

THE FOUNTAIN

COMPONENTS

One fountain per player, added to their meeple stash.

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PLACING A FOUNTAIN

After placing a tile, you may choose to forgo placing a meeple to instead place your **fountain** on the tile. You can place a fountain on any tile regardless of its features, unless one of those features already has a fountain attached to it.

When a fountain is placed on a tile, it becomes **attached** to each road, city, and monastery shown on the tile. Once placed, a fountain remains on that tile for the entire game.

THE FOUNTAIN'S EFFECTS

When **any** player improves a feature attached to a fountain, that player **immediately** draws and places another tile, then may place a meeple on it as normal. A player can benefit from the effects of multiple tiles in a single turn – either by placing their first tile in such a way as to improve features attached to multiple fountains, or by improving a feature attached to a different fountain when placing subsequent tiles. For each fountain activated in such a way, the player places an additional tile.

Note: The effect of each fountain can only be gained once per turn, regardless of how many tiles are placed to improve features attached to it.

RULES FOR PLAYING WITH OTHER EXPANSIONS

The following features can be attached to a fountain:

- **Exp. 1:** A feature that also contains an inn or cathedral.
- **Exp. 4:** A tower. All three tower actions trigger a fountain on the tower's tile.
- **Exp. 5:** An abbey. Features connected to the Abbey tile are attached to the fountain.
- **Exp. 6:** A shrine.
- **Exp. 10:** An acrobat space. The fountain is triggered by any player that places or removes an acrobat.

Exp. 1: The builder can be placed on a feature attached to the fountain, and vice-versa. A builder can be activated when placing fountain-granted tiles, but still only once per turn. The second turn granted by the builder takes place after fountain effects and scoring for the first turn. The fountain can be activated by a builder-granted turn, but not one that was used in the original turn.

Exp. 3: The fountain is not a meeple and as such is unaffected by the princess, fairy, and dragon – however it can be placed through the magic portal.

Exp. 4: The fountain cannot be captured by a tower.

Exp. 6: The fountain cannot be placed into the City of Carcassonne.

Exp. 8: Tiles purchased during the bazaar auction **do** trigger the fountain. As usual, place fountain-granted tiles immediately then score points for the entire turn. All bazaar rounds are considered part of the turn the bazaar was placed, and each fountain can only be triggered once during it.