

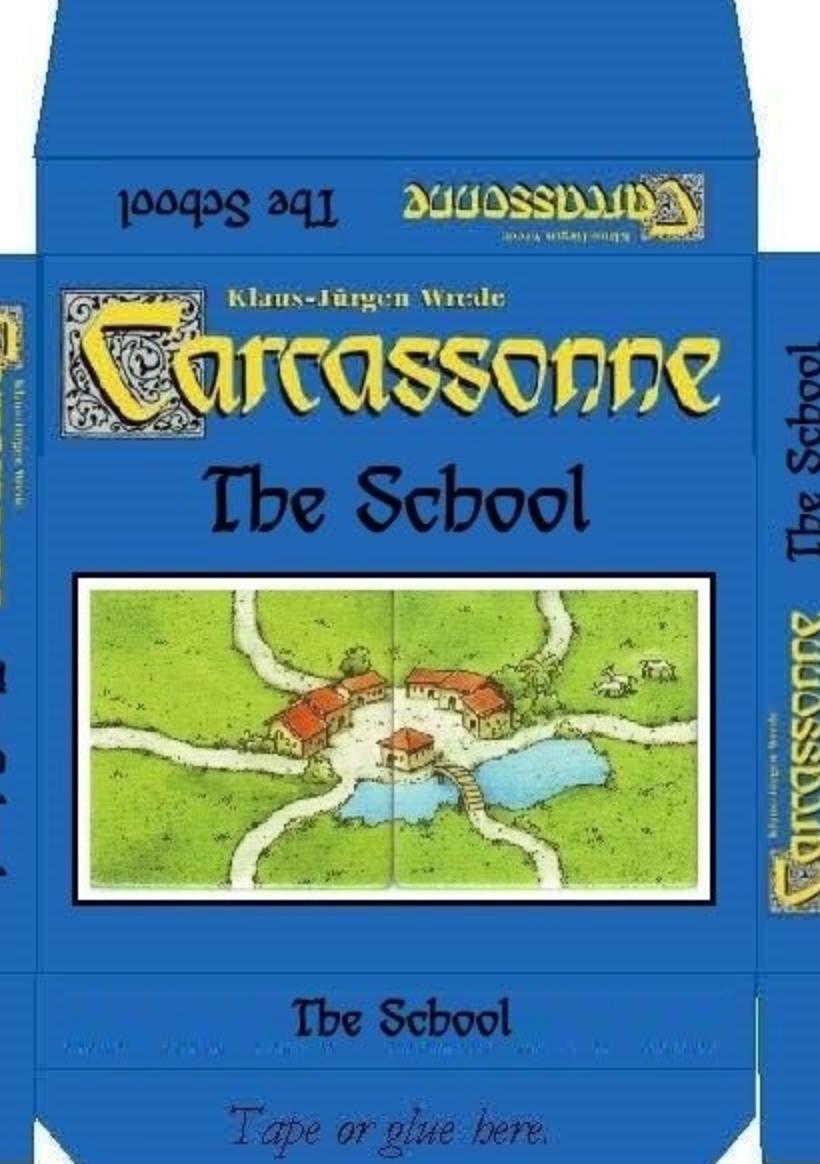
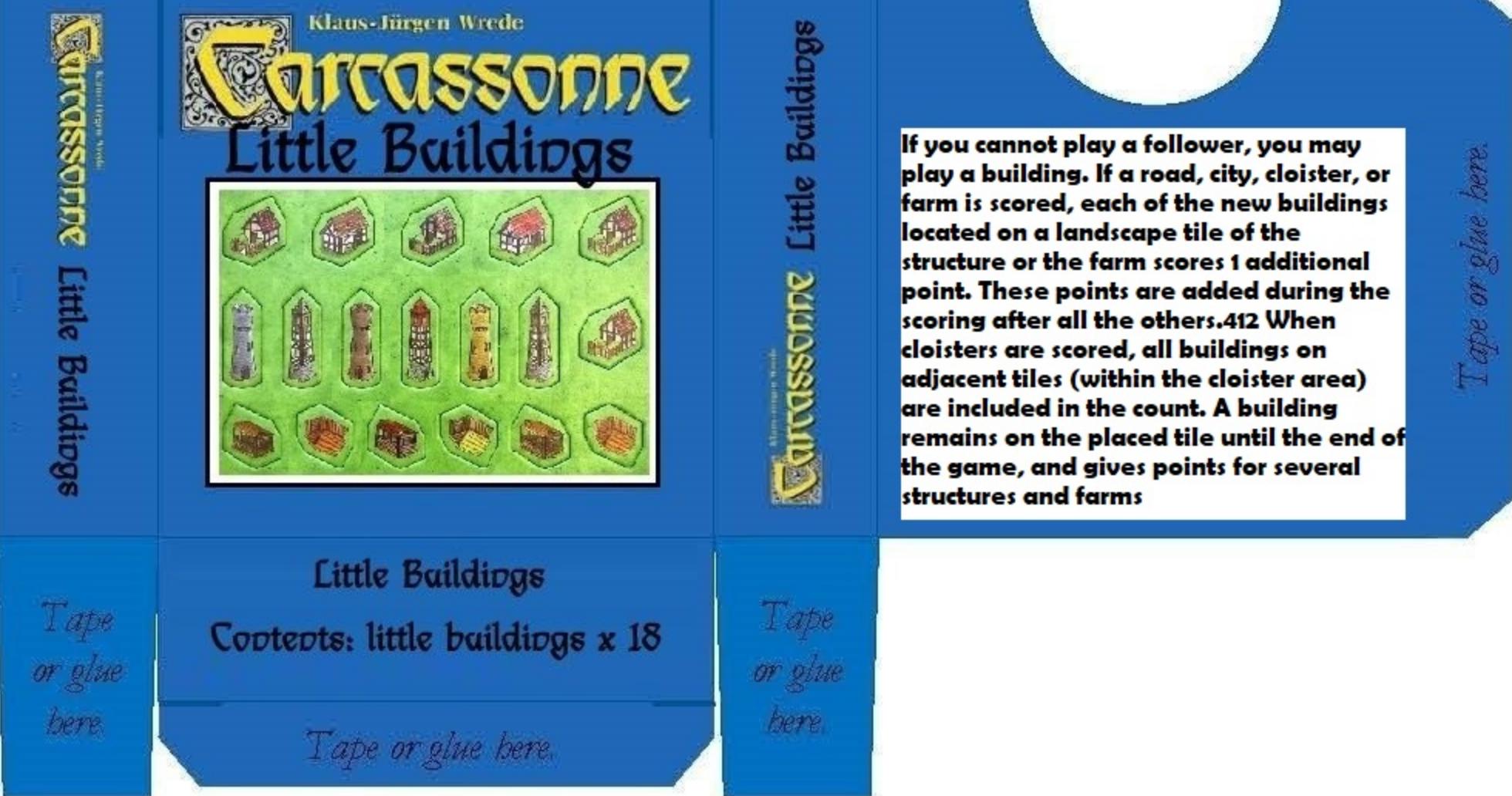
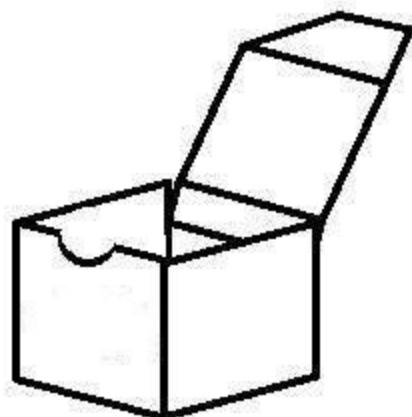
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3. Cut notches along dark lines.
4. Fold and tape / glue as directed.

Notes:

For Best Results, print on heavy cardstock.

Standard Paper: To further reinforce the folds, cover the inside of each fold with a short piece of one sided tape.



1 - Baba Yaga! tile acts as an "anti-cloister" which scores 1 point for each empty tile space around Baba Yaga's hut
2 - The Crossroads are just a road tile
**3 - If followers occupy a road connected to the Tree tile they must move them onto the tile to remain there till the end of the game. Then during a turn, instead of placing a follower, you may return 1 to your supply
4 - All followers near the Swamp tile move to this tile as do any placed after this is placed. Return followers as per Tree tile, or Score -2 per when game ends.**

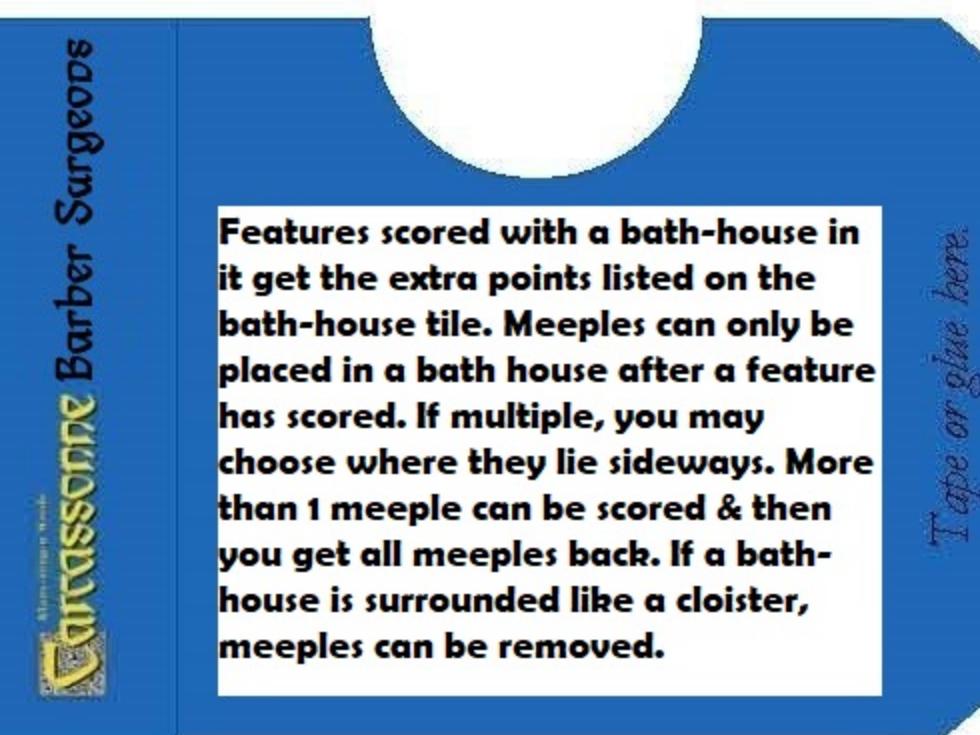
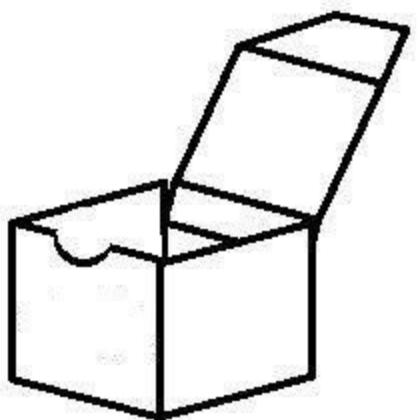
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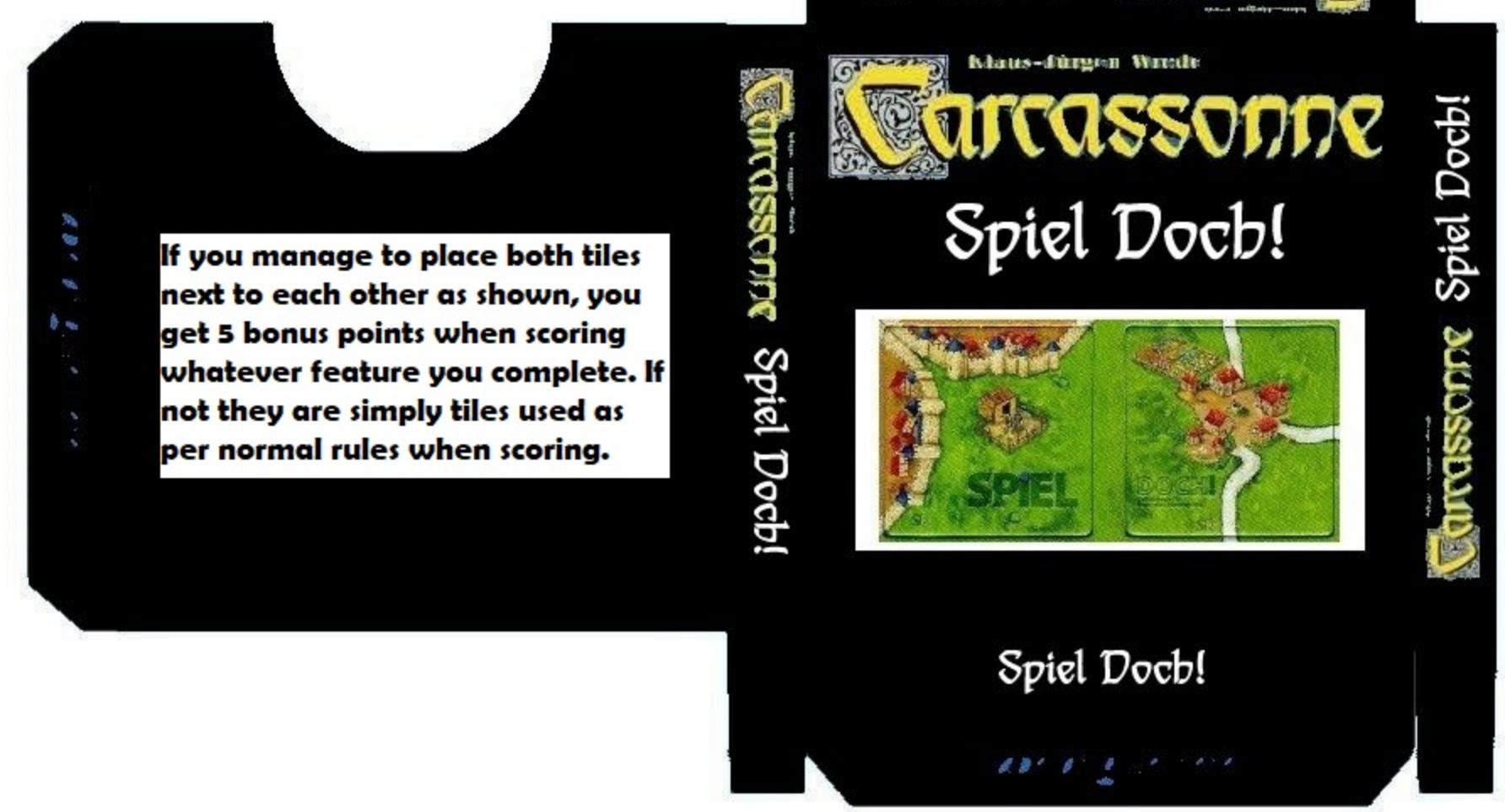
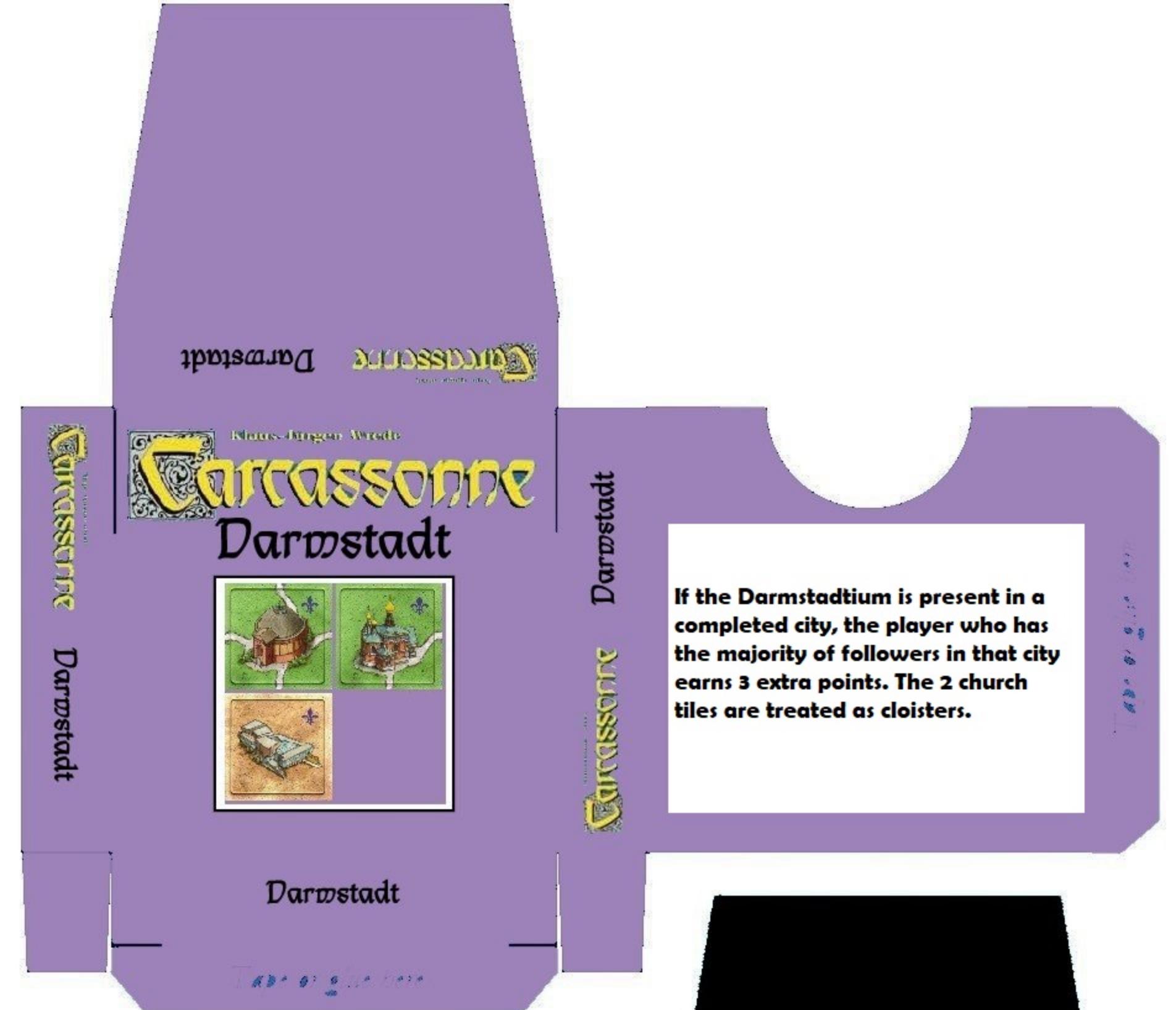


Carcassonne Barber Surgeons

Tape or glue here.

Barber Surgeons
Contents: 6 tiles

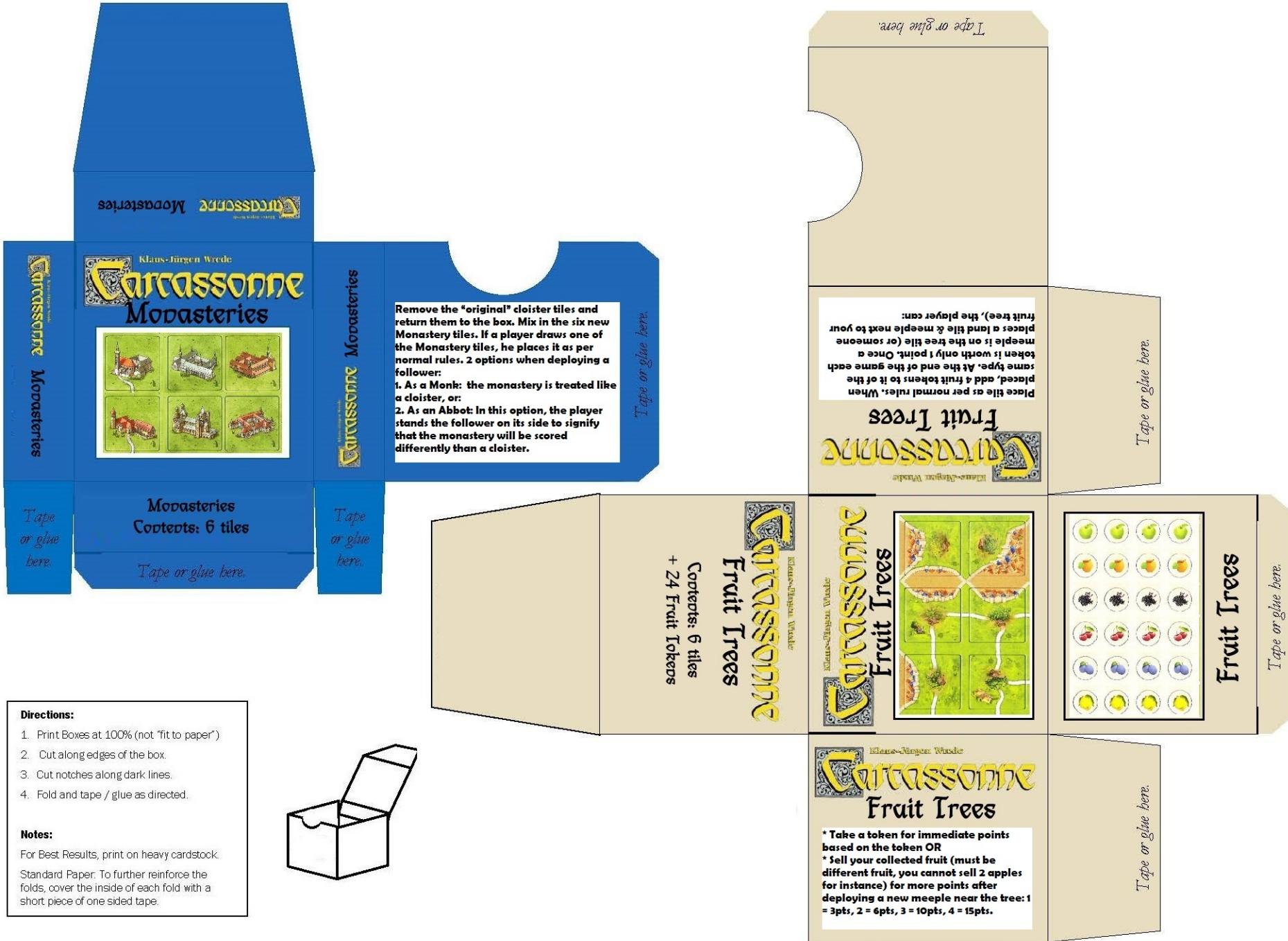
Tape or glue here.



Carcassonne Spiel Döchl!



Spiel Döchl!



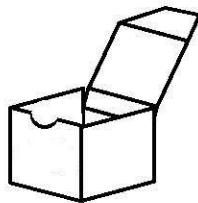
Directions:

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Codetests: 6 double-wide tiles

Markets of Leipzig
Arraschung



Markets of Leipzig

Tape or glue here

Markets of Leipzig
WINTERSOHN

Replace starting tile/s with these markets placed thus:



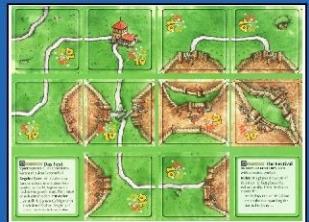
Any road that completes gives you the opportunity to send 1 mepole to the market & out of your point score (if you have only 1 you spare your road points). You may send to any quarter, not necessarily the 1 connected to your road. Please refer to the rules for scoring the markets as they are too complex to list on this box.

NOTE: You will also get 2 bonus double tiles for the CARCASSONNE AMAZONAS expansion.



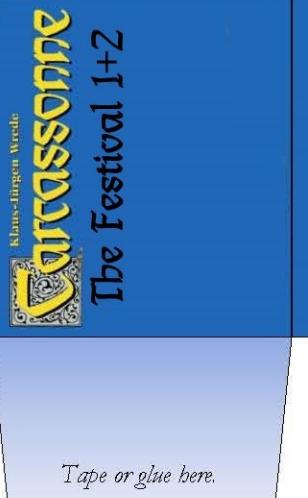
Carcassonne
The Festival 1+2

Tape or glue here.

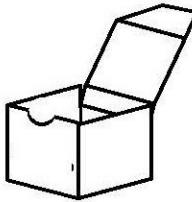


Contents: 10 tiles x2

Tape or glue here.



Tape or glue here.

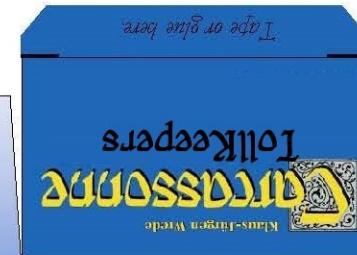
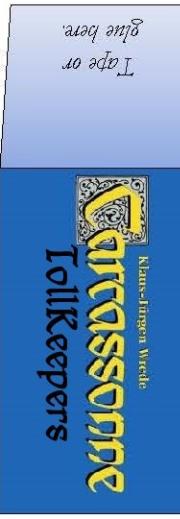
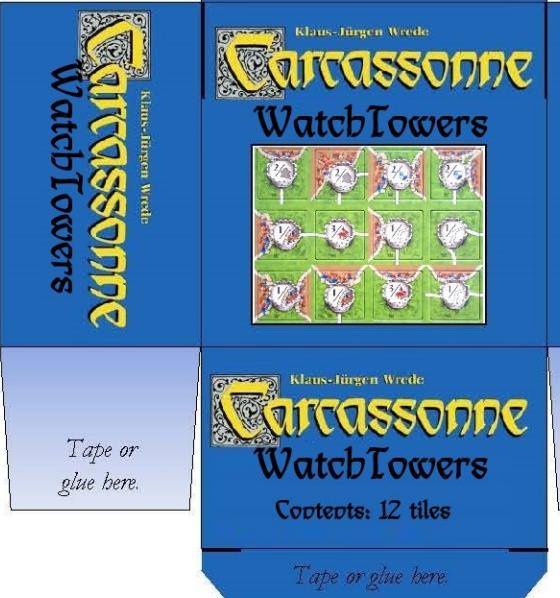
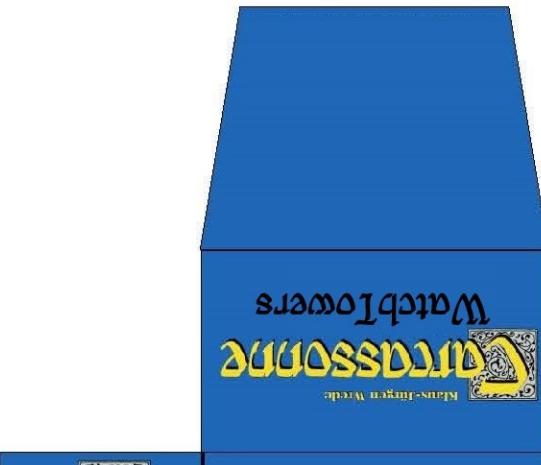
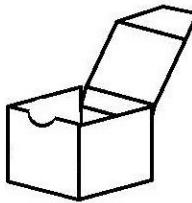


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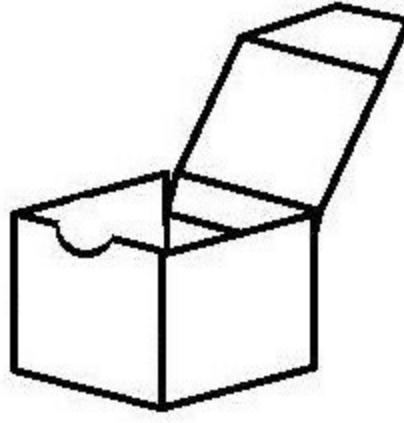
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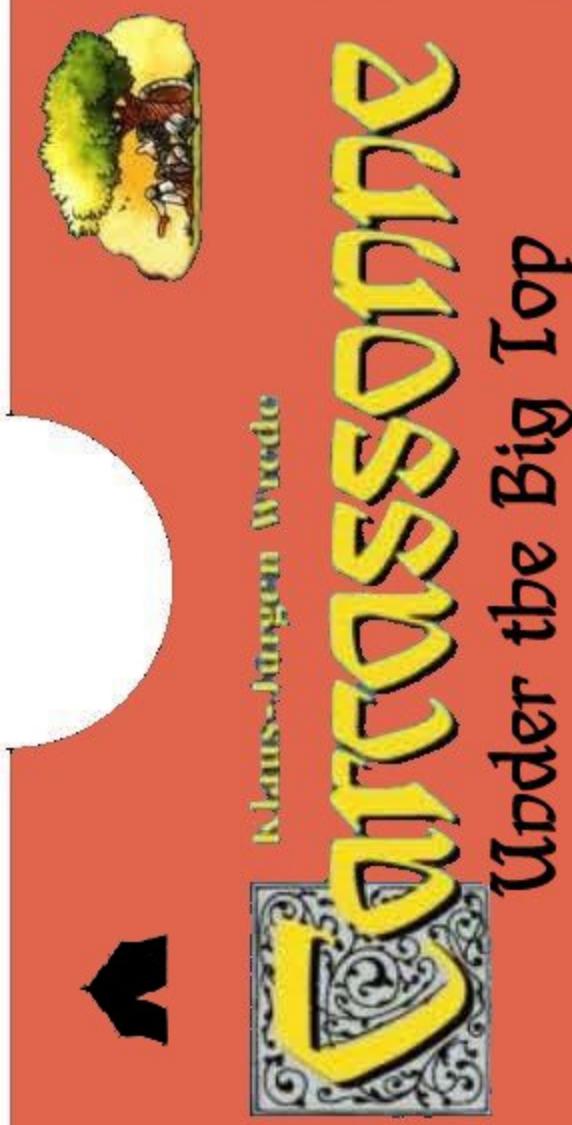
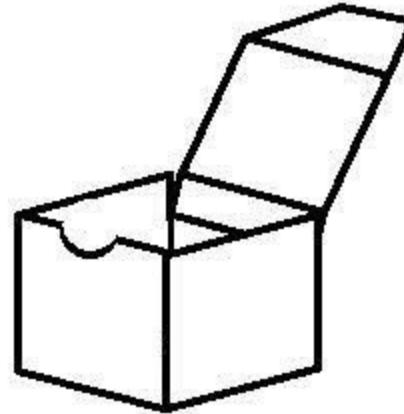
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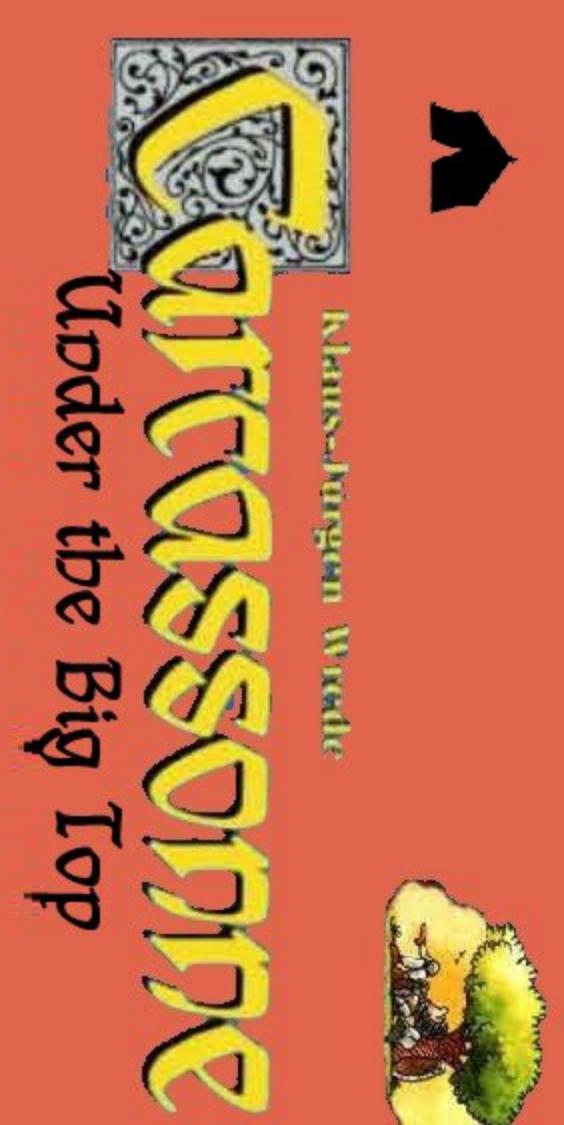




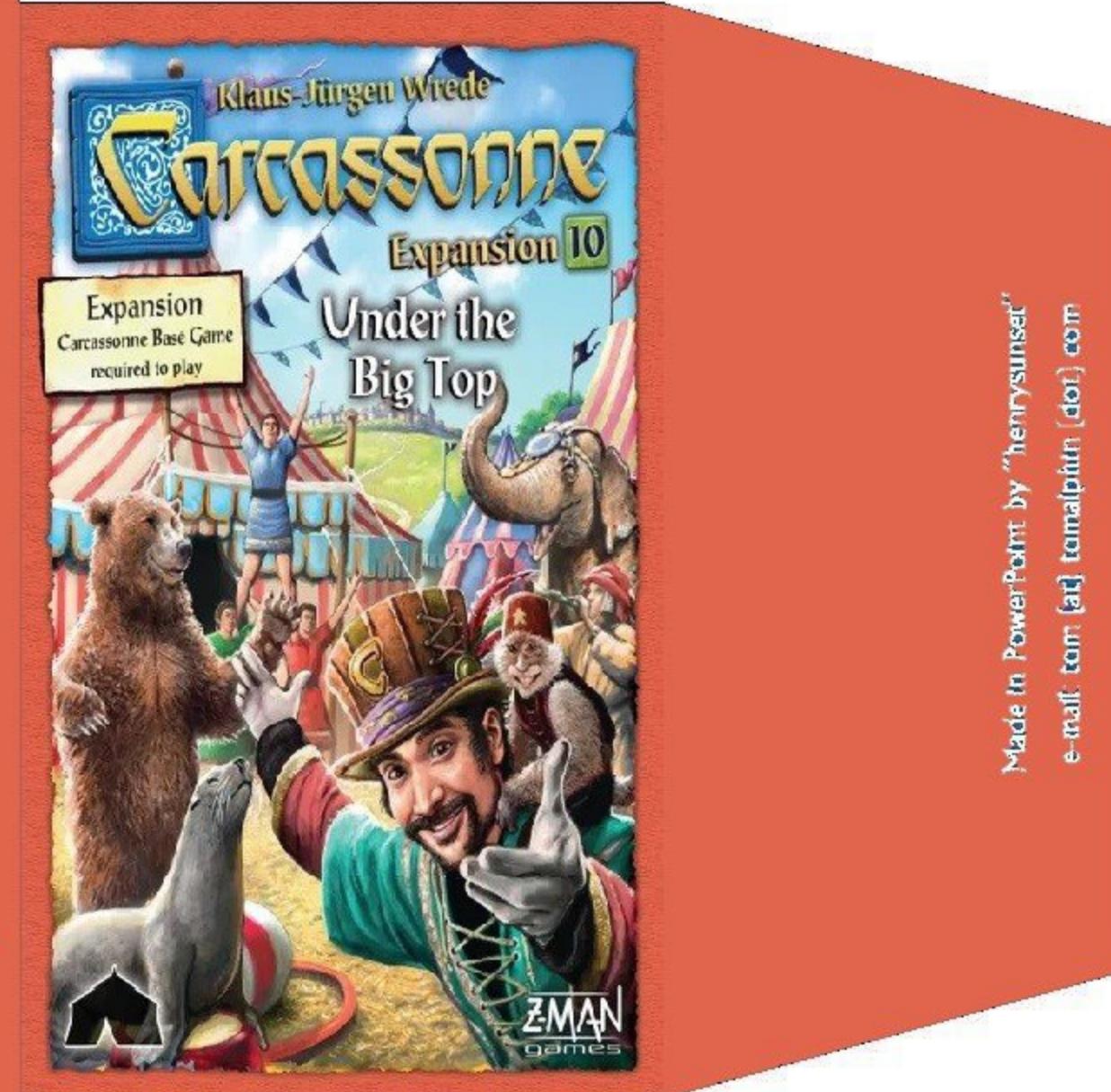
Under the Big Top: 10th Expansion
Contains:
20 Land tiles
12 Circus Tiles (with 1 circus space)
8 Acrobat tiles (with 2 acrobat spaces)
16 Animal tokens (1 x Elephant, 2 x Tigers, 3 x Bears, 4 x Monkeys, 5 x Seals & 1 x Flea)
1 Big Top Building meeple
6 Ringmaster meeples

For further rules, please see booklet. However set up consists of land tiles shuffled into other land tiles. Animal tokens in a face-down shuffled stack with the Big Top next to them & add a Ringmaster to your meeple supply.

Scoring depends on animal tokens as well as other circumstances + your Ringmaster. Acrobat tiles mean multiple meeples (up to 3) can occupy the same tile & scoring depends upon that pyramid of meeples.



Tape or glue here.



Made in PowerPoint by "henrysunset"
e-mail: tom [at] tomatoplum [dot] com

Directions:

1. Print Boxes at 100% (not "fit to paper")
2. Cut along edges of the box.
3. Cut notches along dark lines.
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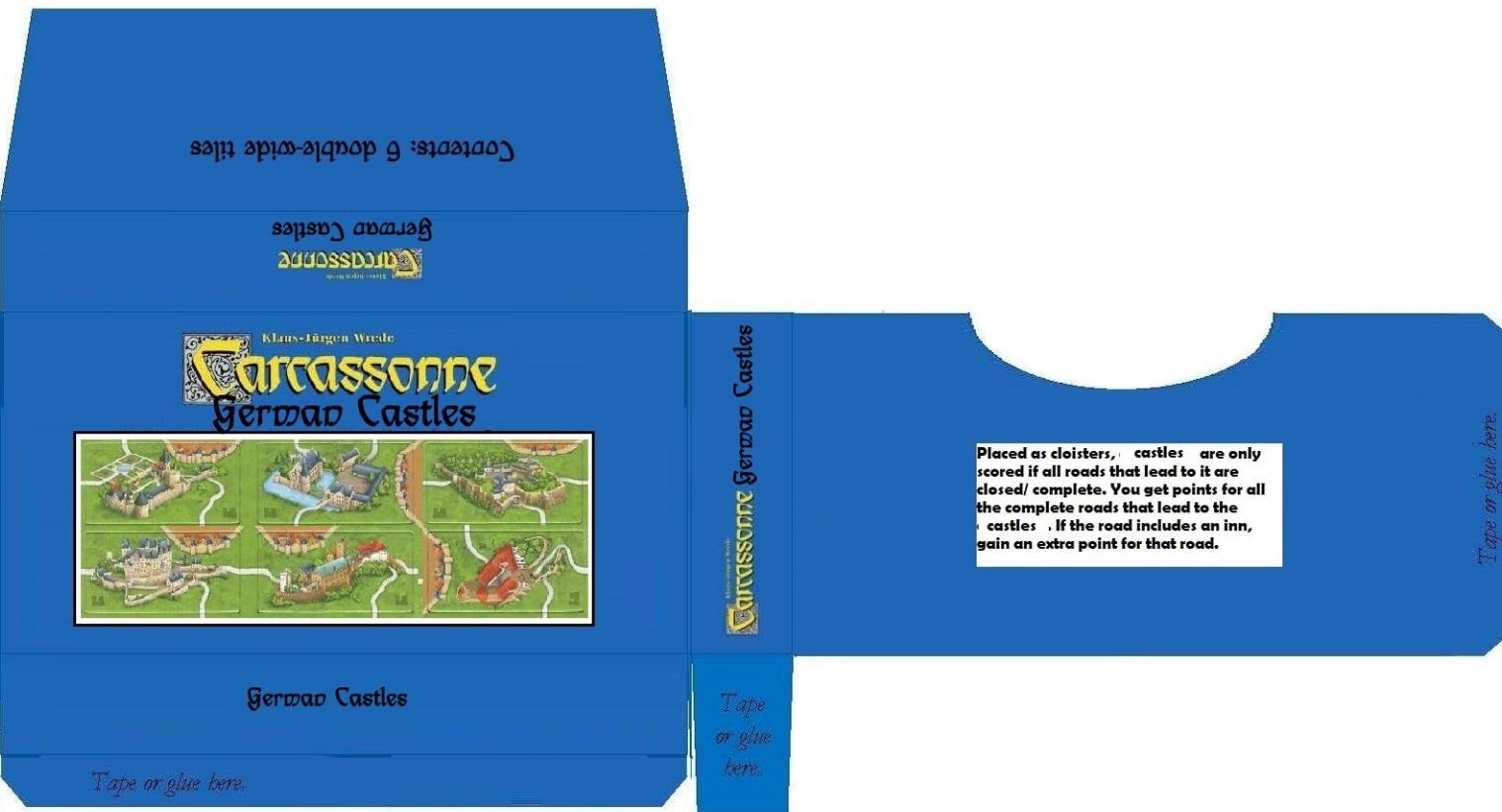
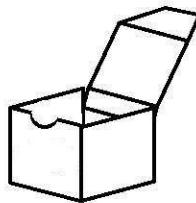
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Introduction

Hello dear readers. It is 2/3 the way through 2021 & as I find myself in a position to complete my Carcassonne collection, I find 2 things. 1) there are a lot more expansions now than I thought & 2) those rules need to be collated somewhere. At first I thought to just start an entire book myself - & then once I found these to just re-print all the rules pages in 1 go... but then I decided – why do all that!? As of 2015 some great minds created an all-encompassing Carcassonne book with all the rules. It is excellent & detailed & something I cannot aspire to.

However as the English explosion of Carcassonne continues, & English publisher Z-Man Games seems to keep adding a couple of expansions to their catalogue here & there, here for your edification are the rules that are NOT in the amazing 2015 complete book ([downloadable from http://i.4pcdn.org/tg/1468928650715.pdf](http://i.4pcdn.org/tg/1468928650715.pdf)).

Where possible I have also included the tiles as per the main book – but I am not as well versed or time-rich to append all the breakdowns of thing – this is simply a re-print of existing rules, in alphabetical order, & includes rules for solo play.

So dip a toe in this meager little effort. I won't promise you a deeper understanding of Carcassonne, but you might find a few answers to some new questions.

Tony Rocha Newton

CONTENTS

Barber Surgeons
Festival 2
Fruit Trees
Labyrinths
Markets of Zeipzig

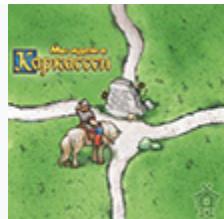
Russian Minis: Bogatyr & Spiel Doch
Tollkeepers
Under the Big Top
Watchtowers

Carcassonne Bogatyr

Каркассон: Богатырь на распутье & Избушка (*Carcassonne: Hero at the Crossroads & Baba Yaga*) is a 4-tile semi-unofficial expansion for Carcassonne made by Russian publisher Hobby World and presented to participants of the Russian national *Carcassonne* league in 2013.

Contents

- 4 new land tiles
- A coaster



Coaster bundled with the 2013 tiles

- A drawstring bag with a scoreboard on one side



Rules

Preparation

Mix the 4 new tiles with the rest of the Carcassonne tiles.

Playing the Game

The normal rules of Carcassonne remain the same.

Baba Yaga's Hut

This tile from 2013 represents Izbushka, Baba Yaga the witch's legged hut.



Baba Yaga's hut

The person who places this tile may place a follower on Baba Yaga's hut. That meeple becomes Baba Yaga! This tile acts as an “anti-cloister.” At the end of the game, the player scores 1 point for each **empty tile space** surrounding Baba Yaga's hut. The hut itself is worth 1 point.[https://wikicarpedia.com/index.php/Russian_Promos_\(1st_edition\) - cite_note-2](https://wikicarpedia.com/index.php/Russian_Promos_(1st_edition) - cite_note-2) If Baba Yaga's hut is completely surrounded, the follower is returned to the player's supply and the player scores only 1 point.

The Choice of Bogatyr

This tile from 2013 represent the hero Bogatyr at a crossroads. He stands before a stone that reads:

Go to the left, and you will find death
Go to the right, and you will lose your horse
Go straight, and you will lose yourself

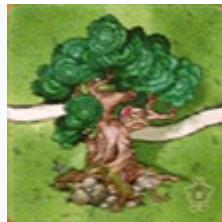


Bogatyr at the crossroads

This tile contains 2 distinct roads. One road is a continuous road with 3 branches and no junctions. The other road terminates in a junction at the stone. This tile contains 4 field segments.

Solovei Razboynik

This tile from 2016 represents Solovei Razboynik "Nightingale the Robber" from the Russian folktale "Ilja Muromez".



Solovei Razboynik in the canopy

If followers occupy a road that goes through the Solovei Razboynik tile (or they occupy roads that are connected to that tile later on in the game), players must move them onto the tile. The followers then remain on the tile until the end of the game. Nevertheless during his/her turn, instead of placing a follower, the player may return 1 follower from the Solovei Razboynik tile into his/her supply.

Vodyanoy

This tile from 2016 represents Vodyanoy, a kind of ghost, that lives in water.



Vodyanoy in the lake

When a player places this tile adjacent to one or more tiles on the board, all followers from the adjacent tiles are moved onto the Vodyanoy tile. All followers placed on any tile adjacent to the Vodyanoy tile in future turns will also be moved onto the tile. Followers remain on that tile until the end of the game and get -2 points each during final scoring. Nevertheless during his/her turn, instead of placing a follower, the player may return 1 follower from the Vodyanoy tile into his/her supply.

Tile distribution

Total Tiles: 4



x1 (2013)



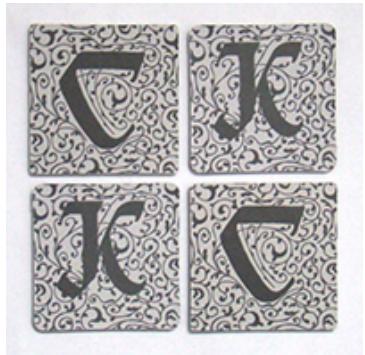
x1 (2016)



x1 (2013)



x1 (2016)



The back side of the tiles of this expansion show a "K" instead of a "C" reflecting the Russian spelling of "Carcassonne".

Carcassonne: Spiel Doch Mini Expansion

Issue 2/2018 (autumn/winter 2018) of the german boardgame magazine SPIEL DOCH! published in september 2018.

As usual, the magazine offers a lot of content for all game fans and everyone starting to discover this hobby. Two new tiles, one with a donkey stable and one with a garden for the Abbott, for the original Carcassonne are included in this issue; you can use them to play the variant where the player who manages to place the two new tiles in the correct order immediately receives five extra points.

Two additional tiles for the brand new Carcassonne Safari show an elephant/lion and a zebra/giraffe.



Klaus-Jürgen Wrede

Carcassonne

The Barber-Surgeons



With this mini-expansion, you'll send your Meeples to the barber surgeon's. A bathhouse had several purposes during the Middle Ages. You could take a bath sharing the latest gossip as well as you could enjoy a highly professional medical treatment. Of course, your Meeple will be enjoying his time in the bathhouse, so he won't be able to help you. To get him back there are various possibilities ...

COMPONENTS

- 6 new Land tiles with bathhouses



3 bathhouses in cities



3 bathhouses next to roads



SETUP

Shuffle the 6 Bathhouse tiles and take as many as needed according to the number of players.

Number of players	2	3	4 and more
Bathhouses	4	5	6

Now, shuffle the right number of Bathhouse tiles with the Land tiles of the basic game. Put the unneeded Bathhouse tiles back into the box.

The expansion was developed for the CARCASSONNE basic game. Therefore, the rules stay the same. You can play The Barber-Surgeons along with other expansions as well; however, there will be no official rules for these combinations.



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Birnauer Str. 15
80809 München



Distribution:
Carcassonne &
Co GmbH
Birnauer Str. 15
D-80809 München
www.cundco.de

GAMEPLAY

On the one hand, you can score more points when scoring cities or roads with bathhouses (**1. GETTING BATHHOUSE POINTS**). On the other hand, Meeples can be attracted by bathhouses forcing them to stay there (**2. VISITING A BATHHOUSE AFTER SCORING**).

The rules for **1. Placing a Land tile** stay the same.

2. Placing a Meeple

After having placed a Bathhouse tile, you have to place your Meeple according to the normal rules, i.e. you can place him on a road, in a city or on a field. However, you cannot place the Meeple on the bathhouse itself.

You place the tile with the bathhouse and put a Meeple in the city.



1. GETTING BATHHOUSE POINTS

3. Initiate a scoring with a bathhouse

Scoring with a bathhouse

Having finished a city with a bathhouse, you score as usual. In addition to the normal points, the owner of the city gets the number of points shown on the banner (3,4 or 5). If there are more bathhouses in a scored city, all bathhouse points count.

The same applies for roads next to bathhouses.

You finish and score the city.

You get a total of 9 points
(6 points for the 3 city tiles and
3 points for the bathhouse).



2. VISITING A BATHHOUSE AFTER SCORING

3. Placing a Meeple in a bathhouse

If there is **only one single Meeple involved in a scoring** and if there is at least one free bathhouse, you have to place your Meeple sideways in one of the free bathhouses (or in the only free bathhouse) immediately after the scoring. You score as usual.

*After the scoring of the small city, **you** place your Meeple in the bathhouse.*



Respect the following rules:

- **A bathhouse is free** if there is no Meeple in it.
- If there are **several free bathhouses**, you can choose in which one you want to place your Meeple.
- If there **are several Meeples involved in the scoring**, you get all Meeples back (even if all Meeples belong to one player).
- If there is **no free bathhouse**, you get your Meeple back.
- If there are **several scorings** caused by one single Land tile you have to look at one scoring at a time. The player who has placed the Land tile decides in which order the scorings are carried out.

Leaving the bathhouse

You have two possibilities to get back your Meeple who has been placed in the bathhouse.

1. Placing a Land tile

Getting back a Meeple from the bathhouse for free.

If a player places the last Land tile surrounding a bathhouse (the same way you complete monasteries), the Meeple placed in the bathhouse can be taken back immediately and for free.

*Blue surrounds the bathhouse completely with his Land tile.
You can take your Meeple back.*



Note!

- If you place a Meeple in a bathhouse which is already surrounded by 8 Land tiles, you cannot get him back for free!
- If you realise that there is still a Meeple in a bathhouse which has already been completely surrounded in a preceding round, you are not allowed to take him back for free anymore!

2. Placing a Meeple

Buyback of a Meeple staying in the bathhouse

To get back your Meeple you can also pay with points.

Move back your Meeple on the scoring board. The number of points you lose depends on the number shown on the respective bathhouse (2, 3 or 4). You are allowed to have less than 0 points.



You take your Meeple back to your stash after having paid 4 points (as indicated by the Bathhouse tile).

You move your Meeple 4 points backwards.

You can rebuy a Meeple after having placed a land tile.
You are allowed to place this Meeple in the same round.

If a Meeple leaves the bathhouse, it is free again and ready to welcome another Meeple.





Klaus-Jürgen Wrede

Carcassonne

Die Obstbäume

Mit dieser Mini-Erweiterung wachsen Obstbäume um Carcassonne herum. Du erntest von verschiedenen Bäumen und je mehr Sorten du hast, desto lukrativer kannst du sie am Marktstand verkaufen.



SPIELMATERIAL

- 6 neue Landschaftsplättchen mit 6 Obstbäumen (Quitten-, Apfel-, Aprikosen-, Kirsch-, Pflaumen- und Holunderbaum)



- 24 Obstchips (4 pro Frucht mit den Werten 5, 4, 3, 2 auf der Rückseite)



Rückseite



SPIELVORBEREITUNG

Du mischst die **6 Landschaftsplättchen** mit den Obstbäumen unter die Landschaftsplättchen des Grundspiels. Die **24 Obstchips** sortierst du nach Farben/Obstsorten. Mische die Chips (mit verdeckten Zahlenseiten) jeweils getrennt und lege dann für jede Obstsorte einen kleinen Stapel mit 4 Chips neben die Wertungstafel.

Diese Erweiterung ist für das **CARCASSONNE** Grundspiel entwickelt, dessen Regeln bleiben bestehen. *Du kannst **Die Obstbäume** mit anderen Erweiterungen kombinieren, dies aber „auf eigene Gefahr“, d.h. es wird dazu keine offiziellen Regelungen geben.*

1. Plättchen legen

Ziehst du ein Landschaftsplättchen mit einem Obstbaum (Baumplättchen), legst du es nach den bekannten Regeln an. Danach legst du einen Stapel mit 4 gleichen Obstchips in die Mitte des Baumplättchens. Du kannst die passenden Chips auf den Baum legen, es ist aber spieltechnisch nicht wichtig, welches Obst auf welchem Baum liegt.



2. Einen Meeple einsetzen

Auf das gelegte Baumplättchen darfst du nach den bekannten Regeln einen deiner Meeple einsetzen.

Achtung! Auf den Obstbaum selbst darfst du keinen Meeple setzen.

Obstaktion durchführen

Hast du einen **Meeple eingesetzt**, darfst du nun **eine** der beiden gleich folgenden Aktionen ausführen.

Legt ein Spieler in einem **späteren Zug** ein Landschaftsplättchen **angrenzend** (senkrecht, waagerecht oder diagonal) an ein Baumplättchen an **und** setzt einen Meeple auf das Plättchen ein, darf er ebenfalls **eine** der beiden folgenden Aktionen ausführen.

Ernten

Du nimmst den obersten Obstchip vom Baumplättchen und deckst ihn auf. Dann erhältst du **sofort** die darauf angegebene Punktzahl. Den Obstchip legst du vor dir ab. **ODER**

Verkaufen

Du nimmst keinen neuen Chip, sondern gibst bisher gesammelte Obstchips ab, um dafür Punkte zu bekommen. Du darfst 1 bis 4 Chips verkaufen.

Sind es mehrere Chips, müssen sie von **verschiedenen Obstsorten** sein.

Pro Verkaufsaktion darfst du immer nur 1 Set verkaufen. Die verkauften Chips nimmst du aus dem Spiel. Die Punkte auf der Rückseite beeinflussen die Punkte für den Verkauf nicht.

Der Obstverkauf bringt dir folgende Punkte:



1 Chip = 3 Punkte



2 Chips = 6 Punkte



3 Chips = 10 Punkte



4 Chips = 15 Punkte



Vertrieb:
Carcassonne &
Co GmbH
Birnauer Str. 15
80809 München
www.cundco.de





Beispiel Ernten

Du legst ein Plättchen neben dem Apfelbaum an und setzt einen Meeple darauf. **Du** entscheidest dich dafür zu **ernten**. Deshalb nimmst **du** den obersten Apfelchip und drehrst ihn um. **Du** bekommst 3 Punkte und legst den Chip zu den anderen.



Beispiel Verkaufen

In einem späteren Zug legst **du** wieder ein Plättchen neben dem Apfelbaum an und setzt einen Meeple darauf.

Du entscheidest dich dieses Mal dafür zu **verkaufen**. Bisher hast du 2 Apfelchips, 1 Aprikosenchip und 1 Kirschchip geerntet. **Du** gibst drei verschiedene Chips für 10 Punkte ab.

Da **du** nur ein Set mit einer Verkaufsaktion verkaufen darfst, behältst **du** also 1 Apfelchip.



→ 10 Punkte

3. Eine Punktewertung auslösen

Hast du durch das Legen des Baumplättchens ein oder mehrere Gebiete abgeschlossen, wertest du sie nach den normalen Regeln.

Schlusswertung

Jeder Obstchip, den du nach Spielende noch hast, bringt dir in der Schlusswertung **1Punkt**.



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Illustration: Anne Pätzke



Klaus-Jürgen Wrede

Carcassonne

The fruit-bearing trees

With this expansion, Carcassonne will be surrounded by various fruit-bearing trees. The larger the variety of fruits you offer is, the higher your income will be.



COMPONENTS

- 6 new land tiles with 6 types of fruit-bearing trees (quince, apple, apricot, cherry, plum and elder)



- 24 fruit tokens (4 per fruit with the value 5, 4, 3, 2 on the back)



SETUP

Shuffle the **6 land tiles** with fruit-bearing trees together with the land tiles of the basic game. Arrange the **24 fruit tokens** according to their colour/type. Then, shuffle each colour/type stack separately (the values face down). Place the 6 stacks next to the scoring track.

This expansion has been developed for the Carcassonne basic game. All of the rules remain the same. You can combine **The fruit-bearing trees** with other expansions - but at your own risk - i.e. there will be no official rules for these combinations.

1. Placing a tile

When you draw a land tile with a fruit-bearing tree (tree tile), you place it according to the normal rules. Then, you place a stack with 4 fruit tokens (of the same fruit type) on top of the tree tile. You can choose the related type of fruit, however, it does not matter which type of fruit you put there, in terms of the game. Thus, any tree and any type of fruit may be combined!



2. Placing a meeple

You may deploy one of your meeples on the tree tile according to the normal rules.

Note that you are not allowed to deploy a meeple on the tree itself.

Carrying out a 'fruit action'

When you have **deployed a meeple**, you may carry out one of the two actions explained below. If a player places a land tile **next to** the tree tile **in another turn** (vertically, horizontally or diagonally) **and deploys a meeple** on this land tile, he may, as well, carry out one of the following actions.

Harvesting

You take the top-most fruit token from the tree tile. Then, you **immediately** get points according to the fruit token's value. The fruit token has to be placed in front of you. **OR**

Selling

You don't take a new fruit token but you sell fruit tokens you have harvested previously. You may sell 1 to 4 tokens. If you want to sell more than one token, there must be different types of fruit in one set. You may only sell one set at a time. The value on the back does not matter when selling fruits. Sold fruit tokens have to be put away.

Points for fruit selling



1 token = 3 points



2 tokens = 6 points



3 tokens = 10 points



4 tokens = 15 points





Example: Harvesting

You place a land tile next to the apple tree and **you** deploy a meeple. **You** want to harvest. Therefore, you take the top-most apple token and look for its value. **You** get 3 points and place the token in front of **you**, next to the other tokens.



Example: Selling

Later, **you** place a land tile next to the apple tree again and **you** deploy a meeple. Now, **you** want to sell. Up to now, **you** have harvested 2 apple tokens, 1 apricot and one cherry token. **You** sell three different tokens for 10 points.

As **you** are only allowed to sell one set at a time you keep one apple token.

3. Scoring a feature

When you complete one or more areas (e.g. a cloister, a road, etc.) by placing a tree tile, you score them according to the normal rules.

Final scoring

At the end of the game, each fruit token is worth **1 point**.

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Illustrations: Anne Pätzke





Klaus-Jürgen Wrede

Carcassonne

Das Labyrinth

SD



Rules for advanced players

In issue 1/2016 of SPIEL DOCH! are two new tiles for Carcassonne. One has been illustrated in the style of the classic edition by Doris Matthäus, the other in the style of the current edition by Anne Pätzke. Both tiles can be used in all editions. The combinations with other expansions and mini-expansions are not completely tested and we do not give any rule explanations for these cases.

Game Components: • 2 landscape tiles with a Labyrinth, marked with SD

Setting Up: Mix the Labyrinths with the other landscape tiles.

1. Placing a tile

If you draw a labyrinth, you place it according to the normal rules.

2. Placing a meeple

Since the labyrinth makes the connections of the roads quite unmanageable, the placing of meeples is regulated differently in this variant. If you place the labyrinth, you may place a meeple on it even if there is already a meeple on one or more connected roads. It does not matter who own these meeples.

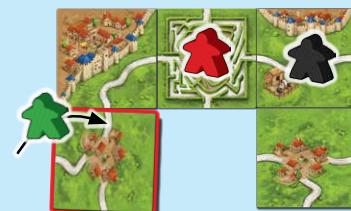
As you progress through the game, if you place a tile at an exit of the labyrinth that does not have a meeple yet you may place a meeple there, even though the network of roads and the labyrinth itself may have a meeple.

If you add a road to an existing road that already has a meeple on it, you can not (as usual) place a meeple. The labyrinth and the four outgoing roads are the exceptions.

You place the labyrinth next to a road that you connect with it. Although there is already a meeple on this road, you may place a meeple on the labyrinth.



Green later adds a road to an unoccupied labyrinth exit. He too is allowed to use a meeple, although meeples are already on the Labyrinth and the adjacent roads.



You later attach a road to a labyrinth exit. Since there is already a black meeple, you may not place any of your meeples on the road.

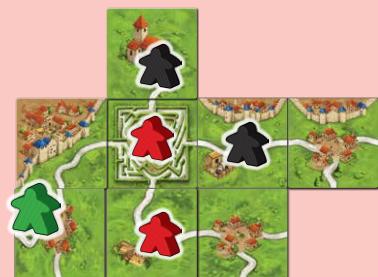


3. Scoring a feature

The labyrinth and the connected roads are scored when all 4 of the roads are completed. If you have the majority of meeples on the labyrinth and the connected roads, you get 1 point for each tile as usual. In addition, you get 2 points for each meeple standing on the labyrinth or on a connected road. If several players have the majority, each of them gets the full number of points.

All the roads are completed. **You** and **Black** are tied for first place.

You and **Black** get 8 points for the tiles and 10 points for the 5 meeples on the tiles. Altogether you each get 18 points.



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Translated by InTheDark
Thanks to Sincerely and Just a Bill for their help

We want to play with you!
Every year we tour Germany and pitch our play tents to play with you. More on: www.carcassonne-on-tour.de



Klaus-Jürgen Wrede

Carcassonne

Die Märkte zu Leipzig



Die Stadt **Leipzig** (lateinisch „**Lipsia**“) ist im Mittelalter der Kreuzungspunkt der Handelsstraßen **Via Regia** und **Via Imperii**, weswegen dort zahlreiche Märkte entstehen. Im Jahr 1507 erhält Leipzig das Stapelrecht verliehen, welches alle durchziehenden Händler verpflichtet, ihre Waren auf dem Stapelplatz abzuladen und zum Kauf anzubieten.

Auch die Leipziger Messe, deren Logo hier als Erweiterungssymbol dient, hat ihren Ursprung in diesen mittelalterlichen Markttagen.

SPIELMATERIAL

- 4 Doppel-Landschaftsplättchen (markiert mit)

SPIELVORBEREITUNG

Lege die Landschaftsplättchen so aus, dass die vier Stadtviertel zusammenliegen und die Stadt Leipzig ergeben. Richtigerweise zeigt der Wegweiser für *Francofortum* nach Westen, der für *Stettinum* nach Norden, *Vratislavia* nach Osten und *Roma* nach Süden. Für das Spiel ist es unerheblich, in welcher Reihenfolge du die Viertel anordnest.

Durch diese Auslage wird das normale Startplättchen nicht mehr benötigt.

Wenn möglich, gib jedem Spieler einen zusätzlichen Meeple, da sie bei dieser Variante schnell knapp werden.



Diese Erweiterung wurde für das CARCASSONNE-Grundspiel entwickelt, dessen Regeln bestehen bleiben. Du kannst „Die Märkte zu Leipzig“ auch mit anderen Erweiterungen spielen. Dazu wird es von uns aber keine offiziellen Regeln geben.

SPIELVERLAUF

Die Regeln für **1. Landschaftsplättchen anlegen** und **2. Einen Meeple einsetzen** bleiben unverändert.



Alles über CARCASSONNE findet ihr auf unserer Homepage: www.carcassonne.de



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3. Wertung auslösen und einen Meeple nach Leipzig bringen

Von allen Stadtvierteln Leipzigs führt eine Straße weg. Alle Straßen, die damit verbunden sind, bieten dir die Möglichkeit, einen Meeple nach Leipzig zu schicken. Dies gilt auch für Straßen, die nicht direkt nach Leipzig führen, aber über Dörfer mit einer Straße nach Leipzig verbunden sind.

Wertest du eine Straße, die so mit Leipzig verbunden ist und auf der du die Mehrheit besitzt, darfst du wählen:

- Du wertest die Straße und erhältst die Punkte dafür.

ODER

- Du schickst einen Meeple von der Straße nach Leipzig und verzichtest auf die Punkte.

Du schließt die Straße mit deinem Meeple ab. Da die Straße mit Leipzig verbunden ist (in diesem Fall über ein Dorf), darfst du deinen Meeple nach Leipzig schicken.



Du entscheidest dich, ihn in das Gerber-Viertel zu legen.

Dabei ist zu beachten:

- Hast du mehrere Meeples auf einer Straße, darfst du nur einen davon nach Leipzig schicken. Für den anderen Meeple darfst du aber die Punkte für die Straße nehmen. Schickst du dabei den Meeple ins Wagner-Viertel bekommst du gleich die Extra-Punkte (siehe unten).
- Besitzen mehrere Spieler die Mehrheit auf einer Straße, darf sich jeder unabhängig vom anderen entscheiden, ob er seinen Meeple nach Leipzig schickt oder die Punkte erhalten möchte.
- Bei einer Straßenwertung, zählt die Straße auf den Doppelplättchen nur als ein Straßenabschnitt.

Du legst deinen Meeple auf ein Stadtviertel von Leipzig deiner Wahl (es muss nicht unbedingt das Viertel sein, zu dem die Straße führt). Er bleibt dort bis zum Spielende. Du darfst nur 1 Meeple in jedem Stadtviertel haben. In jedem Stadtviertel dürfen aber Meeples verschiedener Spieler liegen. Die Meeples werden dort einfach aufeinander gestapelt. (Das „Stapelrecht“ einmal anders ausgelegt 😊.)

Danksagung | Die Erweiterung „Die Märkte zu Leipzig“ entstand anlässlich der Leipziger Messe „modell-hobby-spiel“ 2017 und wird dort zum ersten Mal dem Publikum präsentiert. Wir bedanken uns bei der Messeleitung für die Unterstützung und die Überlassung des Messe-Logos.

3. Wertungen mit Meeples auf den Märkten zu Leipzig

Besitzt du einen Meeple in einem Stadtviertel von Leipzig, bringt er dir Bonuspunkte bei bestimmten Wertungen.

WERTUNGEN WÄHREND DES SPIELS



Wagner-Viertel: Bei jeder Straßenwertung, bei der du die Mehrheit besitzt, bekommst du **1 Punkt zusätzlich** für jedes Straßenplättchen.



Münzer-Viertel: Bei jeder Stadtwertung, bei der du mit einem Ritter in der Stadt vertreten bist (auch wenn du dort nicht die Mehrheit besitzt), bekommst du **3 Punkte** für jedes **Wappen**.



Buchbinder-Viertel: Bei jeder Wertung eines abgeschlossenen **Klosters** (auch das von einem Mitspieler) bekommst du **4 Punkte zusätzlich**.

Die Bonuspunkte bei diesen drei Wertungen gibt es nur für abgeschlossene Straßen, Städte und Klöster im Spiel. Bei der Schlusswertung am Spielende bringen sie keine Punkte mehr.

WERTUNG AM SPIELENDE



Gerber-Viertel: Bei jeder Wiesenwertung am Spielende, in der du die Bauernmehrheit besitzt, bekommst du zusätzlich zu den normalen Punkten für Städte **2 Punkte** für jeden **Stall** (Kuh, Esel und Schwein) und jeden **Bauernhof**, der in der Wiese liegt.



Kuhstall



Schweinestall



Eselstall



Bauernhof

Merke: Die Stadt Leipzig zählt bei der Wiesenwertung auch als abgeschlossene Stadt.



Carcassonne AMAZONAS Mini-Erweiterung

Lege die 2 neuen Amazonas-Doppelplättchen zu den bisherigen 4 Stück. Wenn du ein Amazonasplättchen »!« ziehest, hast du jetzt noch mehr Auswahl.





Klaus-Jürgen Wrede

Carcassonne

The Markets of Leipzig"



During the Middle Ages the town of Leipzig (lat. Lipsia) was the crossing point of the trading roads **Via regia** and **Via Imperii**, which caused the emergence of numerous markets in this region. In the year of 1507 Leipzig became a staple town. Thus, all merchants passing through the town had to place their goods on the staple place and offer them for sale.

The Leipzig trade fair, which provides its logo as the symbol for this expansion, has its origins in the Middle Ages..

COMPONENTS

- 4 Double Land tiles marked with

SETUP

Place the Land tiles in a way that the four quarters lie next to each other and form the town of Leipzig (lat. Lipsia). Rightly, the signpost for *Francofortum* points to the west, the one for *Stettinum* to the north, *Vratislavia* to the east and *Roma* to the south. For the game, however, it is insignificant in which order the tiles are placed. This setup replaces the start tile.



If possible give an extra meeple to each player as meeples might run low easily in this variant.

Because this expansion was developed for the CARCASSONNE - basic game the rules stay the same. You can play „The Markets of Leipzig“ along with other expansions as well, however, there will be no official rules for these combinations.

GAMEPLAY

The rules for **1. placing a Land tile** and **2. placing a meeple** stay the same.



All about CARCASSONNE you can find on our homepage: www.carcassonne.de



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3. Scoring a feature and send a meeple to Leipzig

Each of Leipzig's quarters has one road which starts at its gate. All roads which are connected to these roads offer the possibility of sending one of your meeples to Leipzig. This counts as well for roads which are not directly connected to Leipzig but are connected through a village.

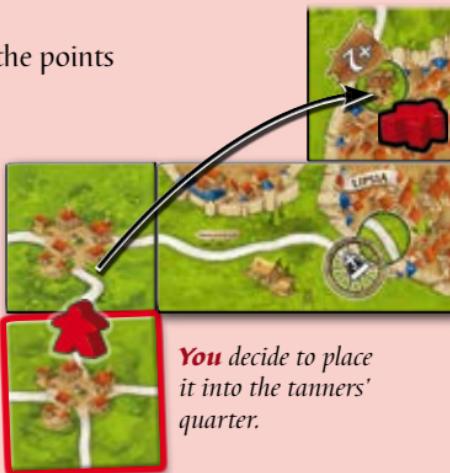
If you score a road which leads to Leipzig and you have the majority you can choose:

- You score the road and you get the points

OR

- You send one meeple from the road to Leipzig and you spare the points

You complete the road with your meeple. The road is connected to Leipzig (in this case through a crossing point). Therefore, you can send one of your meeples to Leipzig.



Take note:

- If you have more than one meeple on the road you are allowed to send only ONE of them to Leipzig. For the other(s) you may, however, score the points for the road. If you send a meeple into the wainwrights quarter you will get the bonus points (see below) immediately.
- If more than one player has the majority, each one can decide on his own whether he wants to send the meeple to Leipzig or if he takes the points.
- The road on the double Land tiles counts merely as one road in a road scoring.

You place the meeple on one of Leipzigs quarters of your choice (it does not have to be the one where the road ends). The meeple stays there until the game ends. You may only have one meeple in each quarter. In each quarter meeples of more than one player are allowed. The meeples are simply stacked.

Credits | The expansion "The Markets of Leipzig" was created on occasion of Leipzigs fair "model-hobby-spiel" 2017 and will there be presented to the public for the first time. We thank the fair management for their support and for allowing us to use the trade fair logo.

3. Scoring the meeples of the markets of Leipzig

When you have a meeple in a quarter of Leipzig it will score you bonus points in specific scoring phases.

SCORING DURING THE GAME



Wainwrights' quarter: For each **road** which is scored with your majority you get **1 bonus point** for each tile.



Coiners' quarter: For each scoring of a city in which you have a knight (even if you do not have the majority) you get **3 points** for each **coat of arms**.



Bookbinders' quarter: For each scoring of a completed **monastery** (as well for monasteries of other players) you get **4 bonus points**.

The bonus points for these 3 scorings count only for completed roads, cities and monasteries. In the final scoring at the end of the game you get no points in these cases.

FINAL SCORING



Tanners' quarter: For each scoring of fields at the end of the game - in addition to the usual points for cities - you get **2 points** for each **shed** and each **farm** in the field if you have the majority of farmers there.



Cowshed



Pigsty



Donkey shed



Farmhouse

Note: The town of Leipzig counts as a completed city when scoring the fields.



AMAZONAS Mini expansion

Place the 2 new Amazon double tiles next to the already existing 4 tiles. If you get a »!« tile you have even more possibilities.





Klaus-Jürgen Wrede

Carcassonne Solo Variant

(also playable as a cooperative challenge)

COMPONENTS AND SETUP

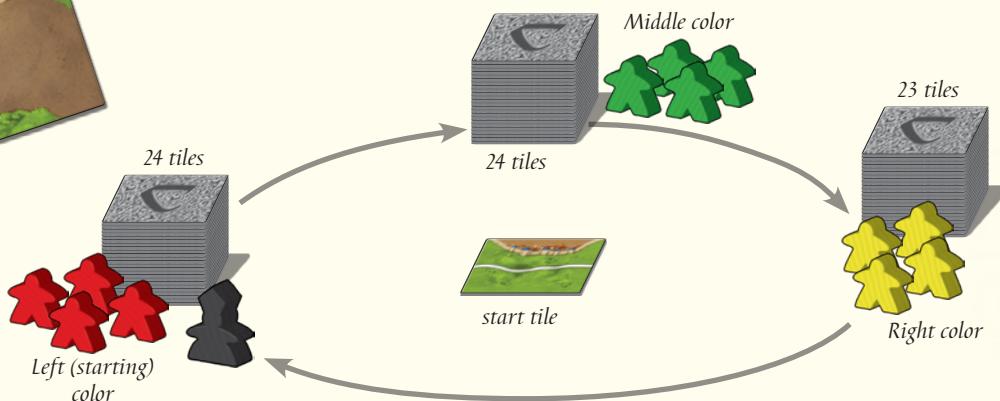
To play *Carcassonne* solo, you will need a copy of the *Carcassonne* base game.

Choose **3 colors** and set aside **4 meeples** of each of those colors. Each turn, you will rotate through these 3 colors in clockwise order.

Put all the **meeples** of one color on the **left**, those of another color in the **middle** and the meeples of the third color on the **right**. Divide the land tiles into 3 piles, 2 piles of 24 each and 1 pile of 23. Shuffle the piles and place 1 pile facedown next to each color.

You can use an **abbot** of an unused color to mark which color you are using each turn. This can help you remember which color you will use each turn.

Place 1 additional meeple of each of the three colors on the **scoreboard**. Place the meeple of the left color on the first space of the scoreboard, the meeple of the middle color on the second space, and the meeple of the right color on the third space.



GAMEPLAY AND GOAL OF THE GAME

Each turn you will play with one of the three colors and try to score as many points as possible. However, at the end of the game, you count only the lowest points total among all 3 colors. Thus, you need to score points as evenly as possible among all 3 colors!

1. Placing a tile

Draw the top tile from the pile of the color being used this turn and place it following the normal rules.

2. Placing a meeple

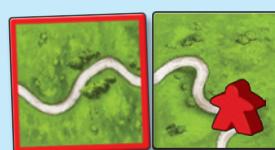
After having placed the tile, place **1 meeple** of the color being used this turn. Unlike the normal rules, you **must place a meeple**, if there is a **free feature** on the tile.

If there is **more than one free feature** on the tile, you can decide which one you want to place the meeple on.

Meeple **cannot be placed as farmer** in the solo variant.



It is **Green's** turn. First, you place a tile. Then, you must place a meeple either on the city or one of the two unoccupied roads. The road on the right is already occupied.



It is **Green's** turn. First, you place a tile. Because the road is already occupied by **Red**, you do not need to place a meeple this turn.



If you **must place a meeple** because there is a free feature on the tile, but **there are no remaining meeples of that color, the game ends** at the end of that turn (after scoring, if applicable).

3. Scoring a Feature

If you have completed a feature with a tile, score it.

- If there are only **meeples of one color** present in a completed feature, points are scored by that color **only** if that color has **the least points**.
- If **two or more colors** make up the majority in a completed feature, all of them score points as long as **at least one of the colors** has **the least points** (before this scoring).

More than one color with the same lowest score: If multiple colors are tied for the least points, they count as having the least points for the purposes of scoring.

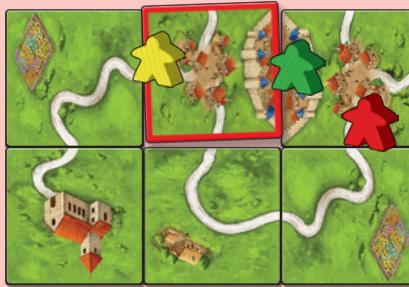
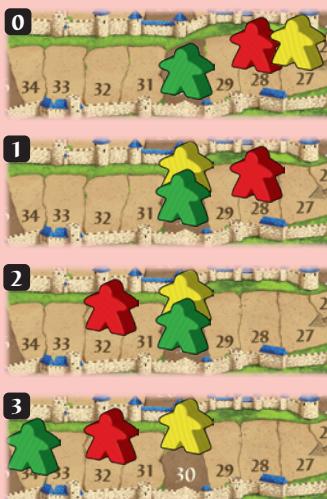


During **Green's** turn you complete **Red's** road (and put a meeple on the monastery). Because **Red** currently has the least points, **Red's** meeple moves up 3 spaces on the scoreboard for the road.



Red's and **Green's** city is completed. Because **Red** currently has the least points, **Red's** and **Green's** meeples both move up 8 spaces on the scoreboard for the city.

If you complete **more than one feature** in a turn, each of them is scored separately, one after another, following these rules. You choose the order in which features are scored.



This tile placement completed three features. **Yellow's** road (3 points), **Green's** city (4 points) and **Red's** road (4 points).

- 0 Before scoring **Yellow** had the least points, so **1** you choose to score **Yellow's** road first. **2** Next you choose to score **Red's** road, because now **Red** has the least points. **3** Finally, you score **Green's** city.

If you had resolved the scoring in a different order, you would not have scored points for all of the colors.

Note: You can also complete

features if the meeple color does not have the least points. If you do, you do not score points, but you will get your meeple back. This can be important to prevent the end of the game.

Game End and Final Scoring

The game ends after a turn in which you either:

- Must place a meeple, but **cannot**
- OR
- Have placed the **last tile**.

In either case, do not resolve scoring as normal. Instead, final scoring is resolved as follows:

You score **2 points per meeple** on tiles. Just like scoring above, you score these points only if the meeple's color has the least points. You choose the order in which meeples are scored.



What is your high score? Let us know via **Facebook** or **Instagram**!

<https://www.facebook.com/ZManGames/> | https://twitter.com/Zmangames_

OPTIONS

If you find this solo mode **too hard** or **too easy**, try these options:

- Make the game **easier** by using **additional meeples** of each color.
- Add **another color** with 4 meeples. This will make **easier** it to place more tiles (and score more points), but also **more challenging** to keep track and plan ahead.
- You can also try using **only 3 meeples** per color.
- Feel free to try adding meeples, tiles, and special rules from the expansions, but there are not official rules for these. Have fun!

GAMES PLAYED

You can record your scores here. On the second line, you can leave notes of any options you tried (more meeple, more tiles, etc.) when playing that game.

1.  P. _____	8.  P. _____	15.  P. _____
2.  P. _____	9.  P. _____	16.  P. _____
3.  P. _____	10.  P. _____	17.  P. _____
4.  P. _____	11.  P. _____	18.  P. _____
5.  P. _____	12.  P. _____	19.  P. _____
6.  P. _____	13.  P. _____	20.  P. _____
7.  P. _____	14.  P. _____	21.  P. _____

GOALS

You can check off goals, if you completed them during a game.

- Scoring a **road** worth at least 10 points
- Scoring a **road** worth at least 10 points and 2 colors
- Scoring a **road** worth at least 10 points and 3 colors
- Scoring a **road** worth exactly 5 points with 3 colors
- Scoring a **city** worth at least 16 points
- Scoring a **city** worth at least 16 points with 2 colors
- Scoring a **city** worth at least 16 points with 3 colors
- Scoring a **city** worth at least 16 points with 4 colors
- Scoring 3 **monasteries** (9 points each)
- Scoring 4 **monasteries** (9 points each)
- Total scoring** of at least 40 points
- Total scoring** of at least 50 points
- Total scoring** of at least 60 points
- Having used **all tiles**





Klaus-Jürgen Wrede

Carcassonne

Die Zöllner

Mit dieser Mini-Erweiterung kommen Zöllner ins Spiel. Schon früh wurden Zölle für Personen und Waren erhoben. Dabei wurde zwischen „Kleinem Zoll“ (für Transportmittel) und „Großem Zoll“ (Warenzoll) unterschieden.



SPIELMATERIAL

- 10 neue Landschaftsplättchen,
8 davon mit
Reisegruppe



- 6 Plättchen mit Zollhäusern in den Spielerfarben



Vorderseiten



Rückseiten

SPIELVORBEREITUNG

Du mischst die **10 Landschaftsplättchen** der Erweiterung unter die Landschaftsplättchen des Grundspiels. Gib jedem Spieler (auch dir selbst) das Plättchen mit dem Zollhaus in seiner Spielerfarbe.

Diese Erweiterung ist für das CARCASSONNE-Grundspiel entwickelt. Dessen Regeln bleiben bestehen.

Du kannst **Die Zöllner** mit anderen Erweiterungen spielen, dies aber „auf eigene Gefahr“, d.h. es wird dazu keine offiziellen Regeln geben.

1. Plättchen legen

Du ziehst ein Landschaftsplättchen und legst es nach den üblichen Regeln an.

2. Einen Meeple einsetzen

Auf das gelegte Landschaftsplättchen darfst du nach den bekannten Regeln einen deiner Meeple einsetzen.

Setzt du in deinem Zug **keinen Meeple** ein, darfst du dein **Zollhaus** mit der 1 nach oben (Kleiner Zoll) **einsetzen**. Befindet sich dein Zollhaus schon im Spiel, darfst du es **umsetzen**. Dabei gelten folgende Regeln:

- Du darfst dein Zollhaus nur auf eine **Kreuzung** setzen. Eine Kreuzung ist ein Dorf, von dem 2 bis 4 Straßen abgehen. Eine Stadt oder ein Kloster mit zwei oder mehr abgehenden Straßen gilt nicht als Kreuzung.
- Es spielt dabei **keine Rolle wo** die Kreuzung auf dem Spielfeld ist. Du musst dein Zollhaus nicht auf das eben gelegte Plättchen (um)setzen.
- Die Kreuzung muss **frei** sein, das heißt auf ihr darf bisher kein Zollhaus stehen. Ob sich auf dem Plättchen mit der Kreuzung ein Meeple befindet, ist dafür aber unerheblich.
- Beim Umsetzen **bleibt** das Zollhaus **auf der Seite** (1 oder 2), auf der es vorher war.
- Hast du dein Zollhaus einmal ins Spiel gebracht, bleibt es auch nach Wertungen und bis Spielende dort. Du nimmst es nie in deinen Vorrat zurück.



3 Plättchen mit Kreuzungen



Du legst das Landschaftsplättchen oben links an und setzt keinen Meeple ein. Dafür setzt **du** dein Zollhaus mit der 1 nach oben auf die Kreuzung ein.



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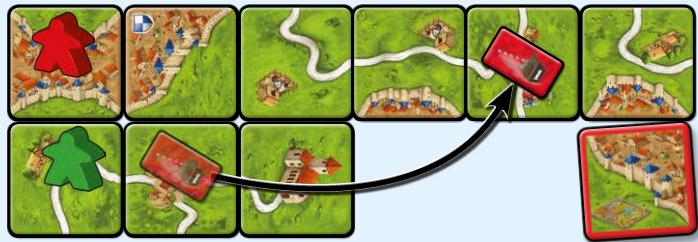
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0 742832 653800



Du legst das Landschaftsplättchen unten rechts an und setzt keinen Meeple ein. Dafür versetzt **du** dein Zollhaus auf eine andere Kreuzung. Die 1 bleibt dabei sichtbar.



3. Eine Punktewertung auslösen

Zoll erheben

Stellst du oder ein Mitspieler eine Straße fertig, an deren Anfang bzw. Ende dein Zollhaus steht, wird Zoll erhoben, d. h. du bekommst für diese Straße Punkte:

- Für den **Kleinen Zoll** (die 1 liegt oben) erhältst du **1 Punkt** für jeden Bauernhof, Tierstall, Garten oder Wegelagerer und **3 Punkte** für jede Reisegruppe an dieser Straße.
- Für den **Großen Zoll** (die 2 liegt oben) erhältst du **2 Punkte** für jeden Bauernhof, Tierstall, Garten oder Wegelagerer, und **6 Punkte** für jede Reisegruppe an dieser Straße.

Falls nichts davon an der gewerteten Straße liegt, bekommst du für das Zollhaus keine Punkte.

Danach wertet ihr die Straße ganz normal für dessen Besitzer.

Zollgebühr wechselt mit Reisenden

Hast du mit deinem Zollhaus von **mindestens** einer Reisegruppe Zoll erhoben, drehst du – nach allen Wertungen – dein Zollhaus auf die andere Seite. Aus dem **Kleinen Zoll** (1) wird also der **Große Zoll** (2) und umgekehrt.

Du drehst den Zoll immer erst am Ende eines solchen Zuges. Wertest du also in einem Zug mehrere Straßen, die an **ein** Zollhaus angrenzen, gilt für alle Straßen der gleiche Zoll.



Zoll erheben 1

Grün schließt mit dem Plättchen rechts unten die Straße ab. **Du** bekommst für dein Zollhaus **7 Punkte** (2×3 für die Reisegruppen und 1 für den Bauernhof).



Weil **du** Zoll für die Reisegruppe erhoben hast, drehst du dein Zollhaus auf die Seite mit der 2. **Grün** erhält wie üblich **4 Punkte** für die Straße.



Zoll erheben 2

In einem späteren Zug schließt **du** die Straße ab und bekommst für dein Zollhaus **6 Punkte** (je 2 für die beiden Wegelagerer und den Stall). Da keine Reisegruppe beteiligt war, bleibt dein Zollhaus auf der Seite mit der 2 liegen.

Spielende

Am Ende des Spiels erhältst du für dein Zollhaus, für alle unfertigen, angrenzenden Straßen Punkte. Dabei bekommst du genau **1 Punkt** für jeden Bauernhof, Tierstall, Garten, Wegelagerer und auch jede **Reisegruppe**, unabhängig davon, auf welcher Seite dein Zollhaus liegt.



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Illustration: Anne Pätzke und Christof Tisch

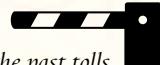


Klaus-Jürgen Wrede

Carcassonne

The Tollkeepers

With this mini expansion tollkeepers join the game. Even in the past tolls were raised for people or for goods. They used to collect a „small toll“ (for means of transport) and „large toll“ (for goods).



COMPONENTS

- 10 New Land tiles



8 of them with a group of travellers.



- 6 Land tiles with tollhouses in the respective player color



front sides



back sides

SETUP

Shuffle the **10 Land tiles** of the expansion with the Land tiles of the basic game. Then, each player gets the tollhouse with the right color.

This expansion was developed for the **CARCASSONNE** - basic game, therefore the rules stay the same!

You can play **The Tollkeepers** alongside expansions as well; however, there will be no official rules for these combinations.

1. Placing a Land tile

You draw a Land tile and place it according to the usual rules.

2. Placing a Meeple

Having placed your Land tile, you place your meeple according to the basic rules.

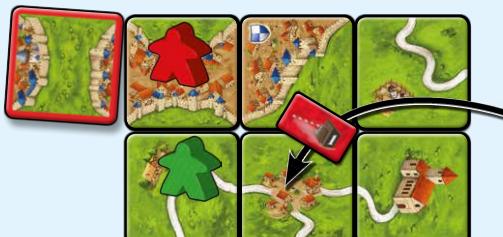
If you **don't place a meeple**, you are allowed to **place** your **tollhouse** showing 1 (small toll). If your tollhouse is already in the game you are allowed to relocate it. The rules for this procedure are as follows:

- You may only place your tollhouse on top of **crossroads**.
A crossroad is a village with 2–4 roads. A city or a monastery with two or more roads doesn't count as a crossroad.
- It makes **no difference where** the crossroad is. You don't have to place/relocate your tollhouse on the Land tiles you've just placed.
- The crossroad has to be **free**, i. e. there can't be another tollhouse.
It doesn't matter, however, if there is a meeple placed on the respective crossroad Land tile.
- When relocating the tollhouse, the **value** (1 or 2) **stays** the same.
- Having placed your tollhouse it stays in the game till the end. You'll never take it back to your supply.

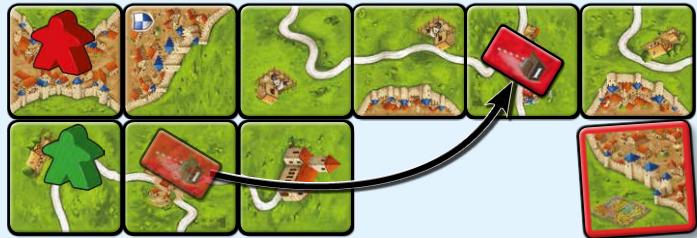


3 Land tiles with crossroads

You place the Land tile in the top left corner and you don't place a meeple. Instead, **you** place your 1-value tollhouse on the crossroad Land tile.



You place the Land tile in the bottom right corner and you don't place a meeple. Instead **you** relocate your tollhouse still showing the number 1.



3. Scoring a feature

Raising toll

If you or another player complete a road which begins/ends where your tollhouse is, you raise toll, i.e. you get points for this road.

- for the **small toll** (showing the **1**) you get **1 point** for each farm, stable, garden or highwaymen and **3 points** for each group of travellers.
- for the **large toll** (showing the **2**) you get **2 points** for each farm, stable, garden or highwaymen and **6 points** for each group of travellers.

If there isn't anything like that on the road, you don't get any points for your tollhouse.

At the end of this feature the owner of the road still gets their points.

Toll changes with travellers

If you have scored **at least** one group of travellers with your tollhouse you change its value.

The **small toll** (**1**) becomes the **large toll** (**2**) or vice versa.

You change your toll only at the end of a round. If you score more than one road with **one** toll within the same round, its value is the same for all the roads.



Raising toll 1

Green completes the road with the Land tile in the bottom right corner. **You** get 7 points for your tollhouse (2x3 for the groups of travellers and 1 for the farm).

Having collected toll for a group of travellers you change the value of your tollhouse to 2. **Green** gets 4 points for their road as usual.



Raising toll 2

In a later round you complete a road and **you** get 6 points for your tollhouse (2x2 for the highwaymen and 2 for the stable). You don't change the value of your tollhouse because there was no group of travellers.

End of the game

At the end of the game you get points for all incomplete roads connected to your tollhouse. You get **1 point** for each farm, stable, garden, highwaymen as well as for each group of travellers, it doesn't matter which number your tollhouse shows.

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Illustrations: Anne Pätzke and Christof Tisch



10



Klaus-Jürgen Wrede

Carcassonne

Under the Big Top



A copy of CARCASSONNE is required to play this expansion.
 You can integrate this entire expansion into the game,
 or only parts of it if you choose. You can also combine
 this expansion with any other CARCASSONNE expansions.

CONTENTS

- 20 Land tiles (marked with , to help you separate and sort your tiles) including:
 12 Circus tiles with one circus space each
 8 Acrobat tiles with two acrobat spaces each
- 16 Animal tokens:
 1x Elephant , 2x Tiger , 3x Bear , 5x Seal ,
 4x Monkey , 1x Flea
- Back
- 1 Big Top
- 6 Ringmasters

SETUP

Shuffle the **20 new Land tiles** with those from the base game (and any other expansions you wish to use). Shuffle the **16 Animal tokens** and place them in a facedown stack within easy reach of all players. Place the **Big Top** near the stack of Animal tokens. Finally, players add the **ringmaster** in their color to their supply of meeples.



CIRCUS TILES, ANIMAL TOKENS, and THE BIG TOP

1. Placing a tile

Circus tiles are placed like normal Land tiles.

Special case: When the **first** Circus tile is placed, take the top Animal token from the stack, place it facedown on the circus space, and place the Big Top on it. From this point on, the Big Top moves only when a player places a new Circus tile (after **3. Scoring a feature**).

2. Placing a meeple

After placing a Circus tile, you can place a meeple on it as a highwayman, a knight, or a farmer as usual. However, you cannot place a meeple on the circus space.

You place the **first** Circus tile and place a meeple on the road. Then you put a facedown Animal token on the circus space and place the Big Top on the token.



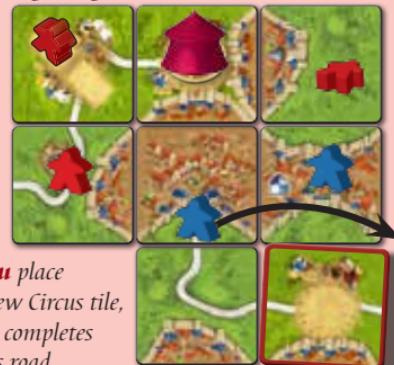
3. Scoring a feature

Whenever you place **another Circus tile** during the game:

- 1) Score any features that were completed when the Circus tile was placed.
- 2) Then **score the circus** on the **Big Top's** current tile:

First reveal the **Animal token** on which the Big Top stands. Then, for each of your meeples on the Circus tile itself and the eight surrounding tiles, score points equal to the value on the revealed Animal token.

Note: Ringmasters also count as meeples so, if they occupied a space surrounding the Big Top when scoring the circus, they would score points.



1) You place this new Circus tile, which completes **Blue's** road.
Blue scores 3 points and takes her meeple back.

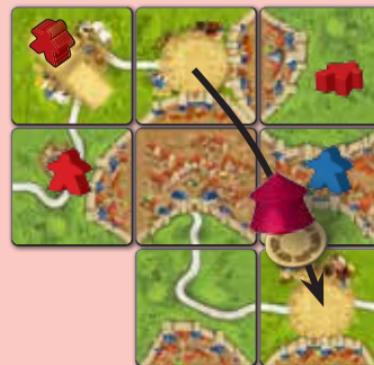


2) You reveal the Animal token. The seal is worth 4 points per meeple. Since you have **three meeples** on tiles surrounding the Big Top, **you** score 12 points. **Blue's** one meeple scores 4 points.

Important: When scoring the circus, **meeples that score points** are not returned to their owner's supply. Instead, they **stay** on their tile.

3) After scoring the circus, remove the Animal token from the game by placing it faceup next to the scoreboard. Finally, take the top Animal token from the stack, put it facedown on the new circus space, and place the Big Top on it.

3) Put a new Animal token facedown on the circus space of the new Circus tile and place the Big Top on the token.



Game end

At the end of the game before final scoring, **score the circus one last time.**

Note on circus spaces

Circus spaces close roads and separate fields from each other.



ACROBAT TILES

1. Placing a tile

Acrobat tiles are placed like normal Land tiles.

2. Placing a meeple as an acrobat

After placing an **Acrobat tile**, you can place your meeple on the road or in the field, as usual.

You also have another option: you can place your meeple as an **acrobat** on one of the two **acrobat spaces**.

1) You place this Acrobat tile and place **your meeple** on one of the two acrobat spaces.



On a later turn, if you place a tile **adjacent** to one or more Acrobat tiles (horizontally, vertically, or diagonally), you may place a **meeple as an acrobat** on one of those Acrobat tiles.

2) Blue places this tile and places a **meeple** next to yours.



If the two acrobat spaces are already occupied, you can add a third meeple on the shoulders of the other two meeples. At that point, the pyramid is complete, and no more meeples can be added to it.

The color of the meeples in the pyramid does not matter. Pyramids can have meeples of one, two, or three colors.

If you place an Acrobat tile adjacent to one or more Acrobat tiles and you wish to place a meeple as an acrobat, choose on which of those Acrobat tiles to place your acrobat.

3) Later in the game, you place a tile diagonally adjacent to an Acrobat tile and **you** complete the pyramid by placing a meeple on top.



3. Scoring a feature

When there are three acrobats in a pyramid, it is ready to be scored. However, pyramids are not scored immediately after completion because the acrobats wish to display their skills for a little while.

Instead of placing a meeple or any other figure during **2. Placing a meeple**, you can score a completed pyramid. **Each acrobat** in the completed pyramid scores its owner **5 points** and then returns to its supply.

Additional rules:

- After a pyramid has been scored, players can start a new pyramid on the same tile by placing a meeple as an acrobat on it.
- You can score a completed pyramid even if you have no acrobats in it.



On a later turn, **you** do not place a meeple and instead choose to score this pyramid.

You score 10 points.

Blue scores 5 points.

Game end

During final scoring, each of your acrobats scores 5 points, regardless of the pyramid's size.

Note on acrobat spaces

Acrobat spaces close roads and separate fields from each other.



2. Placing a meeple

You can place your **ringmaster** (instead of a meeple) on a road, in a city or a monastery, or lay him down in a field. The ringmaster counts as a normal meeple in all cases **except** that it cannot be used as an acrobat.

3. Scoring a feature

If the feature with your ringmaster becomes completed, first score points for the completed feature.

Then, for each **Circus** and **Acrobat** tile that your ringmaster is on or adjacent to, score **2 points**. You also score these ringmaster points even if your ringmaster did not score any points from the completed feature (e.g., someone else had majority). The Big Top and acrobats in a pyramid do not affect ringmaster points. After scoring, return the ringmaster to your supply.

Game end

At the end of the game, ringmasters in fields or on incomplete features score ringmaster points.



You complete
the road that
your **ringmaster** is on.
First, you score **5 points** for the **road**.
Then you score **8 points** for the **4 Circus**
and **Acrobat tiles** (2 points each)
for a total of **13 points**.



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RULES FOR USING THIS EXPANSION WITH OTHER EXPANSIONS

Refer to this page when questions come up about how this expansion interacts with other expansions. Until then, you can skip this page and start playing!



CIRCUS TILES, ANIMAL TOKENS, and THE BIG TOP

When scoring a circus, these figures score points:

- Normal meeple
- Abbot (Base Game)
- Large meeple (Exp. 1)
- Wagon (Exp. 5)
- Mayor (Exp. 5)
- Ringmaster (Exp. 10)

When scoring a circus, these figures DO NOT score points:

- Builder (Exp. 2)
- Pig (Exp. 2)
- Barn (Exp. 5)
- Shepherd (Exp. 9)

Exp. 8: You can build a bridge on a Circus tile (with or without the Big Top) following the normal rules.

If at least one tile forming a castle is adjacent to the Big Top, a meeple in that castle will score points when a circus is scored.



ACROBAT TILES and ACROBATS

General: Only normal meeples can be part of a meeple pyramid. Neither the large meeple (Exp. 1) nor any other figures are allowed.

Exp. 3: You may assign the fairy to an acrobat, in which case it counts for all acrobats in the pyramid (regardless of color). If the fairy is still there at the beginning of your turn, you score 1 point for each of your meeples in the pyramid. You can use a magic portal to place one of your meeples on an acrobat space/pyramid.

Exp. 4: If you capture an acrobat with the tower, you can choose any meeple in the pyramid (regardless of its position).

Exp. 8: You can build a bridge on an Acrobat tile only if no acrobats are on it, and you cannot place an acrobat on an Acrobat tile with a bridge on it. A meeple pyramid in a castle's fief does not count as a "feature" that can cause a castle to score.



RINGMASTER

General: The ringmaster counts as a normal meeple. He has the same uses as a normal meeple in all expansions.

Exp. 4: You can place your ringmaster on a tower (even if it will be a little wobbly).

Exp. 5: If you use your ringmaster as a farmer, you score his ringmaster points in all cases (during final scoring, after a barn is placed in the ringmaster's field, or after the ringmaster's field is connected to a barn).



Carcassonne

Die Wachtürme

Mit dieser Mini-Erweiterung könnt ihr Wachtürme in und um Carcassonne bauen. Jeder Turm überwacht andere Dinge und ist umso wertvoller, je mehr es in seiner Umgebung zu sehen gibt.



SPIELMATERIAL

- 12 neue Landschaftsplättchen mit Wachtürmen



SPIELVORBEREITUNG

Du mischst die 12 Landschaftsplättchen mit Wachtürmen unter die Landschaftsplättchen des Grundspiels. Diese Erweiterung ist für das CARCASSONNE Grundspiel entwickelt, dessen Regeln bleiben bestehen.

Die Wachtürme kannst du natürlich mit anderen Erweiterungen kombinieren, dies dann aber „auf eigene Gefahr“, d.h. es wird dazu von uns keine offiziellen Regelungen geben.

1. Plättchen legen

Ziehst du ein Landschaftsplättchen mit einem Wachturm, legst du es nach den bekannten Regeln an.

2. Einen Meeple einsetzen

Nachdem du ein Landschaftsplättchen mit einem Wachturm angelegt hast, darfst du nach den bekannten Regeln auf diesem Plättchen einen deiner Meeple einsetzen. Du darfst ihn auf eine Stadt oder auf eine Straße setzen oder ihn als Bauer auf die Wiese legen. Du darfst den Meeple **nicht** auf den Wachturm selbst einsetzen.



Du legst ein Plättchen mit Wachturm an und setzt einen Meeple auf die Stadt. Auf den Wachturm darf du ihn nicht setzen.

3. Eine Punktewertung auslösen

Wenn die Straße oder die Stadt eines Meeple auf einem Wachturm-Plättchen abgeschlossen wird, wertest du **zuerst** den Wachturm und dann die abgeschlossene Straße oder Stadt.

Dies gilt **NICHT** für Bauern. Die Bauern lösen keine Wertung der Wachtürme aus.

Bei der Wachturm-Wertung werden die **8 direkt anliegenden Plättchen** sowie das **Plättchen mit dem Turm selbst** gewertet. Auf dem Wachturm ist zu sehen, wofür du Punkte bekommst:



2 Punkte für jeden Meeple



2 Punkte für jedes Wappen



1 Punkt für jedes Plättchen mit mindestens einer Straße



3 Punkte für jedes Kloster



1 Punkt für jedes Plättchen mit mindestens einem Stadtteil



Deine Stadt wird abgeschlossen.
Du erhältst zuerst **8 Punkte** (4 Meeple x 2 Punkte) für den Wachturm. Dann erhältst du noch **6 Punkte** für die Stadt.



Gleiche Situation mit anderem Turm:
Du erhältst für den Turm **4 Punkte** (4 Plättchen mit Stadtteil x 1 Punkt), dann noch **6 Punkte** für die Stadt.



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Carcassonne

Watchtowers

This mini expansion features watchtowers that you can build in and around Carcassonne. Each tower watches over different things and is more valuable the more it watches over.



COMPONENTS

- 12 new Land tiles showing watchtowers



SETUP

Shuffle the six new Land tiles showing the watchtowers with those from the base game. This expansion has been developed for the CARCASSONNE base game and its rules still apply.

Of course you can combine "Watchtowers" with other expansions, too, but this happens "at your own risk." There will be no official rules published by us.

1. Placing a tile

When you draw a Land tile showing a watchtower, place it according to the known rules.

2. Placing a meeple

After placing a Land tile showing a watchtower, you may place one of your meeples on it according to the known rules. You may place it in a city or on a road or in a field as farmer. You may **not** place the meeple on the watchtower itself.



You place a tile showing a watchtower and place a meeple in the city. You may not place it on the watchtower though.

3. Scoring a feature

When a completed road or city contains a meeple on a watchtower, the watchtower is scored **first**.

The completed road or city is scored afterwards.

This does **not** apply to farmers. Farmers do not trigger scoring for watchtowers.

For scoring the watchtowers, the **8 directly adjacent tiles** and the **tile with the watchtower itself** are considered. You can see on each watchtower what scores you points:



2 points for each meeple



2 points for each coat of arms



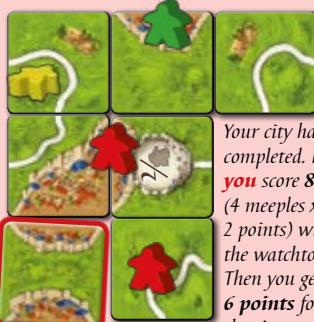
1 point for each tile showing at least one road



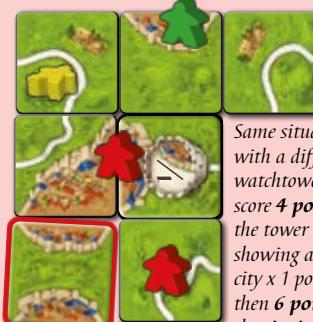
3 points for each monastery



1 point for each tile showing at least one part of a city



Your city has been completed. First, **you score 8 points** (4 meeples x 2 points) with the watchtower. Then you get **6 points for the city**.



Same situation with a different watchtower; **you score 4 points** with the tower (4 tiles showing a part of a city x 1 point) and then **6 points for the city itself**.



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