] ⇔ This is an addition to the *Count, King and Robber* edition of the rules.

[158] 🏚 If the main game tiles are drawn out of a sack, there is no reason not to mix the original starting tile in with the rest of the tiles.

[159] 📖 When the two River sets are combined, discard one spring and one lake and make just one river (instead of making two rivers using the two springs).

[160] 📖 **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 are no rules for it. Sorry!

[161] 📖 **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.)

If you don't possess the relevant expansions, the inn, volcano, and pig-herd tiles have no particular significance.[162]

The player who places the volcano may not deploy a follower to this tile, but should place the dragon on the tile instead.[163] The player may therefore take another tile immediately,[164] thus beginning the normal game.

The pig-herd tile earns the farmer who owns this farm an extra 1 point per city. If a player has the pig-herd and a pig (from the *Traders and Builders* expansion), he or she receives an additional 2 points per city.[165] [166] [167] [168] [169]

Note: If you decide to use *The Count of Carcassonne* and *The River II* as starting tiles for a game, it is possible that one will not be able to use all of the river tiles if they are placed too close to the City of Carcassonne. River tiles which cannot be placed should be removed from the game, in accordance with the basic rules. Even if the river cannot be placed in its entirety, the game should proceed in the usual way.[170]

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[162] Still, there seems to be no reason why you couldn't use the pig-herd without having the pig, since they are scored independently.

[163] ⇔ The **RGG** edition of Big Box 2 does not mention that a player should place the dragon on the volcano tile, only that the player should place a second tile.

[164] 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.

[165] ⇔ This sentence changed in **HiG's** Big Box 2 to remove a previous ambiguity about whether the pig-herd tile could only be scored in addition to a pig. It is now clear that they can be scored independently or together.

[166] You **do** receive the bonus from the the pig-herd tile even if you don't have a pig on the farm. The pig herd is a neutral pig, so to speak.

[167] **Question:** Does the pig-herd tile still score an extra point when there is a barn on the farm (barn = 4 points, barn+pig-herd = 5 points per city)? **Answer:** The pig-herd tile only counts in connection with farmers, not the barn.

[168] The pig-herd tile can still score an extra point per city when there is a barn on the farm.

[169] There are no official rules for using two pig-herd tiles, as there are no rules for using two copies of *The River II*, and the similar *GQ11* tile is not officially a pig-herd tile. However, if one farm has multiple pig-herd tiles, it seems that they should not stack; in other words, the bonus should only be awarded once, in keeping with other landscape bonuses such as inns and cathedrals.

[170] ⇔ This paragraph was new in the **HiG** and **RGG** editions of Big Box 2, and is rather suggestive for a game of Mega-Carcassonne. See the Comments.

Comments

The question of how to combine the various "starting" expansions of Carcassonne is a longstanding one, and Hans im Glück has changed its mind several times.

The original rules for *The Count of Carcassonne* included the following 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." Yet the rules still said that it was probably better not to use the expansions together, and this was the only piece of advice to make it into the introductory paragraph of its rules in *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."

As the note above this section indicates, this is no longer the recommended approach. Instead, one should always remember the rule from the basic game: "In the rare case that a tile cannot be placed anywhere, it is removed from the game, and the player draws another." If the river winds around the City of Carcassonne in such a way that you cannot place the next tile (river or otherwise), the tile should be placed to one side, and another drawn. An interesting corollary of this is that the river does not have to be finished: if it is impossible to do so, you do not have to place the final lake tile, and a permanent gap in the playing field might arise (which could, of course, subsequently be filled by an abbey).

This clearly has consequences beyond combining the two expansions mentioned. Though the rules still say that U-turns are not allowed, resolving such issues is now much more straightforward—no more need to defenestrate players who insist on making awkward tile placements. And it helps considerably in establishing what a game of Mega-Carcassonne should look like.

Of course, some people will object that this rule destroys the aesthetics of the playing field. They might be right, and they are free to adopt a house rule which is more comfortable to them. But for the rules lawyers among us, this rule is an important development.

House Rules

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).

Tile Distribution **Total Tiles: 12**

x1

x1

x1

x1

x1

x1

x1

x1 [171]

x1

x1

x1

x1

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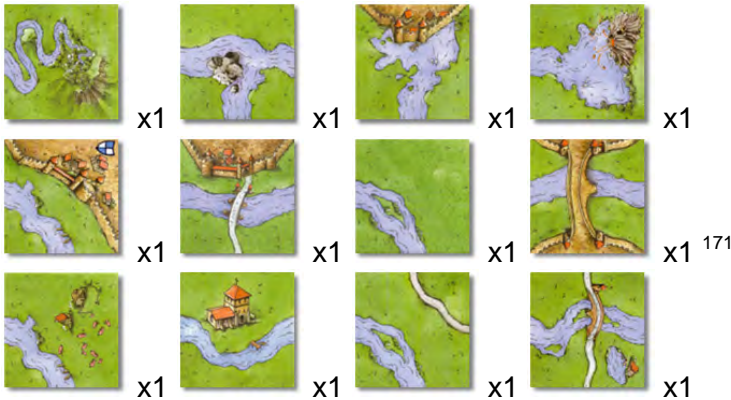
[171] 📖 The city bridge does not separate field segments. Only the river separates the field segments on this tile. Thus, there are 2 field segments on this tile. [This is logical, as similar city bridges in other expansions such as *Abbey & Mayor* do not divide the city underneath – Chris O.] (1/2013)

The Tower (Expansion 4)

originally released by Hans im Glück in 2006

Extra Pieces

- **18 new land tiles**
- **30 tower pieces** (in one neutral color)
- **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

Playing the Game

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.

tower foundations

Notice that in the tile shown, the road over the bridge divides both farms.

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**;[172] or to finish the construction of a tower by deploying a follower to the top of it.[173]

Place a tower piece and take a prisoner

Whenever a player places a tower piece, he or she may take one **big**[174] **or normal follower** prisoner.[175] [176] [177] Builders and pigs cannot be taken prisoner.[178] 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.

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

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[172] 📖 A bridge that would potentially span a tower foundation **does not** prevent the growth of that tower, and that a tower that was already present **does not** prevent bridge placement. If the two structures would interfere with each other, the tower pieces can be moved so that they are no longer on the tower foundation symbol. Both structures can then be placed without conflict. (11/2013)

[173] 📖 A follower **cannot** be placed on a tower foundation to prevent a tower being built. Only tower blocks can be placed on tower foundations. The tower can only be blocked when it already exists.

[174] ⇔ 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.

[175] ⇔ 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.

[176] 📖 **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.

[177] 📖 Followers in castles are safe from towers, the dragon, and the plague.

[178] ⇔ A previous FAQ stated that builders and pigs could indeed be taken prisoner, since they were followers at that time; however, under the current rules they are no longer considered to be followers, and thus they cannot be taken prisoner.

With every piece placed on the tower, its range increases by four tiles.[179] It is possible to take prisoners over 'holes' in the tile placement, as well as over other towers of any height.[180] There is no limit to how high a tower may be built.

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

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.

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 his or her own followers prisoner, it should be returned to the supply. Should the last thief, knight, 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.[181]

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[179] 🐦 In other words, the range of tiles in each direction away from the tower (not counting the tower tile itself) is equal to the number of tower pieces in the tower.

[180] 📖 **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.

[181] 🐦 This is because builders and pigs are no longer considered to be followers, and they cannot remain in play independently.

Deploy a follower to a tower

If a follower is deployed to the top of a tower,[182] the construction of the tower is finished and it may not be built any further.[183] 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[184] [185] or captured by another tower.[186] [187] 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. No negotiation is necessary or allowed. The exchange is automatic![188] If one of the players has several prisoners belonging to the other player, the owner may decide which prisoner should be returned.[189]

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[182] ⇔ 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!

[183] 📖 This is only true as long as the follower remains on the tower – it is the follower's presence on the tower that halts tower growth, not the act of placement. If the follower is removed by the dragon or another tower, tower pieces can once again be added to the now-vacated tower. (11/2013)

[184] 📖 The fairy **can** be moved to a tile when the only follower on the tile is on a tower.

[185] 📖 The dragon eats **all** followers on a tile, even if one is in a tower.

[186] ⇔ As far as the German rules are concerned, this is merely a clarification previously stated in the FAQ. However, 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.

[187] 📖 **Question:** If the dragon can eat a follower on a tower, can the follower also be seduced by a princess? **Answer:** No: the tower is not a part of the city; they are two separate areas.

[188] ⇔ The two sentences regarding negotiation and the automatic nature of the trade represent a clarification found in the **RGG** edition of the Big Box.

[189] ⇔ This is also a new clarification not contained in the original rules.

Furthermore, during their turn a player may decide to pay the **ransom**[190] and buy back **one** prisoner from **one** opponent.[191] 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.

House Rules

Towers cannot capture over empty tiles. (Thanks to viberunner)

A captured meeple cannot be returned by payment of a ransom (the "Eye for an Eye" rule). (Thanks to keyofnight)

A single-storey tower can only capture a follower on its own tile. Each additional storey adds an additional tile of range in each direction – the rate of increasing range is the same as the normal rules, but the starting point is less powerful (the "No Surprises" rule). (Thanks to keyofnight)

Tile Distribution **Total Tiles: 18**
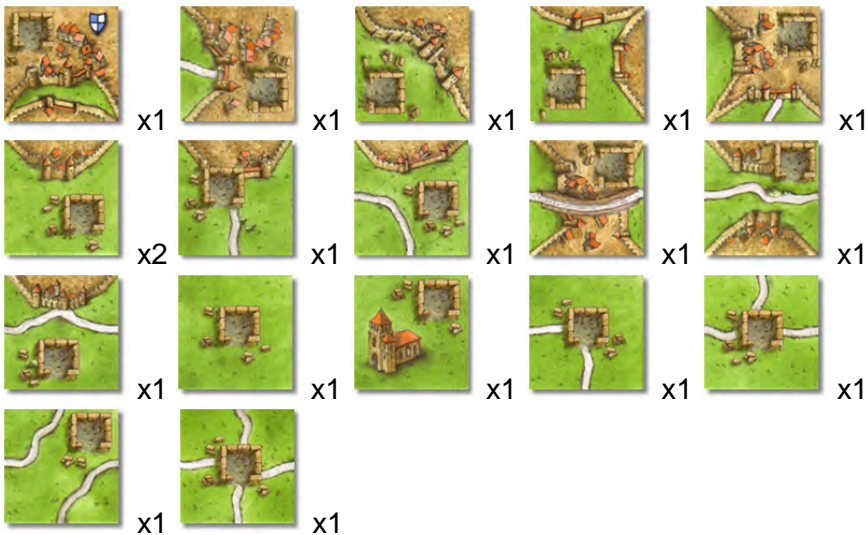
x1   x1   x1   x1   x1

x2   x1   x1   x1   x1

x1   x1   x1   x1   x1

x1   x1

The GQ #11 Expansion

originally released in Games Quarterly *in 2006* [192]

Extra Pieces

- **12 new land tiles** 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.[193] However, the spring tile included here has a road leading away from the spring, and so divides the farm.[194]

No matter how many spring tiles you have you should still only use **one** to form a **single** river.[195]

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[192] 🌐 The original GQ11 expansion contains no rules.

[193] 📖 See notes in *River* and *River II*.

[194] 🌐 The road ends in what looks like an inn; however, there is no lake, so it does not fulfil the requirements of *Inns and Cathedrals* for scoring points.

[195] 📖 **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). This has been confirmed by Jay Tummelson of Rio Grande Games, the producer of this expansion.[196] [197] [198] [199] [200] 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 Total Tiles: 12

x1 x1 x1 x1

x1 x1 x1 x1

x1 x1 x1 x1

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[196] 📖 **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.

[197] 🏠 The **ffff** tile with a pig herd can be counted as a pig-herd tile (i.e. providing a bonus point per city) for the purposes of scoring farms. It could be counted as such even when not playing with the pig piece (*Traders & Builders*).
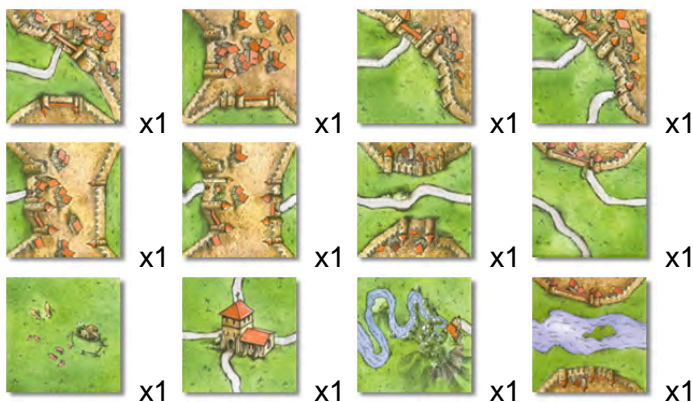
[198] 🌐 There are no official rules for using two pig-herd tiles, as there are no rules for using two copies of *The River II*, and the similar *GQ11* tile is not officially a pig-herd tile. However, if one farm has multiple pig-herd tiles, it seems that they should not stack; in other words, the bonus should only be awarded once, in keeping with other landscape bonuses such as inns and cathedrals.

[199] 📖 **Question:** Does the pig-herd tile still score an extra point when there is a barn on the farm (barn = 4 points, barn+pig-herd = 5 points per city)? **Answer:** The pig-herd tile only counts in connection with farmers, not the barn.

[200] 🏠 The pig-herd tile can score an extra point per city when there is a barn on the farm.

Abbey and Mayor (Expansion 5)

originally released by Hans im Glück in 2007

Extra Pieces

- **12 new land tiles**
- **6 abbey tiles**
- **6 barns**
- **6 wagons**
- **6 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 color, and places these in his or her supply.[201] 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.

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 touches the city, so that on these tiles there are three separate farm segments.
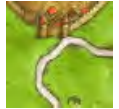
This tile has two separate city segments.

The road ends at the house.

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

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[201] 📖 **Official status:** The mayor and wagon are followers, subject to the usual rules of deployment and affecting the majority. The barn is a special figure, not a follower.

Playing the Game

1. Place a tile

The new land tiles are placed in the usual way.[202] [203] [204]

The abbey

Instead of drawing and placing a land tile, a player may instead choose to place his or her abbey tile. [205] 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.[206] [207] If there is no such 'hole' available, the abbey cannot be placed.

If one or more players have not placed their Abbey when the last landscape tile is drawn and placed, they may still do so, in clockwise order starting from the left of the person who placed the last tile, as long as it is in accordance with the rules. The game is then over.[208] [209]

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[202] 📖 In the case of the tile with the well and three roads, all of the roads have to be completed before scoring.

[203] 📖 With the three-way tile in *Abbey and Mayor*, the length of the road (e.g. for the purposes of the Robber Baron) is the total number of tiles in the road, not simply the longest distance between two ends. The road has three ends which have to be closed, but the result is that it's likely to be bigger.

[204] 🐦 In the examples for this expansion, the road with a tunnel does indeed count as being "broken" if one is using *The Tunnel* expansion, in which case the tile contains two as yet unconnected tunnel openings.

[205] 📖 If a player has an abbey left, draws the very last tile, and plays it to an feature where he or she has a builder, the abbey may be played on the second part of the double-turn (i.e. before the final round of abbey placement).

[206] ⇔ The **RGG** edition clarifies this sentence by adding "(not the diagonals)".

[207] 📖 The rules that restrict the placement of cloisters next to already placed shrines also restrict the placement of Abbeys.

[208] ⇔ This paragraph was added in **HiG's** and **RGG's** Big Box 2, and actually contradicts an earlier FAQ (which stated that the abbey tiles couldn't be placed once the last landscape tile was drawn).

[209] 📖 When an abbey is played in this manner, a follower may be deployed to the abbey as usual. If the abbey is completely surrounded and thus immediately finished, the abbey is scored as in a normal turn. Then final scoring occurs. (5/2013)

The player may deploy a follower to the abbey as a monk.[210] [211] [212]

When a player has placed an abbey (and possibly deployed a follower), all four of the adjoining tiles are closed on those sides.[213] [214] [215] All completed roads, cities and cloisters are then scored as usual.[216] [217]

Monks in abbeys are scored in the same way as in cloisters.
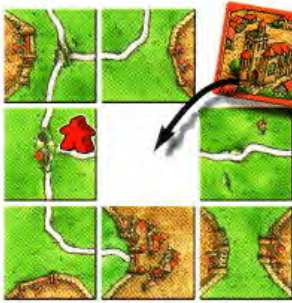
BLUE places the abbey and so completes the road with the RED follower. RED scores 1 point and returns the follower to he supply. The city below the abbey and the road to the right are still open.

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[210] ⇔ The **RGG** has a slight change here, in that the final sentence of this section is moved here.

[211] 📖 When an abbey tile is placed, a follower **cannot** be deployed **next to** the abbey (as a knight, for example), as the abbey covers the whole tile. The surroundings are not a city. Thus, a follower on this tile is a monk.

[212] 📖 A shrine **can** challenge an abbey, and vice versa, because the abbey is also a cloister.

[213] 📖 If a player completes a feature with an Abbey tile and his or her builder is on the feature, the feature **does not** get "extended" by the Abbey (as the Abbey is a separate feature), so the player **does not** get another tile.

[214] 📖 **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.

[215] 🌱 The abbey also creates the boundary of a farm.

[216] 📖 A knight in a besieged city can escape via an abbey as well as a cloister, as the abbey has all the characteristics of a cloister.

[217] 📖 Mayors and wagons can also escape a besieged city via cloisters and abbeys (although it would be quite amusing if the mayor stayed, like a captain going down with the ship).

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;[218 219 220 221 222] the usual rules for deploying followers still apply.[223 224 225]

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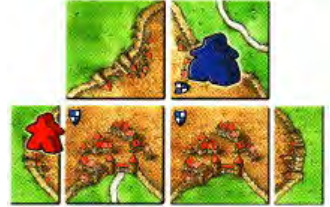
The mayor has a strength of three (for the three pennants). As such, BLUE scores 18 points for the city.

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[218] ⇔ The **RGG** edition of Big Box 2 says instead "no knight or follower".

[219] 📖 The mayor **cannot** be placed into a city that already contains a wagon. Both are followers (according to the definition in the rules), so the city is already occupied by the wagon.

[220] 📖 Any follower, including the Mayor, that is placed in a city is considered to be a knight.

[221] 📖 The mayor can be a flier. However, the mayor can **only** land on an unfinished city. If an unfinished city is not available on the tile where the mayor lands, the mayor returns to the player's supply. (2/2013)

[222] 📖 The mayor **can** go through the magic portal. However, the mayor can only be placed in an unfinished and unclaimed city. (2/2013)

[223] 📖 The mayor and the wagon **can** be eaten by the dragon, captured by the tower, and seduced by a princess. The mayor and the wagon **can** be placed in the appropriate quarter of Carcassonne. The mayor and the wagon **can** use a magic portal.

[224] 📖 **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.

[225] 📖 The mayor **cannot** be placed in a castle. (2/2013)

The strength of the mayor is the same as the number of pennants in the city.[226]
If the city has no pennants, then the mayor has a strength of zero and scores no points for the city.[227] [228] [229] 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 normal follower. It may be deployed to a road, city, or cloister in which there is no other figure.[230] [231] [232] [233] The wagon may **never** be deployed to a field segment.

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[226] ⇔ The **RGG** edition inserts the following clarification: "For example, if the city has 3 pennants, the mayor counts as 3 followers."

[227] ⇔ The qualification about scoring no points is new in **HiG's** Big Box 2, and confirms an earlier FAQ.

[228] 📖 **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.

[229] 🐉 A mayor could end up in a castle, and the castle would be considered to be occupied. However, because castles have no pennants (similar to the above footnote), the player would receive no points when the castle was completed, as the strength of the followers in the castle would be 0.

[230] 📖 Instead of "no other figure," this should read "no other follower".

[231] ⇔ 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 is not valid.

[232] 📖 The mayor and the wagon **can** be eaten by the dragon, captured by the tower, and seduced by a princess. The mayor and the wagon **can** be placed in the appropriate quarter of Carcassonne. The mayor and the wagon **can** use a magic portal.

[233] 📖 **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.

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.[234] [235] [236] [237] [238]
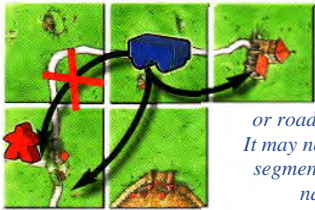
BLUE scores 4 points for the road and may immediately move the wagon to the cloister or road segment at the bottom. It may not be moved to the road segment occupied by RED, and naturally not to the farm.

The wagon is not allowed to move from one city to the other via the "small roads."

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.

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[234] 📖 **Question:** What is the definition of [connected/adjacent/neighboring] 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). City walls that touch at a point (such as at the corner of tiles) are **not** considered connected, so the wagon **cannot** travel from one to the other. Thus, the wagon has to use the roads to move. [Additionally, a road that touches a city at a point but not at a gate in the wall is not connected to the city. Also, a road running through a city via a tunnel is not connected to the city. – Chris O.] (confirmed 5/2013)

[235] 📖 The wagon **cannot** move directly from one city to the other on the tile shown above. There is a crossing between the two cities, and crossings belong to roads. Thus, for the wagon to move through the crossing, it would have had to have started on a road. The cities are not directly connected from wall to wall. The wagon cannot move to one of the "small roads", either, as the rules clearly state that followers cannot be placed there. (8/2013)

[236] 📖 The wagon **cannot** drive through **any** feature to get to another feature. Features are **any** aspect of the tile that can be claimed by a follower **or** that triggers a function, including cloisters, bazaars, crop circles, fairs, etc. [Note: this represents a reversal of a previous clarification. Previously, unclaimable structures such as fairs were not considered features and could be driven through to a road on the other side.] (5/2013)

[237] 📖 A wagon **can** be placed on an abbey. Additionally, the wagon **can** drive onto a directly connected city or road after scoring (and the other way round, from city/road to abbey), as long as the target feature has not yet been completed. (confirmed 5/2013)

[238] 📖 The wagon **can** be moved from a city to a cloister that is within that city (or vice versa), as roads are not required for a "connection," just a shared wall/edge/surface. (confirmed 5/2013)

The feature into which the wagon is moved[239] must be incomplete and unoccupied.[240] If none of the neighboring features are incomplete and unoccupied, the player must return the wagon to the supply.[241]

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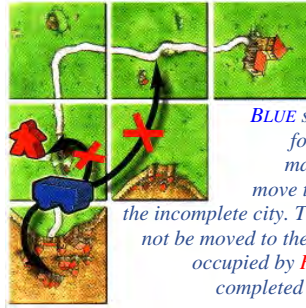
BLUE scores 2 points for the road and may immediately move the wagon into the incomplete city. The wagon may not be moved to the road segment occupied by RED, nor to the completed road segment.

This is NOT a legal move for the wagon, as cities that have walls touching at a single point are NOT considered to be connected. Image from Carcassonne-Forum.

With placement of the red-bordered tile, the wagon CANNOT move to the new city segment or either road segment on that tile, as it would have to pass through the crossing. To move to one of the roads, it would have to start from a road segment. A city can never be moved to or moved from through a crossing. Both "small roads" are illegal for follower placement. Thus, the only possible movement is to the road segment at the bottom of the image (assuming this isn't claimed or completed). Image from Carcassonne Central.

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[239] 📖 When moving a wagon to a new feature, the player **can** choose which tile to set it on. For example, if moving the wagon from a city to a road which so far consists of five tiles, the wagon can be placed on any of those tiles, not just the first tile that it gets to. For scoring this doesn't matter, but if a dragon or the plague happens to come by, the exact placement will make a big difference.

[240] ⇔ The **RGG** version adds the following clarification: "A wagon always counts as though it were a follower during scoring."

[241] 📖 **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:** 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. [Wagon movement is not in place of deployment.]

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 fields at this intersection point. [242] [243] [244]

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.[245]

The barn will remain where it is until the end of the game.[246]

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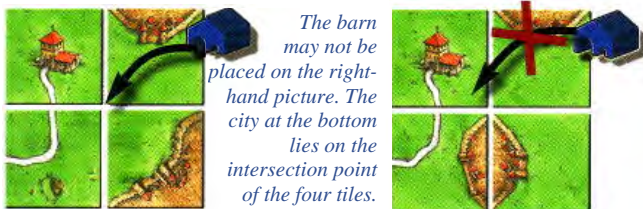
A barn cannot be removed by the dragon (from *The Princess and the Dragon*), nor taken prisoner by a tower (from *The Tower*).

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[242] 📖 The barn **cannot** be placed in Carcassonne. The barn **cannot** use a magic portal.

[243] 📖 **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.

[244] 📖 The barn **can** be placed on a tile with a volcano.

[245] ⇔ The **RGG** edition omits this last sentence about other barns.

[246] 📖 The fairy **cannot** be placed next to the barn, as 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.[247] That is, the player or players with the majority of farmers score the usual 3 points for every completed city.[248] It makes no difference whether the owner of the barn is involved in scoring or not.[249]

Then the players return the farmers to their supply.[250]

(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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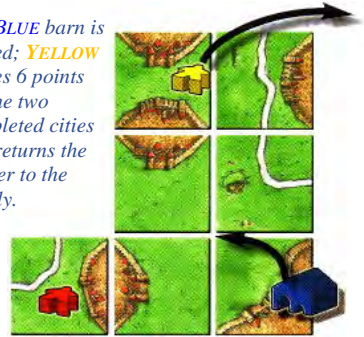
[247] 📖 Placing of a barn, and the subsequent scoring of the farm, **does** count as an opportunity to remove a follower from Carcassonne. Now that farms can be scored at times other than at the end of the game, followers from the market can be moved to farms earlier in the game. That occurs immediately after the placement of the barn, and before the farmers are scored. [Joining of a farm containing a follower to a farm with a barn would logically be another opportunity – Chris O.]

[248] 📖 A besieged city **does** still score double points if it lies on a farm with a barn.

[249] 📖 **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.

[250] ⇔ 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.[251] 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.[252] [253] However, the player with the majority of farmers scores only 1 point for every completed city (with a pig: 2 points instead of 1.)[254] These farmers are then also returned to their owners after scoring.

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.
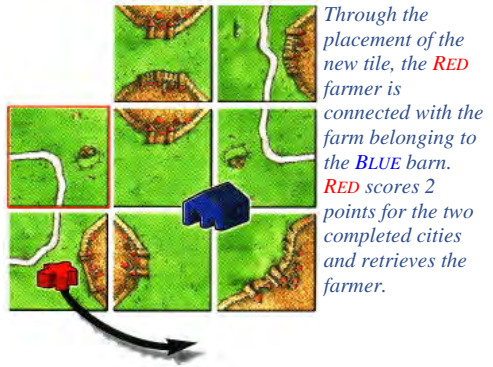
The End of the Game

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.[255] If several barns lie on a single farm through the placement of connecting tiles, each player receives the full score. The pig-herd tile (from *The River II*) does not generate any additional points for the barn.[256] [257]

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[251] ⇔ 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."

[252] 📖 The word "immediately" here means that farmers are scored then removed **during the normal scoring phase** of this turn (as opposed to staying on the farm until the end of the game). The joining of farms does **not** stop play for a separate scoring phase for the farmers. Thus, the normal "move wood" portion of the turn occurs before the farmers are scored. (10/2012)

[253] 📖 Because this joining of farms is a scoring situation, a follower **can** be moved from Carcassonne to the farm with a barn. The farmer will be scored immediately, and so scores only 1 point per city and is (importantly) not on the farm during the final scoring proper.

[254] 📖 **Question:** May the pig be placed on a farm that was just connected to a farm with a barn, i.e. on the newly placed tile (immediately before scoring)? **Answer:** Yes, the pig may be placed in already occupied features [and, as above, the normal "move wood" phase still happens].

[255] ⇔ The **RGG** edition adds "regardless of their distance from the barn". This is probably to help introduce players to 3rd edition scoring.

[256] ⇔ The last sentence is new to the Big Box 2 and confirms an earlier FAQ. The statement is not in Big Box 3, presumably because *The River II* is not included in this collection.

[257] 🏛 The pig-herd tile can score an extra point per city when there is a barn on the farm.

House Rules

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).

Tile Distribution Total Tiles: 12

x1 x1 x1 x1

x1 x1 x1 x1

x1 x1 x1 x1
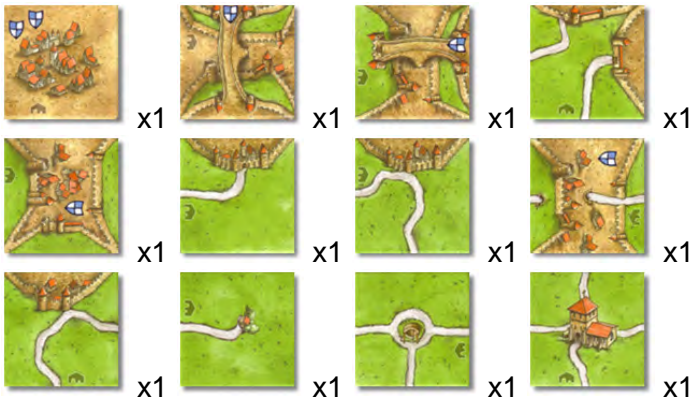
Count, King, and Robber (Expansion 6)

originally released by Hans im Glück in 2008

Extra Pieces – Included Small Expansions

- ***King & Robber Baron***
- ***The Count of Carcassonne***
- ***The River II***
- ***Shrines and Heretics***

Comments

The *Count, King, and Robber* expansion represents a collection of several independently released small expansions as listed above. Because of the complex publishing history of Carcassonne in various countries, this collection may be the only way to acquire some or all of these smaller expansions, and it is one of the officially numbered larger expansions, so I have given it a page of its own. However, I refer the reader to the specific small expansion sections for further information.

Shrines and Heretics
originally released by Hans im Glück in 2008 [258]

Extra Pieces

- **5 new 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.[259] However, a shrine may not be placed in such a way that it adjoins several cloisters.[260] Similarly, a cloister may not be placed so that it neighbors several shrines.[261] [262] [263]

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[258] 🌍 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.

[259] 📖 A knight in a besieged city from The Cathars **can** escape via a shrine, as with a cloister. The shrines are, for the most part, identical to cloisters. That goes for escape as well.

[260] 🌍 In other words, a shrine cannot adjoin more than one cloister, and vice versa.

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

[262] 📖 The rules that restrict the placement of cloisters next to already placed shrines **also** restrict the placement of abbeys.

[263] 🏠 Because the problems arise when there are multiple simultaneous challenges, one could allow placement of further shrines or cloisters into the area as long as no followers are placed on those cloisters/shrines (i.e. there are no further challenges).

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[264] of another player[265] 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.[266] Challenging your own monk or heretic is also possible.[267]

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.[268]

3. Score completed roads, cities, or cloisters

The challenge

The challenge is about who can finish his or her building first.[269] [270]

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[264] 📖 A shrine **can** challenge an abbey, and vice versa, because the abbey is also a cloister.

[265] ⇔ The **RGG** edition of Count, King & Robber changes this to "When a heretic is placed on a shrine adjacent (orthogonally or diagonally) to an **occupied** monastery, a challenge occurs." Because the part about "another player," was removed, the final sentence in this paragraph regarding one's own monk/heretic became unnecessary and was also removed. (12/2013)

[266] ⇔ The **RGG** edition of Big Box 2 adds, 'That is, the monk must challenge the heretic.'

[267] ⇔ This sentence is omitted in the **RGG** version.

[268] ⇔ The **RGG** version adds that a player may also "choose to place no follower at all on the tile."

[269] 📖 If the tile placed completes both the shrine and the cloister, no one completed the building first, and both receive the points.

[270] 📖 **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.

The player who finishes his or her feature first scores 9 points, [271] while the other player scores nothing.[272] [273] Both followers are then returned to their owners.[274]

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.

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.

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[271] ⇔ The **RGG** edition adds a clarification here: "Once a challenge has been declared, the player (of those two involved in the challenge) who first completes his cult place or cloister scores 9 points as normal."

[272] 📖 **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 stands 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 —ed.]

[273] 📖 **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.

[274] 📖 When a challenge is resolved, both the monk and heretic are removed from play. If that leaves one of the buildings incomplete, it **can** be reoccupied by using a magic portal or a follower from Carcassonne.

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"[275], 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.

House Rules

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. If promoting more aggressive play, the challenger could be the only one playing for the reward. (Thanks to youtch and others. Thanks to RationalLemming, and to avt104981 for pointing out that this can't result in 18 points.)

Tile Distribution **Total Tiles: 5**

x1   x1   x1   x1   x1

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[275] 🌍 A few points on translation from Matt: I should point out why I decided to go with 'shrine' as a translation of *Kultstlitte*, 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

- **10 land tiles**
- **2 blank tiles**

Preparation
The 10 new landscape tiles should be mixed in with the other 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 **crfr** tile.

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.

Copyright prevented *The Cathars* from 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.

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 might be some of the possible uses.

The Cult Place and the Heretic

1. Place a tile

Cult places are placed and scored in the same way as a cloister.[276] However, a cult place may not be placed in such a way that it adjoins several cloisters.[277] Similarly, a cloister may not be placed so that it neighbors several cult places.[278] [279] [280]

2. Deploy a follower

A follower deployed to a cult place is called a heretic. If a player places a cult place directly (horizontally, vertically, or diagonally) next to the cloister[281] 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.[282] Challenging your own monk or heretic is also possible.[283]

When a player places a cult place 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 cult place itself.[284]

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[276] 📖 A knight in a besieged city from The Cathars **can** escape via a cult place, as with a cloister. The cult places are, for the most part, identical to cloisters. That goes for escape as well.

[277] 🌒 In other words, a cult place cannot adjoin more than one cloister, and vice versa.

[278] 📖 **Question:** Can I place a cult place in such a way that it forces a cloister to neighbor several cult places? What effect does that have? **Answer:** It leads to enormous problems when multiple cloisters and cult places neighbor each other. [In other words, no, you can't place a cult place in that way—ed.]

[279] 📖 The rules that restrict the placement of cloisters next to already placed cult places **also** restrict the placement of abbeys,

[280] 🏠 Because the problems arise when there are multiple simultaneous challenges, one could allow placement of further cult places or cloisters into the area as long as no followers are placed on those cloisters/cult places (i.e. there are no further challenges).

[281] 📖 A cult place **can** challenge an abbey, and vice versa, because the abbey is also a cloister.

[282] ⇔ The **RGG** edition of Big Box 2 adds, 'That is, the monk must challenge the heretic.'

[283] ⇔ This sentence is omitted in the **RGG** version.

[284] ⇔ The **RGG** version adds that a player may also "choose to place no follower at all on the tile."

3. Score completed roads, cities, or cloisters

The challenge

The challenge is about who can finish his or her building first.[285] [286]

The player who finishes his or her feature first scores 9 points, [287] while the other player scores nothing.[288] [289] Both followers are then returned to their owners.[290]

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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[285] 📖 If the tile placed completes both the cult place and the cloister, no one completed the building first, and both receive the points.

[286] 📖 **Question:** Imagine I have an unoccupied cloister next to an occupied cult place. 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.

[287] ⇔ The **RGG** edition adds a clarification here: "the player (of those two involved in the challenge) who first completes his cult place or cloister scores 9 points as normal."

[288] 📖 **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 —ed.]

[289] 📖 **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.

[290] 📖 When a challenge is resolved, both the monk and heretic are removed from play. If that leaves one of the buildings incomplete, it **can** be reoccupied by using a magic portal or a follower from Carcassonne.

The Siege

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 siege 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.[291] 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.

Escaping a besieged city
It is possible to escape a besieged city via a neighboring cloister.[292] [293] If a cloister directly borders **any tile** of a besieged city, even diagonally—then at the end of a player's turn, he or she may remove one knight[294] from the city and return it to the supply.[295]

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[291] 📖 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.

[292] 📖 A knight in a besieged city **can** escape via an abbey, shrine, or cloister. The abbey has all the characteristics of a cloister. The shrines are, for the most part, identical to cloisters, which goes for escape as well.

[293] 📖 Mayors and wagons in a besieged city **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).

[294] 📖 Only **one** knight can escape a besieged city per turn. It's irrelevant whether the followers are in the same city or different cities.

[295] 📖 **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 besieged city) 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.

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.[296]

Tile Distribution **Total Tiles: 10 (excluding 2 blank tiles)**

x1 x1 x1 x1 x1

x1 x1 x1 x1 x1

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[296] 📖 A player **does** still score double points for a besieged city if it lies on a farm with a barn.

The Catapult (Expansion 7)

originally released by Hans im Glück in 2008

Time for the yearly fair 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 fairs
- **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.[297] [298]

The fair

When a land tile with a fair[299] 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

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[297] 📖 The yellow ground of a fair ends a road. This is slightly different from crossings or bushes, as the wagon cannot cross a fair to the other side, since it is a feature. (modified 10/2013)

[298] 📖 **Question:** Do the yellow areas split the (green) field in two (tile with cloister and tile with two opposing city segments)? **Answer:** If the (green) field is disconnected, the fair does split it.

[299] 📖 **Question:** Can the wagon "drive by" a fair, or rather does a fair split a road at all? **Answer:** The fair is a "feature," so the wagon cannot pass through it. (modified 10/2013)

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.

The catapult tokens

Knock out—remove followers

The aim is to hit, if possible, other players' followers on the playing field.[300] Should a follower be hit or touched 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—follower exchange

This token only has an effect when it comes to rest on at least one landscape tile on the playing field.[301] If it does not come to rest on the playing field, it must be returned to the player immediately. If the token comes to rest on the playing field, then the players determine which **opponent's** follower is closest to the token. [302] 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 exchanged follower is returned to its owner.

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[300] 📖 The playing field includes the normal tiles and "starting tiles". This means that followers within the school, City of Carcassonne, and Wheel of Fortune can be hit and removed. The special characters such as the count or the teacher stay in their area. However, followers on the scoring board should not be taken, as this is chaos. So, the scoring board here does not belong to the playing field.

[301] ⇔ The **RGG** edition adds the following clarification: "If it slides off the map, it has no effect!"

[302] 📖 The playing field includes the normal tiles and "starting tiles". This means that followers within the school, City of Carcassonne, and Wheel of Fortune can be hit and removed. The special characters such as the count or the teacher stay in their area. However, followers on the scoring board should not be taken, as this is chaos. So, the scoring board here does not belong to the playing field.

Target hurling—fair contest

With this token, all players must try to hit the fair tile which triggered the current catapult round when it was placed. Whoever hurls the token closest to that fair tile wins the target practice and immediately scores 5 points. 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.

Catch—one hurls, the other catches

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:

Caught

5 points

Not caught—but far enough

5 points

Not caught—and not far enough

5 points

Touched—but not caught
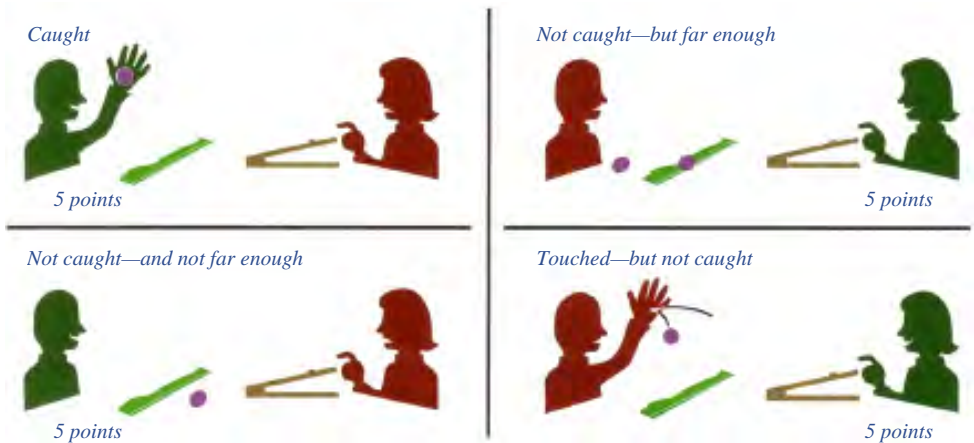
5 points

The player on the left then must hurl the token toward the player to his or her left. Repeat until all players have had a chance to be hurler and catcher.

House Rules

Ignore all the usual Catapult rules, and instead award 5 points immediately to any player who draws a fair 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, or wagon. (Thanks to Johngee.)

Tile Distribution **Total Tiles: 12**

 x1
 x1
 x1
 x1

 x1
 x1
 x1
 x1

 x1
 x1
 x1
 x1 [303]

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[303] 📖 Only the yellow ground of a fair can separate field segments; thus, the flagpole does not divide the field.

The Wheel of Fortune

originally released by Hans im Glück in 2009

Extra Pieces

- **72 land tiles**, 19 of which have Wheel of Fate icons
- **1 Wheel of Fortune** (4x4 tiles)[304] [305] [306]
- **1 big pink 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 colors. Those who consider it to be 'too much of a stand-alone' game might consider just using the 19 tiles with Wheel of Fortune icons. The rules are identical to the basic game, except for those noted below.

Preparation

The Wheel of Fortune 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 Fortune icon is drawn, the appropriate actions are performed (see below).

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

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[304] 📖 The dragon **can** fly around the outside of the Wheel of Fortune, treating the landscape areas as normal tiles and eating any followers on those tiles. Followers on the Wheel of Fortune itself are unaffected. This represents a notable change from previous FAQs. (10/2012)

[305] 📖 Followers **can** be deployed to Wheel of Fortune tiles on features outside the Wheel of Fortune, for example through use of a magic portal or as a flier. (1/2013)

[306] 🕊 Given new interpretations regarding placement of the dragon and followers on features outside the Wheel of Fortune, it seems that the plague **should** also be **allowed** on the outside portion of these tiles. However, this is unofficial. (1/2013)

2. Deploy a follower

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

Wheel of Fortune Tiles

When a player draws a land tile with a colored Wheel of Fortune 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 Fortune are performed
3. Followers on crown spaces 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 Fortune 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.

BLUE receives for each knight 2(knight) + 2 (pennants) = 4 points, or 2x4 = 8 points altogether. RED receives 1 (knight) + 2 (pennants) = 3 points.

Fortune

The player whose turn it is receives 3 points.

Tax

Every player receives points for his knights.[307] For **each** knight, the player earns 1 point for each **pennant** in the city **plus** 1 point for **each** of his knights in the city.

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[307] 📖 Any follower that is placed in a city, including the Mayor or a Wagon, is considered to be a knight.

Famine

For each of his or her farmers,[308] every player receives **1 point** for every **completed city** adjacent to his or her farm (in the same way as farms are scored during final scoring).[309] [310]

Storm

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

Inquisition

Every player receives 2 points for each monk.

Plague

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

3. Score followers on crown spaces

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

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

A follower which stands alone on a crown space in a sector with two spaces scores 6 points.

If two followers stand in a sector with two spaces, 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.

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[308] 📖 Barns do not receive a score for Famine. Barns are not followers, so they are not farmers. (5/2013)

[309] 📖 Castles are also counted in this determination, and actually give 2 points per farmer.

[310] 📖 The text outside the parentheses is correct – **each** farmer scores 1 point for each completed city adjacent to the farm. The portion inside parentheses indicates that only a player with a **majority** on the farm is allowed to score the points. Additionally, additional bonus points for pig, pig herd, or castle are also given, as at the end of the game. (confirmed 5/2013)

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 Fortune.

House Rules

Do not use the Wheel of Fortune as 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.

Tile Distribution **Total Tiles: 72**

x1	x2	x1	x1	x2
x1	x2	x2	x2	x1
x1	x2	x2	x2	x2
x1	x4	x1	x1	x2
x1	x4	x2	x2	x1
x4	x2	x1	x7	x1
x8	x4	x1	x1	
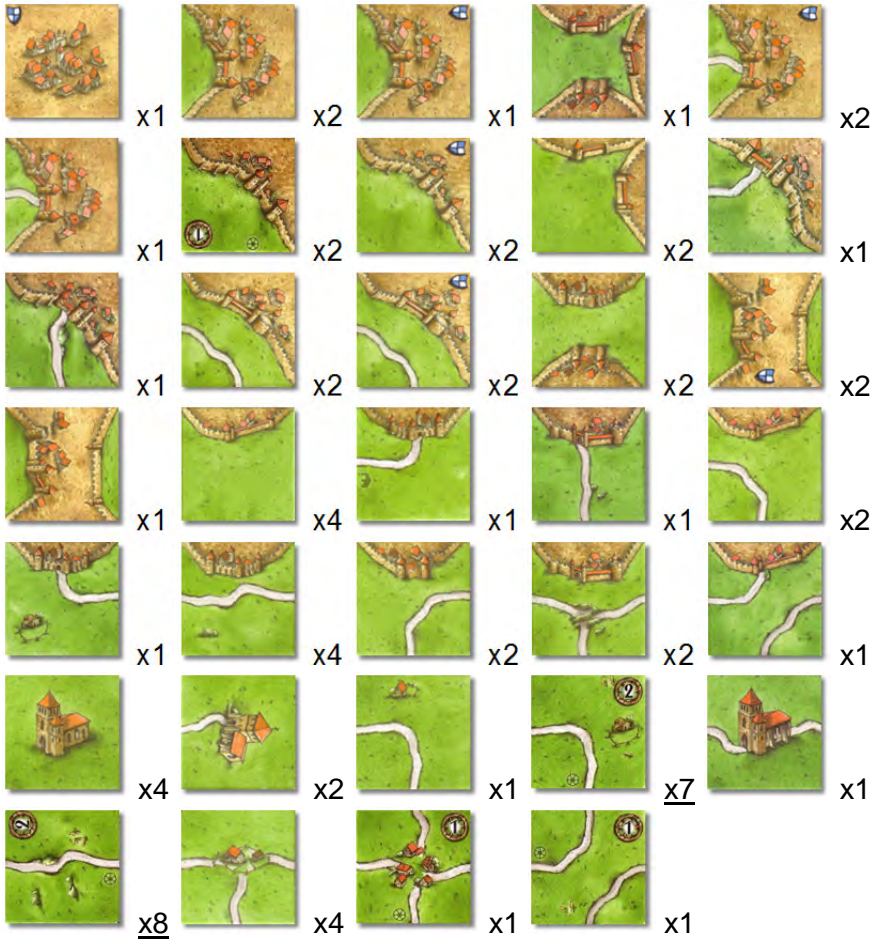
Tiles with underlined values exist in several forms that vary only by the number in the Wheel of Fortune icon.

The Tunnel

originally released by Hans im Glück in 2009 [311]

Extra Pieces

- **4 land tiles**
- **12 tunnel tokens**

Preparation

The four land tiles are mixed with those of the basic game. Every player receives the tunnel tokens corresponding to his or her color. In games of two, each player may use three sets of tokens; in games with three players, each may use two sets. [312]

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

Playing the Game

Claim tunnels with tokens

During his or her turn, a player may place one of his or her tunnel tokens on any currently unclaimed [313] tunnel opening, including on the land tile which has just been placed. Independent of this, the rules for deploying a follower remain the same. [314]

When is an underground tunnel finished?

As long as there is no tunnel token claiming a tunnel opening, the road leading to it is "broken off," without being complete. [315] The road remains incomplete even when a tunnel

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[311] ⇔ 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.

[312] ⇔ The rules published in *Spielbox* say that in games of two, each may take two sets of chips.

[313] 🐦 The rules say "unoccupied", but I feel it is worth making a distinction between occupying (with a meeple) and claiming (with a token).

[314] ⇔ 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.

[315] ⇔ This and the next section are greatly revised from the rules published in *Spielbox*, clarifying a number of issues.

token is placed on the tile. Only when the second tunnel token of the same color is placed on another unclaimed tunnel opening (which may or may not be on the same tile) are the tunnel "entrance" and "exit" defined, and the tunnel finished.[316] 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 openings. 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.[317]

Scoring

Only the visible segments of a completed road are scored.[318] 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.

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[316] (🕏) The rules only mention that the tunnel entrance 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.

[317] (🕏) 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."

[318] (🕏) 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 count as 1 tile for scoring purposes.

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 openings can be claimed with tokens. In this case the road leading through the tunnel does not count as continuous, contrary to the stated rules.

Tile Distribution **Total Tiles: 4**

x1   x1   x1   x1

Bridges, Castles, and Bazaars (Expansion 8)

originally released by Hans im Glück in 2010

Travelling traders arrive in the land and organize 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 new land tiles**
- **12 castle tokens**
- **12 wooden bridges**

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.[319]

The bazaar

When a tile with a bazaar on it is drawn, the player should place it as usual (including placing a follower, scoring, and even not placing it if there is no place for it).[320]

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[319] 📖 The yellow ground of a bazaar ends a road. This is slightly different from crossings or bushes, as the wagon cannot cross a bazaar to the other side, since it is a feature. (modified 10/2013)

[320] ⇔ The portion in parentheses is specific to the **RGG** edition and serves to clarify that the bazaar action occurs at the end of the turn, after scoring, not immediately after tile placement. Based on the last part of the statement, the bazaar seems to occur even if the tile cannot be placed.

Then a **bazaar** will take place, in which land tiles will be 'auctioned'.[321]

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.

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. Players may bid more than they have and move their markers behind 0 on the scoring board. In this case they can place the marker on its side to show it is negative.[322]

It is then the turn of the next player who has not received a tile during this bazaar.[323] 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.

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[321] 📖 **Question:** What is the order of events if the bazaar tile extends a feature with a builder?
Answer: If you draw a bazaar tile and can perform your builder-turn, first take the appropriate number of face-down tiles and then perform your builder-turn. After that, perform the bazaar and the auction. Then a new round with a special property starts – each player has an open and known tile instead of drawing an unknown tile, and you cannot place your abbey as your first tile. If you placed your auctioned tile and you can perform a builder-turn, you can choose to place your abbey or draw a new unknown tile. If any player draws a new bazaar tile [for his or her builder-turn], it will be ignored until the last player who has an auctioned tile finishes his turn (including his builder-turn, if possible). If the next player draws a new tile with the bazaar effect, a new bazaar will be triggered.

In other words: Draw bazaar → draw the tiles (still face-down) → **start ignoring any further new bazaars** → perform builder-turn → turn tiles face-up and start the auction → 1st Player with auctioned tile → 1st player's builder-turn → next player with auctioned tile → next player's builder-turn → → last player with auctioned tile → last player's builder-turn → **stop ignoring any new bazaars** → player who drew a new bazaar in his/her builder turn → back to start. (confirmed 5/2013)

[322] ⇔ The **HiG** edition of Big Box 3 rewords this sentence to state "At the very beginning of the game, it is possible for a player to have fewer than 0 points through an auction."

[323] ⇔ The **RGG** edition of Big Box 3 adds, "it could be the same player if he did not buy the tile he chose."

After all the tiles have been auctioned, all players place their purchased tiles as in a normal turn.[324] 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, and BLUE cannot bid. GREEN gives him the tile and receives 3 points. RED'S score decreases by 3.*
- *There is now only one tile left, which GREEN receives for free.*
Beginning with BLUE, all players place their purchases tiles as in a normal turn.
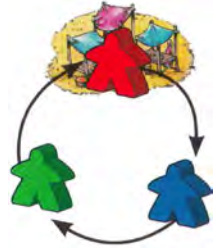
Too few tiles: If a player places a bazaar and there are not enough face-down tiles for all players, no tile auction occurs. The players ignore the bazaar on the tile and the tile is played as normal.[325]

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.[326]

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.[327]

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[324] 📖 This would allow a player placing a purchased tile onto a city with a builder to draw another tile before others play their auction tiles, as a "double turn" is part of a normal turn.

[325] ⇔ This rule is found only in the **RGG** edition of Big Box 3.

[326] 🔊 Note that a purchased bazaar tile will not trigger an auction, but any drawn bazaar tile will trigger an auction. Nonetheless, as discussed in a previous footnote, the auction may not happen immediately if the drawing of the tile occurred during a builder-turn.

[327] ⇔ The **RGG** edition of Big Box 3 adds, "Thus, each player places one tile for no cost - thus, no auction!"

Bridges

During his or her turn,[328] 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 **field** (not on a city, road, river, or so on).

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.[329] Farms or cities under a bridge are not divided. Also, several bridges may be built next to each other.[330] [331]

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[328] 🌣 Of particular note here is that a specific part of the turn for bridge placement is not specified. Obviously one must be placed immediately after tile placement if the tile placement would otherwise be illegal, and a bridge must be placed before a follower if the follower is to be placed on the bridge. However, one could envision a situation where the bridge is not needed for tile placement (e.g. a straightforward attachment on 1 edge) but for strategic reasons the player later in the turn opts to place a bridge on that tile (or even the adjacent one) such that the bridge ends are on tile edges that do not touch other tiles.

[329] 🌣 It is clear from this that the bridge is generally built before deploying a follower.

[330] 📖 One tile cannot have 2 bridges running perpendicular to each other. The rules state that the bridge must lie on a field, and if bridges are stacked, one end of the top bridge will not touch the field.

[331] 📖 A bridge that would potentially span a tower foundation **does not** prevent the growth of that tower, and that a tower that was already present **does not** prevent bridge placement. If the two structures would interfere with each other, the tower pieces can be moved so that they are no longer on the tower foundation symbol. Both structures can then be placed without conflict. (11/2013)
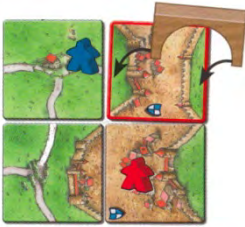
Building a bridge on the tile being placed:
RED *expands her city. As the new tile has no road segments, she builds a bridge to carry the road over the new city segment.*

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 and 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 **town** – which consists of only two semi-circular city segments[332] – the **occupier** may choose to complete and score it in the usual way (for 4 points), or to convert it into a castle.[333] 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.[334] A town which has been converted to a castle is considered to be incomplete.

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

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.[335] 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.

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 structure. Then the follower from the castle is returned to the player's supply; the castle token remains where it is.

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[332] 📖 This excludes small cities which do not consist of two semi-circular segments, such as might be constructed using the **cfrf** tile with the triangular city segment shown in the Tile Distribution list below.

[333] 📖 A city under siege (or under attack from Cathars) **can** be converted to a castle, and it is handled as a normal castle. The siege or Cathar attack is **ignored** after conversion to a castle.

[334] 🐦 Note that this is after the Move Wood phase and does not itself constitute a Move Wood phase (and might not even involve the active player). (5/2013)

[335] ⇔ The **RGG** version of the rules states that the castle scores only "when the first feature ... in the vicinity of the castle is **later** completed" (emphasis added) – while a subsequent turn is not specifically mentioned, it seems apparent in both rule sets that a feature that is completed on the turn that the castle is built does not allow the castle to score.
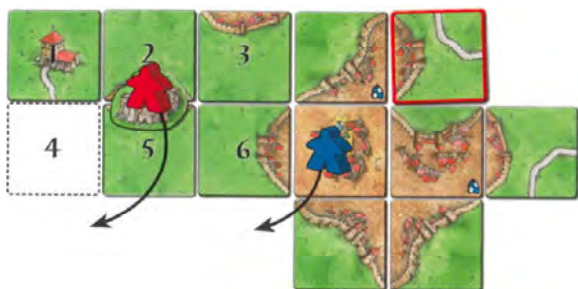
Example of scoring castles: BLUE completes his city and scores 20 points. As a segment of the city lies on a tile (6) adjacent to the castle, and it is the first structure to be completed since the castle was built, RED also receives 20 points. Both followers are then returned to their owners.

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 eight 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 to receive 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 town 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.

- At **game end**, all uncompleted castles score no points and their followers are removed from the board. A castle gets no points for farms.

- 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.

- Castles separate fields in the same way as a town does.

- A knight on a castle cannot be attacked by the dragon.[336] [337]

- A player can use the wagon effect to build a castle. If a mayor is on the castle, it does not earn points for the castle, because there is never a pennant there.[338]

When **scoring farmers** at game end, 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*).[339] [340] [341] [342]

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[336] 📖 Followers in castles are safe from towers, the dragon, and the plague, as those things affect the tile directly, and castles are not present on a specific tile.

[337] 📖 An additional bullet point rule added to Big Box 3 stated "A player can place the fairy in a castle. If it is there during the castle scoring, it scores 3 points for the player." However, according to official clarifications, this rule is incorrect. The fairy cannot be placed in a castle, as it should only be placed on features on a discrete tile.

[338] ⇔ The last 3 bullet points were first included in the Big Box 3 edition of the rules.

[339] 🐦 Presumably the pig-herd tile also grants an extra point to farms for each castle, although this would have to be clarified.

[340] 🐦 The **RGG** Big Box 3 scoring guide at the end of the rules claims that farms only score points for **completed** castles, but this is presumably a misprint, as there is no indication in the rules that this is actually true (especially as followers from incomplete castles are removed, so there would be no way to tell which castles were incomplete and which were complete when scoring farms).

[341] 📖 Castles **do not** count as cities for the purposes of scoring for the King. Castles **do** count for scoring of the Famine sector of the Wheel of Fortune, as this effectively a scoring of farms. Followers from the City of Carcassonne **cannot** move to a castle.

[342] 📖 A city under siege (or under attack from Cathars) **can** be converted to a castle, and it is handled as a normal castle. The siege or Cathar attack is **ignored** after conversion to a castle.
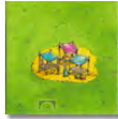
Tile Distribution **Total Tiles: 12**

 x2
 x1
 x1
 x1

 x1
 x1
 x1
 x1

 x1
 x1
 x1

Crop Circles
originally released by Hans im Glück in 2010

Extra Pieces
- **6 new 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, starting with the player to his or her left:
- A) **may**[343] take one of their own followers from their supply and **deploy it next to** another of their followers already on a landscape tile, or
- B) **must remove** one of their own followers from a landscape tile 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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[343] (🐝) 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).[344]
- 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.

---

[344] 📖 Any follower in a city, including a Mayor or a Wagon, is considered to be a knight.

Tile Distribution   **Total Tiles: 6** [345]

x1   x1   x1

x1   x1   x1

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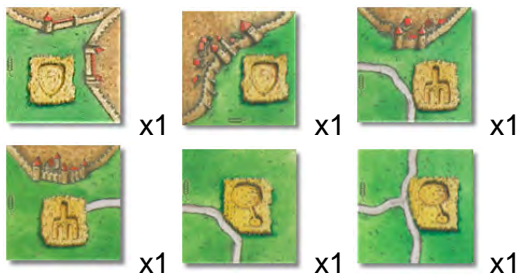
[345] 🌐 Note that the tiles released in this initial *Crop Circles* expansion are different from the Crop Circle tiles included in the later mini expansions.

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.[346]

GENERAL CONCEPT:

Starting from six Outbreak tokens, the plague spreads
throughout Carcassonne. As soon as an Outbreak 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 Outbreak, so that the plague may no longer spread in certain
regions.

Extra Pieces

- **6 land tiles** with plague doctor symbols, from which the plague
  breaks out ("plague source tiles")
- **18 flea tokens** which show where the plague has spread to (red side = active,
  pink side = latent / inactive)
- **6 Outbreak tokens**: front (numbered 1-6, with rats) = active outbreak, reverse
  (farm) = outbreak eradicated

Definitions:
- *A plague source tile with an active Outbreak token, and all adjacent red flea tokens, forms the region of
  an ACTIVE PLAGUE REGION. An active Outbreak token without adjacent flea token also counts as
  an active Plague region.*
- *Adjacent pink flea tiles represent a LATENT PLAGUE REGION.*
- *A plague tile with a passive Outbreak token (field) is secured against the plague. It is never part of an
  Plague region.*

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[346] (🌐) The image on the right, a medieval plague doctor, is taken from
http://thesocietypages.org/economicsociology/%202008/12/29/182/ (*thanks to Whaleyland*).

Preparation

Place the starting tile. Mix the tiles of the basic game,[347] and set aside 17 tiles. These tiles should be played first. Then mix the new plague source tiles with the remaining tiles.[348] Place the tokens beside the playing area.

Playing the Game

The first Outbreak

As soon as a player has drawn and placed (according to the usual rules) a plague source tile, an active Plague region is created. The Outbreak 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 Outbreak token never divides a farm.

The Plague spreads

Once the first Outbreak token has been brought into play, the plague spreads in **every** subsequent turn (if possible), beginning with the player to the left of the one who placed the first source tile. During his or her 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 Outbreak, and which does not yet have a flea on it.[349] [350] As play continues, one may alternatively place a flea on a tile adjacent to one with an active flea

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[347] In a response to a question, a representative of HiG noted "*The Plague* was not meant to be played together with other expansions." Official rulings were still provided, so obviously the game won't come crashing down on you, but complications may arise.

[348] 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. Whether you count river tiles (for example) as part of the first 18 tiles or as an additional set of "safe" starting tiles is up to the players.

[349] Given new interpretations regarding placement of the dragon and followers on features outside the City of Carcassonne and the Wheel of Fortune, it seems that the plague **should** also be **allowed** on the outside portion of these tiles. However, this is unofficial. (1/2013)

[350] Normal rules apply in the cities, roads, and fields outside the City of Carcassonne, Wheel of Fortune, and School – placements of followers, the dragon, plague tokens, etc. occur as normal, though the special features themselves are protected.

token. **If a flea token is placed on a tile containing one or more followers, they are returned to their players without scoring.** [351] [352] **[353]**[354]

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. [355] [356]

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** Outbreak[357]. 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 Plague

When a player draws and places another Plague source tile, the Outbreak

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

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[351] 📖 Followers in castles are safe from towers, the dragon, and the plague, as those things affect the tile directly, and a castle is not placed on a single tile.

[352] 📖 The plague **does not** affect the dragon or other neutral figures.

[353] 📖 The plague **does not** affect the barn, because the barn is not placed on a single tile, and the plague only affects a single tile at a time. (11/2013)

[354] 🔒 It is unknown if the plague affects other player figures that aren't followers (pig, builder).

[355] 🔒 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, and attempts at clarification and re-translation have been contradictory.

[356] 🕊 As the features outside the City of Carcassonne and Wheel of Fortune can now have followers deployed to them, presumably fleeing followers could also move there. (1/2013)

[357] Emphasis added.

instead the privilege of choosing where the Outbreak will occur. From now on, each active player has a choice of which active Plague region to expand.

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

Eradicating an Outbreak

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

The region affected is now an 'inactive' Plague region. 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 Outbreaks

The next Outbreak (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 divide a swarm of fleas by choosing to move one of them. As soon as an active flea token is no longer connected to an active Outbreak, it is turned onto its passive side. Therefore, fleas which are not connected to an active Outbreak are always inactive.

Merging Plague regions

It is quite possible for two or more Plague regions to merge together. When several active Outbreaks come to belong to the same region, all except the token with the highest number should be turned over. If inactive fleas become connected to a region with an active Outbreak, 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 Outbreaks can never become active again. A source tiles with an Outbreak 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 from the Plague there.

An exception

Should all 18 flea tokens be part of the same Plague region, one of them should be moved to a new tile on each player's turn. The new tile must naturally be adjacent to the active Plague region.

If a new plague source is later drawn and placed in an unconnected position, the old Plague region will become inactive. The Outbreak token should be turned onto its field 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.

Tile Distribution **Total Tiles: 6**

 x1   x1   x1

 x1   x1   x1
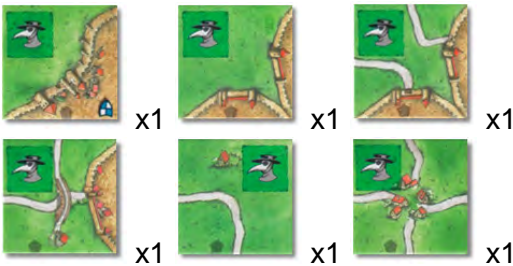
La Porxada (The Columned Hall)

originally released at Jugar X Jugar *in 2010*

La Porxada is a historical edification in Granollers. It was built in the mid-16th Century by order of the town council. It is located in the historic quarter of the city, in front of the city hall. In its time it was an agricultural market and a place to trade products from the land. In the civil war it was destroyed by the Italian air force and was rebuilt afterwards.

Extra Pieces

- **1 new land tile** displaying La Porxada

Playing the Game

The tile with La Porxada can be used in two different ways. The player who places this tile may choose one of the following:

1) After placing La Porxada, the player who placed this tile may[358] exchange one of his own followers with a follower of another player.[359] Both followers must be currently in play. The chosen player can negate the exchange, but if so, he or she must must eliminate one of his or her followers for the remainder of the game. If the player who places La Porxada does not have any followers in play, he or she cannot choose this option.

2) At the end of the game, any player who had a Knight in the city containing La Porxada may score all unfinished cities containing his or her followers as if they were finished.[360] This scoring bonus will only occur if the city containing La Porxada is finished.[361]

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[358] 🐦 The use of the term "may" sets up an interesting situation – conceivably, the player could choose option 1 (as long as he has at least one follower in play), but then elect not to swap followers, effectively negating all effects of the tile.

[359] 🐦 The use of the term "follower" here suggests that non-follower figures (such as the pig and builder) cannot be traded. However, it would seem that any type of follower could be swapped with any other (e.g. the large follower with the mayor), which has notable strategic implications.

[360] 🐦 This would take all of the stress out of having a late-game cathedral city.

[361] 🐦 Since the city with La Porxada must be completed for this effect to trigger at the end of the game, and thus players will no longer have followers actually in the city, it may be beneficial to distribute some sort of token to those players who had followers in the city when it was completed.

Comments

La Porxada is a self-proclaimed mini-mini-expansion, containing only a single tile. Its place in the Carcassonne universe is debated and disputed – some consider this a completely unofficial expansion, as it was never sanctioned by Hans im Glück. Those who argue this side note that the tiles were simply stickers placed on other tiles. However, the expansion was sanctioned by Klaus-Jürgen Wrede himself (there is even an image of a signed tile on boardgamegeek.com), so this is more than just a fanspansion. Ultimately, La Porxada exists in semi-official limbo, and individual players must use their own judgement as to the nature of the expansion.

Tile Distribution **Total Tiles: 1**

x1

The Festival

originally released by Hans im Glück in 2011 [362]

Extra Pieces

- **10 land tiles** (each with the 10-year festival symbol)

Playing the Game

1. Place a tile.

When a player draws a tile with a festival symbol on it, he or she should place the tile according to the usual rules. The player must then choose either:

- deploy one of **one's own** figures to the tile in the usual way; or
- return one of **one's own** figures[363] [364] from the entire playing area[365] to his or her supply.[366] [367]

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.

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[362] 🐦 This "expansion" is really a part of **HiG** and **RGG's** jubilee edition of Carcassonne, which essentially consists of a deluxe version of the basic game and this mini-expansion.

[363] 📖 All of one's own figures are meant here, including normal and big followers, wagon, mayor, builder, pig, and barn.

[364] 📖 A player cannot return a figure from another player. Also, a player cannot return a neutral figure (such as the fairy or the dragon).

[365] 📖 By specifying "entire playing area," this allows removal of followers from the City of Carcassonne (even if the Count is in the same space) or the Wheel of Fortune crown spaces.

[366] ⇔ The **RGG** 10-year anniversary edition rules actually use the term "followers" for both bullet points.

[367] 📖 If the Festival is used to remove a follower, the Phantom can still be placed on that turn. (11/2013)

Tile Distribution **Total Tiles: 10**

 x1   x1   x1   x1   x1

 x1   x1   x1   x1   x1

The Phantom (The Entourage)

originally released by Hans im Glück in 2011

Extra Pieces

- **6 new translucent followers** in six colors

Preparation

Every player receives the phantom of his or her color (the purple 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 (on a second feature).[368] [369] Thus, in one turn the player may deploy two followers[370] [371] [372] [373]

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[368] 📖 Just like a normal follower, the Phantom can only be deployed to an unoccupied feature.

[369] 📖 A Phantom can also be played to areas such as the Wheel of Fortune or a tower – the Phantom is not restricted to placement on the tile that was just placed. Note, however, the prohibition on double use of magic portals and flier symbols below. (11/2013)

[370] 📖 **Question:** Does the phantom have to be second to a true follower, or can it be placed in addition to a non-follower piece? **Answer:** The phantom may also be placed as a second piece in addition to the builder, pig, or any other "move the wood" piece such as movement of the fairy or placement of a tower piece.

[371] 📖 The phantom **cannot** be placed, then followed by a builder or pig on the same feature on the same turn. The builder [or pig] must be placed as the second figure in a feature [i.e. placed after a follower], but the phantom is always the **last** piece placed on a turn. If the phantom is the first piece placed on a turn, another figure cannot then be placed. Thus, if a phantom is placed [as the primary follower] on a feature, the builder could at the earliest be placed on the next turn.

[372] 📖 The placement of a princess tile (*Princess & Dragon*) with removal of a knight from the city **cannot** be used as a first "follower move" and be followed by placement of the Phantom (e.g. into the now-vacated city). As per the rules for the princess, "if a knight is removed from the city, the player may not deploy or move any other figure."

[373] 📖 If the Festival is used to remove a follower, the Phantom can still be placed on that turn. (11/2013)

to two different features of the tile he or she just placed.[374] [375] [376] When the phantom follower is returned to the player's supply, it may be deployed again in the same way in a later turn.

As with a normal follower, the phantom can also be deployed as the only follower on a turn, and the phantom follower always counts as a normal follower.

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[374] 📖 **Question:** When a tile with a magic portal is played, can the first follower can go to the tile itself and the phantom go through the magic portal (or vice versa)? In other words, can figures be deployed to 2 separate features (one to a portal and one to a primary feature) and end up on different tiles? **Answer:** Yes. You have a second separate placement phase, independent from the first placement phase, immediately after the first placement phase. You can do whatever you can do with a follower. You can choose a different target/action, of course. For example: Action one: place a follower at an open tower to close it. Action two: place [the phantom] into an area which is safe now because the tower is closed.

[375] 📖 A Phantom **can** use a magic portal. However, both a regular follower AND the Phantom **cannot** go through the magic portal – you must choose one or the other. This is because the magic portal is treated as a feature and the Phantom is effectively a normal follower. If the first follower is placed on the magic portal, it is claiming that portal (then is moved to a feature on another tile). The Phantom cannot be placed on that portal because it is a claimed feature. (1/2013)

[376] 📖 A phantom **can** be a flier. However, if you first use a normal follower as a flier then the second figure (the Phantom) **cannot** use the flying machine. The flying machine is a feature, so claiming the flying machine feature with the first figure prevents the Phantom from also claiming it. Thus, in this situation the phantom can only be placed on a road or on the field. (5/2013)

The School
originally released by Hans im Glück in 2011

Extra Pieces

- **1 translucent teacher meeple** in a random color (belonging to no player)
- **2 new land tiles** representing the school

Preparation

The two school tiles are placed side-by-side next to the normal starting tile so that the 2 halves of the school fit together. The school tiles may be placed either to the left or the right of the normal starting tile. The teacher meeple is placed on the school.

Playing the Game

The rules of Carcassonne remain the same. A player who completes one or more of the roads leading to the school scores the road(s) as normal **and then** obtains the teacher meeple after the scoring.[377] The player takes the teacher out of the school and places it in front of himself. When the next feature is completed and scored, the player with the teacher scores the same number of points. If the player with the teacher is the player who scores for the next feature, he scores the points twice. After scoring points with the teacher, the teacher meeple must be returned to the school.[378]

Example 1: RED has the teacher. **BLUE** completes a "school road" worth 5 points. **BLUE** and **RED** both score 5 points. **RED** returns the teacher to the school, and **BLUE** then takes the teacher.

Example 2: YELLOW has the teacher. **GREEN** completes a city, scoring 12 points for **GREEN**. **YELLOW** scores 12 points as well, then returns the teacher to the school.

Note: When all roads leading to the school are completed, the players have managed to successfully link the school to the outside world. Now the teacher has plenty of students and will not leave the school again.

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[377] 🐝 Note that the teacher is obtained **after** scoring the road. Thus, if another player has the teacher when the road is scored, the bonus points can be awarded and the teacher returned to the school before the player completing the road claims the teacher.

[378] 🐝 If a player has the teacher at the end of the game, it seems that the player would receive no points, as there is not a specific order for scoring of the incomplete features and farms at that point.

Fine Print: This mini expansion is designed for the basic Carcassonne game and for the first expansion [*Inns & Cathedrals*]. When using The School with other expansions, issues can arise.[379] [380] [381][382] [383]

Tile Distribution **Total Tiles: 2 (as 1 starting block)**

 x1   (reverse)

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[379] 🌐 Interestingly, **HiG** is acknowledging that not all expansions work well together. I suspect that the fine print specifically relates to other expansions that have their own starting tiles, such as *The River*, *The River II*, and *The Count of Carcassonne*. If using one of those expansions, you can e-mail your question to the address included in the mini-expansion rules, or simply create your own house rule.

[380] 📖 Followers can be deployed on features on school tiles outside the school itself, for example through use of a magic portal or as a flier. (1/2013)

[381] 📖 The dragon **is allowed** on the school tiles. However, the dragon **cannot** go inside the school building and **cannot** eat the neutral teacher figure. (11/2013)

[382] 🌐 Given new interpretations regarding placement of the dragon and followers on features on special starting tiles, it seems that the plague **should** also be **allowed** on the school tiles. However, this is unofficial. (1/2013)

[383] 🏛 Normal rules apply in the roads and fields outside the School – placement of followers, the dragon, plague tokens, etc. occur as normal, though the School itself is protected.

Carcassonne Winter Edition (Digital)

originally released by Hans im Glück in 2011

Extra Pieces

- **72 land tile images**

Comments

This specific edition of the basic game of Carcassonne is distributed only as a digital download. (A Winter Edition with different updated artwork is available as a boxed game.) Six PDF pages containing the 72 standard tile images are included. The functional geography and rules of the Winter Edition are no different from the basic game, but all of the features are covered with snow.

Note: Because this Winter Edition is only available digitally, the tiles will not be reproduced in this document.
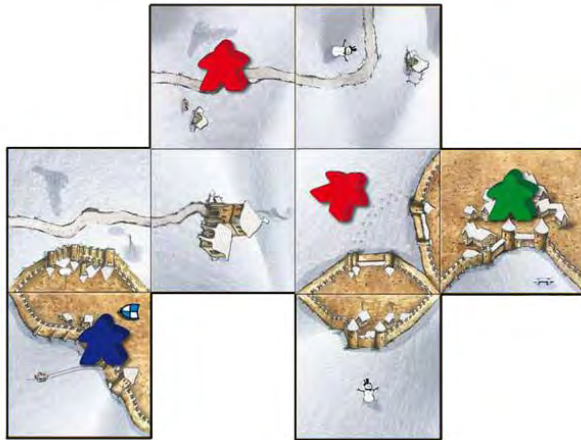

Image © Hans im Glück.

The Flier (Flying Machines) (Mini #1)

originally released by Hans im Glück in 2012

As resourceful hobbyists, the players want to achieve the dream of flying, one of the oldest dreams of mankind, and try out their newly developed wings. Flight length and landing are somewhat unpredictable, however.

Extra Pieces

- **1 special die** marked 1, 1, 2, 2, 3, 3
- **8 new land tiles** with aircraft symbol
- **1 new land tile** with crop circle

Preparation

The landscape tiles with the flying machine (aircraft) symbol are mixed with the other landscape tiles. The die is kept available for use.

Playing the Game

Play is according to the normal rules of Carcassonne. When a player draws a tile with an aircraft symbol, he or she plays it according to normal rules. He or she may place a follower on the road or field according to the usual rules.

Alternatively, the player may place a follower as a flier on a flying machine symbol to get the follower in the game.[384] The flying machine symbol has an arrow showing the direction (horizontally, vertically, or diagonally) in which the follower will fly. Now, the player rolls the die. The die result is the distance that the follower will fly (1 to 3 tiles in a straight line).

If possible, the follower **must** be placed on the resulting landscape tile representing the end of the flight. The active player can choose which feature to place the follower on. However, the following rules must be followed:

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[384] 📖 A phantom **can** be a flier. However, if you first use a normal follower as a flier then the second figure (the Phantom) **cannot** use the flying machine. The flying machine is a feature, so claiming the flying machine feature with the first figure prevents the Phantom from also claiming it. Thus, in this situation the phantom can only be placed on a road or on the field. (5/2013)

- The follower must only be deployed to an **unfinished**[385] structure (road, city, or cloister).[386] [387] [388]
- The follower may be placed on a feature that is unoccupied[389] or already **occupied** (either by one's own follower or an opposing follower). For example, two followers can stand on a cloister or the same city segment.
- The follower **may not be placed on a field segment**, even if there is not a farmer on the field already.
- The follower may not be placed in a location where **no landscape tile** is located.

If the follower cannot be placed (because only completed structures and field segments are present, or because there is not a landscape tile at the location of the flight's end), the follower is taken back by the player and placed in his stock. The player may not play any more followers on this turn.

---

[385] 📖 A player **cannot** place a flier on a structure that was finished by the tile that was just placed, as a feature is considered completed at the moment that a tile is placed, and the flier can only land on an unfinished feature. (2012)

[386] 📖 The flier **can** land on features outside the City of Carcassonne (not in the City itself) and outside the Wheel of Fortune (not on the Wheel itself). The flier **can** also be deployed to the roads on the school tiles. (1/2013)

[387] 📖 A flier **cannot** land on a magic portal or any feature other than a road, city, or cloister. (2/2013)

[388] 📖 The mayor can be a flier. However, the mayor can **only** land on an unfinished city. If an unfinished city is not available on the tile where the mayor lands, the mayor returns to the player's supply. (2/2013)

[389] ⇔ The word "unoccupied" is an addition to the **RGG** version of the rules. (12/2012)

RED places the tile with the aircraft symbol and thus sets the direction of flight. RED rolls a 3. The follower may not be placed, because no tile is located on the landing site. With a 2 RED could have placed the follower either in the cloister (although there is already a BLUE follower there) or the city (although there is already a YELLOW follower in the city), but not on the road, because it is already finished.


RED places the tile with the aircraft symbol. RED rolls a 2. He must place his follower in the city (along with the BLUE follower), because he may not place his follower on the field segment and the road is already finished.

The crop circles addition: In each mini, you will find a tile of the 7th mini expansion "Crop Circles". This expansion is playable with only a single tile, but it is best to play with all 6 tiles.[390]

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[390] 🐦 Note that the Crop Circle tiles included in the mini expansions are different from the tiles released in the initial *Crop Circles* expansion.

Tile Distribution **Total Tiles: 9 (8 + 1 crop circle)**

 x1   x1   x1   x1

 x1   x1   x1   x1   x1
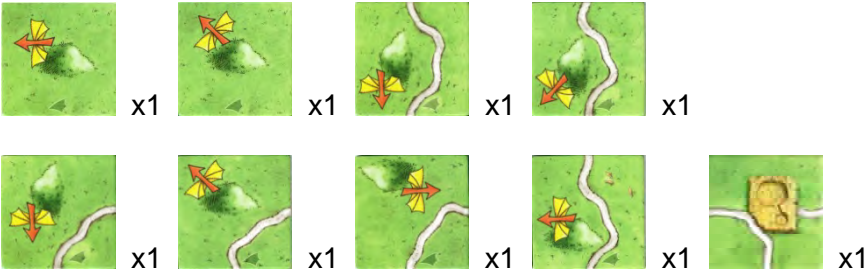
The Messages (Dispatches) (Mini #2)

originally released by Hans im Glück in 2012

Extra Pieces

- **6 Women followers** in 6 colors
- **8 Dispatch tiles**
- **1 new land tile** with crop circle

Back side

Preparation

One player shuffles the Message tiles and places them upside down (as a stack) beside the scoreboard. Each player places the woman follower in his or her color in addition to his normal follower on the zero of the scoreboard. There are thus now two counting figures on the scoreboard for each player.

Playing the Game

Whenever a player scores points, he or she can choose which **one** of the two scoring figures to move forward on the scoreboard. The active player (and only that player) gets a Message tile if one of his two counting figures lands on a dark number space (0, 5, 10, 15,…). The active player takes the top tile from the stack of Message tiles and turns it over. He or she has two options, either:

- Perform the **action of the Message**   **OR**
- Score **2 points** immediately (shown in the seal on the lower right corner of the tile)

After the player has carried out his or her choice, he or she places the Message tile face down at the bottom of the Message stack.

The Messages in detail:

(1.) Score smallest road: The player selects a road on which he or she has at least one follower (the player does not need to have a majority of followers, just needs to be represented). If there is more than one road to choose from, the player **must** select the one that would be worth the fewest points when scored at the end of the game.[391] The player receives the number of points the road would be worth if it were the end of the game.[392] The player's follower **remains on the road**.

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[391] ⇔ The 2013 rules have a slightly clearer wording than the 2012 version. (11/2013)

[392] 🌎 Note that this could be 0 points if a road with one of the player's followers has an inn on it.

(2.) Score smallest city: Same as Message 1 but applies to cities.[393]

(3.) Score smallest cloister: Same as Message 1 but applies to cloisters.

(4.) 2 points for each pennant: The player receives 2 points for each pennant in each city where he has at least 1 follower. (The player does not need the majority of followers in a city.)

(5.) 2 points for each knight: The player receives 2 points for each of his or her knights (followers in a city). The knights **remain in the game**.

(6.) 2 points for each farmer:[394] The player gets 2 points for each of his or her farmers (followers on a field). The farmers **remain in the game**.

(7.) One tile: The active player draws another land tile and plays it. Also, he may put an additional follower into play according to normal rules.[395]

(8.) Score a follower and remove it from the board: The player chooses one of his or her followers in play. If the player has the majority in the feature where the selected follower stands, he or she scores that feature (only for himself or herself) as if it were the end of the game. The player then puts the chosen follower back in his or her supply.[396] [397]

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[393] 🐦 Note that this could be 0 points if the smallest city with one of the player's followers contains a cathedral.

[394] ⇔ The initial rules on the **HiG** website had a tile scoring 3 points per farmer instead, but this was evidently a pre-production plan that was changed before publication. Additionally, the **RGG** rules also describe the tile as worth 3 points, but the actual tile included is for 2 points.

[395] 📖 If a tile is added to to a feature with a builder and triggers the drawing of Message #7, The Message extra tile comes before the builder extra turn. If the extra tile from the Message is put on the builder's feature, this will create another builder extra turn. Thus, the events would be: initial turn → Message #7 turn → Message #7 builder turn → original tile's builder turn. (11/2013)

[396] 🐦 Note that this could be 0 points if the chosen feature is a road with an inn or a city with a cathedral. Of course, choosing to do that rather than take the 2 points in the seal would be an odd tactical decision....

More rules: If more than one feature is scored on a single turn, the entire point value for each individual feature must be scored by moving a single counting follower.[398] The active player can receive only one Message from a round of scoring (even if, for example, both counting followers are on dark number fields through the scoring of several finished features). However, if the active player gets points from a Message, it is possible that he or she could move a counting follower and receive another Message, playing it in the same turn. Chains of scoring in this way can continue indefinitely.[399] [400]

Important: Only the **active** player can receive Messages, even if other players' counting figures land on dark fields on the scoring track.

The point values of both counting figures are added together at the end of the game to produce the player's final score.[401] Each player places a counting figure on that total and puts the other back in the box. In the final scoring, no further Messages are received, even if a counting figure lands on a dark field.

The crop circles addition: In each mini, you will find a tile of the 7th mini expansion "Crop Circles". This expansion is playable with only a single tile, but it is best to play with all 6 tiles.[402]

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[397] 📖 Any followers from other players remain on the feature, as it is still incomplete.

[398] 📖 If, for example, a city and a road are completed and scored by the active player, a different counting follower could be moved for each feature. However, all points scored by that city must be moved by one counting follower, and all points scored by that road must be moved by one counting follower.

[399] 📖 If there is a double turn because of a builder, the placement of the second tile would create another round of scoring, and thus another opportunity to get a Message. (1/2013)

[400] 📖 Scoring 1 point for possession of the fairy is a separate scoring event, so it can trigger an opportunity to receive a Message by itself. (1/2013)

[401] 🐦 In other words, both counting followers are considered equally, with no differences between the two.

[402] 🐦 Note that the Crop Circle tiles included in the mini expansions are different from the tiles released in the initial *Crop Circles* expansion.

Tile Distribution **Total Tiles: 9 (8 + 1 crop circle)**

 x1
 x1
 x1
 x1

 x1
 x1
 x1
 x1
 x1

The Ferries (Mini #3)

originally released by Hans im Glück in 2012

Some roads lead to small lakes around Carcassonne. There ferries are operated, connecting some roads at times and other roads at other times. This results in new challenges for robbers.

Extra Pieces

- **8 wooden ferries**
- **8 new land tiles** with lakes
- **1 new land tile** with crop circle

Preparation

The landscape tiles with lakes are mixed with the other landscape tiles. The wooden ferries are kept available for use.

Playing the Game

Placing Lake Tiles

Play is according to the normal rules of Carcassonne. When a player draws a tile with a lake, he or she plays it according to normal rules. Then he or she may place a follower. If he chooses to place a follower on a road, he or she must place the follower on one of the three or four road segments. Then, the active player **must** take a ferry from the stock and link two of the road segments on the tile. The ferry connects the ends of the road to form a continuous road. A road segment without a ferry on a lake is closed at this end. If the tile with the lake completes a feature after placing the ferry, the feature is scored as usual.

Example 1: RED places the tile with a lake. He places a follower (1) and sets a ferry (2). The road that BLUE occupies is completed. BLUE receives 4 points (3).

Example 2: RED places the tile. He places a follower (1) and then sets the ferry(2). RED and BLUE are now present on the same road.

Extending a Road with Ferries and Changing Ferries

If a player places his landscape tile and extends a road that includes a ferry,[403] the player **may** move the ferry, but he or she is not required to do so. The ferry must always connect 2 road ends. The player may move the ferry such that it no longer connects to the road that has just been extended. If there are two ferries on the road that was just extended, the player may only move the first ferry in the road – the ferry that is closest to the tile that was just placed.[404]

Special case: If roads from the placed landscape tile extend in several directions, the first ferry in **each** of these directions may be moved. Thus up to 4 ferries could be moved.

More rules: A ferry may be moved only once per turn. If a player places a tile with a lake on it, he or she first places the ferry on the new lake. Then, the player may move any further ferries that are allowed by the above rules.

The sequence of actions relating to lakes and ferries:
1. Place (lake) tile
2. Place follower
3. Place ferry (if new lake tile placed)[405]
4. Move ferries on other lakes (if placed tile extends a ferry road)[406]
5. Score features (if needed)

Example 3: GREEN places the tile. He is allowed to change the first ferry on the road (see dashed arrow) and turns it from position (1) to position (2). GREEN and YELLOW are no longer on the same road.

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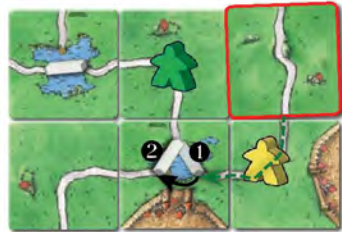
[403] 📖 The road must include a wooden ferry to allow movement of that ferry in this situation. Thus, if adding onto a road that ends at a lake **without** the wooden ferry connection, the ferry cannot be moved. (2/2013)

[404] 📖 In other words, you may move the first ferry that you get to if following a road from the newly placed tile. You may not move any ferries that are beyond the first ferry as seen from the tile. (1/2013)

[405] ⇔ The **RGG** version of the rules incorrectly adds "if he placed a follower on the road" here, even though there is no such stipulation in the body of the rules.

[406] ⇔ The **RGG** version of the rules incorrectly adds the requirement "if he placed a follower on the road" here, even though there is no such stipulation in the body of the rules.
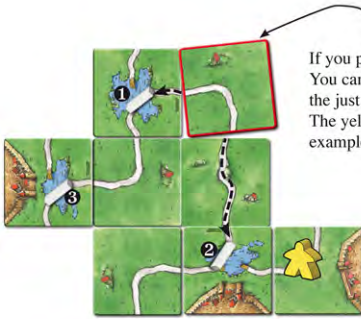
If you place this tile, than you can move boat ❶ and ❷. You can not move boat ❸ for it is not the first boat from the just layed tile.
The yellow follower has no impact on the boats in the example.

If you place this tile, you first place a new boat on it. Than you can move boat ❶ and ❷ and ❸ for all boats are the first on the road you make longer. (How you place the boat on the just placed tile does not influence which boats you can move.)

Additional examples explaining movement of multiple ferries after placing a tile. Note that ferries are referred to as "boats" in the caption text. Figures posted on BGG by Christof Tisch.

Rules for other expansions:[407]

Inns & Cathedrals expansion
A ferry lake has nothing to do with an inn lake. Thus, a road that is only beside a ferry lake only scores only 1 point per tile.

Traders & Builders expansion
If a road on which a builder has been placed is extended only through moving a ferry, the player may not perform a double turn.[408]

The crop circles addition: In each mini, you will find a tile of the 7th mini expansion "Crop Circles". This expansion is playable with only a single tile, but it is best to play with all 6 tiles.[409]

Tile Distribution   **Total Tiles: 9 (8 + 1 crop circle)**

 x1   x1   x1   x1

 x1   x1   x1   x1   x1

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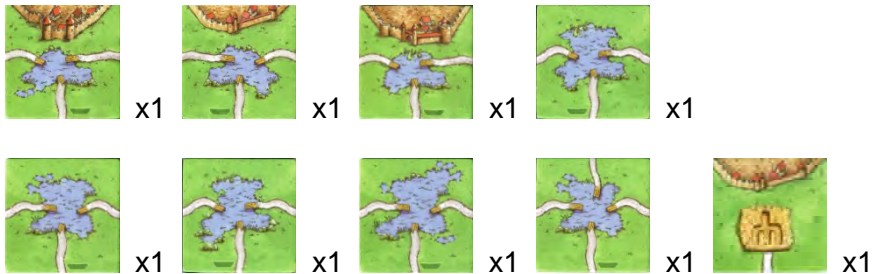
[407] ⇔ These additional rules clarifications are from the Big Box 4 edition of the rules.

[408] 📖 If movement of a ferry causes a builder to be on a separate road from the player's follower, the builder is returned to its owner. It is irrelevant if the follower is still on a road. (5/2013)

[409] 🌐 Note that the Crop Circle tiles included in the mini expansions are different from the tiles released in the initial *Crop Circles* expansion.

The Goldmines (Mini #4)

originally released by Hans im Glück in 2012

GOLD! The excitement is great and many are coming to claim the precious metal for themselves. All accounts will be settled at the end.

Extra Pieces

- **16 wooden gold pieces**
- **8 new land tiles** with gold symbol
- **1 new land tile** with crop circle

Preparation

The landscape cards with the gold symbol are mixed with the other landscape tiles. The gold pieces are kept available for use.

Playing the Game

Play is according to the normal rules of Carcassonne. When a player draws a tile with a gold symbol, he or she plays it according to normal rules. Then the player must put a piece of gold on both the placed tile and **one** adjacent tile (diagonal is allowed). Thus, 2 gold pieces are placed for each gold tile played. A player is allowed to put a piece of gold on a tile that already has one or more gold pieces from a previously placed landscape tile. A piece of gold is never associated with a particular feature, but always applies to all features on a tile. After gold placement, the player may still place a follower according to the normal rules.

When a feature is finished and there are one or more pieces of gold on the tiles of that structure, these gold pieces are awarded. The player with the majority of the completed structure receives all gold pieces from the corresponding tiles. A road and a city include all tiles on which road segments or city segments are located. A cloister includes the cloister tile itself and all 8 adjacent tiles.[410]

BLUE places a tile with a gold icon. He places a gold piece on that tile and one on a neighboring tile.

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[410] 📖 When a castle is completed, the owner can lay claim to gold pieces in the 6-tile vicinity of the castle: the 2 tiles upon which the castle is built, the 2 tiles to its left, and the 2 tiles to its right. The owner of the castle does not necessarily have the rights to gold associated with the feature that caused completion of the castle (unless that gold is also within the castle's vicinity or the castle owner also has a majority in the primary feature). (6/2013)

RED completes his city and takes the three gold pieces from the city tiles.

When placing a tile and distributing gold pieces, proceed in the following order:
1. Place (gold) tile
2. Place gold pieces
3. Place follower
4. Score
5. Award gold pieces

When more than one player has the majority in a finished structure when gold is to be claimed, or when several structures with a claim to gold are completed at the same time, the gold pieces are distributed among those claiming players. Distribution proceeds clockwise, starting with the active player, until all of the corresponding gold pieces have been awarded.[411] **412**

RED placed the tile and completed the road. RED and BLUE have rights to the gold on the road tiles. As active player RED takes first gold, then BLUE, and finally RED last.

Each player places his gold pieces before him for the remainder of the game. When the game is over, all gold pieces which are still on landscape tiles are removed from the game. Farmers receive no gold pieces.

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[411] 🌀 The active player (if entitled to gold) chooses the first gold piece and can choose any one of the pieces to which he/she may be entitled. The next player (in clockwise order) that is entitled to a gold piece can then choose an appropriate piece. Note that, because a player can choose which piece to take first (if there is more than one to choose from), a different player who may have initially been entitled to a gold piece may miss out if that piece has been claimed before it is that player's turn to choose. (6/2013)

[412] ⇔ The **RGG** version of the rules states "all players who score completed features with gold bars take one gold bar for each feature they score and that has gold bars." This seems different from the **HiG** rules, where the rule is to only take one gold piece at a time.

The gold pieces will be scored during the final scoring. The more gold pieces a player has collected, the more each individual piece of gold is worth, as per the following table:

Pieces of gold	Points per piece of gold
1-3	1
4-6	2
7-9	3
10+	4

Example:[413]
RED earned **102 points** and 7 pieces of gold in the game.
The gold is worth 7 x 3 = **21 points.**
The final score for RED is **123 points.**

The crop circles addition: In each mini, you will find a tile of the 7th mini expansion "Crop Circles". This expansion is playable with only a single tile, but it is best to play with all 6 tiles.[414]

Tile Distribution **Total Tiles: 9 (8 + 1 crop circle)**

 x1   x1   x1   x1

 x1   x1   x1   x1   x1

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[413] ⇔ This additional rules clarification is from the Big Box 4 edition of the rules.

[414] 🌍 Note that the Crop Circle tiles included in the mini expansions are different from the tiles released in the initial *Crop Circles* expansion.

Mage and Witch (Mini #5)

originally released by Hans im Glück in 2012

Magic casters visit the countryside of Carcassonne. While the Mage brings the streets and cities into bloom, the people are rather suspicious of the skills of the Witch.

Extra Pieces

- **1 wooden Mage figure** colored purple
- **1 wooden Witch figure** colored orange
- **8 new land tiles** with mage symbol
- **1 new land tile** with crop circle

Preparation

The landscape tiles with the mage symbol are mixed with the other landscape tiles. The Mage and Witch characters are kept available for use.

Playing the Game

Play is according to the normal rules of Carcassonne. When a player draws a tile with the mage symbol, he or she plays it according to the normal rules. Before placing a follower, the player **must** place or move the Mage or the Witch character. The player places one of the two characters on any segment of an **unfinished city** or on any section of an **unfinished road** (which does not have to be on the tile that was just placed). The Mage and the Witch may not be placed on the same road or the same city. If the Mage or the Witch is already on a land tile, the player must move one to a different tile. [415] After that, the active player can place a follower as normal.

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[415] 📖 Thus: 1) If neither figure is in play, the active player brings one into play. 2) If both figures are in play, the player moves one of the figures to a different feature. 3) If only one figure is in play, the player chooses one or the other to move – the player may move either the figure that is already in play or the figure that began the turn off of the playing field. In all of these situations, the player may choose to move either the Mage or the Witch.

One of the magical figures **must** be placed or moved when a mage tile is placed. If it is not possible to place or move the mage or witch figure (because there are no unfinished cities or roads), the player must remove either the mage or witch from the board, if at least one is on a tile.[416] Otherwise both remain waiting by the scoring track for the next mage tile to be drawn and placed.[417]

Special case: If the placement of a tile joins the feature (city or road) with the Witch and the feature with the Mage, the active player must move one of the two figures. If placement of this tile completes a feature, the figure is moved **before** scoring.[418]

If a road or city with a Mage or Witch is completed, the scoring is affected as follows:
- The **mage** gives an extra point for each tile in the feature.
- The **witch** halves the points (rounded up) for the finished structure.
- When evaluating a road with an inn or a city with a cathedral that also has the Witch, the feature's points are calculated using the inn or cathedral and then cut in half.[419]

When a feature with the Mage or Witch is scored, the figure is removed from the board and can be brought back into play when a tile with a mage symbol is played.

In the final scoring, the mage and witch affect scoring of roads and cities as they did during the game.

An unfinished road with an inn and an unfinished city with a cathedral, which normally score 0 points, instead score 1 point per tile at the end of the game when the Mage is on the feature (pennants in the city score 0 points).[420]

The city is completed. The normal value is 20 Points ([8 tiles + 2 pennants] x 2 points each). The Mage awards 8 extra points (the city consists of 8 tiles). RED and BLUE each score 28 points.

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[416] ⇔ The last part of this sentence is from the **RGG** edition of the rules.

[417] ⇔ This sentence is from the **RGG** edition of the rules.

[418] ⇔ This sentence is not included in the **RGG** edition of the rules.

[419] ⇔ This additional rules clarification is from the Big Box 4 edition of the rules.

[420] ⇔ This additional rules clarification is from the Big Box 4 edition of the rules.

Two roads are completed. The road with BLUE consists of 5 tiles.
BLUE gets only 3 points because of the Witch [5/2 rounded up].
The road with RED consists of 3 cards. RED gets 6 points due to
the Mage [3+3].

The crop circles addition: In each mini, you will find a tile of the 7th mini expansion "Crop Circles". This expansion is playable with only a single tile, but it is best to play with all 6 tiles.[421].

Tile Distribution **Total Tiles: 9 (8 + 1 crop circle)**

 x1   x1   x1   x1

 x1   x1   x1   x1   x1

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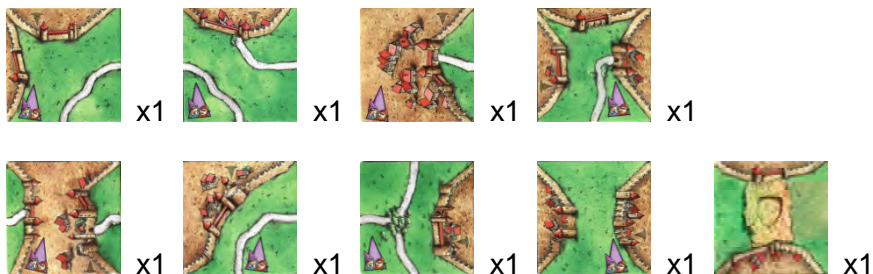
[421] 🌍 Note that the Crop Circle tiles included in the mini expansions are different from the tiles released in the initial *Crop Circles* expansion.

The Robbers (Mini #6)

originally released by Hans im Glück in 2012

Bands of robbers are on the roads and claiming tolls. If followers score points, these "noble fellows" hold out their hands.

Extra Pieces

- **6 wooden Robber figures** in 6 colors
- **8 new land tiles** with robber symbol
- **1 new land tile** with crop circle

Preparation

The landscape cards with the robber symbol are mixed with the other landscape tiles. Each player takes the robber of his or her color.

Playing the Game

Play is according to the normal rules of Carcassonne.

Place Robber: When a player draws a tile with a robber symbol, he or she places it according to normal rules. Then the player may immediately[422] place his or her robber figure on the scoreboard. The robber is placed on the same space as at least one counting follower of another player.[423] The next player whose robber is still in his or her own stock may also place his or her robber in the same way.[424] If the active player had already played his robber, he may move his robber figure.

Example: BLUE, RED, YELLOW, and GREEN play in that order. BLUE plays a robber tile. He places his robber on the scoring space of RED'S counting follower. As the robbers of RED and YELLOW are already on the scoreboard, GREEN may now also place his robber.

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[422] ⇔ The word "immediately" was added to the 2013 version of the rules. (12/2013)

[423] 📖 If playing with the Messages (Dispatches) expansion, the Robber can be placed beside either a normal counting follower or the Messenger (woman follower). Thus, the Robber can get points from either a normal counting follower or a woman follower, but only from the one on the same space as the Robber. (5/2013)

[424] ⇔ The **ZMG** version of the rules (BigBox 4) changes this to state "Then, in turn order, **each** other player may place their robber on the scoreboard." (Emphasis added.) (5/2013)

"Robber" Points: When a counting figure of another player moves forward, if a robber stood on the space where that follower started, the owner of the robber gets half of the points (rounded up).[425] The player moving his counting figure gets all of his points. The owner of the robber moves his counting figure the appropriate number of spaces on the scoreboard. The robber is then placed back into the player's supply.[426]

Other rules

• "Rogue points": If the robber is next to a counting follower that scores points gained by robbing another player, the robber's player scores **no** points. Instead, the robber moves forward with (next to) that follower so that the robber can rob the follower later. ("Honor among thieves.")

• A robber must always take the first allowable points awarded (i.e. other than "rogue points"). He may not wait for a possible larger score later.[427]

• If a robber is on the same space as several counting followers, and more than one of these followers scores points on the same turn, the owner of the robber can choose which counting follower's points to gets half of.[428]

• If more than one robber are in a space with a follower that scores, all robbers get half of the follower's points.

• One may not rob his or her own follower.

• **Final Scoring:** All robbers remaining on the scoreboard receive 3 points. Then the robbers return to the players' supplies.**[429]**

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[425] 📖 The Robber can receive points from Wheel of Fortune or fairy scoring. (5/2013)

[426] 📖 When the last tile is placed, scoring for finished features takes place as usual, as the robber can still steal points. Then all robbers still remaining on the scoring board receive 3 points per the final bullet point in the rules. After that the actual final scoring begins. (updated 12/2013)

[427] 📖 Each scoring event is separate from all others – each feature is scored individually. The Robber must take points **only** from the **first** allowable event – single feature points, fairy point, catapult points, Wheel of Fortune points, etc. (5/2013)

[428] 📖 If a single follower receives points from more than one feature with placement of a single tile, the active player chooses the order that points are awarded. If there is a robber beside that follower, the owner of the robber would thus receive half the points of only the **first** feature that is scored. Of course, if multiple followers on the same space receive points, the Robber's owner can still choose which follower to steal points from. (5/2013)

[429] ⇔ This rule regarding scoring for robbers at the end of the game was added to the 2013 version of the **HiG** rules – it was not present in the 2012 or Big Box 4 versions, and it is thus not included in **RGG** or **ZMG** rules. This actually represents a reversal of a previous clarification, as robbers remaining on the scoreboard at the end of the game originally scored nothing. (12/2013)

RED gets 5 points. The BLUE robber "robs" 3 points; therefore, the BLUE follower moves 3 spaces. The BLUE robber is removed from the scoreboard. Since the YELLOW robber would now only score "rogue points", he moves forward with BLUE. The YELLOW robber later "robs" RED or BLUE, depending on who scores next.

BLUE receives 4 points. RED and GREEN scored 2 points for their robbers. The robbers are removed from the scoreboard.

The crop circles addition: In each mini, you will find a tile of the 7th mini expansion "Crop Circles". This expansion is playable with only a single tile, but it is best to play with all 6 tiles.[430]

Examples Using the Robber and the Messages

Example #1

The situation:

BLUE has a Robber on the same space as RED's Woman Follower. RED's Normal Follower is on a different space. With placement of one tile, RED scores points for both a road (3 points) and a city (6 points).

Each feature is scored separately. RED decides which of his/her scoring figures moves on the scoring board. BLUE only receives "Robber points" for the first movement of the scoring figure that stands on the same space as the Robber – here RED's Woman Follower.

One of the following can happen:

1) First, the Woman Follower scores 3 points for the road. After that, the Normal Follower scores 6 points for the city. Then the Robber robs half of the points from the Woman Follower (2 Points).

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[430] (🌱) Note that the Crop Circle tiles included in the mini expansions are different from the tiles released in the initial *Crop Circles* expansion.

2) First, the Normal Follower scores 3 points for the road. After that, the Woman Follower scores 6 points for the city. Then the Robber robs half of the points from the Woman Follower (3 Points).

3) First, the Woman Follower scores 3 points for the road. After that, the Woman Follower scores 6 points for the city. Then the Robber robs half of the points for the road (the first score) from the Woman Follower (2 Points).[431]

4) First, the Normal Follower scores 3 points for the road. After that, the Normal Follower scores 6 points for the city. Here, the Robber robs **nothing** from RED because the Normal Follower was not on the same space as the Robber.

Example #2

The situation:

BLUE has a Robber on the same space as GREEN's Normal Follower and RED's Woman Follower. The other scoring figures for GREEN and RED are standing on different spaces. With placement of one tile, GREEN scores points for a road (3 points) and RED scores points for a city (6 points)

The Robber is on a space occupied by more than one scoring figure, and both of the scoring figures (more than one) are scoring points. Thus, the Robber chooses which player he will "rob" half of the points from. GREEN and RED can choose which of their scoring figures move when points are scored. The Robber can only receive points from a scoring figure that stands on the same space.

One of the following can happen:

1) GREEN and RED both decide to score with their scoring figures that are standing on the same space as the Robber. The Robber decides to rob the half of the points from the Woman Follower (3 Points).

2) GREEN decides to score with the Normal Follower and RED also decides to score with the Normal Follower. The Robber can only rob the half of the points from GREEN's Normal Follower (2 Points) since RED's Normal Follower is not on the same space as the Robber.

3) GREEN and RED both decide to score with their scoring figures that are standing on different spaces from the Robber. The Robber can't rob any points from the Woman Follower or the Normal Follower, as the Robber isn't on the same space as either one of them.

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[431] 🐦 RED could have chosen to score the city first, in which case BLUE's robber would score 3 points. However, it is unlikely that doing that would be in RED's best interests.

Example #3

The situation:

BLUE has a Robber on the same space as GREEN's Normal Follower, GREEN's Woman Follower, and RED's Normal Follower. RED's Woman Follower stands on a different space. With placement of one tile, GREEN scores points for a road (3 points) and for a city (6 points), and RED scores points for a road (2 points) and for a city (8 points).

Each feature scores separately. GREEN and RED can choose which of their scoring figures will score the points. The Robber can only receive points from a scoring figure that stands on the same space as the Robber. In this case, the Robber can definitely receive points from GREEN, because both scoring figures from GREEN are on the same space. The Robber's ability to rob points from RED will depend on which figure(s) RED chooses to move. Since the Robber is on a space occupied by more than one scoring figure, and more than one figure is scoring points, the Robber chooses which player he is "robbing" half the points from. The Robber gets all of the information that he/she needs about movement from the other players (RED and GREEN) **before** making the best decision about which points to rob.

One of the following can happen:

1) GREEN and RED each score with one of the scoring figures that was standing on the same space as the Robber. They both decide to score their roads first. GREEN first scored the road worth 3 points with the Woman Follower. RED then scored the road worth 2 points with the Normal Follower. The Robber decided to rob half of the points from the Woman Follower (2 points), because robbing the Normal Follower would have only been worth 1 point.

Since both GREEN and RED chose to score their cities second with the same followers, the Robber could not get half of the points from either city. The Robber could only choose to rob the **first** GREEN points or the **first** RED points available. (If, however, GREEN had scored the city with the Normal Follower, the Robber could have robbed half of those points, since that would have been yet another follower to choose to rob from.)

2) RED decides to first score the road worth 2 points with the Woman Follower, which does not stand on the same space as the Robber. GREEN first scores the road worth 3 points with the Woman Follower. RED then uses the Normal Follower to score the city worth 8 points. The Robber decides to rob half of the points from the Normal Follower (4 points), because there were only 2 points available from the Woman Follower.

3) RED decides to first score the road worth 2 points with the Woman Follower, which does not stand on the same space as the Robber. Then RED also scores the city worth 8 points with the Woman Follower. GREEN first scores the city worth 6 points with the Normal Follower. The Robber can only rob half the points from the Normal Follower (3 points) because the Woman Follower is not standing on the same space as the Robber.

Example #4

The situation:

The BLUE Robber and the YELLOW Robber are on the same space as GREEN's Normal Follower, GREEN's Woman Follower, and RED's Normal Follower. RED's Woman Follower stands on a different space. With placement of one tile, GREEN scores points for a road (3 points) and for a city (6 points), and RED scores points for a road (2 points) and for a city (8 points).

Each feature scores separately. GREEN and RED can choose which of their scoring figures will score the points. The BLUE Robber and YELLOW Robber can only receive points from a scoring figure that stands on the same space that each of them is on. In this case, the BLUE Robber and the YELLOW Robber can definitely receive points from GREEN, because both scoring figures from GREEN are on the same space. The Robbers' ability to rob points from RED will depend on which figure(s) RED chooses to move. Since the BLUE Robber and YELLOW Robber are on a space occupied by more than one scoring figure, and more than one figure is scoring points, each Robber chooses which player he is "robbing" half the points from. The BLUE Robber and YELLOW Robber get all of the information that they need about movement from the other players (RED and GREEN) **before** making the best decision about which points to rob.

One of the following can happen:

1) GREEN and RED each score with one of the scoring figures that was standing on the same space as the BLUE and YELLOW Robbers. They both decide to score their roads first. GREEN first scored the road worth 3 points with the Woman Follower. RED then scored the road worth 2 points with the Normal Follower. The BLUE Robber decided to rob half of the points from the Woman Follower (2 points), and the YELLOW Robber decided to rob the Normal Follower (1 point). Why choose to take fewer points? If YELLOW is the active player and can receive a message, this makes more sense.

2) RED decides to first score the road worth 2 points with the Woman Follower, which does not stand on the same space as the Robbers. GREEN first scores the road worth 3 points with the Woman Follower. RED then uses the Normal Follower to score the city worth 8 points. The BLUE Robber and the YELLOW Robber each decide to rob half of the points from the Normal Follower (4 points), because there were only 2 points available from the Woman Follower.

3) RED decides to first score the road worth 2 points with the Woman Follower, which does not stand on the same space as the Robbers. Then RED also scores the city worth 8 points with the Woman Follower. GREEN first scores the city worth 6 points with the Normal Follower. The BLUE Robber and YELLOW Robber can only rob half the points from the Normal Follower (3 points) because the Woman Follower is not standing on the same space as the Robbers.

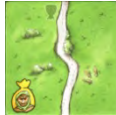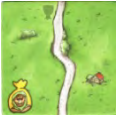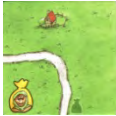# Tile Distribution   **Total Tiles: 9 (8 + 1 crop circle)**
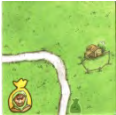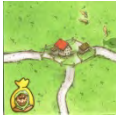
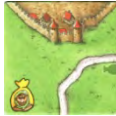 x1   x1   x1   x1
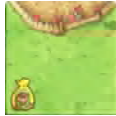
 x1   x1   x1   x1   x1

Crop Circles II (Mini #7)

originally released by Hans im Glück in 2012

Extra Pieces

- **6 new land tiles** with crop circles

Preparation

The landscape cards with the crop circles are mixed with the other landscape 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, starting with the player to his or her left:

A) **may**[432] take one of their own followers from their supply and **deploy it next to** another of their followers already on a landscape tile, or

B) **must remove** one of their own followers from a landscape tile 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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[432] 🐦 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).[433]
- 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.

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[433] 📖 Any follower in a city, including a Mayor or a Wagon, is considered to be a knight.

Comments

This "expansion," *Crop Circles II,* is considered #7 of the mini-expansions released in 2012, but it does not exist as an independent set. Rather, one tile was packed with each of the preceding 6 mini-expansions. However, the rules for these tiles are unrelated to those mini-expansions, as they instead represent a return to the rules of the original *Crop Circles* expansion. (The version of the rules specific to *Crop Circles II* can be found on the **HiG** website, as it is not packaged with the tiles themselves).

Tile Distribution [434]

Total Tiles: 6 (note: also counted in the 6 previous mini-expansions)

 x1   x1   x1

 x1   x1   x1

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[434] 📖 Crop fields (the yellow areas) are distinct features and thus separate road segments and field segments. (1/2013)

The Wind Roses

originally released by Hans im Glück in 2012[435]

Extra Pieces

- **6 new land tiles** with wind roses
    - Orange wind rose with starting tile back
    - 4 quarter-wind roses with normal back
    - Blue wind rose with normal back

Preparation

Instead of the normal starting tile, the orange wind rose tile is used as the starting tile. The remaining 5 tiles with wind roses are mixed in with the normal landscape tiles.

Playing the Game

All normal rules of Carcassonne remain.

The starting tile divides the playing area into four sections (NO [NE], SO [SE], SW, NW). For each of these sections there is an associated landscape tile.

If a player draws one of the 4 tiles with a quarter-wind rose and (using the normal rules) places it in the corresponding section, he or she immediately receives 3 points.[436] These points are independent of any other

scoring.[437] The fields in the horizontal and vertical rows of the starting tile are a part of two sections. The wind roses do not affect the features in any way (e.g., they do not disrupt any roads).

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[435] 🐦 A more precise translation of the German would be "The Compass Roses," as this is the English term for the symbols featured in this mini-expansion. However, "Wind Roses" seems more poetic, so that's what I'm going with.

[436] 🐦 Based on the language used here, it seems that the points are scored as soon as the tile is placed, before the Move Wood phase. (8/2013)

[437] 🐦 Since the points are scored by themselves, and scoring of Wind Rose points evidently occurs before there is any scoring of completed features, they could presumably trigger taking of a Message tile. (8/2013)

Spielbox Version

The tiles in the *Spielbox* version of this expansion are marked only with N and S; the other two directions are not labeled on the windroses themselves. Thus, the rules are changed as follows:

The starting tile divides the playing area into two sections (N and S); each of these sections has two new landscape tiles associated with it.

The spaces in the horizontal row of the starting tile are part of two sections.

The blue wind rose

If the tile with the blue wind rose is drawn, it will be placed using the normal rules. The blue wind rose now, and for the rest of the game, takes over the function of the orange starting wind rose. That is, the playing area will now be divided into four sections[438] in accordance with the blue wind rose. As a result, entirely new directions of the cardinal points arise. Players earn points when they now play more wind rose tiles following the orientation of the blue wind rose.
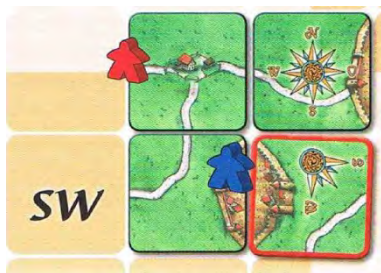
*RED places the "SW" tile on the correct gameboard section. RED receives 3 points for it. (The compass need not be placed in the same orientation as the starting wind rose.) Because the city was completed, BLUE receives 4 points.*

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[438] ⇔ This is "two sections" in the *Spielbox* rules, in accordance with the differences described above. (11/2013)

Tile Distribution **Total Tiles: 6**

Original (Carcassonne-on-Tour) Version (2012)

x1   x1   x1

x1   x1   x1
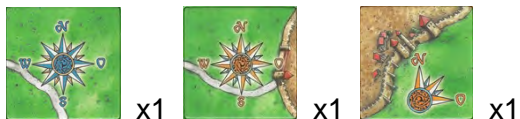
Spielbox Version (2013)

x1   x1   x1

x1   x1   x1

Little Buildings (The Houses)

originally released in Spielbox *in 2012*

Extra Pieces

- **18 building tiles:** 6 houses, 6 towers, and 6 sheds

Preparation

Distribute the 18 new buildings evenly among all players. In the four- or five-player game, put the excess buildings back into the box.

Playing the Game

All three types of buildings are equivalent.

The active player executes his or her normal actions during this turn.
If the player is not able, or willing, to deploy a follower on the landscape tile, he/she can instead place one of the new little buildings on that tile.[439] Put this building on the just-placed tile in such a way that no information is covered, if possible.

The building is not associated with either a structure or a field on the tile, instead **it affects the entire landscape tile**.
If a road, city, cloister, or farm is scored, **each of the new buildings** located on a landscape tile of the structure or the farm scores **1 additional point**.
These points are added during the scoring after all the others. When cloisters are scored, all buildings on adjacent tiles (within the cloister area) are included in the count.
A building remains on the placed tile until the end of the game, and gives points for several structures and farms.

The points for the buildings are awarded at the final scoring as well.
This mini-expansion has been developed primarily for the Carcassonne basic game.

Variant
The building types have different values:
- Towers   +3 points
- Houses   +2 points
- Sheds   +1 point

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[439] 🧚 Thus, instead of placing a follower, a player can place a little building. If the player places a little building, he or she cannot move the fairy. If the player moves the fairy, he or she cannot place a little building.

While distributing the tiles, make sure that each player gets the same number of each building type.
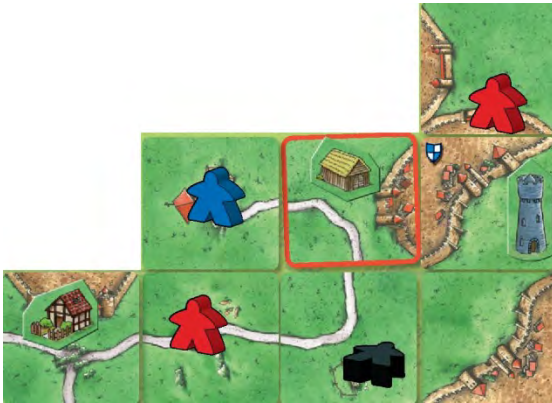
Example: *RED* adds one tile (shown here with a red frame) and places a shed on it. With this action, he completes the city on the upper right and a road. *RED* scores **7 points** for the road (5 tiles and 2 buildings). *RED* scores **10 points** for the city (3 city segments and 1 pennant for 2 points each plus 2 buildings). At this point, *BLACK'S* farm contains 3 buildings, and *BLUE'S* cloister has 2 buildings.

Tile Distribution **Total Tiles: 0 (18 Little Buildings)**

The Besiegers (Die Belagerer)

originally released by Hans im Glück in 2013

Extra Pieces

- **6 new land tiles**

Playing the Game

1. Placing a tile

The six 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 Besiegers tiles are said to be besieged. Whenever a besieged city is completed during the course of play, each tile and each pennant in that city score only 1 point instead of the usual 2. 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.

Escaping a besieged city

It is possible to escape a besieged city via a neighboring cloister.[440] [441] [442] If a cloister directly borders a **Besiegers tile,**[443] even diagonally—then at the end of a player's turn, he or she may remove one knight[444] from the city and return it to the supply.[445]

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[440] 📖 A knight in a besieged city **can** also escape via an abbey, as the abbey has all the characteristics of a cloister.

[441] 📖 A knight in a besieged city **can** escape via a shrine, as the shrines are, for the most part, identical to cloisters. That goes for escape as well.

[442] 📖 Mayors and wagons **can** also escape a besieged city via cloisters and abbeys (although it would be quite amusing if the mayor stayed, like a captain going down with the ship).

[443] 💲 Note that here, as in *The Cathars*, a cloister must be placed **directly adjacent to a Cathar/Besieger 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, at the beginning of the game it would be useful to select only one of these rules when combining tiles from these sets. Purists can choose the Cathar/Besiegers rule, as it's the German original, although the **RGG** Siege rule makes escape much more viable.
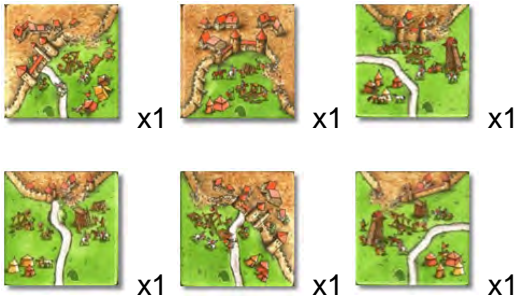
The End of the Game

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.[446]

Tile Distribution   **Total Tiles: 6**

 x1   x1   x1

 x1   x1   x1

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[444] 📖 Only **one** knight can escape a besieged city per turn. It's irrelevant whether the followers are in the same city or different cities.

[445] 📖 **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 Besiegers 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.

[446] 📖 A player still scores double points for a besieged city if it lies on a farm with a barn.

Reference Guides

Game Figures

Followers

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

Special figures

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

Counting figures

In addition to a normal figure placed on the scoreboard, women followers and robbers are played only to the scoreboard. These are truly also Special Figures, not followers.

Neutral figures

The dragon, fairy, Count, tower pieces, big pink pig, teacher, bridges, Mage and Witch, ferries, and gold pieces are neutral, and once in play, don't belong to anyone. (Nonetheless, gold pieces can ultimately be claimed.)

Order of Play

based on the excellent summary by Skull One

Any time during your turn:

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

Step 1: Begin Turn

a) If the fairy is next to one of your followers, score 1 point. If also playing with the Dispatches expansion, choose which counting follower to move, proceed to Step 6H, then return.

b) Eliminate an Outbreak if no fleas are left in the supply.

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 Fortune icon is on the tile, resolve Wheel of Fortune.

Step 3: Place the Tile

a) You may build a bridge. The bridge may be built on the tile just placed or a tile orthogonal to the tile just placed. If the tile placed was placed in a way that would normaly be illegal, but if by building bridge would make it legal, you must do so at this time. (Otherwise, a bridge can be placed at any time during the turn.)

b) If a volcano symbol is on the tile, place the dragon on this tile and skip Steps 4A, 4B, and 4F.

c) If a princess symbol is on the tile, and the tile is added to an existing city with a knight on it, you may remove a knight of your choice and skip all of Step 4.

d) If a plague source is on the tile, the lowest numbered Outbreak token not yet in play must be placed on it. Skip Steps 4A and 4F.

e) If a festival symbol is on the tile, the player may either proceed to Step 4 as usual, or return one of his or her figures to his or her supply and skip Steps 4A, 4B, 4C, and 4F.

f) If an aircraft symbol is on the tile, the player may either proceed to Step 4 as usual or roll the die to attempt to place a flier and skip Steps 4A, 4B, 4C, 4D, and 4E.

g) If a gold symbol is on the tile, the player must place a gold piece on that tile and an adjacent tile.

h) If a mage symbol is on the tile, or if the tile joins the features with the Mage and Witch, the player must move the Mage or the Witch.

i) If a robber symbol is on the tile, the robber can be placed on the scoreboard.

j) If there is a quarter-wind rose on the tile and the player places the tile in the appropriate quadrant of the playing field, the player scores 3 points.

Step 4: Move the Wood

Step 4A: 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.

Step 4B: Move the Wood (Phase 2)

If you did nothing during Step 4A, you may do one and only one of the following:
- Deploy the pig.
- Deploy the builder.

Step 4C: Move the Wood (Phase 3)

If you did nothing during Step 4A or 4B, you may:
- Deploy the barn. The farm will not be scored until Step 6 as a normal feature.

Step 4D: Move the Wood (Phase 4)

If you did nothing during Step 4A, 4B, or 4C, you may do one and only one of the following:
- Place a tower piece on any tower base or available tower.
- Place a follower on the Wheel of Fortune.
- Place a little building on the tile just played.

Step 4E: Move the Wood (Phase 5)

If you did nothing during Step 4A, 4B, 4C, or 4D, you may:
- Move the fairy.

Step 4F: Move the Wood (Phase 6)

- You may place the phantom

Step 5: Resolve Move the Wood

a) **HiG & ZMG rules:** If a dragon symbol was on the placed tile, 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 a ferry lake was on the placed tile, place a ferry.
d) If placement of a tile extended a road with a ferry, the ferry may (optionally) be moved.

Step 6: Resolve Completed Features

a) Identify all completed features, including farms to be scored due to barn placement or joining of a farm with a farmer to one with a barn.
b) If the Gingerbread Man is in a completed city, all players with knights in the city receive points. The active player then places the Gingerbread Man in an unfinished city of his or her choice.[447]
c) The current player chooses the order in which the features resolve.
d) Repeat Step 6A through 6G for each completed feature in the order chosen.

Step 6A: Resolve Completed Features (Phase 1)

a) If a town was created by the tile placement, the town may be converted into a castle by the occupying player. If converted, skip Steps 6B through 6F for the newly built castle, and proceed to the next completed feature (if any).

Step 6B: Resolve Completed Features (Phase 2)

a) Collect trade good tokens.
b) If there is at least one gold piece on a tile with the completed structure, gold pieces are distributed to the player(s) with the majority.
c) If the completed feature is a city or road, check to see if it is the new largest one and receive the King or Robber Baron.
d) If a Heretic or Monk completes its feature, determine if a "race to completion" needs to be resolved.
e) All players may move one or more followers from the City of Carcassonne.

Step 6C: Resolve Completed Features (Phase 3)

a) If a fairy is next to a follower in the completed feature, that follower's owner receives 3 points. Perform Step 6E and return.

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[447] 🌐 The Gingerbread Man is an expansion to the Winter Edition, thus is not a sanctioned part of the Carcassonne standard edtion. However, for any adventurous players, this is where the rule would fall.

Step 6D: Resolve Completed Features (Phase 4)

    a) Resolve control of the completed feature.
    b) Tally points for the completed feature.
    c) Award points to controlling player(s).

Step 6E: Resolve Completed Features (Phase 5)

    a) If playing with the Dispatches expansion, the player receiving the points for the feature chooses which counting follower will be moved.
    b) If playing with the Robbers expansion, check to see if a Robber is next to the counting follower that is about to be moved for scoring and resolve all "Robber Points". Note that this decision can be postponed until all counting followers have moved one time if there are multiple counting followers on the space that will move on this turn and from which the Robber could gain points.
    c) Whoever controls the Teacher scores the same number of points that were awarded. The Teacher is then returned to the School.
    d) Remove the Mage or Witch if they were involved in the scoring of this completed feature.

Step 6F: Resolve Completed Features (Phase 6)

    a) Move any wagons on completed features to any adjoining unoccupied uncompleted feature. If more than one wagon can move, the current player moves first, and then order of movement proceeds clockwise.
    b) Return all remaining followers on the completed feature to their owners.
    c) If playing with the School expansion, check to see if one or more of its roads were completed. If so, the player completing the road recieves the Teacher from the School tiles.

Step 6G: Resolve Completed Features (Phase 7)

    a) If there are any more completed features to be resolved, return to Step 6A.

Step 6H: Resolve Completed Features (Phase 8)

    a) If playing with the Dispatches expansion, if one of the counting followers of the active player is on one of the dark number spaces, the active player draws a Dispatch tile and resolves its effects appropriately.

Step 7: Resolve Turn

a) If the active player did not score any points from placement of the tile, but one or more opponents did, the active player may place a follower in the City of Carcassonne. Then the active player moves the Count to a quarter of his or her choice.

b) **RGG rules only:** If a dragon symbol was on the placed tile, move the dragon.

c) If a fair symbol was on the placed tile, use the catapult.

d) If a bazaar symbol was on the placed tile (and the tile was not purchased during an auction), resolve an auction.

e) If a crop circle was on the placed tile, the active player determines 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.

f) If a gingerbread man symbol was on the placed tile, the active player moves the Gingerbread Man to another unfinished city. All players with knights in the initial city receive points. Perform Step 6E and 6H as necessary.[448]

g) If the builder was already on part of the feature added to, repeat Steps 2 through 7e once more and only once more.

h) One knight may be removed from a besieged city if a cloister directly borders any tile of that city (*Cults & Sieges*) or if a cloister directly borders a Cathar tile (*The Cathars*) or Besiegers tile (*The Besiegers*).

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[448] 🌀 The Gingerbread Man is an expansion to the Winter Edition, thus is not a sanctioned part of the Carcassonne standard edtion. However, for any adventurous players, this is where the rule would fall.

Scoring During the Game

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 or Siege	(**-1**) point / tile (**-1**) point / pennant
Cloister (monk) or **Shrine** (heretic)	**9** points (the cloister or shrine and the eight tiles around it)
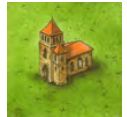
When a challenge is declared between a cloister and a shrine, the first to be completed scores the usual **9** points; the loser scores **0** points.
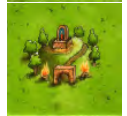
When the first feature adjacent to an occupied castle is completed, the occupier of the castle scores the **full** number of points for the feature (even if the feature is unoccupied).

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 or Siege	affected city (**x2**) points

Majority of farmers on connecting to farm with a barn

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

Road or city with Mage	(**+1**) point / tile
Road or city with Witch	**½ feature points** (rounded up)
Robber beside scoring counting figure	**½ primary points scored**

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

Archery tournament
Token which lands closest to the target fair tile scores the hurler **5** points.

Playing catch	
caught	Catcher **5** points
not caught—and not far enough	Catcher **5** points
not caught—but far enough	Hurler **5** points
touched—but not caught	Hurler **5** points

Dispatch	**2** points OR depends on tile

Teacher control	**Equal points** to next score

Windrose placement	**3** points

Little Building on feature's tile	**1**, **2**, or **3** 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 / Siege	**0** points / tile
		0 points / pennant
	City if La Porxada control	**2** points / tile
		2 points / pennant
	Cloister (monk)	**1** point / tile
	or	(the cloister or shrine and each of the eight tiles
	Shrine (heretic)	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.
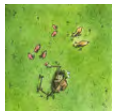
	Farmers	**3** points / completed city
		4 points / castle
	with **pig**	(**+1**) point / castle or completed city
	with pig-herd	(**+1**) point / castle or completed city
	with Cathar / Siege	affected city (**x2**) points
	Barn	**4** points / completed city
		5 points / castle
	with Cathar / Siege	affected city (**x2**) points
	Road or city with Mage	(**+1**) point / tile
	Road or city with Witch	**½ feature points** (rounded up)

Other scoring at the end of the game

Trade counters
10 points / majority

Robber baron
1 point / completed road

King
1 point / completed city

Gold Pieces

1-3 pieces	**1** point / gold piece
4-6 pieces	**2** points / gold piece
7-9 pieces	**3** points / gold piece
10+ pieces	**4** points / gold piece

Little Building on   **1**, **2**, or **3** points
feature's tile

Summary of Rule Sets and Changes

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

Summary of Figure Characteristics

Originally by David Whitworth

1. Followers

	Follower, Phantom ^	Big follower	Mayor	Wagon
deploy to road?	**yes**	**yes**	no	**yes**
deploy to city?	**yes**	**yes**	**yes**	**yes**
deploy to farm?	**yes**	**yes**	no	no
deploy to cloister (etc)?	**yes**	**yes**	no	**yes**
deploy to tower block?	**yes ***	**yes ***	no	no
value for majority?	**1**	**2**	**# pennants in city $**	**1**
can be captured by tower?	**yes %**	**yes %**	**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 §**	**yes §**	**yes §**	**yes §**
fairy friend?	**yes**	**yes**	**yes**	**yes**

^ The phantom acts entirely as a normal follower, except the phantom can also be the 2nd figure placed in a turn.

* 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.

% Even if the followers are on top of another tower.

$ 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).

§ When placed in a city.

2. Special Figures

	Builder	Pig	Barn	Woman follower, Robber
deploy to road?	**yes**	no	no	
deploy to city?	**yes**	no	no	
deploy to farm?	no	**yes**	**yes**	**Deployed only to the scoring track.**
deploy to cloister (etc.)?	no	no	no	
deploy to tower block?	no	no	no	
value for majority?	**0**	**0**	n/a	n/a
can be captured by tower?	**no** [@]	**no** [@]	no	no
dragon food?	**yes**	**yes**	no	no
deploy to Carcassonne?	no	no	no	no
can use magic portal?	no	no	no	no
escape besieged city via cloister?	**no** [@]	n/a	n/a	n/a
can be seduced by princess?	**no** [@]	**no** [@]	no	no
fairy friend?	no	no	no	no

[@] 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.

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 tile 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	no
dragon food?	no	n/a	no	no
deploy to Carcassonne?	**yes**	no	no	no
can use magic portal?	no	no	no	no
escape besieged city via cloister?	n/a	n/a	n/a	n/a
can be seduced by princess?	no	no	no	no
fairy friend?	no	no	n/a	no

	Mage	Witch	Big Pink Pig	Teacher
deploy to road?	**yes**	**yes**	**Deployed only to Wheel of Fortune, and only moves around the Wheel sectors.**	**Deployed only to the school. Is temporarily placed in front of players who complete school roads.**
deploy to city?	**yes**	**yes**		
deploy to farm?	no	no		
deploy to cloister (etc.)?	no	no		
deploy to tower block?	no	no		
value for majority?	**0**	**0**		
can be captured by tower?	no	no	no	no
dragon food?	no	no	no	no
deploy to Carcassonne?	no	no	no	no
can use magic portal?	no	no	no	no
escape besieged city via cloister?	no	no	n/a	n/a
can be seduced by princess?	no	no	no	no
fairy friend?	no	no	no	no

	Ferries	Gold Pieces	Flier Die
deploy to road?	**yes**	**Placed on tiles with a gold symbol or adjacent to one of these tiles. Placement is not specific to a single feature.**	**Not really deployed anywhere. Just rolled when a flier is to be deployed.**
deploy to city?	**Deployed only on roads that have ends on lakes.**		
deploy to farm?			
deploy to cloister (etc.)?			
deploy to tower block?			
value for majority?	**0**		
can be captured by tower?	no	no	no
dragon food?	no	no	no
deploy to Carcassonne?	no	no	no
can use magic portal?	no	no	no
escape besieged city via cloister?	n/a	n/a	n/a
can be seduced by princess?	no	no	no
fairy friend?	no	no	no

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!
- If you decide to use The Count of Carcassonne and The River II as starting tiles for a game, it is possible that one will not be able to use all of the river tiles if they are placed too close to the City of Carcassonne. River tiles which cannot be placed should be removed from the game, in accordance with the basic rules. Even if the river cannot be placed in its entirety, the game should proceed in the usual way.

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.
- 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*.
- The original starting tile should be discarded rather than mixed in with the other land tiles (although if you draw tiles from a bag, it's probably not really necessary to discard it).
- And finally, in the rare case that a tile cannot be placed anywhere, it is removed from the game, and the player draws another.

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).

Starting expansions

The general order in which 'starting' expansions should be placed would seem to be:

- The Wheel of Fortune
- The Count of Carcassonne
- any River expansions
- The Wind Roses
- The School

I put *The School* last to allow continuation of a road from one of the river roads; attaching *The School* to *The Count* (for example) would immediately complete one of the 6 school roads.

It is important to note that, like any other feature, the river does not have to be completed (that is, ended with a lake) if the playing area does not allow it.

The Plague expansion states that 17 of the normal land tiles from the basic game must be separated out and placed before the rest of the tiles, into which the plague source tiles have been mixed, are used. The number 17 seems to have been chosen because there are 18 flea tokens (17 + 1 starting tile). There is, as yet, no indication of what to do if other expansions are being used: the most logical approach would seem to be either:

- to include any tiles from 'starting' expansions in the 17 'separated' tiles; or
- to separate 17 additional tiles, to be played after any 'starting' expansions

As soon as a final ruling is made, this document will be updated. However, as HiG notes that the Plague was not intended for use with other expansions, a final ruling for this may be a long time coming.

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	ABBEY AND MAYOR	12	6		
6	COUNT, KING AND CONSORTS				
	KING AND ROBBER BARON				7
	THE COUNT OF CARCASSONNE				12
	THE RIVER II				12
	SHRINES AND HERETICS	5			
	THE SPIELBOX ALMANAC	5			
	CULT, SIEGE & CREATIVITY	10		2	
7	THE CATAPULT	12			
(0b)	THE WHEEL OF FORTUNE	72	16		
	THE TUNNEL	4			
8	BRIDGES, CASTLES AND BAZAARS	12			
	CROP CIRCLES	6			
	THE PLAGUE	6			
	LA PORXADA	1			
	THE FESTIVAL	10			
	THE PHANTOM				
	THE SCHOOL		2		
	THE FLIER	8			

No.	Source	Land	Extra	Special	'Spare'
	THE MESSAGES			8	
	THE FERRIES	8			
	THE GOLDMINES	8			
	MAGE AND WITCH	8			
	THE ROBBERS	8			
	CROP CIRCLES II	6			
	WIND ROSES	6			
	THE BESIEGERS	6			
Total	505	416	36	18	35

This table lists the total number of tiles available in the basic game and in each expansion.

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 Fortune:* 16 tiles composing the Wheel itself. As stated in the rules, the various land segments surrounding the Wheel are scored in the usual way.
- *The School:* 2 tiles making up the school.

Special Tiles

- *Inns and Cathedrals:* the 6 tiles listed are the point 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).
- *The Dispatches:* 8 dispatch tiles.

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 Consorts:* 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 fields; '**rrrr**' one on which all sides are roads; and '**cccc**' one on which all sides are cities. The section title 'City, field, road, field,' 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:

cities (c)
fields (f)
roads (r)
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 field is placed at the top, and so on.

Further examples:

	C	
F		F
	C	

	C	
R		R
	C	

	C	
F		C
	C	

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'.

	C	
C		C
	C	

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.

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 FORTUNE
2	BRIDGES, CASTLES AND BAZAARS
1	LA PORXADA
1	THE FESTIVAL
1	CROP CIRCLES II
17	Total

Basic game

 x1

Inns and Cathedrals

 x1, x2
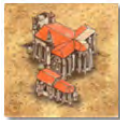
Traders and Builders

 x1, x1

King and Robber Baron

 x1

The Tower

 x1

Abbey and Mayor

 x1, x1

The Catapult

 x1

The Wheel of Fortune

 x1

Bridges, Castles and Bazaars

 x2

La Porxada

 x1

The Festival

 x1

Crop Circles II

 x1

City, city, city, field

Total	Source
4	BASIC GAME
2	INNS AND CATHEDRALS
3	TRADERS AND BUILDERS
4	THE PRINCESS AND THE DRAGON
1	ABBEY AND MAYOR
4	THE WHEEL OF FORTUNE
1	THE FESTIVAL
1	THE BESIEGERS
20	Total

Basic game
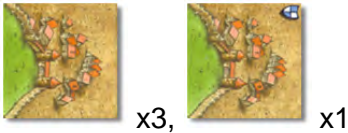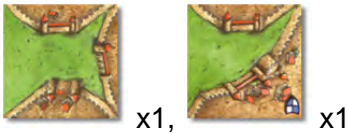
 x3, x1

Inns and Cathedrals

 x1, x1

Traders and Builders

 x1, x1, x1

The Princess and the Dragon

 x1, x1, x1, x1

Abbey and Mayor

 x1

The Wheel of Fortune

 x2, x1, x1
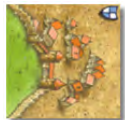
The Festival

 x1

The Besiegers

 x1

City, city, city, road

Total	Source
3	BASIC GAME
3	TRADERS AND BUILDERS
1	THE TOWER
1	GQ11
3	THE WHEEL OF FORTUNE
1	BRIDGES, CASTLES AND BAZAARS
2	MAGE AND WITCH
14	Total

Basic game
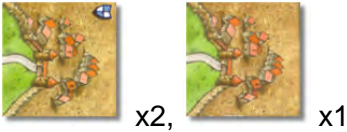
 x2, x1

Traders and Builders

 x1, x1,

 x1

The Tower

 x1

GQ11

 x1

The Wheel of Fortune

 x2, x1

Bridges, Castles and Bazaars

 x1

Mage and Witch

 x1, x1
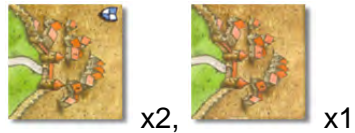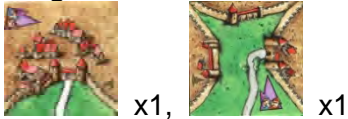
City, city, field, field

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 FORTUNE
2	CROP CIRCLES
2	THE PLAGUE
1	THE GOLDMINES
2	WIND ROSES
32	Total

Basic game

 x3, x2, x2

Traders and Builders

 x1, x1

The Princess and the Dragon

 x1, x1, x1, x1

The Cathars

 x1

The Tower

 x1, x1

GQ11

 x1

Cult, Siege & Creativity

 x1

The Catapult

 x1

The Wheel of Fortune
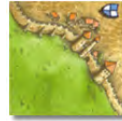
 x2, x2,
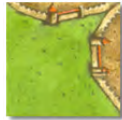
 x2

Crop Circles

 x1, x1

The Plague
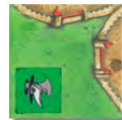
 x1, x1

The Goldmines
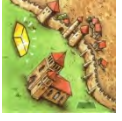
 x1

Wind Roses

 x1, x1

City, city, field, road

Total	Source
1	INNS AND CATHEDRALS
2	TRADERS AND BUILDERS
1	GQ11
1	THE WHEEL OF FORTUNE
1	THE BESIEGERS
6	Total

Inns and Cathedrals

 x1

Traders and Builders

 x1,   x1

GQ11

 x1

The Wheel of Fortune

 x1

The Besiegers

 x1

City, city, road, field

Total	Source
1	INNS AND CATHEDRALS
2	TRADERS AND BUILDERS
1	THE TOWER
1	THE WHEEL OF FORTUNE
1	THE BESIEGERS
6	Total

Inns and Cathedrals

x1

Traders and Builders

x1,   x1

The Tower

x1

The Wheel of Fortune

x1

The Besiegers

x1

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	ABBEY AND MAYOR
1	CULT, SIEGE & CREATIVITY
4	THE WHEEL OF FORTUNE
1	THE PLAGUE
2	THE GOLDMINES
2	MAGE AND WITCH
24	Total

Basic game

 x3, x2

Inns and Cathedrals

 x1

Traders and Builders

 x1, x1

King and Robber Baron

 x1

Cult, Siege & Creativity

 x1

The Cathars

 x1

The Wheel of Fortune

 x2, x2

The Princess and the Dragon

 x1, x1

The Plague

 x1

GQ11

 x1

The Goldmines

 x1, x1

Abbey and Mayor

 x1

Mage and Witch

 x1, x1

City, field, city, field

Total	Source
6	BASIC GAME
1	TRADERS AND BUILDERS
1	THE PRINCESS AND THE DRAGON
1	THE CATAPULT
5	THE WHEEL OF FORTUNE
2	BRIDGES, CASTLES AND BAZAARS
1	MAGE AND WITCH
1	THE ROBBERS
1	CROP CIRCLES II
1	WIND ROSES
20	Total

Basic game

 x3, x2,

 x1

Traders and Builders

 x1

The Princess and the Dragon

 x1

The Catapult

 x1

The Wheel of Fortune

 x2, x2,

 x1
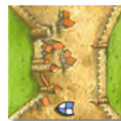
Bridges, Castles and Bazaars

 x1, x1

Mage and Witch

 x1

Crop Circles II

 x1

The Robbers

 x1

Wind Roses

 x1

City, field, city, road

Total	Source
2	TRADERS AND BUILDERS
1	GQ11
3	Total

Traders and Builders
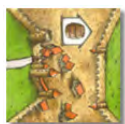
x1, x1

GQ11
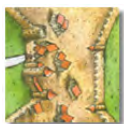
x1

City, field, field, field

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 FORTUNE
1	THE ROBBERS
23	Total

Basic game

x5

Inns and Cathedrals

x1

King and Robber Baron

x1
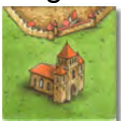
The Cathars

x1
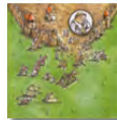
The Princess and the Dragon
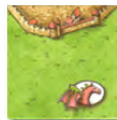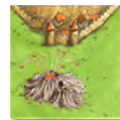
x1,   x1

The Tower
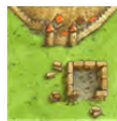
x2

Abbey and Mayor

 x1

Shrines and Heretics

 x1

The Spielbox Almanac

 x1
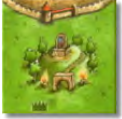
Cult, Siege & Creativity
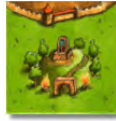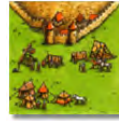
 x1, x1

The Catapult
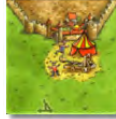
 x1, x1
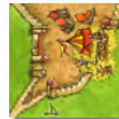
The Wheel of Fortune
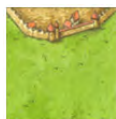
 x4

The Robbers
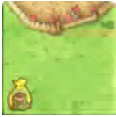
 x1

City, field, field, road

Total	Source
1	KING AND ROBBER BARON
1	ABBEY AND MAYOR
1	THE WHEEL OF FORTUNE
1	THE FESTIVAL
4	Total

King and Robber Baron

 x1

Abbey and Mayor

 x1

The Wheel of Fortune

 x1

The Festival

 x1

City, field, road, field

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 FORTUNE
2	BRIDGES, CASTLES AND BAZAARS
1	THE FESTIVAL
1	CROP CIRCLES II
1	WIND ROSES
1	THE BESIEGERS
12	Total

Inns and Cathedrals

x1

The Tower
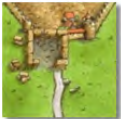
x1

Shrines and Heretics

x1

The Spielbox Almanac

x1

Cult, Siege & Creativity

x1

The Wheel of Fortune

x1
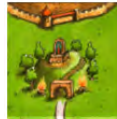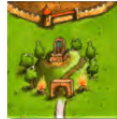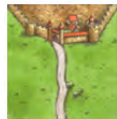
Bridges, Castles and Bazaars

 x1, x1

The Festival

 x1

Crop Circles II

 x1

Wind Roses

 x1

The Besiegers
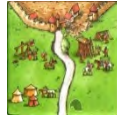
 x1

City, field, road, road

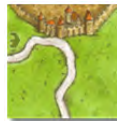| Total	Source
3	BASIC GAME
1	INNS AND CATHEDRALS
1	TRADERS AND BUILDERS
2	THE PRINCESS AND THE DRAGON
1	THE TOWER
1	ABBEY AND MAYOR
1	THE WHEEL OF FORTUNE
1	CROP CIRCLES
1	THE PLAGUE
1	THE FESTIVAL
1	WIND ROSES
1	THE BESIEGERS
15	Total

Basic game

 x3

Inns and Cathedrals

 x1

Traders and Builders

 x1

The Princess and the Dragon

 x1, x1

The Tower

 x1

Abbey and Mayor

 x1
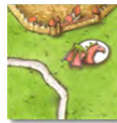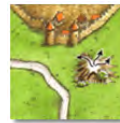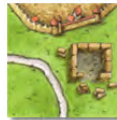
The Wheel of Fortune

x2

Crop Circles

x1

The Plague

x1

The Festival

x1

Wind Roses

x1

The Besiegers
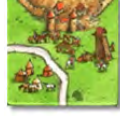
x1

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
1	THE FESTIVAL
1	THE GOLDMINES
1	MAGE AND WITCH
12	Total

Inns and Cathedrals

 OR x1,[449]

 x1

Traders and Builders

 x1

---

[449] The second tile shown is the Big Box replacement for the first tile. In both tiles, the crossing in the center divides the road into two segments. Compare with the second tile of GQ11, which has only one road segment.

The Princess and the Dragon
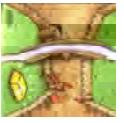
 x1
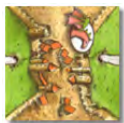
The Tower

 x1, x1

GQ11

 x1, x1

Abbey and Mayor

 x1
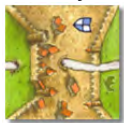
The Festival

 x1

The Goldmines

 x1

Mage and Witch

 x1

City, road, field, field

Total	Source
1	TRADERS AND BUILDERS
1	THE WHEEL OF FORTUNE
1	CROP CIRCLES
1	THE FESTIVAL
4	Total

Traders and Builders

x1

The Wheel of Fortune

x1

Crop Circles

x1

The Festival

x1

City, road, field, road

Total	Source
4	BASIC GAME
1	THE CATHARS
1	THE TOWER
2	CULT, SIEGE & CREATIVITY
4	THE WHEEL OF FORTUNE
1	THE TUNNEL
1	CROP CIRCLES II
14	Total

Basic game

x4 [450]

The Cathars

x1

The Tower

x1

Cult, Siege & Creativity

x1, x1

The Wheel of Fortune
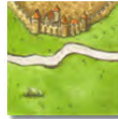
x4

The Tunnel

x1
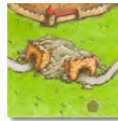
Crop Circles II
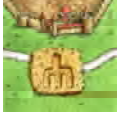
x1

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[450] Including the starting tile.

City, road, road, field

Total	Source
3	BASIC GAME
2	THE PRINCESS AND THE DRAGON
1	ABBEY AND MAYOR
2	THE WHEEL OF FORTUNE
1	THE FESTIVAL
1	THE ROBBERS
1	THE BESIEGERS
11	Total

Basic game

x3

The Princess and the Dragon

x1, x1

Abbey and Mayor

x1

The Wheel of Fortune

x2

The Festival

x1

The Robbers

x1
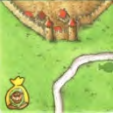
The Besiegers

x1

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 FORTUNE
1	THE TUNNEL
3	THE FERRIES
2	MAGE AND WITCH
15	Total

Basic game

 x3

King and Robber Baron

 x1

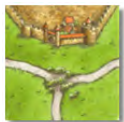## The Princess and the Dragon
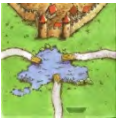
 x1

GQ11

 x1

The Wheel of Fortune
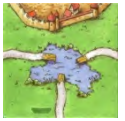
 x2, x1

The Tunnel

 x1

The Ferries

 x1, x1, x1

Mage and Witch

 x1, x1
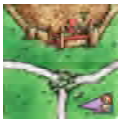
Field, field, field, field

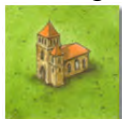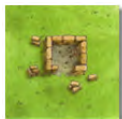| Total	Source
4	BASIC GAME
1	THE PRINCESS AND THE DRAGON
2	THE TOWER
1	GQ11
1	SHRINES AND HERETICS
1	THE SPIELBOX ALMANAC
1	CULT, SIEGE & CREATIVITY
2	THE CATAPULT
4	THE WHEEL OF FORTUNE
1	BRIDGES, CASTLES AND BAZAARS
2	THE FLIER
20	Total

Basic game

 x4

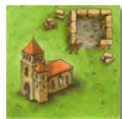## The Princess and the Dragon

 x1
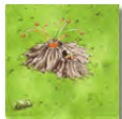
The Tower

 x1, x1

GQ11

 x1

Shrines and Heretics

 x1

The Spielbox Almanac

 x1

Cult, Siege & Creativity

 x1

The Catapult

 x1, x1

The Wheel of Fortune

 x4

Bridges, Castles and Bazaars

 x1

The Flier

 x1 x1

Field, field, field, 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 FORTUNE
1	BRIDGES, CASTLES AND BAZAARS
10	Total

Basic game

 x2

The Princess and the Dragon

 x1

Abbey and Mayor

 x1

Shrines and Heretics

 x1

The Spielbox Almanac

 x1

Cult, Siege & Creativity

 x1
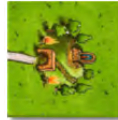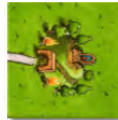
The Wheel of Fortune
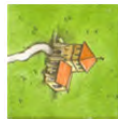
 x2

Bridges, Castles and Bazaars

 x1

Field, field, 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 FORTUNE
1	THE TUNNEL
1	CROP CIRCLES
1	THE PLAGUE
1	THE FESTIVAL
3	THE FLIER
1	THE GOLDMINES
2	THE ROBBERS
1	WIND ROSES
34	Total

Basic game

 x9

Inns and Cathedrals

 x1

The Princess and the Dragon
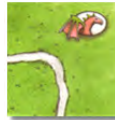
 x2, x1

The Tower

 x1

The Catapult

 x1
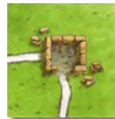
The Wheel of Fortune

 x1, x7

The Tunnel

 x1

Crop Circles

 x1

The Plague

 x1

The Festival

 x1

The Flier
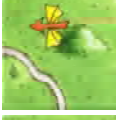
 x1   x1
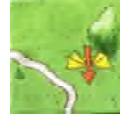
 x1

The Goldmines
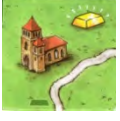
 x1

The Robbers
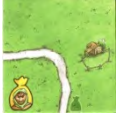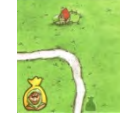
 x1, x1

Wind Roses

 x1

Field, road, field, 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 FORTUNE
3	BRIDGES, CASTLES AND BAZAARS
3	THE FLIER
2	THE ROBBERS
30	Total

Basic game

 x8

Inns and Cathedrals

 x1, x1

The Princess and the Dragon
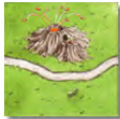
 x1, x1

Shrines and Heretics

 x1

The Spielbox Almanac

 x1

Cult, Siege & Creativity

 x1

The Catapult

 x1

The Wheel of Fortune

 x1, x8

Bridges, Castles and Bazaars

 x1, x1, x1

The Flier

 x1, x1, x1

The Robbers
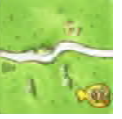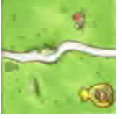
 x1, x1

Field, 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 FORTUNE
1	CROP CIRCLES
4	THE FERRIES
1	THE ROBBERS
1	CROP CIRCLES II
23	Total

Basic game

 x4

Inns and Cathedrals

 x1

Traders and Builders

 x1

The Princess and the Dragon
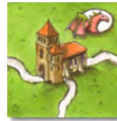
 x1, x1,

 x1

The Tower

 x1

Abbey and Mayor

 x1
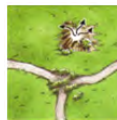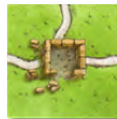
The Catapult

 x1, x1

The Wheel of Fortune

 x4

Crop Circles

 x1

The Ferries

 x1, x1,

 x1, x1

The Robbers

 x1
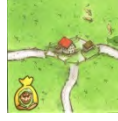
Crop Circles II

 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 FORTUNE
1	THE TUNNEL
1	THE PLAGUE
1	THE FESTIVAL
1	THE FERRIES
1	THE GOLDMINES
1	CROP CIRCLES II
19	Total

Basic game

x1

Inns and Cathedrals

x1

Traders and Builders

x1

The Princess and the Dragon

 x1
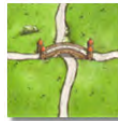
The Tower
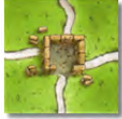
 x1, x1

GQ11

 x1

Abbey and Mayor

 x1

The Catapult

 x1

The Wheel of Fortune

 x1, x1

The Tunnel

 x1

The Plague

 x1

The Festival

 x1

The Ferries

 x1

The Goldmines

 x1, x1,

 x1
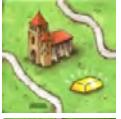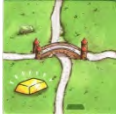
Crop Circles II
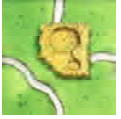
 x1

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)

City, river, road, river

 x2

(The River x1, The River II x1)

City, river, city, river

 x2

(The River x1, GQ11 x1)

 x1

(The River II)

Farm, farm, river, river

 x3

(The River x2, The River II x1)

 x1

(The River II)

Farm, river, farm, river

 x2

(The River)

 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)

Other special starting tiles

The Count of Carcassonne

The Wheel of Fortune

The School

Other special tiles

King & Robber Baron

x1,   x1

Abbey & Mayor

x6

The Messages

x1,   x1,   x1,   x1,

x1,   x1,   x1,   x1

Symbols and Features

Abbeys

Total	Source
6	ABBEY AND MAYOR

Aircraft

Total	Source
8	THE FLIER

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	ABBEY AND MAYOR
1	THE CATAPULT

Total	Source
7	THE WHEEL OF FORTUNE
2	BRIDGES, CASTLES AND BAZAARS
1	THE FESTIVAL
4	THE GOLDMINES
27	Total

Cloth traders

Total	Source
5	TRADERS AND BUILDERS

Crop Circles

Total	Source
6	CROP CIRCLES
6	CROP CIRCLES II
12	Total

Dragons

Total	Source
12	THE PRINCESS AND THE DRAGON

Fairs

Total	Source
12	THE CATAPULT

Festivals

Total	Source
10	THE FESTIVAL

Fleas

Total	Source
18	THE PLAGUE

Gold Mines

Total	Source
8	THE GOLDMINES

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	Total

Lakes (for ferries)

Total	Source
8	THE FERRIES

Mages

Total	Source
8	MAGE AND WITCH

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	Total

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 FORTUNE
1	THE PLAGUE
1	LA PORXADA
37	Total

Pig-Herds

Total	Source
1	THE RIVER II

Plague Sources

Total	Source
6	THE PLAGUE

Porxada, La

Total	Source
1	LA PORXADA

Princesses

Total	Source
6	THE PRINCESS AND THE DRAGON

Robbers

Total	Source
8	THE ROBBERS

School

Total	Source
2	THE SCHOOL

Shrines

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

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	Total

Volcanos

Total	Source
6	THE PRINCESS AND THE DRAGON
1	THE RIVER II
7	Total

Wheels of Fortune

Total	Source
18	THE WHEEL OF FORTUNE

Wine traders

Total	Source
9	TRADERS AND BUILDERS

Wind Roses

Total	Source
6	WIND ROSES

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 field 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 'neighboring 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.

aircraft
A symbol found in *The Flier* mini-expansion which allows placement of a follower onto a different tile with the roll of a die.

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 field 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.

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.

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.
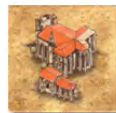
cathedral quarter

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.
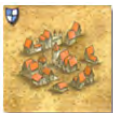
City of Carcassonne
The City of Carcassonne is contained in *The Count of Carcassonne*, and is an alternative opening structure. Whenever a player places the tile which completes a feature and scores 0 points, he or she may move a follower to one of the four city quarters (blacksmith, cathedral, market, 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.
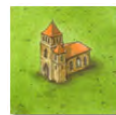
cloth
Included in *Traders and Builders*, cloth is one of the three types of trade goods. There are five corresponding tokens.

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.

counting follower

The follower that is moved around the scoreboard. Never a particularly interesting follower until the introduction of *The Dispatches* and *The Robbers* mini-expansions.

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 space

An area around the rim of the Wheel of Fate to which followers my be deployed. If there is only one space in a sector, a follower on it scores 3 points. If there are two spaces in a sector but only one is occupied, the follower scores 6 points; if both spaces are occupied, each follower scores 3 points.

cult place

A cult place functions in the same way as a cloister. A follower deployed to a cult place is called a heretic. A cult place may challenge or be challenged by a cloister or an abbey.
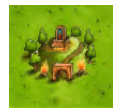
dead end

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 require 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.

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 Outbreak tile with the lowest number is eradicated.

- by there being no inactive flea tiles in play which could be moved to a Plague region; again, the lowest numbered Outbreak tile is eradicated.

- two or more Plague regions merging; in which case all except the highest numbered Outbreak tile are eradicated.

- all 18 flea tokens belonging to a single Plague region; when a new source tile is drawn and placed in an unconnected position, the old Outbreak token is eradicated.

An eradicated plague is indicated by the Outbreak tile being turned onto its 'field' side; from at 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 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.

fair

A tile from *The Catapult*. Placing a fair tile triggers a catapult round which takes place immediately after scoring any feature.

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 stands 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 stands next to a follower of the player, the player scores 1 point.

famine

One of the sectors of the Wheel of Fortune. 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

A set of connected field segments. A follower deployed to a farm is called a farmer. During final scoring, every completed city on a farm scores 3 points.
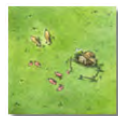
farmer

A follower deployed to a farm is called a farmer, and should be laid on its back.

feature

Any aspect of a landscape tile that triggers an action or a function. This may be a structure upon which a follower can be placed, such as cities, cloisters, farms and roads. Other features include fairs, bazaars, and volcanoes.

ferry

A wooden piece that can be used to connect two road segments over a lake in *The Ferries* mini-expansion.

festival

When a tile with a festival 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.

field

One of the four basic types of features. Connected field segmens make up a farm.

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 (flee)

Once a turn, a player may allow one of their followers to take flight from the plague. The follower my 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 normal and big followers, the mayor, the wagon, and the phantom are currently considered to be followers.

fork

A tile from *The River II* which the starting 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 Fortune. 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.

goldmine

A symbol found in *The Goldmines* mini-expansion that allows placement of a gold piece onto that tile and an adjacent tile.

gold pieces

Wooden tokens found in *The Goldmines* mini-expansion which are collected by players and scored at the end of the game. The more gold pieces collected, the more each is worth.

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.
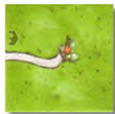
HiG

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 (1)

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.

house (2)

One of the little buildings.

hurl

In *The Catapult*, tokens are hurled by the catapult.

inactive

In *The Plague*, fleas, Outbreaks and epidemics can be inactive or latent. Fleas and Outbreak tokens should be turned over to become inactive. An epidemic is inactive when the fleas (and possibly the Outbreak) in its region are inactive.

An inactive flea can be moved to another tile to become active again. When an Outbreak is eradicated it becomes inactive, as do all adjacent / connected fleas, and by extension the Plague region.

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.

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 completed 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.

knock out

A mini-game in *The Catapult*. Players must aim to 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.

lake (1)

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.

lake (2)

A body of water at the edge of 3 or 4 road segments upon which a ferry piece can be placed in *The Ferries* mini-expansion.

largest city

For the purposes of the King, the city covering the most tiles, not the city with the highest score.

le sac

First seen 2002 , le sac is a large bag for *Carcassonne*. It is still available directly from Hans im Glück.

little building

A marker shaped as a tower, house, or shed which scores additional points for completed features that include that tile.

longest road

For the purposes of the Robber Baron, the road covering the most tiles, not the road with the highest score.

Mage

A neutral figure in the *Mage and Witch* mini-expansion that increases the value of the city or road upon which he has been placed.

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.

neighboring feature
For the purposes of the wagon, a neighboring 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.
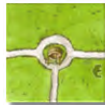
outbreak
A token which is placed on a plague source tile. The token with the lowest number is always brought into play and subsequently eradicated first. Tiles adjacent to a source tile with an active infestation may have the plague spread to them via flea tokens; should the infestation be eradicated, the source tile becomes safe from the plague until the end of the game.

parachuting
Popular term for the act of moving followers from the City of Carcassonne to a feature being scored.

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 figure. 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 region

The entire area covered by an active Outbreak 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.

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 / plague

One of the sectors of the Wheel of Fortune. 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 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.

Porxada, La

A single-tile, semi-official expansion depicting the named feature. The tile can allow for a swapping of followers or a change in scoring of incomplete cities at the end of the game.

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

A special follower found in *The Robbers* mini-expansion that can only be deployed to the scoreboard. The robber is placed beside an opponent's counting follower, and the robber will score points when that counting follower is moved.

Robber Baron, the

The Robber Baron tile is awarded to the player who completed 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.

school

An alternate starting feature made of 2 tiles and acting as a starting point for the teacher figure.

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 Fortune: fortune, tax, famine, storm, inquisition, and plague. 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.
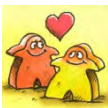
segment
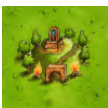
A segment is a section of a feature on a tile.

shed

One of the little buildings.

shield

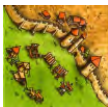A type of crop circle; placing it affects knights in play.

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, The Count of Carcassonne*, and *Wind Roses*, 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.

storm

One of the sectors of the Wheel of Fortune. 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).

storey

The number of tower pieces in a tower, determining its range. A tower of four stories can capture followers up to four tiles away, horizontally or vertically.

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.

target hurling

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 fair tile scores 5 points immediately.

tax

One of the sectors of the Wheel of Fortune. 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.

teacher

A neutral figure which is part of *The School* expansion. A player with possession of the teacher will score additional points with the next feature scored.

thief

A follower deployed to a road.

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.
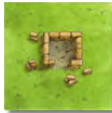
tower
One of the little buildings.

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.
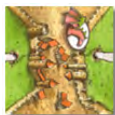
trade goods
There are there types of trade goods: cloth, grain and wine. Tokens for trade goods are awarded to the player who places the tile which completes a city containing their symbols, regardless of whether the player is otherwise involved in scoring. At the end of the game, the player with the 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 here, 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 opening
The point at which a road leads underground. A tunnel opening may be claimed by a single tunnel token; when another opening is claimed by the second token of the same colour, a tunnel is finished and leads between the openings.

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, builder or pig 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 Fortune, 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.

wind rose

A symbol on tiles from the mini-expansion of the same name that score points when the tile is placed in the appropriate quadrant of the playing field. The Wind Roses expansion also includes a new starting tile.

wine

Included in *Traders and Builders*, wine is one of the three types of trade goods. There are nine corresponding tokens.

Witch

A neutral figure fom the *Mage and Witch* mini-expansion which decreases the value of the city or road upon which she has been placed.

woman follower

A second follower used on the scoreboard in *The Dispatches* mini-expansion. She counts the same as the standard counting follower; if either one lands on a dark space, the active player can draw a dispatch tile.

Z-Man Games

The current English publisher of
Carcassonne.

ZMG

See Z-Man Games.

German/English Dictionary

by kettlefish, and initially found at the Carcassonne-Forum

Explanations

The increasing complexity of Carcassonne and the increasing number of publishers, publications, and translations has led to a number of different terms used for concepts found in the game. Thus: the German/English Dictionary for the world of the game of Carcassonne. This is not a typical A-Z dictionary, but is instead a thematic dictionary.

Example:
Goldstück - gold piece (CAR) / gold ingot (ZMG)

Goldstück - this is the German word in **bold**

gold piece (CAR) / gold ingot (ZMG) - the English word (where the translation is found)

CAR: The Complete Annotated Rules
RGG: Rio Grande Games
ZMG: Z-Man Games
HiG: Hans-im-Glück Verlag

Die Figuren - the figures (RGG+CAR) / the pawns (ZMG)

Gefolgsleute - followers
1.0 **Gefolgsmann** - follower
2.0 **Großer Gefolgsmann** - big follower (CAR) / large follower (RGG+ZMG)
3.0 **Wagen** - wagon
4.0 **Bürgermeister** - mayor
5.0 **Phantom** - phantom

Sonderfiguren - special figures (RGG+CAR) / special pawns (ZMG)
1.0 **Schwein** - pig
2.0 **Baumeister** - builder
3.0 **Gutshof** - barn

Zählstein - scoring marker (CAR+RGG) / score marker (ZMG)
1.0 **Zählfigur (Wertungsfigur)** - scoring (counting) figure (CAR)
1.1 **Gefolgsmann** - follower (CAR) / marker (ZMG)
1.2 **Gefolgsfrau** - woman follower (CAR) / messenger (ZMG) / follower (RGG)
2.0 **Andere Figur auf Wertungstafel** - other figure on the scoring board
2.1 **Räuber** - robber

neutrale Figuren... - neutral figures... (RGG+CAR) / neutral pawns... (ZMG)
1.0 **Fee und Drache** - fairy and dragon
1.1 **Fee** - fairy
1.2 **Drache** - dragon
2.0 **Magische Figuren** - magical figures (RGG) / magic pawns (ZMG)
2.1 **Magier** - mage
2.2 **Hexe** - witch
3.0 **zum bauen von...** - to build a...
3.1 **Brücke** - bridge
3.2 **Turmteil** - tower part (RGG) / tower piece (CAR+RGG) / tower floor, floor (ZMG)
4.0 **auf Spezialgebiete wie Startkarten** - at special features like starting tiles
4.1 **Lehrer** - teacher
4.2 **Graf** - count
4.3 **Schwein (Schicksalsrad)** - pig (wheel of fortune)

Material - components (ZMG)
1.0 **Fähre** - ferry
2.0 **Würfel** - die
3.0 **Goldstück** - gold piece (CAR) / gold ingot (ZMG) / gold bars (RGG)

Sonstiges - anything else

Sonstiges Material - other materials
1.0 **Wertungstafel** - scoreboard (CAR+ZMG) / scoring track (RGG)
2.0 **Katapult aus Holz** - wooden catapult
3.0 **Messlatte** - ruler
4.0 **Turm als Kartenspender** - tile tower to hold the tiles (RGG) / tile tower (ZMG)

Sonstige Karten - other tiles
1.0 **Punktekarte** - point card (RGG) / point marker (RGG) / point tile (CAR)
2.0 **König** - king
3.0 **Raubritter** - robber baron
4.0 **Depesche** - message (RGG+ZMG+CAR) / dispatch (CAR)
4.1 **Siegel** - seal (CAR) / lower (ZMG)

Plättchen - tokens

Warenplättchen - trade good tokens (RGG) / trade counters (CAR) / goods tokens (ZMG)
1.0 **Wein** - wine
2.0 **Korn** - grain (CAR+RGG) / wheat (ZMG)
3.0 **Tuch** - cloth (CAR+RGG) / fabric (ZMG)

Katapult-Plättchen - catapult tokens
1.0 **Tortenschlacht** - knock out
1.1 **Gefolgsleute treffen** - remove followers
2.0 **Verführung** - seduction
2.1 **Gefolgsleute austauschen** - follower exchange
3.0 **Schützenfest** - target hurling
3.1 **Jahrmarktskarte treffen** - fair contest
4.0 **Fangen** - catch
4.1 **einer schleudert, der nächste fängt** - one hurls, the other catches

Plättchen der Pest - tokens from the plague
1.0 **Floh-Chips** - flea chips (Spielbox) / flea tokens (CAR)
1.1 **Flöhe** - fleas (Spielbox)
2.0 **Pestherde** - outbreaks (Spielbox) / outbreak tokens (CAR)
2.1 **Pestherd aktiv** - active outbreak
2.2 **Pestherd gebannt** - plague averted (Spielbox) / outbreak eradicated (CAR)

Gebäudeplättchen - building tiles (CAR)
1.0 **Türme** - towers
2.0 **Häuser** - houses
3.0 **Schuppen** - sheds

Andere Plättchen - other tokens
1.0 **Tunnel-Chips** - tunnel tokens (CAR)

Gebiets-Plättchen - feature tokens
1.0 **Burg** - castle

Gefolgsmann - follower

Die verschiedenen Rollen des Gefolgsmannes - The different roles of the follower
1.0 **Ritter** - knight
2.0 **Wegelagerer** - thief
3.0 **Bauer** - farmer
4.0 **Mönch** - monk
5.0 **Ketzer** - heretic
6.0 **Gefangener** - prisoner
7.0 **Flieger** - flier (RGG)
7.1 **nicht HiG** - not HiG

Zugabfolge - turn sequence (RGG) / playing the game (ZMG):

0.1 **siehe Regeln Big Boxen** - see Big Boxes' rules

1.0 **Landschaftskarte ziehen und anlegen** - draw and place landscape tile (RGG) / place tiles and special pieces (ZMG)
2.0 **Holz bewegen** - "move" wood (RGG) / place player pawns (ZMG)
3.0 **Werten** - score (RGG) / scoring (ZMG)
4.0 **nach der Wertung** - after the scoring (RGG) / after scoring (ZMG)

Landschaftskarte - land tile (RGG+CAR) / landscape tile (RGG+CAR)

1.0 **Gebiete** - features
2.0 **Landschaftskarten-Symbole mit speziellen Funktionen** - landscape tiles symbols with special functions

Landschaftskarten-Symbole mit speziellen Funktionen - landscape tiles symbols with special functions

1.0 **Warensymbol** - trade symbol (CAR) / trade good symbol (RGG)
2.0 **Burgfräulein** - princess
3.0 **Drache** - dragon
4.0 **Katharer** - Cathars
5.0 **Pestsymbol** - plague symbol (Spielbox) / plague doctor symbol (CAR)

Startkarten - starting tiles

Startkarten ohne Figur - starting tiles without any figures
1.0 **Startkarte** - starting tile
2.0 **Windrosen** - wind roses

Startkarten mit Figur - starting tiles with figure
1.0 **Stadt Carcassonne** - City of Carcassonne
2.0 **Schicksalsrad** - wheel of fortune
3.0 **Die Schule** - the school

Spezielle Startkarten - special starting tiles

Stadt Carcassonne - City of Carcassonne
1.0 **Stadtviertel** - city quarter
1.1 **Schloss** - castle
1.2 **Markt** - market
1.3 **Schmiede** - blacksmith
1.4 **Kathedrale** - cathedral

Schicksalsrad - wheel of fortune
1.0 **Kronenfeld** - crown space
2.0 **Segmente** - segments
2.1 **Fortuna** - fortune
2.2 **Steuern** - tax
2.3 **Hungersnot** - famine
2.4 **Unwetter** - storm
2.5 **Inquisition** - inquisition
2.6 **Pest** - plague

Die Schule - the school
1.0 **Startkarte** - starting tile
2.0 **Landschaftskarten Schule** - school landscape tiles

Gebiet - feature

0.1 **Art und Funktion** - type and function

1.0 **Gebiet wird mit Figur besetzt und erweitert bis zur Fertigstellung und Wertung** - feature is occupied with figure / expanded until completion and scoring
1.1 **Stadt** - city
1.2 **Straße** - road
1.3 **Wiese** - field (RGG+CAR) / farm (RGG+CAR)
1.4 **Kloster** - cloister (CAR+RGG,RGG-mini2) / monastery (ZMG+RGG-mini1,4)
1.5 **Kultstätte** - shrine (CAR 6.2 page75+Spielbox HiG-Almanach) / cult place (RGG+CAR 6.2 page79)

2.0 **Gebiet wird mit Figur genutzt um zu einer anderen Karte mit Gebiet zu gelangen** - feature is used with figure to get another tile with feature
2.1 **Zaubergang** - magic portal
2.2 **Fluggerät** - flying machine (ZMG) / aircraft symbol (CAR) / wing (RGG)

3.0 **Gebiet wird mit Figur besetzt und erweitert/abgeschlossen ohne Wertung** - feature with figure occupied /expanded/completed without scoring
3.1 **Turmplatz** - tower place (RGG) / tower foundation (ZMG+CAR)

4.0 **Gebiet ohne Figur, löst aber eine Funktion aus** - feature without figure, but triggers a function
4.1 **Kornkreis** - crop circle (ZMG+CAR) / corn circle (RGG)
4.2 **Jahrmarkt** - fair
4.3 **Basar** - bazaar

5.0 **Gebiet wird mit einer Figur besetzt, löst eine Funktion aus** - feature with figure and triggers a function
5.1 **Vulkan** - volcano

6.0 **Gebiet ohne Figur, ohne Funktion** - feature without figure and function
6.1 **Fluss** - river

Gebiete im Detail - features details

0.1 **Art und Funktion im Detail** - type and function in detail

Gebiet wird mit Figur besetzt / erweitert bis Fertigstellung und Wertung
- feature is occupied with figure / expanded until completion and scoring
1.0 **Stadt** - city
1.1 **Stadtteil** - city segment
1.2 **Wappen** - pennant (CAR+RGG) / banner (ZMG+RGG-mini2+5)
1.3 **Kathedrale** - cathedral
2.0 **Straße** - road
2.1 **Straßenabschnitt** - road segment
2.2 **Kreuzung** - crossing
2.3 **Brücke** - bridge
2.4 **Tunnel** - tunnel
2.5 **Wirtshaus (Gasthaus)** - inn
3.0 **Wiese** - field (RGG+CAR) / farm (RGG+CAR)
3.1 **Wiesenstück** - field segment (RGG+CAR) / farm segment (CAR)
4.0 **Kloster** - cloister (CAR+RGG,RGG-mini2) / monastery (ZMG+RGG-mini1,4)
4.1 **Abtei** - abbey
5.0 **Kultstätte** - shrine (CAR 6.2 page75+Spielbox HiG-Almanach) / cult place (RGG+CAR 6.2 page79)

Gebiet wird mit Figur genutzt um zu einer anderen Karte mit Gebiet zu gelangen - feature is used with figure to get another tile with feature
1.0 **Zaubergang** - magic portal
2.0 **Fluggerät** - flying machine (ZMG) / aircraft symbol (CAR) / wing (RGG)

Gebiet wird mit Figur besetzt/erweitert/abgeschlossen ohne Wertung - feature with figure occupied /expanded/completed without scoring
1.0 **Turmplatz** - tower place (RGG) / tower foundation (ZMG+CAR)
1.1 **Turmbauplatz** - tower building place (RGG) / tower foundation (ZMG+CAR)

Gebiet ohne Figur, löst aber eine Funktion aus - feature without figure, but triggers a function
1.0 **Kornkreis** - crop circle (ZMG+CAR) / corn circle (RGG)
1.1 **Mistgabel** - pitchfork (CAR) / fork (ZMG)
1.2 **Keule** - club
1.3 **Schild** - shield
2.0 **Jahrmarkt** - fair
3.0 **Basar** – bazaar

Gebiet mit einer Figur, löst eine Funktion aus - feature with figure and triggers a function
1.0 **Vulkan** - volcano

Gebiet ohne Figur und Funktion - feature without figure and function
1.0 **Fluss** - river
1.1 **Quelle** - spring
1.2 **See** - lake
1.3 **Gabelung** - branch
1.4 **Schweineherde** - pig herd

Farming: A Historical Perspective

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 nearly a decade, RGG initially 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 earlier 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 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 cites, 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. And there's very little excuse not to change now that RGG have adopted 3rd edition scoring themselves.

Carcassonne Collections and Expansions

Hang on, where can I get that expansion? Was that in one of the Big Boxes? Here is an attempt to answer your questions. The following table includes a chronologic listing of all of the releases for Carcassonne, not including spin-offs. The English names of the releases are given for all releases actually available in English.

Release Title	Initial release	HiG	RGG	ZMG	Spiel box	Includes
Carcassonne	2000	✓	✓	✓	✗	Carcassonne River I (RGG before Oct '09, ZMG) Crop Circles I (some HiG)
The River	2001	✓	✓	✗	✗	River I
Inns & Cathedrals	2002	✓	✓	✓	✗	Inns & Cathedrals
Traders & Builders	2003	✓	✓	✓	✗	Traders & Builders
King & Scout	2003	✓	✓	✗	✗	King & Robber Baron
Carcassonne: Limited Edition	2003	✗	✓	✗	✗	Carcassonne River I Inns & Cathedrals Traders & Builders
Count of Carcassonne	2004	✓	✓	✗	✗	Count of Carcassonne
Die Katharer (The Cathars)	2004	✗	✗	✗	✓	The Cathars (Spielbox #5/2004)
The Princess & the Dragon	2005	✓	✓	✓	✗	The Princess & the Dragon
The River II	2005	✓	✓	✗	✗	River II
Der Carcassonne Almanach	2005	✗	✗	✗	✓	The Cathars
The Tower	2006	✓	✓	✓	✗	The Tower
GQ #11 Mini Expansion	2006	✗	✓	✗	✗	Games Quarterly #11 Mini Expansion
Abbey & Mayor	2006	✓	✓	✓	✗	Abbey & Mayor
Big Box	2006	✓	✓	✗	✗	Carcassonne River I (RGG edition) Inns & Cathedrals Traders & Builders Princess & Dragon The Tower

Release Title	Initial release	HiG	RGG	ZMG	Spiel box	Includes
Count, King, & Robber (Graf, König, & Konsorten)	2008	✓	✗	✓	✗	King & Robber Baron Count of Carcassonne River II Cult Places (Shrines – 5 tiles)
Cult, Siege, & Creativity	2008 Sept	✗	✓	✗	✗	Cult Places (6 tiles) Sieges Blank tiles
The Catapult	2008 Oct	✓	✓	✗	✗	The Catapult
Big Box 2	2008	✓	✓	✗	✗	Carcassonne Inns & Cathedrals Traders & Builders Princess & Dragon Abbey & Mayor King & Robber Baron Count of Carcassonne River II Cult Places (Shrines – 5 tiles)
Hans im Glück Almanac	2008	✗	✗	✗	✓	Cult Places (5 tiles)
Wheel of Fortune	2009 July	✓	✓	✗	✗	Wheel of Fortune
Der Tunnel (The Tunnel)	2009 Oct	✗	✗	✗	✓	The Tunnel (Spielbox #6/2009)
Bridges, Castles, & Bazaars	2010 Jan	✓	✓	✓	✗	Bridges, Castles, & Bazaars
Big Box 3	2010	✓	✓	✗	✗	Carcassonne Inns & Cathedrals Traders & Builders Princess & Dragon Abbey & Mayor Bridges, Castles, & Bazaars
Die Kornkreise (Crop Circles)	2010	✓	✗	✗	✗	Crop Circles
Die Pest (The Plague)	2010	✗	✗	✗	✓	The Plague (Spielbox #6/2010)
La Porxada	2010	✗	✗	✗	✗	La Porxada (Jugar X Jugar only)
Carcassonne: 10th Anniversary Edition	2011	✓	✓	✗	✗	Carcassonne 10th Anniversary Edition The Festival
The Phantom	2011	✓	✓	✗	✗	The Phantom

Release Title	Initial release	HiG	RGG	ZMG	Spiel box	Includes
Die Schule (The School)	2011	✓	✗	✗	✗	The School
Carcassonne: Winter Edition	2011 Dec	✓	✗	✗	✗	Winter Edition (digital)
#1 The Flier	2012	✓	✓	✗	✗	The Flier 1 tile of Crop Circles II
#2 The Messages	2012	✓	✓	✗	✗	The Messages 1 tile of Crop Circles II
#3 The Ferries	2012	✓	✓	✗	✗	The Ferries 1 tile of Crop Circles II
#4 The Goldmines	2012	✓	✓	✗	✗	The Goldmines 1 tile of Crop Circles II
#5 Mage and Witch	2012	✓	✓	✗	✗	Mage and Witch 1 tile of Crop Circles II
#6 The Robbers	2012	✓	✓	✗	✗	The Robbers 1 tile of Crop Circles II
Die Windrosen	2012 Oct	✓	✗	✗	✓	Wind Roses (Carc.-on-tour) (Spielbox #5/2013)
Little Buildings	2012 Oct	✗	✗	✗	✓	Little Buildings (Spielbox #5/2012)
Big Box 4	2012	✓	✗	✓	✗	Carcassonne Inns & Cathedrals Traders & Builders 2012 Minis #1-7
Müller Special Edition	2013	✓	✗	✗	✗	Carcassonne Count, King & Robber The Besiegers (Die Belagerer)

Expansion Checklist

For all of you completionists, here is a list of all of the expansions available, without regard to the precise origin of the expansions (separate version vs. part of Big Box, etc.). Collect 'em all!

- ☐ Carcassonne
- ☐ The River
- ☐ Inns & Cathedrals
- ☐ Traders & Builders
- ☐ King & Robber Baron
- ☐ The Count of Carcassonne
- ☐ The Cathars
- ☐ The Princess & the Dragon
- ☐ The River II
- ☐ The Tower
- ☐ Games Quarterly #11 Mini Expansion
- ☐ Abbey & Mayor
- ☐ Cult Places (Shrines & Heretics)
- ☐ Sieges
- ☐ The Catapult
- ☐ Wheel of Fortune
- ☐ The Tunnel
- ☐ Bridges, Castles, & Bazaars

- ☐ Crop Circles
- ☐ The Plague
- ☐ La Porxada
- ☐ The Festival
- ☐ The Phantom
- ☐ The School
- ☐ Winter Edition – digital
- ☐ The Flier (Mini 1)
- ☐ The Messages (Mini 2)
- ☐ The Ferries (Mini 3)
- ☐ The Goldmines (Mini 4)
- ☐ Mage and Witch (Mini 5)
- ☐ The Robbers (Mini 6)
- ☐ Crop Circles II (Mini 7)
- ☐ Wind Roses
- ☐ Little Buildings
- ☐ The Besiegers (Die Belagerer)

Timeline of Releases

Carcassonne (2000)

The River (2001)
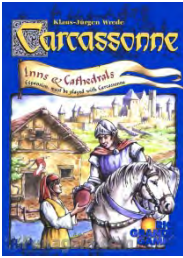
Inns & Cathedrals (2002)
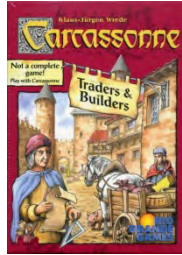
Traders & Builders (2003)

King & Scout (2003)
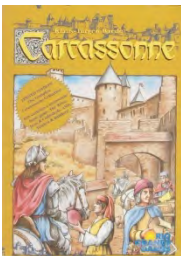
Carcassonne: Limited Edition (2003)
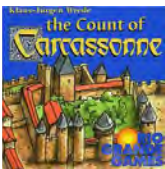
The Count of Carcassonne (2004)

Die Katharer (The Cathars) (2004)
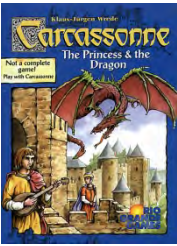
The Princess & the Dragon (2005)
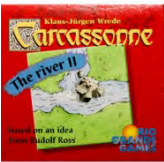
The River II (2005)
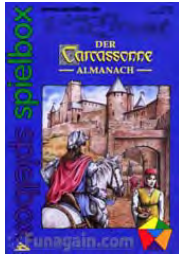
Der Carcassonne Almanach (2005)

The Tower (2006)

Games Quarterly #11 (2006)
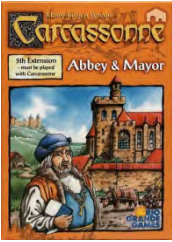
Abbey & Mayor (2006)
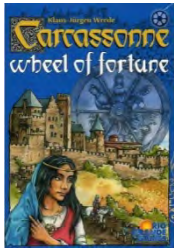

Big Box (2006)
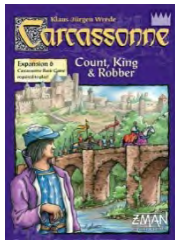
Count, King & Robber (2008, 2013)

Cult, Siege, & Creativity (2008)

The Catapult (2008)

Big Box 2 (2008)

Hans im Glück Almanac (2008)

Wheel of Fortune (2009)
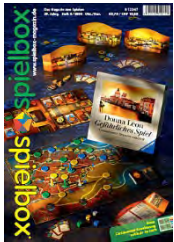
Der Tunnel (The Tunnel) (2009)
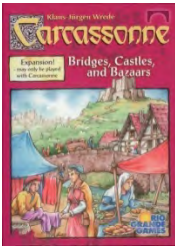
Bridges, Castles, & Bazaars (2010)

Big Box 3 (2010)

Die Kornkreise (Crop Circles) (2010)

Die Pest (The Plague) (2010)

La Porxada (2010)

Carcassonne: 10th Anniversary Edition (2011)
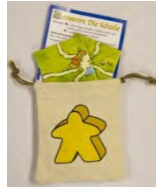
 The Phantom (2011)   Die Schule (The School) (2011)
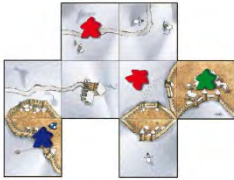
 Carcassonne: Winter Edition (digital) (2011)

 The Flier (2012)   The Messages (2012)

 The Ferries (2012)   The Goldmines (2012)

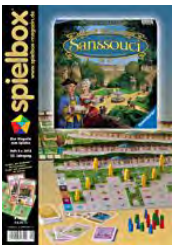 Mage & Witch (2012)   The Robbers (2012)

 Die Windrosen (Wind Roses) (2012)

Little Buildings (2012)

Big Box 4 (2012)

Müller Special Edition (2013)

Die Windrosen (Wind Roses) Spielbox Edition (2013)

Selected Variants

Originally from the official home page at 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 his or her turn, every player has two tiles to choose from in his or her 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 on 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 on 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 field without a road. When placing a tile next to a mountain, the edge of the placed tile must always be a field 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.

Endnotes

Epilogue

Obviously it's important to have a unified set of rules for any game, allowing anyone to just sit down and play the game together. However, as the Carcassonne community has found, this becomes increasingly difficult with the challenges of multiple languages and multiple expansion sets.

The following is a statement from Georg Wild of Hans im Glück. The translation is not quite a verbatim quote, but it attempts to convey the spirit of his words:

Carcassone is important to us, but it is still a game.

In the context of tournaments, precisely defined rules are, of course, absolutely necessary and have been used in previous official tournaments.

The "more problematic" expansions are not designed for tournament use and are probably not suitable for tournaments. Should a tournament with all expansions take place, the tournament coordinators are the best people to determine the best solution for that frame.

More common are games among friends. In reality, the majority of "problems" have two absolutely equivalent solutions. The best criterion for coming up with a solution is the taste of those playing the game, because if this taste is taken into account, the **fun** will probably also be maximized ... and this is what it all comes down to in the end, no?

CarcassonneCentral

There's a good chance that, if you're reading this document, you probably downloaded it from CarcassonneCentral (http://carcassonnecentral.com/). If you haven't already, you could show your support by joining the community and letting us know what you think. Naturally, it is completely free.

Most of the work surrounding this document goes on in the CarcassonneCentral as a whole. I think it is fair to call CarcassonneCentral the premiere *Carcassonne*-related website in the English-speaking world. It was set up in March 2007 when Gantry Rogue contacted Matt Harper 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.

Acknowledgements

Version History

6.4 (11 December 2013) Corrections to the Order of Play, especially regarding *Princess & Dragon* effects. Added the escape from a besieged city to the Order of Play. Several clarifications added, especially involving the Minis #1-6 and *Princess & Dragon*. Added the *Spielbox* version of the Windroses rules. Updated the definition of a feature in the glossary and added a few terms to the German/English Dictionary.

6.3 (11 May 2013) Added further clarifications for various rules; also added dates that recent footnotes were added or modified. The new German/English Dictionary section has also been added. Some example figures and situations were added to several sections, and most figures now use the more current shade of green for fields.

6.2 (9 December 2012) Added clarifications relating to the Minis and previous questions, and corrected a few typos. Made some of the official clarification footnotes more concise. Added new sections for *Little Buildings* and *Wind Roses*, and brought back Selected Variants. Additionally, there is now a Timeline of Releases section showing box art. Also incorporated Big Box 4 and Z-Man Games releases into the appropriate sections.

6.1 (3 September 2012) Added clarifications answering many of the questions from the previous version. Some adjustments to the rules for the Minis, and also added tile scans for the Minis. Further changes to the turn order summary. Included the *Winter Edition* as its own expansion. Added World Championship Tournament rules. Added sections for Collections & Expansions list and collector's checklist.

6.0 (9 July 2012) First version with all new editorial and writing staff (sounds a lot more impressive than it really is – changed from Matt Harper to Chris Ober). Added formatting to show which footnotes are official clarifications and which are unofficial. Some other minor reformatting. Added *La Porxada*, *The School,* and the 7 mini-expansions from 2012. Added tile list and glossary entries for these expansions. Added tile images for *The Festival* and *The Count*. New front cover image (thanks to Caryntjen).

5.0 beta 10 (unpublished) Added corrections / updates from both HiG and RGG editions of the Big Box 2 and 3. Full list of corrections on the CarcassonneCentral thread here: http://carcassonnecentral.com/forum/index.php?topic=1362.0. Moved all house rules to the end of each relevant expansion; removed Further Developments section.

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

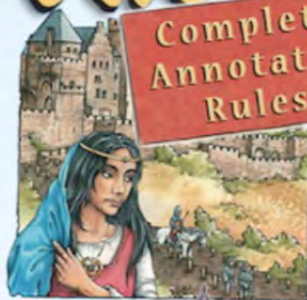Christopher Ober

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Carcassonne

Klaus-Jürgen Wrede

Complete Annotated Rules

Traders & Builders