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Version history

4.1 (28 January 2008) Numerous corrections thanks to Borderking, Ken Shin, and in particular Scott and Jonathan Waren (Joff). Special thanks to Joff for going through all the corrections and letting me have a comprehensive list. Also removed the shaded page backgrounds to produce a smaller file size.

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 - starting from the next update, I'll try to list the pages which have been changed.

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 all games 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.

INTRODUCTION

This document started life as a translation of the Hans-im-Glück rules for the *Big Box* collection, and quickly expanded to encompass rules for *Carcassonne* and all its expansions, including footnotes, tile distribution lists, selected variations from the official website - in short, anything which might be of interest to the *Carcassonne* player. If you know of anything which can be added, please feel free to let me know!

A couple of things perhaps need explaining at this point: most importantly, the difference between 1st and 3rd edition scoring, and the stance that this document takes on them.

1st & 3rd edition scoring? What's that?

In brief, 1st edition farmer scoring is what currently comes 'in the box' with the American Rio Grande Games (RGG) edition, whereas 3rd edition farmer scoring is what the original publishers of the game, Hans-im-Glück, use.

In more detail, **1st edition** rules are scored from the perspective of the cities themselves: that is, you pick a city, and count the number of farmers on all the farms touching that city. Then the player with the most of those farmers scores 4 points. Then move on to the next city.

2nd edition rules followed almost immediately - after *Carcassonne* won Game of the Year (GotY), in fact. The original farmer rules were considered to be too difficult by the jury and they were changed, although after the change there were 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 farms 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, this isn't overly difficult. Also, in the 1st edition rules, the farms aren'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 the last five years or so, RGG chose to stick with the 1st edition rules. Why, no-one is quite sure, but the usual arguments revolve 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, **this document uses 3rd edition rules**. Also, every single FAQ, and every single expansion to the game - there are currently 11 - has 3rd edition rules in mind. Only one expansion - the *GQ* mini-expansion - was authored by RGG. So, for example, when the RGG edition of *Traders and Builders* talks about the pig giving a bonus point and bringing the total to 5, that's an adaptation of the original German rules, in which the total is 4. Sticking to 1st edition rules has meant that RGG needed to adapt every subsequent expansion to fit - so even if 1st edition rules are more 'authentic' for the basic game, they become less 'authentic' the moment you add an expansion into the mix.

Now, none of this was really a problem, so long as players are informed about the two possibilities and agreed upon which to use. However, as you'll notice in the Annotated Rules, **every point at which the RGG and HiG rules diverge has been indicated** and described in a footnote - because it's extremely important to give everyone enough information to choose, and I want this document to be useful to everyone.

What does the future look like for 1st edition rules?

The release of the latest expansion - *Abbey and Mayor* - may have changed the situation significantly. It was nearly inevitable that at some point HiG would release an expansion which would simply be incompatible with 1st edition farmer scoring; and now 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.

The new expansion features a barn - one for each player - which can only be placed at the intersection of 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 as usual, although it would be odd - after all, if only the farmers on one farm need to be removed, why should a city count all the other adjacent farms to produce a score? Possible, but weird. The real problem would come at the end, though - if you score farms from the perspectives of the cities, how would you judge the value or strength of the barn? Clearly, it trumps farmers - is it worth two of them? Does it over-rule farmers on other farms touching the city? Hmm.

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

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

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

How this will play out in the long run I don't know. The *Big Box* allowed both HiG and RGG to streamline the rules considerably in order to take account of unforeseen developments in later expansions - builders and pigs are no longer followers, for example. RGG chose not to use the opportunity to update farmer scoring, and the very next expansion released breaks 1st edition scoring significantly. I could imagine that they might have to officially change the rules now; on the other hand, they might decide that it's only one expansion after all, and so it isn't worth it. Only time will tell.

My advice to players has always been to move to 3rd edition rules - they're simpler, and allow you to play the expansions as intended. And if you're planning to get hold of *Abbey and Mayor* (which you should do, since I think it's the best expansion since *Traders and Builders*), then now is the time to take the plunge.

But whatever edition you use, and whichever expansions you play with, I hope that the Annotated Rules prove useful to you in some way.

Matt

Acknowledgements

- Klaus-Jürgen Wrede, for creating such a great game.
- Hans im Glück, for publishing it.
- Georg Wild at HiG for answering all my questions.
- Alina Cherata for putting up with the obsession, patiently dealing with translations and/or queries, and proof-reading.
- Robin Sussillo for the getting the ball rolling.
- John Sweeney hosting a great site and for information about the GQ expansion.
- and Gantry Rogue, for coming up with the CarcassonneCentral idea in the first place.

Thanks to the BoardGameGeek and CarcassonneCentral communities in general, and in particular:

- Roy Levien (Aldaron) for being a rules lawyer.
- Eric Weingarten (Little My) and Mike LeDuc (ducker) for the information about the Rio Grande Games edition.
- Andy Tinkham (tinkha) for information about original RGG editions and extensive proof-reading.
- Olon Callaway for extensive proof-reading.
- André Santos for spotting a couple of howling errors.

- Kevin Wood (kvn299) for the scan of the GQ expansion tiles.
- Cesar Moreno (NoMasOvejas), Jeff Hoffman (Gamemaster), Gilbert Cerise (chiefouray), Brandon Clarke(bwtcf) and Brett Myers (disclaimer) for proof-reading.
- Randy Szabadics (ironmule) for information about the RGG edition of *The Big Box*, and for sending me a scan of the rules.
- Ken Shin (dvader123) for drawing attention to ambiguities in the FAQ for *The Count of Carcassonne*, and to the errors on the tile distribution for the *Basic Game*.
- Ken Shin (dvader123) and ColtsFan76 (BrianMola) for drawing attention to ambiguities in the FAQ for *The Count of Carcassonne*.
- Johannes Boe (nimble123jack) for pointing out the error on p. 59-
- Scott for extensive proof-reading.
- Jonathan Warren (Joff) for extensive proof-reading, and for compiling a comprehensive list of mistakes.

Naturally, all remaining errors are entirely my own.

CARCASSONNE - THE BASIC GAME

released in 2000

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

The city of Carcassonne in southern France is famous for its unique Roman and Medieval fortifications. The players take their chances with their followers in the cities, cloisters, farms and on

the roads around Carcassonne. The development of the land is in their hands, and the skilful deployment of the followers as thieves, knights, monks and farmers is the path to success.

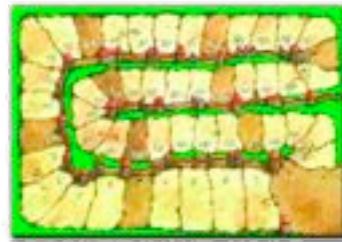
GAME CONTENTS

- **72 land tiles** (including one with a dark reverse) which depict road, city and farm segments¹, as well as cloisters and crossings.²
- **48 followers**³ in six colours⁴:



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

- One **scoreboard**. This is used to track players' scores
- One **rule booklet**
- one **supplement**.⁵



reverse of the starting tile



farm segments



city segments

road segments

crossings

OVERVIEW

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

PREPARATION

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

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

The youngest player decides who will begin the game.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 their 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.⁸
- Any city, road and farm segments must continue segments already in play.⁹

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



Road and farm segments must continue those in play.



City segments must be continued.



On one side the city is continued, on the other the farm.



Not like this!

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^{10 11 12}, as either:

a thief



or

a knight



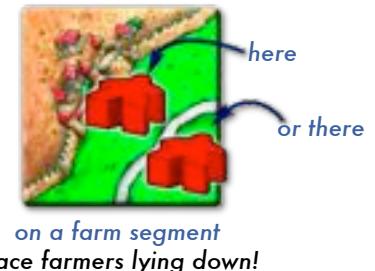
or

a monk



or

a farmer



on a road segment

in a city segment

in a cloister

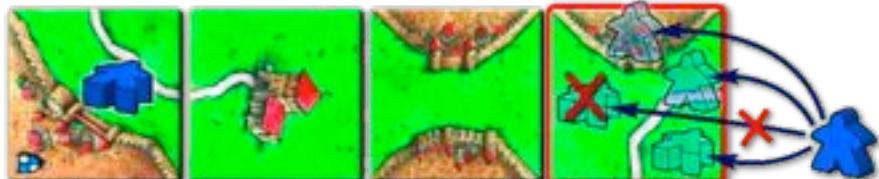
on a farm segment

Place farmers lying down!

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



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



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

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

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

With the following exception: If a road, city or cloister was completed through the placement of the tile, it must now be scored.

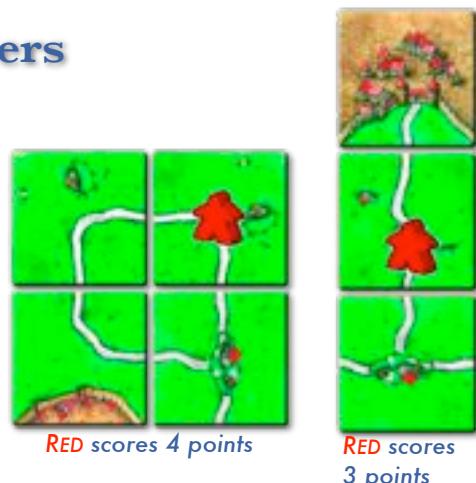
3. Score completed roads, cities or cloisters

❖ A completed road

A road is completed when the road segments on both sides end in a crossing,¹³ a city segment or a cloister, or when the road forms a closed circle.¹⁵ 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.

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



❖ A completed city

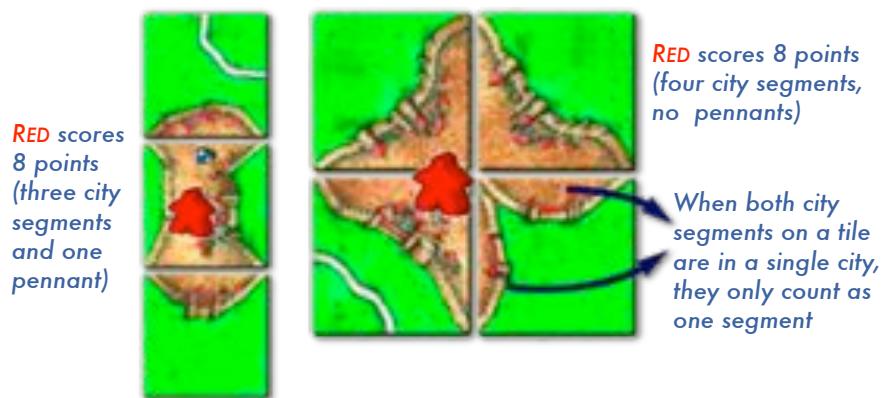
A city is completed when its segments are fully encompassed by a city wall and there are no gaps within the city.¹⁶ There is no limit to how many segments a city may contain.

A player who has a knight in a completed city scores 2 points for every city segment. Every pennant scores an extra 2 points.¹⁷

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

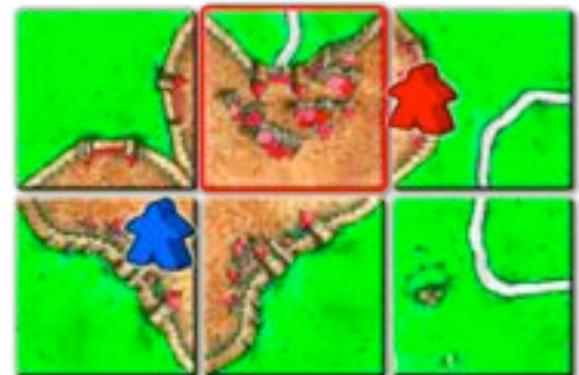
Through the wily placement of land tiles it is quite possible for several thieves to be on a road, or for several knights to occupy a city.

The points are then scored by the player with the most thieves or knights.¹⁸ In the case of a draw, all players involved score the full number of points.



❖ A completed cloister

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



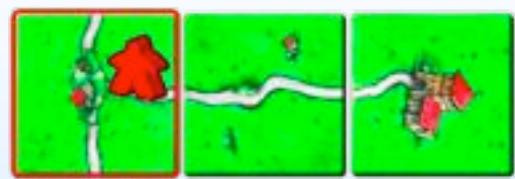
Returning followers to their owners

After a road, city or a 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.

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:



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.



Farms

Several connected farm segments form a farm.¹⁹ Farms and farm segments are not scored. They serve only as places to deploy farmers; the owner of the farm only scores points at the end of the game. As such, **farmers remain on the farm for the duration of the game and are never returned to their owner!** In order to make that clear, the farmers should be laid on their backs. Farms are separated from each other by roads, cities and the edge of the playing field - this is important during the final scoring.²⁰



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



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

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

The scoreboard

Any points scored should be recorded on the scoreboard immediately. The board is a track of fifty fields that can be lapped many times. When the field '0' is reached or passed the player takes a point tile and places it in plain view of all other players, with the number '50' face up. In this way it is clear to all that the player has already scored 50 points or more.²¹ 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.²²



THE END OF THE GAME

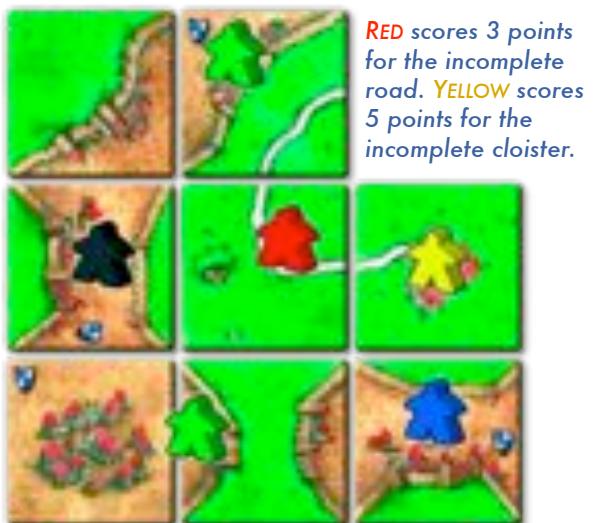
The game ends at the end of the turn in which the last land tile is placed. And roads, cities and cloisters completed in this round are scored as usual. This is followed by the final scoring.

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.**²³ As soon as the feature in question has been scored, the followers involved are removed.²⁴



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

Scoring farms

Only the farmers and their farms are left, and these will be scored now. The owner of each farm should be established. If several players have farmers on a given farm, then the player with the most farmers is the owner. In the case of a draw, all the players with the most farmers are considered to be owners. The owner (or owners) of the farm score **3 points for every completed city** which borders the farm, or lies within it.^{25 26}

If a city borders more than one farm, **the owner(s) of each farm** score 3 points for the city.^{27 28}

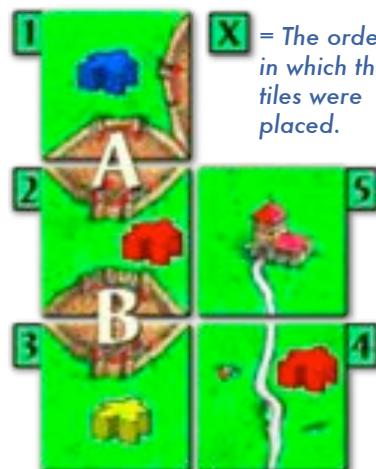
BLUE scores 3 points for the incomplete city on the bottom right. GREEN scores 8 points for the large incomplete city. BLACK scores nothing, since GREEN has more knights in the city.



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



BLUE scores 9 points.



E = The order in which the tiles were placed.
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**.



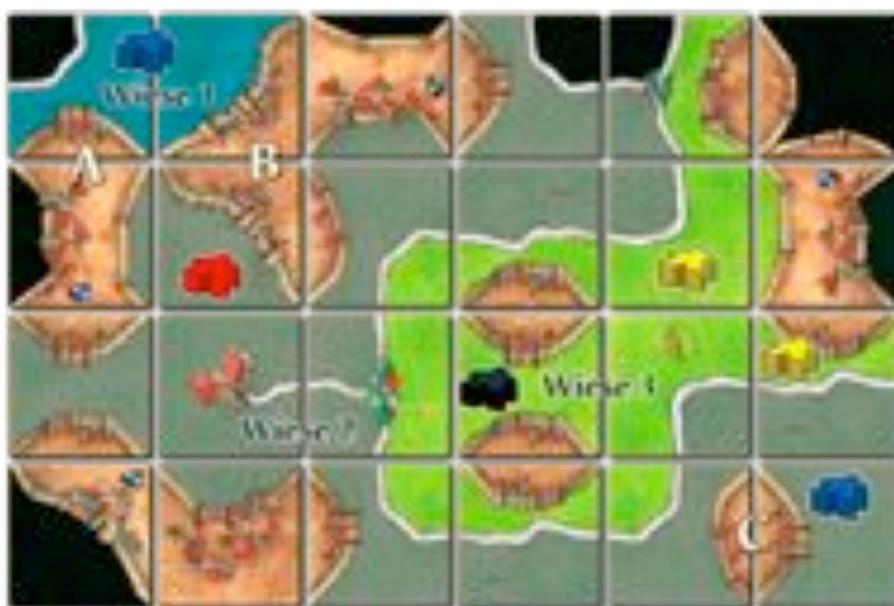
On the large farm **RED** and **YELLOW** both have two farmers, and so both score 6 points: 3 each for the cities **A** and **B**. **BLUE** owns the small farm, scoring 3 points for city **A**.

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

The player with the most points wins.

Example of farmer scoring

Here is a more detailed example of how farmers and their farms are scored.
(Translator's note: 'Wiese' is the German word being translated as 'farm'.)



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

Farm 1

BLUE owns farm 1. Two completed cities (**A** and **B**) border the farm. For each completed city **BLUE** scores 3 points (irrespective of their size), or a total of 6 points.

Farm 2

RED and **BLUE** own farm 2. There are three completed cities (**A**, **B** and **C**) bordering or lying within this farm. **RED** and **BLUE** therefore score 9 points each.

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

Farm 3

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

FOOTNOTES & FAQ

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

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

³ **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.



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

⁵ This should also include '6 point tiles', since they are considered part of the basic game in *The Big Box* rules. Also, I have not included the tile distribution sheets of the supplement in this document.

⁶ This paragraph contains a number of differences in the **RGG** edition, most notably that the youngest player does not decide who will start the game, but instead "the players decide among themselves who will be the starting player, using any method they choose." The original RGG rules agreed with HiG that the youngest player decides.

⁷ **Question:** In this game, when a new land tile is placed, does it have to fit on all edges, or is it enough if the edge that you want to connect to fits?

Answer: The new land tile must fit the adjacent terrain on all edges. During placement it is not enough to look for only one side that fits.



⁸ **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.



⁹ **Question:** Can cloisters be placed directly next to each other, or corner to corner, or must there always be eight other tiles neighbouring a cloister?

Answer: Why ever not? A cloister stands in the middle of a farm segment and other segments can be placed next to it. In contrast to roads, cities and farms it is not possible to connect to a cloister. In the example shown every monk occupies its own cloister, which will be scored independently of the neighbouring cloisters.



¹⁰ **Question:** There is just one situation that puzzles us. If a player draws a tile with two city segments and completes a small city, earning two points (or according to the newest rules, four points), can he or she then deploy a follower to the new city segment in the same turn?

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



¹¹ **Question:** If you complete a previously unoccupied city when placing a tile, do you have to occupy this city and earn the points? Or can you close the city without it being occupied and deploy a farmer?

Answer: So long as the farm is unoccupied you may deploy a follower to it. The city does not necessarily require a knight to look after it.



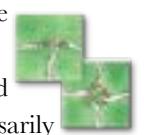
¹² **Question:** On cloister tiles, are we allowed to deploy a follower on the surrounding farm segment?

Answer: Yes! The same rules are valid for a farm surrounding a cloister as for any other farm. You can also deploy a farmer next to a cloister. In this case the cloister remains unoccupied for the rest of the game.[unless the cloister is occupied via a magic gate, or from a follower in the city of Carcassonne - Matt]



¹³ **Question:** We would like to draw your attention to an ambiguity. You speak of crossings - in the game there are crossings and junctions.

Answer: That's right! But since all crossings have the same effect - namely, to bring a road to an end - it was decided to sacrifice the distinction between crossings and junctions (or T-crossings, or T-roads...?) in order to not unnecessarily complicate matters.



¹⁴ **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.



¹⁵ **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.



¹⁶ 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.

¹⁷ Note that the so-called ‘small city’ rule has not been used in German editions for some time (since at least 2002). This rule stated that a city of two segments - the smallest possible completed city - scored only 2 points, or 1 point per tile. Pennants in a small city also scored only 1 point each. However, small cities are now scored in the same way as every other city: that is, 2 points for every city segment, and 2 points per pennant.

The RGG edition of the Big Box still uses the ‘small city’ rule.

¹⁸ **Question:** Since it isn't stated in the rules, we always disagree about how to score when two followers of one colour are occupying a road, city or farm. Do you score double in these cases?

Answer: No! The number of, or in *Inns and Cathedrals* the size of, the followers has no effect on the points that a player earns from a road, city, cloister or farm. Two knights do not double the points. The number of followers is only important in establishing who has the majority.



¹⁹ **Question:** The only thing that's unclear is how big a farm can be. I assume that a road is a border. But we've already played games where a farm was not halted by a road for almost the entire game.

Answer: Farms can be limited by all kinds of barriers, for example, roads or cities which cannot be circumvented, or the edge of the playing field. It can certainly happen that a farm covers almost the entire playing field. In that case, the only thing that can be said is, ‘Me too!’



²⁰ The 2005 edition of the rules contains a further example of farmer placement, which it might be useful to include here.

²¹ 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.

²² 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.

²³ **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.

²⁴ This sentence, based on an FAQ, has been added into the **RGG** rules at a later point in the text.

²⁵ **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.



²⁶ **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!



²⁷ Though not a change from the previous German editions, this describes what is known as the 'third edition' method of scoring farms. The Rio Grande Games translation still uses the 'first edition' method, which is described in the FAQ below. However, you are recommended to adopt the method described here, if for no other reason than it makes little sense to adopt the relatively minor changes which occur in the *Big Box* edition, while still using a method of farmer scoring (a major issue) which has not been used in Germany since at least 2002.

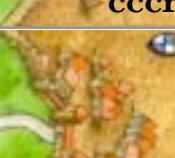
The RGG edition of the *Big Box* still uses 1st edition farmer scoring.

²⁸ **Question:** What are the differences to the rules of the first edition, when Carcassonne won *Game of the Year*?

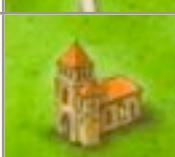
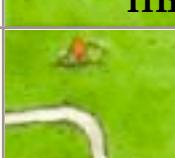
Answer: The scoring of farms was not from the perspective of the farms themselves, as it is now, but rather from the perspective of the cities. For every city, you had to check how many farmers of each colour were adjacent to it, irrespective of from which side. The player with the majority of adjacent 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.



TILE DISTRIBUTION

Quantity	Tile
1	 cccc
3	 cccf
1	 cccf
1	 cccr
2	 cccr
3	 ccff
2	 ccff
2	 ccff

Quantity	Tile
3	 ccrr
2	 ccrr
1	 cfcf
2	 cfcf
3	 cfcf
5	 cfff
3	 cfrr
4	 crfr

Quantity	Tile
3	 crrf
3	 crrr
4	 ffff
2	 fffr
9	 ffrr
8	 frfr
4	 frrr
1	 rrrr
72	Total

THE RIVER

released in 2001

EXTRA PIECES

- 12 new land tiles (showing river segments as well as familiar features such as cities, cloisters, roads and farms)²⁹

ADDITIONAL RULES

Preparation

Separate the spring tile³⁰ and the lake tile from the others. Place the spring tile in the middle of the table and make the other ten tiles into a stack. The game now begins. As usual, the players take turns to place a tile and can deploy their followers to the river tiles as knights, thieves, monks or farmers. When the river is finished, the lake tile is placed, and the game continues with the remaining tiles. Followers may not be deployed to the river itself.

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

Important: **A U-turn with the river tiles is not possible.**³¹ This means that a 180° turn is not allowed, as it may lead to difficulties in placing all the tiles.

TILE DISTRIBUTION



Quantity	Tile	Quantity	Tile
1	ccss	2	ffss
1	cscs	2	fsfs
1	csrs	1	fsrs
1	spring	1	rrss
	ffffs		
1	lake	1	rsrs
	ffffs		
12	Total		

FOOTNOTES & FAQ

²⁹ **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.

³⁰ **Question:** Does the spring tile end a farm? Or does the farm go right around the spring?

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

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

³¹ **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.)

INNS AND CATHEDRALS

released in 2002

EXTRA PIECES

- 18 new land tiles
- 6 big followers (one for each colour)³²

ADDITIONAL RULES

1. Place a tile

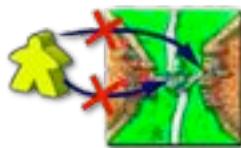
The new land tiles are placed in the usual way. Take care with the following tiles:³³



This tile has four unconnected city segments.



The cloister divides the road into two segments.

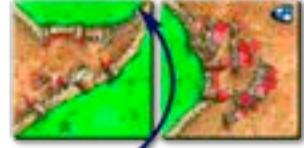


The crossing divides the road into two segments.

Thieves may not be placed here.



The inn lies on the right-hand road segment.



The farm comes to an end here.

2. Deploy a follower



Instead of deploying a small 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.³⁴ 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.³⁵

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.³⁶



Only BLUE scores points for the road.

3. Score completed roads, cities or cloisters

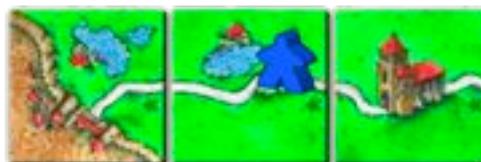


❖ A completed road

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



BLUE scores 6 points



BLUE scores 6 points



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



⌘ A completed city

If a city which contains one or more cathedrals is completed³⁷, 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 scoring³⁸

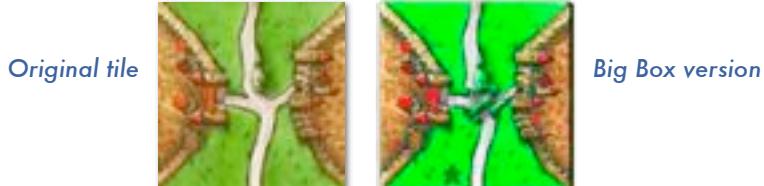


Incomplete city at the end of the game:
BLUE scores 0 points

FOOTNOTES & FAQ

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

³³ In the case of the following tile, the *Big Box* set contains a more clearly drawn junction, as this comparison illustrates:



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

³⁴ 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.

³⁵ **Question:** Does a player with one of the big followers score twice as many points?

Answer: No! The big follower is dealt with in exactly the same way as two small followers, and for two followers in a city, on a road or on a farm, you only earn points once. The only function of the big follower is to obtain the majority more quickly. For example, in a cloister the big follower earns precisely the same number of points as a smaller follower.

³⁶ **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.

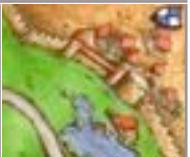
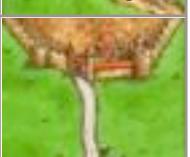
³⁷ **Question:** Am I allowed to place cathedrals in other players' cities?

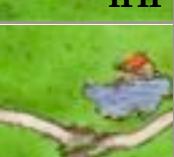
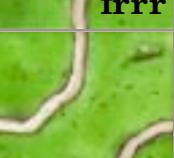
Answer: Yes, that is allowed, and is particularly useful towards the end of a game, when it can strip a large city of an opponent of points. The same goes for roads with inns.

³⁸ The image below of the completed city with a cathedral is wrongly said to score 24 points in the *Big Box* rules. It covers six tiles and has one pennant, scoring $7 \times 3 = 21$ points. The two city segments on a single tile only count as one segment.

TILE DISTRIBUTION

Quantity	Tile
2	 cccc
1	 cccc
1	 cccf
1	 ccf
1	 ccfr
1	 ccrf

Quantity	Tile
1	 ccrr
1	 cfff
1	 cfrf
1	 cfrr
1	 crcr
1	 crcr

Quantity	Tile
1	 ffrr
1	 frfr
1	 frfr
1	 frrr
1	 rrrr
18	Total

TRADERS AND BUILDERS

released in 2003

EXTRA PIECES

- 24 new land tiles
- 6 builders and 6 pigs (one for each colour)³⁹
- 20 trade counters (9x wine, 6x grain, 5x cloth)⁴⁰

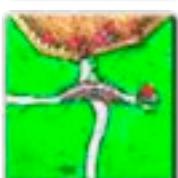
ADDITIONAL RULES

1. Place a tile

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



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



One road ends at a city, the other at a house [not an inn - Matt].



The cloister divides the road into three segments.



This tile has three separate city segments.

2. Deploy a follower

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

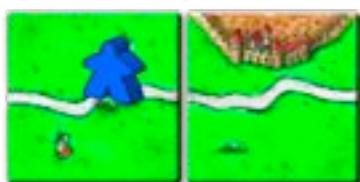
✿ The builder

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 the road or city which includes their builder, they may take a **double turn**.⁴¹ This means that, after performing the usual steps of deployment and scoring⁴², the player draws another land tile, places it appropriately, and may then deploy another follower and carry out any necessary scoring.⁴³ The player's turn is then over.

1)



2)



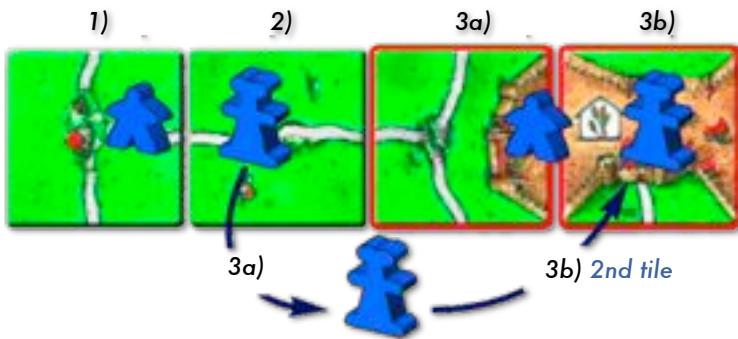
3a)



- 1) Deploy a thief.
- 2) Deploy the builder.

- 3a) Continue the road.
- 3b) Draw a second tile and place it somewhere.

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



For example, a player may:

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

❖ The pig

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

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

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

- If the last farmer on the farm with the pig is removed from play, then the pig is also returned to the player.⁴⁴ 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.⁴⁵ This is true only when the player owns the farm. As before, only farmers determine ownership of a farm.
- The pig does not count when calculating the majority.

3. Score completed roads, cities or cloisters

❖ A completed city

A city with trade goods is completed

When a city containing one or more trade symbols is completed, the city is scored as usual.

The player who completed the city receives one trade counter for each related trade symbol in the city - this player is, so to speak, the trader of the city. It is **irrelevant whether this player had a knight in the city**, or indeed whether there were any knights in the city at all.



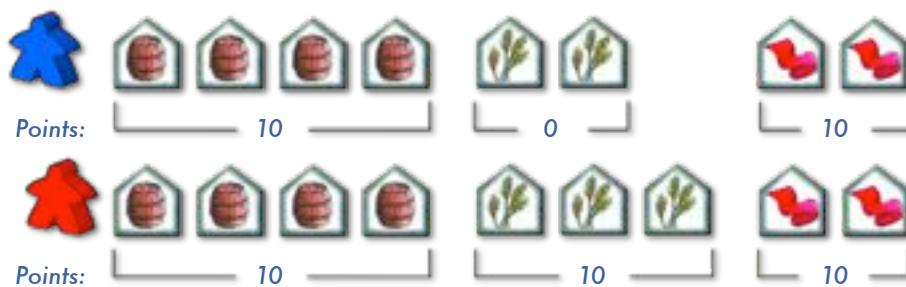
RED completed the city
BLUE scores 10 points.
RED receives two grain counters and one wine counter.

FINAL SCORING

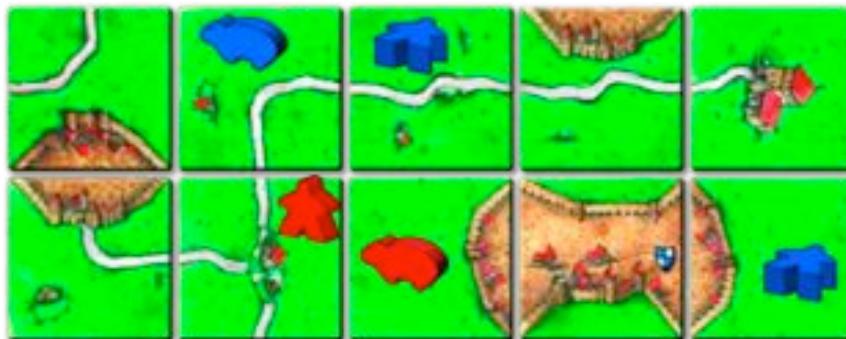
❖ Trade counters

The player who has collected the most wine counters scores 10 points. The same is true for the player with the most grain counters and the most cloth counters. As usual, in the case of a draw all players involved score the full 10 points.⁴⁶





*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, he or she scores 4 points for every completed city on the farm - 8 points in total.

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

FOOTNOTES & FAQ

³⁹ The original rules say: '12 new followers in 6 colours (one builder and one pig for each player)'. In the *Big Box* rules, the builder and pig are no longer considered to be followers, which has a large number of consequences for their use.

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

⁴⁰ The bag is not included in the *Big Box* set, and so is omitted from the list. The original explanation for the use of the bag is as follows: 'For technical reasons, the tiles of Carcassonne (the basic game) and the expansion(s) may have slightly different colours. Should this be the case, the tiles may be drawn from the bag.'

⁴¹ The original rules say that 'the builder makes the double turn possible.' Although the word 'may' is now being used instead, I do not get the impression from the subsequent text that the double turn is in any way optional.

⁴² Although the text in this paragraph is substantially different from that in the original rules, the only rule change is the point at which the second tile is drawn. Originally the rules stated that the second tile was drawn (and placed) 'immediately'; the *Big Box* rules state that the tile is drawn 'after the usual steps of deployment and scoring have been performed'. The player's turn should be completed in its entirety before beginning the double turn by taking a second tile. **The RGG edition of the *Big Box* also changes this rule.**

⁴³ **Question:** How often does prisoner buy-back occur in a 'double turn' (e.g. just once, like fairy scoring, or twice, as part of a repeated step)?

Answer: It happens once per turn. The double-turn is also only a 'single' turn.

⁴⁴ This is a consequence of the new rule that builders and pigs are not followers, and it also applies when the last thief or knight is removed from a road or city which includes the builder. Under the old rules, the builder or pig remained in play, and the builder continued to generate double-turns (according to an FAQ). Under the new rules, the builder and pig are dependent on followers for deployment, and cannot remain in play without them. **The RGG edition of the *Big Box* also changes this rule.**

⁴⁵ According to third edition rules for scoring farms.

⁴⁶ The second image below has an error - the red follower should be lying down, not standing up.

TILE DISTRIBUTION

Quantity	Tile
1	 cccc
1	 cccc
1	 cccf
1	 cccf
1	 cccf
1	 cccr
1	 cccr

Quantity	Tile
1	 ccff
1	 ccff
1	 ccfr
1	 ccfr
1	 ccrf
1	 ccrf
1	 ccrr
1	 ccrr

Quantity	Tile
1	 cfcf
1	 cfcr
1	 cfcr
1	 cfrr
1	 crcr
1	 crff
1	 frrr
1	 rrrr
24	Total

KING AND SCOUT

released in 2003

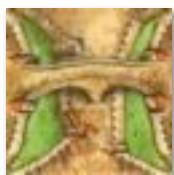
EXTRA PIECES

- 5 new land tiles for *Carcassonne*
- 1 king tile
- 1 robber baron tile
- Also: 5 new tiles for *Carcassonne - Hunters and Gatherers* (not discussed here)

ADDITIONAL RULES

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 can 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** city⁴⁷ - which means, he or she places the final tile of this city - then he or she receives the king.⁴⁸

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

❖ 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**.

FOOTNOTES & FAQ

⁴⁷ **Question:** Who gets the King, the player with the biggest city, or the player with the highest scoring city?

Answer: The player who completes the biggest city, that is, the city which consists of the most land tiles, receives the king. This is still the case when another smaller city earns more points through pennants or the cathedral. The same is true of roads and the robber baron.

⁴⁸ **King and Scout: 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.

Quantity	Tile
1	
1	
1	
1	
1	
5	Total

THE COUNT OF CARCASSONNE

released in 2004

EXTRA PIECES

- 12 new city tiles^{49 50 51}
- 1 count

ADDITIONAL RULES

Preparation

At the beginning of the game, the twelve city tiles are placed on the table so that they form a single city. This city - Carcassonne itself - serves as the starting point for the game.⁵² As such, the normal starting tile is not used.

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



3. Score completed roads, cities or cloisters

Deploying followers to and from Carcassonne

Whenever a city, road or cloister is completed in which at least one player scores points, **but the player placing the final tile does not**, this player may deploy a **follower from their supply** to a city quarter of their choice.⁵³ If several features are completed, the player must not score points in any of them in order to take advantage of this opportunity. A player may only deploy one follower to Carcassonne each turn.⁵⁴ However, if a player has a double turn - because of the builder - in both these turns a follower may be deployed to Carcassonne.⁵⁵

If a feature is completed during the subsequent course of play, then **before the calculation of the majority**, all players may redeploy their followers from the appropriate city quarter to the feature being scored⁵⁶ - with the exception of those followers in the same city quarter as the count.

The followers may be redeployed according to these rules:

- from the **castle** quarter, a follower may be moved to a **city**;
- from the **blacksmith's** quarter, a follower may be moved to a **road**;
- from the **cathedral** quarter, a follower may be moved to a **cloister**;⁵⁷
- from the **market** quarter, a follower may be moved to a **farm**.⁵⁸

Followers in the market quarter may only be redeployed at the end of the game.⁵⁹ 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.

How does that work in practice?

The player to the left of the one who placed the last tile begins, followed in turn by the other players. **The player who placed the last tile may redeploy their followers last.** Each player may choose to redeploy all, any or none of his or her followers from the appropriate city quarter to the feature being scored. Then scoring continues as usual.⁶⁰

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

The count

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



FOOTNOTES & FAQ

⁴⁹ **Question:** Does the city of Carcassonne count when scoring farms at the end of the game? **Answer:** Yes.

⁵⁰ **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.

⁵¹ **Question:** Can the dragon fly around the outside of Carcassonne to reach a normal tile, even if it cannot enter the city? **Answer:** In order to avoid the consequences described, that must also be forbidden. The dragon clears out the whole tile and doesn't distinguish between city or farm... that's also valid for Carcassonne.

⁵² **Question:** Can followers be deployed to the farms, cities and roads on the outer tiles of the Carcassonne via a magic gate? **Answer:** No, that would just cause trouble. Would they then be protected from the dragon, or could the dragon indeed move onto the farms and only rampage outside the city? But the dragon always empties the whole tile.

⁵³ **Question:** Can the mayor and the wagon (or the barn) be placed in the appropriate quarter of Carcassonne City?

Answer: Mayor and wagon: Yes; barn: no.

⁵⁴ **Question:** Can a player who completes a road, city or cloister, but without profit, deploy a follower to Carcassonne and redeploy another before the area is scored? **Answer:** No, no, no! That is completely forbidden! Scoring takes place first, and then, should the occasion arise, a follower may be deployed to the city of 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.

⁵⁵ **Question:** Can a follower be deployed to the city of Carcassonne via a magic gate? **Answer:** No. The magic gate 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 is occupied according to different rules.

⁵⁶ **Question:** Can followers in the city of Carcassonne be redeployed to empty roads, cities, cloisters or farms? **Answer:** Yes, and when an empty road, city, or cloister is completed, followers in the appropriate quarter of the city [meeples in castle can only be deployed to cities, and so on] may be redeployed and the scored immediately. In general, unoccupied cities, roads, cloisters do not earn very many points, and so this option is mostly useful for returning followers from the city of Carcassonne to a player's supply.

⁵⁷ **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.

⁵⁸ **Question:** Can a follower be moved from Carcassonne City to a farm with a barn - and if so, how many points does a player earn (1 or 3)?

Answer: Yes, that is allowed: the farmer will then be scored immediately, and so scores only 1 point per city and is (importantly) not on farm during the final scoring proper.

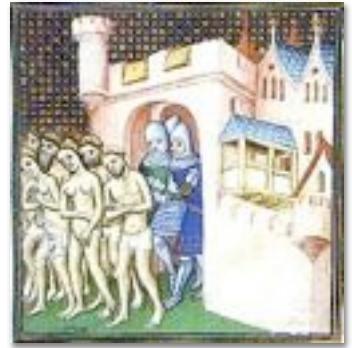
⁵⁹ **Question:** How does follower placement during the final scoring work? **Answer:** In principle very similarly to the way it works during the game. The 'trigger' for the final scoring is the player who placed the last tile and so ended the game. Beginning with the player on the left of the 'trigger' player, each player redeloys one of his or her followers from the city of Carcassonne to an appropriate feature [meeples 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.

⁶⁰ **Question:** How are the followers in the city of Carcassonne scored? **Answer:** They're not! There is no scoring in the city of Carcassonne. However, the followers can influence the usual scoring, in that players can redeploy their figures to any city, road, cloister or farm that is currently being scored.

THE CATHARS

released 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.⁶¹



EXTRA PIECES

- 4 new land tiles

ADDITIONAL RULES

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 2.⁶² 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 neighbouring cloister.⁶³ 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 from the city and return it to the supply.⁶⁴

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.⁶⁵

TILE DISTRIBUTION

Quantity	Tile
1	
1	

Quantity	Tile
1	
1	
4	Total

FOOTNOTES & FAQ

⁶¹ 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.

⁶² **Question:** According to the rules, a besieged city which is completed during the game earns only one point per city tile. Do you then add the extra two points for every pennant, or do those extra points fall by the wayside?

Answer: Every city tile and every pennant (true, that could have been mentioned in the rules) earns one point, or two points with the cathedral. The word "only" is purely quantitative, referring to the points value alone. As such the change to the usual rules is as small as possible.

⁶³ **Question:** Can a knight in a besieged city escape via an abbey, or only via a cloister?

Answer: Yes: the abbey has all the characteristics of a cloister.

⁶⁴ **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.

⁶⁵ **Question:** Does a player still score double points for a besieged city if it lies on a farm with a barn?

Answer: Yes.

THE PRINCESS AND THE DRAGON

released in 2005

EXTRA PIECES

- 30 new land tiles
- 1 dragon
- 1 fairy



ADDITIONAL RULES

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 gate) which can have an effect on step 2: Deploy a follower. The precise functions are described there.

Other new tiles:



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.

2. Deploy a follower

• The fairy

Instead of deploying a follower⁶⁶, the builder or the pig⁶⁷, a player may now decide to move the neutral fairy next to one of his or her followers.^{68 69 70} The fairy begins the game at the edge of the playing field. If the fairy is already next to a follower, it may be moved next to another.

The fairy has three **functions**:

- The dragon cannot enter a tile with the fairy on it. As such, any follower on this tile is protected from the dragon.
- At the start of a player's turn, if the fairy is next to one of the player's followers, then the player immediately scores a point. (If a builder generates a double turn for a player, this bonus is still only scored once.)⁷¹
- If the fairy is standing next to a follower in a feature (road, city, cloister or farm) which is being scored, the owner of that follower receives 3 points, independently of how much (if anything) the player scores from the scoring. The follower is then returned to the player, while the fairy remains where it is.⁷²

• The volcano

6 tiles

A player who places a volcano tile must immediately move the dragon **to this tile** from its current location. The player may not deploy a follower to the tile, but may - according to the usual rules - deploy a builder or a pig, or move the fairy.⁷³ At no point may followers occupy the same tile as the dragon.



• The dragon

12 tiles

A player who places a dragon tile may deploy a follower or move the fairy as usual.⁷⁴ Then the game is interrupted⁷⁵ - **the dragon moves!**⁷⁶

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, and the tile occupied by the fairy is also off limits.^{77 78} Whenever the dragon enters a tile occupied by game figures (followers, builders or pigs)⁷⁹, they are all returned to the relevant player.⁸⁰ 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.⁸¹ When the dragon has finished moving, play continues as usual.⁸²

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

Note: Until a volcano card has been placed, the dragon remains on the edge of the playing field, and is not moved. If a dragon tile is drawn, it is placed to one side and the player may draw another tile. As soon as the dragon is in play, any dragon tiles which have been laid to one side are mixed into the supply and the game continues as before.⁸³



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 gate

6 tiles

A player who places a magic gate tile may deploy a follower in this turn **to the tile or to a tile already in play**^{84 85}. The usual rules must be followed⁸⁶ - for example, the follower may not be deployed to an already occupied or completed road, city, cloister or farm.⁸⁷⁸⁸



❖ The princess

6 tiles

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**⁸⁹ remove **one** knight (big or small)⁹⁰ from the city and return it to its owner.⁹¹



- If there are knights of several players in the city, the player placing the tile may freely choose which knight is to be removed.
- If the last knight of a player is removed from a city in which that player also has a builder, then the builder is also removed and returned to the player.⁹²
- If a knight is removed from the city, the player may not deploy or move any other figure (follower, builder, pig or fairy).

FOOTNOTES & FAQ

⁶⁶ The **RGG** edition of *The Big Box* states only that “whenever a player places no follower on his turn, he may, instead, place the fairy.” However, it still seems reasonable to conclude that fairy placement is an alternative to placing a pig, builder or tower piece, even if they are not explicitly mentioned.

⁶⁷ This is a small, but significant change; see the note below on the volcano.

⁶⁸ Given the formulation of this procedure, it would seem that a consequence of the new rule that builders and pigs are no longer followers is that it is not possible to move the fairy next to either of them.

⁶⁹ **Question:** Can you move the fairy to a tile, when the only follower on the tile is on a tower?

Answer: Yes.

⁷⁰ **Question:** Can the fairy be placed next to the barn and if so, does the player score a bonus point each turn and 3 extra points during scoring?

Answer: No, because the barn is not a follower.

⁷¹ The clarification in brackets also stems from an FAQ.

⁷² **Question:** If a player completes a city and does not deploy a follower, can he or she move the fairy to a follower in the city and earn the three bonus points?

Answer: Yes, the deployment of a follower - and so the movement of the fairy - occurs before any scoring.

⁷³ This is a fairly major change in the rules, especially in respect of the previously available FAQ.

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

The situation with regard to the builder and pig is more complicated. A number of FAQs stated that the dragon 'cleared out' any tile that it occupied, and one FAQ stated that it was not possible for any follower (meaning at that time big or small followers, or builders and pigs) to be deployed via a magic gate to a tile occupied by the dragon. This no longer seems to be the case, even though the dragon still eats builders and pigs. Although the rules for the magic gate mean that the builder and pig cannot use it anymore, both may now be deployed to a volcano tile to which the dragon has just been moved. This means, logically, that the dragon no longer 'clears out' any tile which it occupies, but rather it clears out the tile *as it moves there*. So the builder and pig can now be deployed right under the nose of the dragon, and only be eaten if the dragon returns to that tile at a later date.

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

⁷⁴ **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.

⁷⁵ The **RGG** edition adds a clarification which contradicts the sequence described in the HiG edition and the FAQ: "If placement of the tile completes a feature, it is scored as normal. Then, the game is briefly interrupted while the Dragon moves." So, according to the RGG edition of The Big Box, dragon movement occurs **after** scoring; according to HiG it occurs **before** scoring.

⁷⁶ 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.

⁷⁷ **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.

⁷⁸ **Question:** The dragon is unable to enter Carcassonne - but can it move onto the outer tiles? Can it fly around the outside of the city to reach a normal tile?

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

⁷⁹ **Question:** Can the mayor and the wagon be eaten by the dragon, captured by the tower, or seduced by a princess?

Answer: Yes (at which point the question of what the princess does with the wagon arises...)

⁸⁰ **Question:** If there are 2 followers on 1 tile (tower and city) does the dragon eat them both?

Answer: [It eats them] all.

⁸¹ This is a direct consequence of the new rule that builders and pigs are not followers - in the original rules they could remain in play, the builder still able to generate double turns.

⁸² **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.

⁸³ The image below has **two** errors - the blue farmer should be lying down, not standing up, and more importantly, the tile with the blue farmer is illegally placed - it has a road leading towards the volcano tile which ends in nothing. Thanks to André Santos for pointing this out.

⁸⁴ It is unclear whether this means that builders and pigs cannot use the magic gate - it is probably best to assume that they cannot.

⁸⁵ **Question:** Can the mayor, the wagon and the barn use a magic portal?

Answer: Mayor and wagon: Yes; barn: no.

⁸⁶ **Question:** Can a follower be deployed to the city of Carcassonne via a magic gate?

Answer: No. The magic gate 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 is occupied according to different rules.

⁸⁷ 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 gate to reach a feature which had been completed, but not scored. This was corrected in an FAQ, and now in these rules. The magic gate may not be used to reach a completed feature, whether it was scored or not.

⁸⁸ **Question:** Can followers be deployed to the farms, cities and roads on the outer tiles of the city of Carcassonne via a magic gate?

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

⁸⁹ This is a change to the original rules, which stated that the princess *must* remove a knight, unless there was no knight in the city at all. The change brings the procedure in line with that of the tower: both may remove a follower if the player wishes.

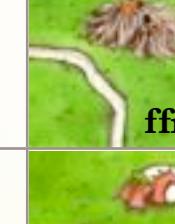
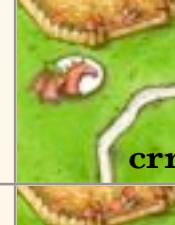
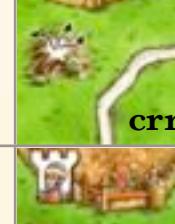
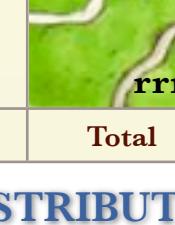
The RGG edition of the Big Box still says that princesses *must* remove a follower.

⁹⁰ This clarification is based on a FAQ, and constitutes a slight rule change. According to an FAQ, the big follower could only be removed from a city when there were no other knights. A big follower is now removed from the city just like any other.

⁹¹ **Question:** If the dragon can eat a follower on a tower, can the follower also be seduced by a princess?

Answer: The tower is not a part of the city: they are two separate areas.

⁹² It seems that, under the new rules, builders cannot be directly removed by a princess. The original rules also stated that knights were removed by the princess, but in the FAQ it was stated that builders could also be removed since they were followers. Builders are no longer followers, so it is reasonable to assume that the princess has no effect on them. This would also conform with the new rule that builders and pigs cannot be taken prisoner by towers.

Quantity	Tile	Quantity	Tile	Quantity	Tile
1		1		1	
1		1		1	
1		1		2	
1		1		1	
1		1		1	
1		1		1	
1		1		1	
1		1		1	
1		1		1	
1		1		30	Total

TILE DISTRIBUTION

THE RIVER II

released in 2005

EXTRA PIECES

- 12 new river tiles⁹³

ADDITIONAL RULES

Preparation

Separate the spring tile, the river fork and the lake tile from the others, while the remaining tiles are mixed and placed face down in a stack. The spring tile⁹⁴ is placed in the middle of the table. The youngest player then places the fork. 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 allowed⁹⁵, and the two river branches must not be connected.

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

If you don't possess the relevant expansions, the inn, volcano and pig-herd tiles have no particular significance.⁹⁶

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

The pig-herd tile earns the farmer who owns this farm an extra 1 point per city. This bonus is in addition to that of the regular pig from the *Traders and Builders* expansion.^{97 98}

FOOTNOTES & FAQ

Quantity	Tile	Quantity	Tile
1		1	
1		1	
1		1	
1		1	
1		1	
1		1	
1		1	
12	Total		

⁹³ **Question:** Does the spring tile end a farm? Or does the farm go right around the spring?

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

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

⁹⁴ **Question:** When the two *River* sets are combined, should we make two rivers (using the two spring) or discard one spring and one lake and make just one river?

Answer: One spring and one lake are discarded.

⁹⁵ **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.)

⁹⁶ Still, there seems to be no reason why you shouldn't use the pig-herd without having the pig, since they are scored independently.

⁹⁷ **Question:** Do you receive the bonus from the the pig-herd tile even if you don't have a pig on the farm?

Answer: Yes, the pig herd is a neutral pig, so to speak.

⁹⁸ **Question:** Does the pig-herd tile still score an extra point (barn = 4 points, barn+pig-herd = 5 points per city)?

Answer: The pig-herd tile only counts in connection with farmers, not the barn.

THE TOWER

released in 2006

EXTRA PIECES

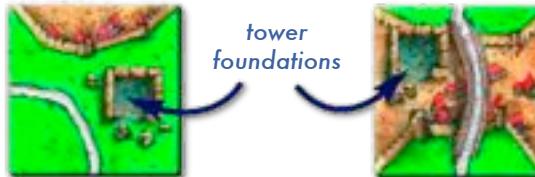
- **18 new land tiles**
- **30 tower pieces** (in one colour)
- **1 tower** as tile dispenser (Taking the tower apart is not recommended. The tiles can be drawn from the top as well as from the bottom. We recommend that the tiles are drawn from the top, since the fewer tiles there are in the tower, the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

ADDITIONAL RULES

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



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

1. Place a tile

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

2. Deploy a follower

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

Place a tower piece and take a prisoner

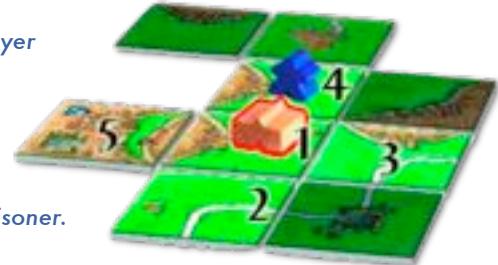
Whenever a player places a tower piece, he or she may take **one big⁹⁹ or small follower** prisoner¹⁰⁰. Builders and pigs **cannot** be taken prisoner.¹⁰¹ Which followers can be captured depends on the height of the tower on which the tower piece was just placed. If the tower has one storey, the player 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.

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

When the player takes a follower of another player prisoner, then the capturing player should place the prisoner

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.

clearly in front of themselves. If the player takes one of their own followers prisoner, it should be returned to the supply.¹⁰² 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.¹⁰³

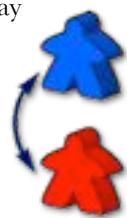
❖ Deploy a follower to a tower

If a follower is deployed to the top of a tower¹⁰⁴, the construction of the tower is finished and it may not be built any further. The follower remains on top of the tower until the end of the game and is not removed or returned to the player unless eaten by the dragon^{105 106} or captured by another tower.^{107 108} 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.¹⁰⁹ If one of the players has several prisoners belonging to the other player, the owner may decide which prisoner should be returned.¹¹⁰

Furthermore, during their turn a player may decide to pay the **ransom**¹¹¹ and buy back **one** prisoner from **one** opponent.¹¹² In this case, the player should move their scoring marker on the scoreboard back **three spaces**, and the marker of the opponent forward three. This follower may then be deployed in the same turn.



TILE DISTRIBUTION

Quantity	Tile
1	
1	
1	
1	
1	
2	

Quantity	Tile
1	
1	
1	
1	
1	
1	

Quantity	Tile
1	
1	
1	
1	
1	
18	Total

FOOTNOTES & FAQ

⁹⁹ The original rules did not mention big followers, but several FAQs stated that they are treated in exactly the same way as small followers, as the new rules now describe.

¹⁰⁰ 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.

¹⁰¹ This is a new ruling. A previous FAQ stated that builders and pigs could indeed be taken prisoner, since they were followers; however, under the new rules they are no longer considered to be followers, and cannot be taken prisoner.

¹⁰² **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.

¹⁰³ This is because builders and pigs are no longer considered to be followers in the *Big Box* rules, and cannot remain in play independently.

¹⁰⁴ 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!

¹⁰⁵ **Question:** Can you move the fairy to a tile, when the only follower on the tile is on a tower?

Answer: Yes.

¹⁰⁶ **Question:** If there are 2 followers on 1 tile (tower and city) does the dragon eat them both?

Answer: [It eats them] all.

¹⁰⁷ Although as far as the German rules are concerned, this is merely a clarification previously stated in the FAQ , with respect to the original English rules by Rio Grande Games this is a significant rule change. The original German rules made no mention of whether a follower on a tower could be captured or not - and an FAQ confirmed that they could. However, the RGG translation explicitly stated that they could not. With the release of the *Big Box* set, however, RGG have themselves corrected that, bringing the two sets of rules in line once more. In all rule sets except the original print of *The Tower* by RGG, followers on towers can indeed be captured.

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

¹⁰⁸ **Question:** If the dragon can eat a follower on a tower, can the follower also be seduced by a princess?

Answer: The tower is not a part of the city: they are two separate areas.

¹⁰⁹ The **RGG** edition of *The Big Box* adds a useful clarification here: “No negotiation is necessary or allowed. The exchange is automatic”

¹¹⁰ This is also a new clarification not contained in the original rules.

¹¹¹ **Question:** Is the ransom for the big follower doubled?

Answer: No: he may be big, but he's still only one person.

¹¹² **Question:** How often does prisoner buy-back occur in a ‘double turn’ (e.g. just once, like fairy scoring, or twice, as part of a repeated step)?

Answer: It happens once per turn. The double-turn is also only a ‘single’ turn.

THE GAMES QUARTERLY EXPANSION

released in 2006

EXTRA PIECES

- 12 new land tiles including 1 pig-herd tile and 1 spring tile.¹¹³

COMMENTS

As advertised, the *GQ mini-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.¹¹⁴ However, the spring tile included here has a road leading away from the spring, and so divides the farm.

No matter how many spring tiles you have you should still only use **one** to form a single river.¹¹⁵

It should be noted that, officially, the **ffff** tile is *not* a pig-herd tile (see *The River II* for more details). I have been informed by John Sweeney that this has been confirmed by Jay Tummelson of Rio Grande games.¹¹⁶

The reason for this is that, unlike all the other expansions described here, the *GQ Expansion* is the product of Rio Grande Games. 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.¹¹⁷

FOOTNOTES & FAQ

¹¹³ Thanks to Kevin Wood for the tile scans.

Quantity	Tile	Quantity	Tile
1		1	
1		1	
1		1	
1		1	
1		1	
1		12	Total

¹¹⁴ **Question:** Does the spring tile end a farm? Or does the farm go right around the spring?

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

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

¹¹⁵ **Question:** When the two *River* sets are combined, should we make two rivers (using the two spring) or discard one spring and one lake and make just one river?

Answer: One spring and one lake are discarded.

¹¹⁶ **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.

¹¹⁷ These comments are by Matthew Harper; the original *GQ expansion* contains no rules.

ABBEY AND MAYOR

released in 2007

This expansion offers players new possibilities for strengthening their influence in the region of Carcassonne. Travelling merchants now transport their wares to the neighbouring cities and cloisters. The towns in the surrounding countryside are growing ever larger and elect their own mayors. Simple farmers are becoming prosperous and building barns, while the church attempts to strengthen its influence by establishing abbeys.

EXTRA PIECES

- 12 new land tiles

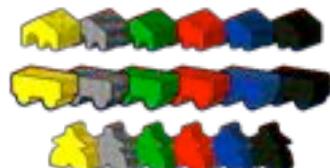
- 6 abbey tiles



- 6 wooden barns

- 6 wooden wagons

- 6 wooden mayors



ADDITIONAL RULES

Preparation

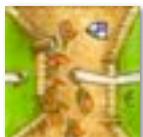
At the beginning of the game, every player receives one abbey tile and one mayor, one barn and one wagon of the player's chosen colour, and places these in his or her supply.¹¹⁸ With the exception of the following changes, the basic rules for Carcassonne remain unchanged.

1. Place a tile

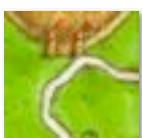
The new land tiles are placed in the usual way.¹¹⁹



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 in the farm.



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

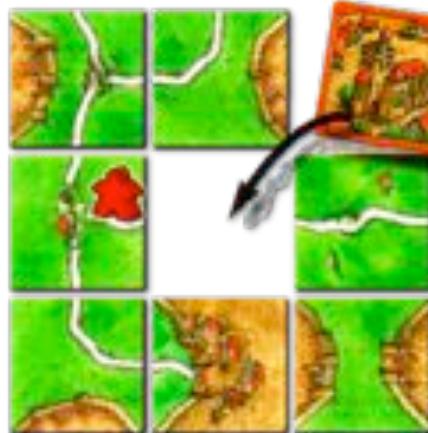
• The abbey



Instead of drawing and placing a land tile, a player may instead choose to place his or her abbey tile. 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 tiles¹²⁰. If there is no such 'hole' available, the abbey cannot be placed. The player may deploy a follower to the abbey as a monk.^{121 122}

When player has placed an abbey (and possibly deployed a follower), all four of the adjoining tiles are completed. All completed roads, cities and cloisters are then scored as usual.¹²³

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 the supply. The city below the abbey and the road to the right are still open.

2. Deploy a follower

❖ The mayor

The mayor may be deployed instead of a follower. It may only be deployed to a city in which there is currently no knight or mayor; the usual rules for deploying followers still apply.^{124 125 126}

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.¹²⁷

The strength of the mayor is the same as the number of pennants in the city.¹²⁸ If the city has no pennants, then the mayor has a strength of zero. The score of the city is not changed by the mayor. After scoring, the mayor is returned to the player's supply.



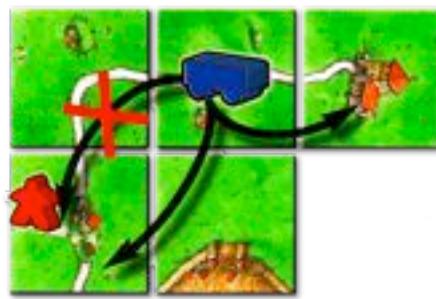
The mayor has a strength of three (for the three pennants). As such, BLUE scores 18 points for the city.

❖ The wagon

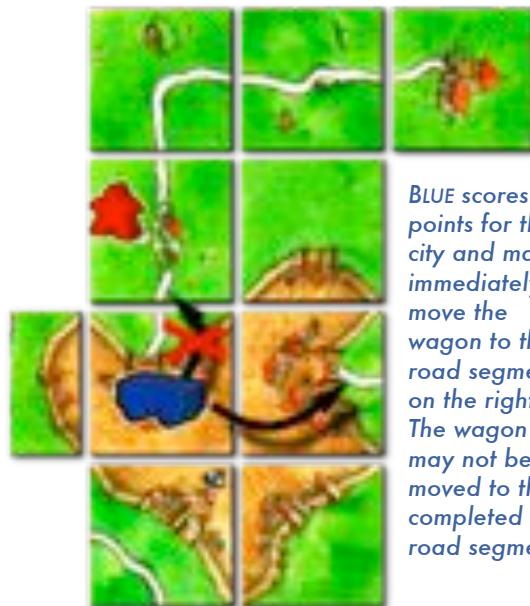
The wagon may be deployed instead of a follower. It may be deployed to a road, city or cloister in which there is no other figure.^{129 130} The wagon may **never** be deployed to a farm.

If a feature occupied by a wagon is scored, the wagon counts as a normal follower. After scoring, the player may return the wagon to his or her supply, or may **move** the wagon to a directly adjacent road, city or cloister. The feature into which the wagon is moved must be incomplete and unoccupied.¹³¹ If none of the neighbouring features are incomplete and unoccupied, the player **must** return the wagon to the supply.

If several wagons are involved in during 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.¹³²



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



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



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

❖ The barn

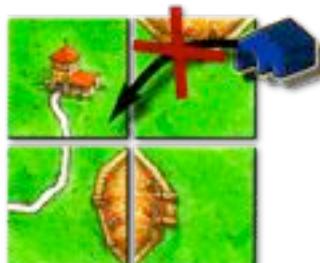
Placement

The barn may be placed instead of a follower. It may only be placed on the point of intersection of four land tiles, one of which has just been placed by the player. The four land tiles must **only** consist of farms at this intersection point. The barn may also be placed on a farm on which there are already farmers, although not one on which there is already another barn.¹³³ The barn will remain where it is until the end of the game.¹³⁴





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.

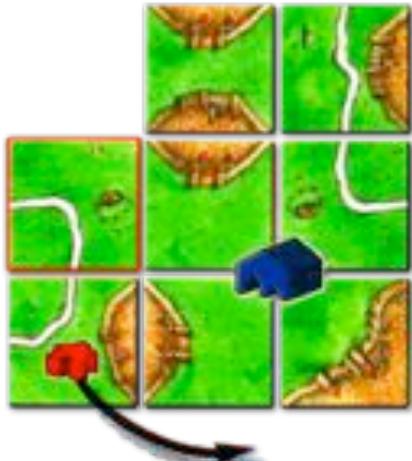


Scoring when placing a barn

Any farmers already on the farm are scored **immediately**, in the same way as at the end of the game. That is, the player or players with the majority of farmers score the usual **3 points** for every completed city*. It makes no difference whether the owner of the barn is involved in scoring or not.¹³⁵

Then the players return the farmers to their supply.¹³⁶

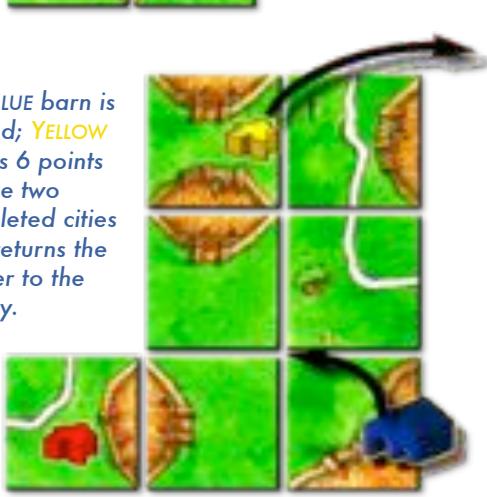
* If *Traders and Builders* is being used, a farmer with a pig receives the usual 4 points for every completed city. The pig is then also returned to the player's supply.¹³⁷



Scoring when a farm is connected

No farmer may be deployed to a farm with a barn.¹³⁸ If the placement of a tile results in a farm with farmers being connected to a farm with a barn, the farmers are scored immediately. However, the player with the majority of farmers scores only **1 point** for every completed city**. These farmers are then also returned to their owners after scoring.¹³⁹

** With a pig: 2 points instead of 1.



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



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.

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.¹⁴⁰ If several barns lie on a single farm through the placement of connecting tiles, each player receives the full score.

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

FOOTNOTES & FAQ

¹¹⁸ **Question:** What is the status of the mayor, the barn and the wagon? Are they followers or 'special figures' like the builder and the pig?

Answer: Ah... that old chestnut! The mayor is a follower, subject to the usual rules of deployment and affects the majority. The barn is a special figure, although it can also be counted as a follower. As far as the wagon is concerned, I'm a little uncertain, but I'd nevertheless count it as a follower.

¹¹⁹ **Question:** In the case of the tile with the well and three 'roads': do all the 'roads' have to be completed before scoring?

Answer: Yes.

¹²⁰ The **RGG** edition clarifies this sentence by adding "(not the diagonals)".

¹²¹ The **RGG** has a slight change here, in that the final sentence of this section is moved here.

¹²² **Question:** When an abbey tile is placed, can a follower be deployed next to the abbey (as a knight, for example), as it is possible to do with a cloister? Or does the whole tile count as the abbey and so only monks can be deployed to it?

Answer: No, the abbey covers the whole tile. The surroundings are not a city.

¹²³ **Question:** Can a knight in a besieged city escape via an abbey, or only via a cloister?

Answer: Yes: the abbey has all the characteristics of a cloister.

¹²⁴ **Question:** Can the mayor or the wagon be eaten by the dragon, captured by the tower, or seduced by a princess?

Answer: Yes (at which point the question of what the princess does with the wagon arises...)

¹²⁵ **Question:** Can the mayor and the wagon (or the barn) be placed in the appropriate quarter of Carcassonne City?

Answer: Mayor and wagon: Yes; barn: no.

¹²⁶ **Question:** Can the mayor, the wagon and the barn use a magic portal?

Answer: Mayor and wagon: Yes; barn: no.

¹²⁷ **RGG:** this sentence moved later (to after the next footnote).

¹²⁸ The RGG edition inserts the following clarification: "For example, if the city has 3 pennants, the mayor counts as 3 followers."

¹²⁹ **Question:** According to the rules, "no other figure" may be in same feature as the wagon - does that include the fairy, the dragon and tower pieces (because they're all figures)?

Answer: We didn't pay enough attention here (damn!): instead of "figure" it should read "follower".

¹³⁰ The **RGG** edition changes 'figure' to "no other wagon or follower." This avoids confusion about the term 'follower' but adds a distinction between 'follower' and 'wagon' which does not seem to be valid.

¹³¹ The **RGG** adds the following clarification: "A wagon always counts as though it were a follower during scoring."

¹³² This sentence has been omitted from the **RGG** edition.

¹³³ The **RGG** edition omits this last sentence about other barns.

¹³⁴ **Question:** Can the fairy be placed next to the barn and if so, does the player score a bonus point each turn and 3 extra points during scoring?

Answer: No, because the barn is not a follower.

¹³⁵ **Question:** Does a player still score double points for a besieged city if it lies on a farm with a barn?

Answer: Yes.

¹³⁶ The **RGG** edition adds that "the barn, however, remains".

¹³⁷ The **RGG** edition retains precisely the same mechanic as described here, contradicting 1st edition farmer scoring. No indication of whether **RGG** now espouses the abandonment of 1st edition is given. However, where the **HiG** rules say "scored immediately, in the same way as at the end of the game. That is, the player...", the **RGG** rules say only "scored immediately. The player..." This suggests that the rules for scoring barns should be considered *different* to those for scoring farms in the **RGG** rules.

¹³⁸ 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."

¹³⁹ **Question:** Can a follower be moved from Carcassonne City to a farm with a barn - and if so, how many points does a player earn (1 or 3)?

Answer: Yes, that is allowed: the farmer will then be scored immediately, and so scores only 1 point per city and is (importantly) not on farm during the final scoring proper.

¹⁴⁰ The **RGG** edition adds "regardless of their distance from the barn". This is probably to help introduce players to 3rd edition scoring.

TILE DISTRIBUTION

Quantity	Tile
1	
1	
1	
1	
1	
1	

Quantity	Tile
1	
1	
1	
1	
1	
1	
1	
12	Total

OVERVIEW

ORDER OF PLAY

1. Draw a tile and place it



or place an abbey (*Abbey and Mayor*)

2. 'Move the wood'

deploy a small follower (*Basic Game*) or a large follower (*Inns and Cathedrals*)
or

deploy the builder or the pig (*Traders and Builders*)

or

move the fairy or remove a knight with a princess (*The Princess and the Dragon*)

or

Place a tower piece (*The Tower*)

or

deploy a mayor or deploy a wagon or place a barn (*Abbey and Mayor*)

Move the dragon if necessary (*The Princess and the Dragon*)

3. Scoring

GAME FIGURES

Followers Every small or big follower is just **one** follower

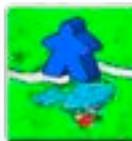


Special figures Builders and pigs are not followers



Neutral figures The dragon, fairy, Count and tower pieces don't 'belong' to anyone



SCORING		During the game		After the game	
Completed features	Incomplete features				
		Road (thief) Road with inn	1 point /tile 2 points /tile	Road (thief) Road with inn	1 point /tile 0 point /tile
					
		City (knight) City with cathedral City with Cathar	2 points /tile 3 points /tile 3 points /pennant (-1) point /tile (-1) point /pennant	City (knight) City with cathedral City with Cathar	1 point /tile 1 point /pennant 0 points /tile 0 points /pennant 0 points /tile 0 points /pennant
		Cloister (monk)	9 points (the cloister and the eight tiles around it)	Cloister (monk)	1 point /tile (the cloister and each of the eight tiles around it)
					
					
				Farmers	3 points /completed city (+1) point /completed city (+1) point /completed city affected city (x2) points
				Barn	4 points /completed city affected city (x2) points
Placement Connecting	Majority of farmers on placing a barn with pig with pig-herd tile with Cathar tile	3 points /completed city (+1) point /completed city (+1) point /completed city affected city (x2) points			
	Majority of farmers on connecting to farm with a barn with pig with pig-herd tile with Cathar tile	1 points /completed city (+1) point /completed city (+1) point /completed city affected city (x2) points			
	Fairy Fairy when scoring	1 point / turn start 3 points / scoring			Trade counters 10 points /majority
					King 1 point /completed city
					Robber baron 1 point /completed road

SUMMARY OF RULE SETS & CHANGES

	<i>Hans im Glück rules</i>	<i>Rio Grande Games rules</i>	<i>The Big Box (Hans im Glück)</i>	<i>The Big Box (Rio Grande Games)</i>
starting player	youngest player decides	youngest player decides	youngest player decides	any method agreed upon by all players
'small city' rule	no	yes	no	yes
farmer scoring	3rd edition	1st edition	3rd edition	1st edition
2nd tile (double turn)	drawn immediately	drawn immediately	drawn after scoring	drawn after scoring
builders and 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 <i>not</i> follower	cannot deploy follower, builder or pig
magic gate to unscored feature	yes (no in FAQ)	no	no	no
princess tile	must remove knight or builder	must remove knight or builder	<i>may</i> remove knight	must remove knight
princess / big follower	can only remove if last follower in city (FAQ)	same as normal follower (implicit)	same as normal follower	same as normal follower
the dragon moves	before scoring (FAQ)	?	before scoring	after scoring
dragons eat	everything	everything	everything	everything
towers capture	followers, (including builders & pigs)	followers (including builders & pigs)	followers	followers
tower captures followers on towers	yes (FAQ)	no	yes	yes
tower captures own followers	no	no	yes	yes
last knight/thief/farmer is removed	builder or pig not removed (FAQ)	builder or pig not removed (implicit)	builder or pig removed	builder or pig removed

I hope that's everything - if not, please let me know!

- Matt

INCORPORATED & DEPRECIATED FAQ

Introduction

The Big Box has affected a large number of the Carcassonne FAQ. Some have been rendered out-of-date or wrong; I have designated these as **DEPRECIATED**. In the case of others, the reader of *The Big Box* rules would simply not think of asking such questions, since they have been **INCORPORATED** into the latest rules. Whatever issues there may be concerning the status of these FAQ - translations, not officially recognised translations, correspondence, and so on - the questions marked as **INCORPORATED** must be considered to be absolutely official rulings, and those marked as **DEPRECIATED** are just as officially invalid.

However, more needs to be done: I have access to only the HiG edition, and although I know - thanks to people at BGG - what the RGG edition has to say about these questions, I think it is important to prove the status of the FAQ below. So if you have the RGG edition, and can offer to help, please contact me via email. Thanks.

All page references are to rules of *The Big Box*, unless otherwise stated. I have given the German original of the HiG rules. Some of the answers have been slightly abridged to include only what is relevant.

Questions

1. Farm scoring has been simplified: When scoring the points for farms, a player can supply a city from several sides. If a player has the majority on several farms bordering a city, he or she will earn points for each of these farms, rather than only once; as such, he or she will not have to keep check of which cities have already been scored.

INCORPORATED (HiG only)

Proof (HiG): 3rd edition scoring.

Proof (RGG): 1st edition scoring.

2. Further simplification of the rules for scoring farms: In the original rules, the farms were scored in relation to the cities, in other words, the majority was calculated for every farm bordering a city and then the city scored accordingly. In contrast, the current rules are that the majority should be established on each farm and then the farm scored according to the adjacent cities.[\(Link\)](#)

INCORPORATED (HiG only)

Proof (HiG): 3rd edition scoring.

Proof (RGG): 1st edition scoring.

3. ‘Small city’ rule revoked: A ‘small city’ of only two segments now scores 2 points per tile, just like any other completed city; that is, it now scores 4 points altogether, as opposed to the original score of just 2 points.

INCORPORATED (HiG only)

Proof (HiG): p. 4: graphic; Rot erhält 4 Punkte (*Red scores 4 points*).

Proof (RGG): p.4: graphic; Red scores 2 points (exception: a 2 tile city does not get 2 points per tile).

4. **Question:** What happens if you draw a tile that cannot be placed anywhere? **Answer:** In the rare circumstance where a drawn tile really cannot be placed anywhere - not even on the very edges of the game, or on another player's territory - it is discarded from the game. The only occasion where this circumstance could conceivably arise is with the placement of purely city cards such as the cathedral from Inns and Cathedrals.

INCORPORATED

Proof (HiG): p. 3: Falls der seltene Fall eintritt, dass eine Karte nicht passend angelegt werden kann, wird sie ganz aus dem Spiel genommen, und der Spieler zieht eine neue (*In the rare case that a tile cannot be placed anywhere, it is removed from the game, and the player draws another*).

Proof (RGG): p. 3: In the rare circumstance where a drawn tile has no legal placement (and all players agree), the player discards the tile from the game (into the box) and draws another tile to place.

5. **Question:** When I place a tile and, e.g., complete a road, can I deploy a follower to this completed road, earn the points and remove the follower immediately? **Answer:** As longs as the road was hitherto unoccupied, that is allowed. Again, the same is true of cities and the stroke of luck when such a thing happens with a cloister.

INCORPORATED

Proof (HiG): p. 4: Es ist möglich, im selben Zug einen Gefolgsmann zu setzen, sofort zu werten und den Gefolgsmann wieder zurück zu bekommen (*It is possible to deploy a follower, score immediately, and have the follower returned, all in the same turn*).

Proof (RGG): p. 4: it is possible for a player to deploy a follower, score a road, city, or cloister, and have the follower returned on the same turn.

6. **Question:** Two thieves (of the same or different colours) are on two separate roads. What happens when the roads are connected? **Answer:** The newly-created road is now occupied by both thieves and both players earn the same points. If there is only one player involved the or she only receives the points once. The same is true for cities and farms.

INCORPORATED

Proof (HiG): p. 4: Die Punkte erhält der Spieler mit den meisten Wegelagerern bzw. Rittern. Bei Gleichstand erhalten alle beteiligten Spieler die vollen Punkte. (*The points are then scored by the player with the most thieves or knights. In the case of a draw, all players involved score the full number of points*).

Proof (RGG): p. 4: When two or more players tie with the most thieves or knights, they each earn the total number of points.

7. **Question:** Since it isn't stated in the rules, we always disagree about how to score when two followers of one colour are occupying a road, city or farm. Do you score double in these cases? **Answer:** No! The number, or in Inns and Cathedrals the size, of the followers has no effect on the points that a the 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.

INCORPORATED

Proof (HiG): p. 4: Die Punkte erhält der Spieler mit den meisten Wegelagerern bzw. Rittern. Bei Gleichstand erhalten alle beteiligten Spieler die vollen Punkte. (*The points are then scored by the player with the most thieves or knights. In the case of a draw, all players involved score the full number of points*).

Proof (RGG): p. 4: When two or more players tie with the most thieves or knights, they each earn the total number of points.

8. **Question:** "When two or more players tie with the most thieves or knights, they each earn the total points for the road or city." The most knights in play or in the city in question? / The most thieves in play or in the road in question? The same question would arise for farmers during the final scoring. **Answer:** When establishing a majority only the followers in the city, road or cloister in question are relevant. In the example shown, yellow and black draw at the moment and both earn the full points for the road. The yellow thief on the bottom left tile is on a different road, which is separated from the other by the crossing, and earns the points for that road alone.

INCORPORATED

Proof (HiG): p. 4: Die Punkte erhält der Spieler mit den meisten Wegelagerern bzw. Rittern. Bei Gleichstand erhalten alle beteiligten Spieler die vollen Punkte. (*The points are then scored by the player with the most thieves or knights. In the case of a draw, all players involved score the full number of points*).

Proof (RGG): p. 4: When two or more players tie with the most thieves or knights, they each earn the total number of points.

9. **Question:** It's unclear how a road with two different thieves is scored: either with the same points or the points are halved, rounding up or down. Suggestion: rounding down, because of the total points. **Answer:** Both earn the same points. A successful collaboration should pay off! And there's nothing wrong with going around the scoreboard more often.

INCORPORATED

Proof (HiG): p. 4: Die Punkte erhält der Spieler mit den meisten Wegelagerern bzw. Rittern. Bei Gleichstand erhalten alle beteiligten Spieler die vollen Punkte. (*The points are then scored by the player with the most thieves or knights. In the case of a draw, all players involved score the full number of points*).

Proof (RGG): p. 4: When two or more players tie with the most thieves or knights, they each earn the total number of points.

10. **Question:** What happens when several knights of the same colour occupy a completed city? Do you earn points just once, or does every knight count? **Answer:** The points are only earned once! The number, or in Inns and Cathedrals the size, of the followers has no effect on the points that a player earns from a road, city, farm or cloister. Two knights do not earn twice as many points. The number of followers in a road, city, and so on, is only relevant for establishing the majority.

INCORPORATED

Proof (HiG): p. 4: Die Punkte erhält der Spieler mit den meisten Wegelagerern bzw. Rittern. Bei Gleichstand erhalten alle beteiligten Spieler die vollen Punkte. (*The points are then scored by the player with the most thieves or knights. In the case of a draw, all players involved score the full number of points*).

Proof (RGG): p. 4: When two or more players tie with the most thieves or knights, they each earn the total number of points.

11. **Question:** How many points does this crossing / circle earn? **Answer:** A thief on this circle earns 4 points.

Although it consists of five road segments each land tile scores only once, just as in the case of cities.

INCORPORATED

Proof (HiG): p. 3: graphic; Rot erhält 4 Punkte (*Red scores 4 points*).

Proof (RGG): p. 3: graphic; Red earns 4 points.



12. **Question:** The rules should be more clearly stated. For example, two followers of a player are on a road: double points? **Answer:** No! The number, or in Inns and Cathedrals the size, of the followers has no effect on the points that a player earns from a road, city, farm or cloister. Two thieves do not earn twice as many points. The number of followers on a road, in a city, and so on, is only relevant for establishing the majority.

INCORPORATED

Proof (HiG): p. 4: Die Punkte erhält der Spieler mit den meisten Wegelagerern bzw. Rittern. Bei Gleichstand erhalten alle beteiligten Spieler die vollen Punkte. (*The points are then scored by the player with the most thieves or knights. In the case of a draw, all players involved score the full number of points.*)

Proof (RGG): p. 4: When two or more players tie with the most thieves or knights, they each earn the total number of points.

13. **Question:** How do I score a road that - just like a city that has grown out of two smaller cities - now has two different thieves occupying it? **Answer:** The road earns both players - just like a city that has grown out of two smaller cities - the full number of points available.

INCORPORATED

Proof (HiG): p. 4: Die Punkte erhält der Spieler mit den meisten Wegelagerern bzw. Rittern. Bei Gleichstand erhalten alle beteiligten Spieler die vollen Punkte. (*The points are then scored by the player with the most thieves or knights. In the case of a draw, all players involved score the full number of points.*)

Proof (RGG): p. 4: When two or more players tie with the most thieves or knights, they each earn the total number of points.

14. **Question:** Are you allowed to deploy builders or pigs to cities, roads or farms in which there is already a builder or pig?

Answer: Yes, that is allowed. Builders may be deployed to roads and cities, and pigs to farms, to which a follower was deployed in a previous turn, irrespective of any followers of others players that may also be present.

INCORPORATED

Proof (HiG): p. 7: Auf der Straße bzw. Stadt dürfen bereits Wegelagerer, Ritter oder Baumeister anderer Spieler stehen (A builder can be deployed even if there thieves, knights or builders of other players on the road or city). p. 8: Auf der Wiese dürfen bereits Bauern oder Schweine anderer Spieler stehen (*There can already be farmers, pigs of other players on the farm*).

Proof (RGG): p. 7: The road or city many contain knights, thieves, and builders from other players. p. 8: The field may contain farmers and pigs from other players.

15. **Question:** When a player receives a double turn, is the second tile drawn and played before the first one is scored, or does the second turn occur after the first turn has been completely finished? **Answer:** After scoring.

INCORPORATED

Proof (HiG): p. 7: ...einen Doppelzug ausführen. Das bedeutet, er zieht nach den üblichen folgenden Schritten (Gefolgsmann setzen und Werten) noch eine weitere Landschaftskarte... (...take a double turn. This means that, after performing the usual steps of deployment and scoring, the player draws another land tile...)

Proof (RGG): p. 7: Thus, after he places a follower (or not) and scores (if required), he takes another complete turn.

16. **Question:** May a player who places a dragon tile, and doesn't deploy a follower, move the fairy to one of his or her own followers before the dragon moves? **Answer:** Yes! It's a big advantage, but the rules allow it.

INCORPORATED

Proof (HiG): p. 9: Ein Spieler der eine Drachenkarte angelegt hat darf wie gewohnt einen Gefolgsmann darauf setzen oder die Fee ein- bzw. versetzen. Dann wird das Spiel kurz unterbrochen - der Drache zieht! (*A player who places a dragon tile may deploy a follower or move the fairy as usual. Then the game is interrupted - the dragon moves!*)

Proof (RGG): p. 9: Whenever a player draws a tile showing a dragon figure, he places it as he would normally place a tile, and may place a tile as he normally could. If placement of the tile completes a feature, it is scored as normal. Then the game is briefly interrupted while the Dragon moves! [Note that this implicitly entails the possibility of moving the fairy instead of deploying a follower - as is usually the case - but note also that the RGG rule states (new to this edition) that the dragon moves after scoring. - Matt]

17. **Question:** May a player move the fairy when he or she places a volcano tile? **Answer:** No! To move the fairy a player has to relinquish the deployment of one of his or her own followers; since in this case no follower may be deployed, the fairy cannot be moved either.

DEPRECIATED (HiG only)

Proof (HiG): p. 9: Er darf keinen Gefolgsmann auf die Karte setzen, kann jedoch entweder Baumeister, Schwein oder Fee nach den jeweiligen Regeln ein- bzw. versetzen. (*The player may not deploy a follower to the tile, but may - according to the usual rules - deploy a builder or a pig, or move the fairy*).

Proof (RGG): p. 9 ...he may not place any followers (or any other figure, except the dragon) on the volcano tile.

18. **Question:** Can a follower be deployed via the magic gate to a city, road, cloister or farm that has been completed, but not scored? **Answer:** No, this is due to a formulation error in the rules. The sentence "...not to an already scored city, cloister, road or farm" ("...nicht in bereits gewertete Gebiete...") should really read: "...not to an already completed city, cloister, road or farm." ("...nicht in bereits abgeschlossene Gebiete...")

INCORPORATED

Proof (HiG): p. 10: Er darf also seinen Gefolgsmann z.B. nicht in bereits besetzte oder abgeschlossene Gebiete setzen (*for example, the follower may not be deployed to an already occupied or completed road, city, cloister or farm*).

Proof: (RGG): p. 10: In addition, he may not place his follower on an already completed feature.

19. **Question:** Does the dragon also eat builders and pigs? **Answer:** Yes. A balanced diet is also important for dragons, and in accordance with the Traders & Builders rules, builders and pigs are also followers.

INCORPORATED

Proof (HiG): p. 9: Immer wenn der Drache eine Karte betritt, auf der Spielerfiguren (Gefolgsleute, Baumeister, Schweine) stehen, kommen alle dort stehenden Spielerfiguren direkt zum jeweiligen Spieler zurück (*Whenever the dragon enters a tile occupied by game figures (followers, builders or pigs), they are all returned to the relevant player*). [Note that the dragon eats builders and pigs even though they are not followers anymore - Matt]

Proof: (RGG): Whenever the dragon visits a tile with a follower, a builder, or a pig, the player whose figure stands on the tile takes the follower, builder, or pig from the tile, returning it to his supply.

20. **Question:** Can a builder also be removed from play by placing a princess tile? **Answer:** Yes. The builder is considered to be a follower here as well. The player who places the card can as such freely decide which meeple he or she removes.

DEPRECIATED

Proof (HiG): p.10: Implicit: ...so kann er einen der dort stehenden (großen oder kleinen) Ritter aus der Stadt nehmen und seinem Besitzer zurückgeben. (*the player may remove one knight (big or small) from the city and return it to its owner*). [Note that the player CAN (kann) remove a knight - Matt]

Proof: (RGG): p. 10: Implicit ...he must return one of those knights (his choice, and he may choose a large or normal sized follower). [Note that the player MUST remove a knight - Matt]

21. **Question:** Can the big follower also be removed by placing a princess tile? **Answer:** Yes, but it is a paladin amongst the knights and remains strong until there are no other followers left in the city. As such, the big follower can only be removed when there are no other followers occupying the city.

INCORPORATED

Proof (HiG): p. 10: ...so kann er einen der dort stehenden (großen oder kleinen) Ritter aus der Stadt nehmen und seinem Besitzer zurückgeben. (*the player may remove one knight (big or small) from the city and return it to its owner*). [Note that no mention is made of the special 'paladin' rule - Matt]

Proof: (RGG): p. 10: ...he must return one of those knights (his choice, and he may choose a large or normal sized follower). [Again, no mention of the 'paladin' rule - Matt]

22. **Question:** What happens to the builder when the dragon eats the accompanying knight, or when the knight is removed by a princess? **Answer:** The builder stays where it is and continues its work, that is, the player can take two turns in the same way as before. It is indeed possible that the city will not belong to anyone, since the builder does not count towards the majority in the city. Then the builder will only be returned to the player when the city is completed, or when it too is eaten by the dragon or removed by a princess.

DEPRECIATED

Proof (HiG): p. 9: Wird der letzte Wegelagerer, Ritter oder Bauer von der Straße bzw. Stadt mit dem Baumeister oder von der Wiese mit dem Schwein entfernt, so kommt auch der Baumeister bzw. das Schwein zum Spieler zurück (*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*).

Proof: (RGG): p. 9: When a player's last thief, knight, or farmer is removed from a road or city with a builder, or field with a pig, the player takes take [sic] his builder or pig, putting it in his supply.

23. **Question:** What happens to the pig when the dragon eats the accompanying farmer? **Answer:** Then that is one poor pig, all alone on the farm. In this case the player can (again) attempt to win the majority on this farm, or try to get the pig eaten by the dragon.

DEPRECIATED

Proof (HiG): p. 9: Wird der letzte Wegelagerer, Ritter oder Bauer von der Straße bzw. Stadt mit dem Baumeister oder von der Wiese mit dem Schwein entfernt, so kommt auch der Baumeister bzw. das Schwein zum Spieler zurück (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).

Proof: (RGG): p. 9: When a player's last thief, knight, or farmer is removed from a road or city with a builder, or field with a pig, the player takes take [sic] his builder or pig, putting it in his supply.

24. **Question:** In the question about the princess and the big follower, it was said that the big follower is not removed by the princess, but remains until there are no more knights in the city. Does he still count in that case? **Answer:** Count towards what? The big follower should only be removed last in order to limit the loss to the affected player. That's the whole content of the statement.

DEPRECIATED

Proof (HiG): p. 10: ...so kann er einen der dort stehenden (großen oder kleinen) Ritter aus der Stadt nehmen und seinem Besitzer zurückgeben. (*the player may remove one knight (big or small) from the city and return it to its owner*). [I marked this question as depreciated and Q21 above as incorporated because this question focuses on the 'paladin' rule, while Q21 confirms that the big meeple can be removed at all - Matt]

Proof: (RGG): p. 10: ...he must return one of those knights (his choice, and he may choose a large or normal sized follower).

25. **Question:** If a builder is stranded when their player's knights in the city are eaten by the dragon or removed by the princess, does the player still receive a 3-point bonus from the fairy when the city is completed and the fairy is stood on the same tile as the builder? The same question goes for the pig. **Answer:** The same as before: yes [both are followers. (Can also be eaten by the dragon, etc.)]

DEPRECIATED

Proof (HiG): p. 9: Wird der letzte Wegelagerer, Ritter oder Bauer von der Straße bzw. Stadt mit dem Baumeister oder von der Wiese mit dem Schwein entfernt, so kommt auch der Baumeister bzw. das Schwein zum Spieler zurück (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). [The point being that builders and pigs can no longer be stranded - Matt]

Proof: (RGG): p. 9: When a player's last thief, knight, or farmer is removed from a road or city with a builder, or field with a pig, the player takes take [sic] his builder or pig, putting it in his supply.

26. **Question:** If a player has the fairy on the same tile as a pig or builder, do they still receive the 1-point bonus at the start of their turn? **Answer:** Yes, both are followers. (Can also be eaten by the dragon, etc.)

DEPRECIATED

Proof: (HiG): p. 9: Anstatteinen Gefolgsmann, Baumeister oder Schwein zu setzen, kann sich jeder Spieler nun entscheiden, die neutrale Figur Fee zu einem beliebigen eigenen Gefolgsmann zu stellen (*Instead of deploying a follower, the builder or the pig, a player may now decide to move the neutral fairy next to one of his or her followers*). [Remember that builders and pigs aren't followers anymore - Matt]

Proof (RGG): p. 9: Whenever a player places no follower on his turn, he may, instead, place the fairy on any tile where he has one of his followers.

27. **Question:** If a player has a double turn because of a builder, can the 1-point bonus from the fairy be added on both occasions? **Answer:** No, the builder makes ONE double turn, not two single turns. So points are only awarded once.

INCORPORATED

Proof: (HiG): p. 9: Führt ein Spieler mit dem Baumeister einen Doppelzug aus, so erhält er diesen Punkt nur einmal. (*If a builder generates a double turn for a player, this bonus is still only scored once*).

Proof (RGG): p. 9: If a players uses [sic] his builder to take a second turn, he does not score 2 points for the fairy!

28. **Question:** Can pigs and builders use the magic gate? **Answer:** The same as before: yes [both are followers. (Can also be eaten by the dragon, etc.)]

DEPRECIATED

Proof: (HiG): p. 10: Ein Spieler eine Zauberungskarte angelegt hat darf seinen Gefolgsmann in diesem Zug auf diese oder eine beliebige bereits ausliegende Karte setzen. (*A player who places a magic gate tile may deploy a follower in this turn to the tile or to a tile already in play*). [Remember that builders and pigs aren't followers anymore - Matt]

Proof (RGG): p. 10: When a player draws a magic portal tile, he may place a follower on this or any previously placed tile.

29. **Question:** When using the princess tile to remove an opponent, can you still move the fairy to one of your own tiles? **Answer:** No, for the same reason as with volcanos.

INCORPORATED

Proof: (HiG): p.10: Entfernt der Spieler einen Ritter aus der Stadt, so darf er keine Figur (Gefolgsmann, Baumeister, Schwein oder Fee) einsetzen (*If a knight is removed from the city, the player may not deploy or move any other figure (follower, builder, pig or fairy)*). [Not comparable to volcanos (HiG), though - see Q17 - Matt]

Proof (RGG): p. 10: In this case, he may not place a follower (or any other figure) on this tile, even on the field or the road.

30. **Question:** Can the magical gate be used to place a follower on the same tile as the dragon? And if so, can the fairy also be moved there? **Answer:** No, you can't place a figure next to the dragon.

DEPRECIATED [This one is a real pit of vipers. According to the HiG rules, you can now place figures next to the dragon - builders and pigs may be deployed, and the fairy moved, when a volcano tile is placed. The only thing that is explicitly ruled out is followers on the same tile as the dragon. However (Q28) builders and pigs cannot use the magic gate, and in that sense this question is depreciated for HiG. Whether the fairy may be moved to the same tile as the dragon, on the other hand, is a very real question for HiG. My guess is no, but that's only a guess.]

For RGG, as far as I know, the question is wholly depreciated (I hope ;-)) because builders and pigs cannot use the magic gate, and neither they nor the fairy may be moved on placing a volcano tile; although it is still marginally conceivable that the fairy could be moved next to the dragon.

In the end, this question is not depreciated because it is 'wrong' by the new rules - though it largely is - but because it screams out for official confirmation. Still, I need to know what the RGG rules say...]

Proof: (HiG): p. 9: Er darf keinen Gefolgsmann auf die Karte setzen, kann jedoch entweder Baumeister, Schwein oder Fee nach den jeweiligen Regeln ein- bzw. versetzen. Gefolgsmänner dürfen zu keinem Zeitpunkt gemeinsam mit dem Drachen auf einer Karte stehen. (*The player may not deploy a follower to the tile, but may - according to the usual rules - deploy a builder or a pig, or move the fairy. At no point may followers occupy the same tile as the dragon*).

Proof (RGG): p. 9: ...but he may not place any followers (or any other figure except the dragon) on the volcano tile.

31. **Question:** Can you use the tower to capture pigs and builders? **Answer:** Yes, they are followers (Traders & Builders rules)

DEPRECIATED

Proof: (HiG): p. 10: Immer dann, wenn ein Spieler ein Turmteil setzt, darf der Spieler sofort einen kleinen oder einen großen Gefolgsmann gefangen nehmen. Baumeister und Schwein können nicht gefangen genommen werden. (*Whenever a player places a tower piece, he or she may take one big or small follower prisoner. Builders and pigs cannot be taken prisoner*).

Proof (RGG): p. 10: Whenever a player places a tower piece, he may immediately take one small or large follower as prisoner. Builders and pigs may not be taken as prisoners.

32. **Question:** Are we allowed to move the fairy when a tower piece is placed? **Answer:** No, both are alternatives to deploying a follower, and since only one follower may be deployed, only one alternative may be chosen.

INCORPORATED

Proof: (HiG): p. 10: Anstatt einen Gefolgsmann, Baumeister, Schwein oder Fee zu setzen, kann sich jeder Spieler nun entscheiden, eines seiner Turmteile auf eine beliebig ausliegende Landschaftskarte mit einem Turmplatz oder auf einen schon bestehenden Turm zu setzen, oder einen bestehenden Turm mit einem eigenen Gefolgsmann abzuschließen (*Instead of moving the fairy or deploying a follower, builder or pig, a player may now decide to place one of his or her tower pieces on any tile with a tower foundation which is already in play, or on a tower which is already under construction; or to finish the construction of a tower by deploying a follower to the top of it*).

Proof (RGG): p. 10: Instead of placing a follower, builder, pig, or fairy, a player may choose to place: one of his tower pieces on any already placed landscape tile with an empty tower place, one of his towers on top of any already placed tower (without a guard), or close a tower by placing one of his followers on top of it.

33. **Question:** Can the dragon eat a follower on a tower, or does the tower protect it? **Answer:** The dragon can fly, and so also eats meeples on the tower.

INCORPORATED

Proof: (HiG): p. 11: Der Gefolgsmann bleibt, falls er nicht durch den Drachen oder einen anderen Turm entfernt wird, bis zum Ende des Spiels auf dem Turm stehen und kommt nicht mehr zum Besitzer zurück. (*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 or captured by another tower*).

Proof (RGG): p. 11: This follower remains on the tower until the end of the game, unless it is removed by the dragon or is taken prisoner by another player when he places a tower piece on another tower.

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

Proof (HiG): p. 9: Immer wenn der Drache eine Karte betritt, auf der Spielerfiguren (Gefolgsleute, Baumeister, Schweine) stehen, kommen alle dort stehenden Spielerfiguren direkt zum jeweiligen Spieler zurück (*Whenever the dragon enters a tile occupied by game figures (followers, builders or pigs), they are all returned to the relevant player*). [The original rules said that whenever the dragon entered a tile with A follower, IT was removed (singular, now plural) - Matt]

Proof: (RGG): Whenever the dragon visits a tile with a follower, a builder, or a pig, the player whose figure stands on the tile takes the follower, builder, or pig from the tile, returning it to his supply.

35. **Question:** Can followers on other towers be captured? **Answer:** Yes.

INCORPORATED [This one caused a certain amount of controversy in the original rules, since the RGG version specifically stated that followers on other towers could not be captured. The HiG rules made no mention of this. Both rules now say that they can indeed be captured.]

Proof: (HiG): p. 11: Der Gefolgsmann bleibt, falls er nicht durch den Drachen oder einen anderen Turm entfernt wird, bis zum Ende des Spiels auf dem Turm stehen und kommt nicht mehr zum Besitzer zurück. (*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 or captured by another tower*).

Proof (RGG): p. 11: This follower remains on the tower until the end of the game, unless it is removed by the dragon or is taken prisoner by another player when he places a tower piece on another tower.

36. **Question:** If pigs and builders are followers, can they be placed on towers? **Answer:** Yes. To begin with we didn't think of this either, but it is possible.

DEPRECIATED

Proof (HiG): p. 11: Wenn ein Spieler einen seiner Gefolgsleute auf einen bestehenden Turm setzt, ist dieser Turm damit beendet und darf nicht weiter erhöht werden. (*If a follower is deployed to the top of a tower, the construction of the tower is finished and it may not be built any further*). [Builders and pigs are no longer followers - Matt]

Proof (RGG): p. 11: When a player places a follower on a tower, the tower is completed and may not be further heightened.

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

INCORPORATED

Proof: (HiG): p.11: Der Gefolgsmann bleibt, falls er nicht durch den Drachen oder einen anderen Turm entfernt wird, bis zum Ende des Spiels auf dem Turm stehen und kommt nicht mehr zum Besitzer zurück. (*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 or captured by another tower*).

Proof (RGG): p. 11: This follower remains on the tower until the end of the game, unless it is removed by the dragon or is taken prisoner by another player when he places a tower piece on another tower.

38. **Question:** Does the spring tile end a farm? Or does the farm go right around the spring? **Answer:** Officially, the farm goes around the spring. So it is a connected farm. I personally prefer to use it as a division, since otherwise, despite the river, there is still only one large farm.

INCORPORATED (RGG only)

Proof: (HiG): n/a

Proof (RGG): p. 11: The field space on the lake and spring tiles wraps around those features.

39. 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.

DEPRECIATED (RGG only)

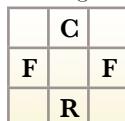
Proof: (HiG): [Careful readers will note that the entire description of dragon movement occurs under the section entitled 'Deploying a follower'. This alone is enough evidence that dragon movement should take place immediately after follower deployment, at least for HiG. The fact that RGG have chosen a ruling which contradicts the official ruling of HiG makes no difference to the HiG ruling itself. - Matt]

Proof (RGG): p. 9: If placement of the tile completes a feature, it is scored as normal. Then, the game is briefly interrupted while the Dragon moves.

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 denotes a tile on which all four sides are farms; ‘rrrr’ one on which all sides are roads; and ‘cccc’ one on which all sides are cities. The section title ‘City, farm, road, farm,’ would correspond to ‘cfrf’, and describes a tile with the following arrangement:



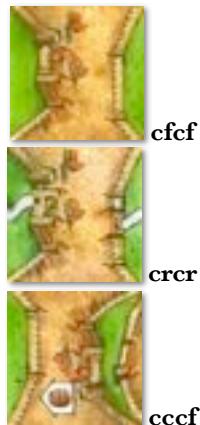
of which this tile would be an example:



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

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

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



Clearly, the internal content of the tile is not 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 left and right. Both these tiles are found under ‘City, city, city, city’



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

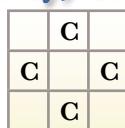
I have also included a separate distribution list for the various river tiles, as well as for tile symbols and features. There is no distribution list for *The Count of Carcassonne*, since those tiles are always placed as a single unit at the preparation stage.

All tile scans by Matthew Harper, except for those of the GQ expansion, which are by Kevin Wood.

Overview

Total	Source
72	BASIC GAME
12	THE RIVER
18	INNS AND CATHEDRALS
24	TRADERS AND BUILDERS
5	KING AND SCOUT
12	THE COUNT OF CARCASSONNE
4	THE CATHARS
30	THE PRINCESS AND THE DRAGON
12	THE RIVER II
18	THE TOWER
12	GQ EXPANSION
12	ABBEY AND MAYOR
231	Total

City, city, city, city



BASIC GAME



x1

INNS AND CATHEDRALS



x1, x2

TRADERS AND BUILDERS



x1, x1

KING AND SCOUT



x1

THE TOWER



x1

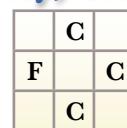
ABBEY AND MAYOR



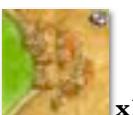
x1, x1

Total	Source
1	BASIC GAME
3	INNS AND CATHEDRALS
2	TRADERS AND BUILDERS
1	KING AND SCOUT
1	THE TOWER
2	ABBEY AND MAYOR
10	Total

City, city, city, farm



BASIC GAME



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

Total	Source
4	BASIC GAME
2	INNS AND CATHEDRALS
3	TRADERS AND BUILDERS
4	THE PRINCESS AND THE DRAGON
1	ABBEY AND MAYOR
14	Total

City, city, city, road



City, city, farm, farm



BASIC GAME



TRADERS AND BUILDERS



THE TOWER



GQ EXPANSION



Total	Source
3	BASIC GAME
3	TRADERS AND BUILDERS
1	THE TOWER
1	GQ EXPANSION
8	Total

BASIC GAME



TRADERS AND BUILDERS



THE CATHARS



THE PRINCESS AND THE DRAGON



THE TOWER



GQ EXPANSION



Total	Source
7	BASIC GAME
2	TRADERS AND BUILDERS
1	THE CATHARS
4	THE PRINCESS AND THE DRAGON
2	THE TOWER
1	GQ EXPANSION
17	Total

City, city, farm, road**City, city, road, farm****● INNS AND CATHEDRALS****● TRADERS AND BUILDERS****● GQ EXPANSION****● INNS AND CATHEDRALS****● TRADERS AND BUILDERS****● THE TOWER**

Total	Source
1	INNS AND CATHEDRALS
2	TRADERS AND BUILDERS
1	GQ EXPANSION
4	Total

Total	Source
1	INNS AND CATHEDRALS
2	TRADERS AND BUILDERS
1	THE TOWER
4	Total

City, city, road, road



BASIC GAME



INNS AND CATHEDRALS



TRADERS AND BUILDERS



KING AND SCOUT



THE CATHARS



THE PRINCESS AND THE DRAGON



GQ EXPANSION



ABBEY AND MAYOR



Total	Source
5	BASIC GAME
1	INNS AND CATHEDRALS
2	TRADERS AND BUILDERS
1	KING AND SCOUT
1	THE CATHARS
2	THE PRINCESS AND THE DRAGON
1	GQ EXPANSION
1	ABBEY AND MAYOR
14	Total

City, farm, city, farm



BASIC GAME



TRADERS AND BUILDERS



THE PRINCESS AND THE DRAGON



Total	Source
6	BASIC GAME
1	TRADERS AND BUILDERS
1	THE PRINCESS AND THE DRAGON
8	Total

City, farm, city, road



City, farm, farm, farm



● TRADERS AND BUILDERS



● GQ EXPANSION



Total	Source
2	TRADERS AND BUILDERS
1	GQ EXPANSION
3	Total

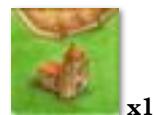
● BASIC GAME



● INNS AND CATHEDRALS



● KING AND SCOUT



● THE CATHARS



● THE PRINCESS AND THE DRAGON



● THE TOWER



● ABBEY AND MAYOR



Total	Source
5	BASIC GAME
1	INNS AND CATHEDRALS
1	KING AND SCOUT
1	THE CATHARS
2	THE PRINCESS AND THE DRAGON
2	THE TOWER
1	ABBEY AND MAYOR
13	Total

City, farm, farm, road**City, farm, road, road****KING AND SCOUT**

x1

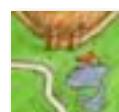
ABBEY AND MAYOR

x1

Total	Source
1	KING AND SCOUT
1	ABBEY AND MAYOR
2	Total

BASIC GAME

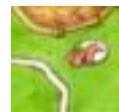
x3

INNS AND CATHEDRALS

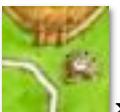
x1

TRADERS AND BUILDERS

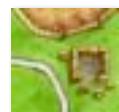
x1

THE PRINCESS AND THE DRAGON

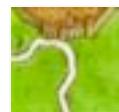
x1



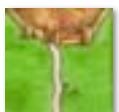
x1

THE TOWER

x1

ABBEY AND MAYOR

x1

City, farm, road, farm**INNS AND CATHEDRALS**

x1

THE TOWER

x1

Total	Source
1	INNS AND CATHEDRALS
1	THE TOWER
2	Total

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
9	Total

City, road, city, road



City, road, farm, farm



● INNS AND CATHEDRALS



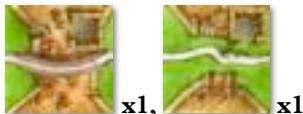
● TRADERS AND BUILDERS



● THE PRINCESS AND THE DRAGON



● THE TOWER



● GQ EXPANSION



● ABBEY AND MAYOR



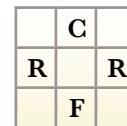
Total	Source
2	INNS AND CATHEDRALS
1	TRADERS AND BUILDERS
1	THE PRINCESS AND THE DRAGON
2	THE TOWER
2	GQ EXPANSION
1	ABBEY AND MAYOR
9	Total

● TRADERS AND BUILDERS

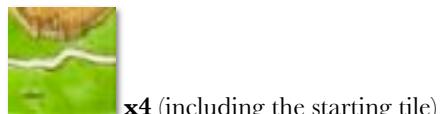


Total	Source
1	TRADERS AND BUILDERS
1	Total

City, road, farm, road



● BASIC GAME



● THE CATHARS

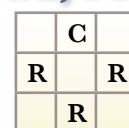


● THE TOWER

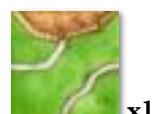
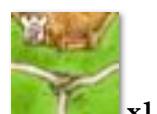


Total	Source
4	BASIC GAME
1	THE CATHARS
1	THE TOWER
6	Total

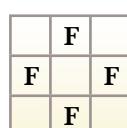
¹⁴¹ The third tile shown is the *Big Box* replacement for the second tile. In **both** tiles, the crossing in the centre divides the road into two segments. Compare with the second tile of the *GQ expansion*, which has only one road segment.

City, road, road, farm**City, road, road, road****BASIC GAME****THE PRINCESS AND THE DRAGON****ABBEY AND MAYOR**

Total	Source
3	BASIC GAME
2	THE PRINCESS AND THE DRAGON
1	ABBEY AND MAYOR
6	Total

BASIC GAME**KING AND SCOUT****THE PRINCESS AND THE DRAGON****GQ EXPANSION**

Total	Source
3	BASIC GAME
1	KING AND SCOUT
1	THE PRINCESS AND THE DRAGON
1	GQ EXPANSION
6	Total

Farm, farm, farm, farm**BASIC GAME**

x4

THE PRINCESS AND THE DRAGON

x1

THE TOWER

x1, x1

GQ EXPANSION

x1

Total	Source
4	BASIC GAME
1	THE PRINCESS AND THE DRAGON
2	THE TOWER
1	GQ EXPANSION
8	Total

Farm, farm, farm, road**BASIC GAME**

x2

THE PRINCESS AND THE DRAGON

x1

ABBEY AND MAYOR

x1

Total	Source
2	BASIC GAME
1	THE PRINCESS AND THE DRAGON
1	ABBEY AND MAYOR
4	Total

Farm, farm, road, road**Farm, road, farm, road****BASIC GAME**

x9

INNS AND CATHEDRALS

x1

THE PRINCESS AND THE DRAGON

x2,

x1

THE TOWER

x1

Total	Source
9	BASIC GAME
1	INNS AND CATHEDRALS
3	THE PRINCESS AND THE DRAGON
1	THE TOWER
14	Total

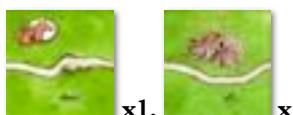
BASIC GAME

x8

INNS AND CATHEDRALS

x1,

x1

THE PRINCESS AND THE DRAGON

x1,

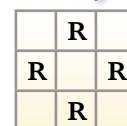
x1

Total	Source
8	BASIC GAME
2	INNS AND CATHEDRALS
2	THE PRINCESS AND THE DRAGON
12	Total

Farm, road, road, road



Road, road, road, road



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

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
11	Total

BASIC GAME



x1

INNS AND CATHEDRALS



x1

TRADERS AND BUILDERS



x1

THE PRINCESS AND THE DRAGON



x1

THE TOWER



x1,



x1

GQ EXPANSION



x1

ABBEY AND MAYOR



x1

Total	Source
1	BASIC GAME
1	INNS AND CATHEDRALS
1	TRADERS AND BUILDERS
1	THE PRINCESS AND THE DRAGON
2	THE TOWER
1	GQ EXPANSION
1	ABBEY AND MAYOR
8	Total

The river

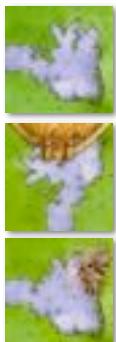
● SPRING



x2 (THE RIVER x1, THE RIVER II x1)

x1 (GQ EXPANSION)

● LAKE



x1 (THE RIVER)

x1 (THE RIVER II)

x1 (THE RIVER II)

● FORK



x1 (THE RIVER II)

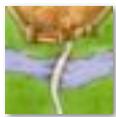
● CITY, CITY, RIVER, RIVER



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, GQ EXPANSION 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)

Total	Source
12	THE RIVER
12	THE RIVER II
2	GQ EXPANSION
26	Total

Symbols & Features

● ABBEYS

Total	Source
6	ABBEY AND MAYOR

● 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
16	Total

● CLOTH TRADERS

Total	Source
5	TRADERS AND BUILDERS

● DRAGONS

Total	Source
12	THE PRINCESS AND THE DRAGON

● GRAIN TRADERS

Total	Source
6	TRADERS AND BUILDERS

● INNS

Total	Source
6	INNS AND CATHEDRALS
1	THE RIVER II
7	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
24	Total

● MAGIC GATES

Total	Source
6	THE PRINCESS AND THE DRAGON

● PRINCESSES

Total	Source
6	THE PRINCESS AND THE DRAGON

● PIG HERDS

Total	Source
1	THE RIVER II

● TOWER FOUNDATIONS

Total	Source
18	THE TOWER

● TUNNELS

Total	Source
1	THE PRINCESS AND THE DRAGON
1	ABBEY AND MAYOR
2	Total

● VOLCANOS

Total	Source
6	THE PRINCESS AND THE DRAGON
1	THE RIVER II
7	Total

● WINE TRADERS

Total	Source
9	TRADERS AND BUILDERS

SELECTED VARIATIONS

from the official home page at www.carcassonne.de

More tiles in hand

In this variation, often played by ‘tacticians’, the players have two or three tiles in their hand at all times, from which they can select one for placement. As such it is possible to plan ‘for the future’ more concretely. After the placement of a land tile, another is drawn into the hand.

Collective planning

by Bernd Eisenstein

Three tiles are placed on one side, face-up. The players can then decide to take any one of the face-up tiles or one from the stack. If any of the face-up tiles are used, they are replaced at the end of the turn, so that there are always three to choose from.

Cloisters for everyone!

by Bernd Eisenstein

At the start of the game, every player receives a cloister and places it face-up in front of him or herself. This tile may be placed at any time during the game instead of drawing one from the stack.

The architects

by Tobias Stapelfeldt

The tiles are divided among the players, who may select any tile from these individual stacks for placement. It may be strategically useful to distribute the cloisters separately.

Follower unpunctuality

by Bernd Eisenstein

A player may not deploy a follower to the tile just placed, but only to one which has already been placed (according to the usual rules for deployment, of course).

Fewer followers

by Holger Peine

The number of followers is determined in connection with the number of players:

- two players: seven followers
- three players: six followers
- four players: five followers

The attraction of this variation is that it encourages players to carefully consider whether a follower should really be deployed to a given tile.

Prisoners

If a follower ‘enters’ an already occupied city via the placement of a connecting tile, the player who deployed the follower can opt for it to take captive one of the other followers in the feature. In this case, both followers are given to the player: his or her follower must be assigned to ‘guard duty’. However, the ‘guard’ can be deployed to a tile at any time, at which point the prisoner is returned to its owner.

The battle for completed cloisters

by Frank Rudloff

1. During their turn, every player has two tiles to choose from in their hand.

2. During the final scoring, the score of every incomplete cloister is awarded to the opponent. In the case of more than two players, the player to the left receives the points, forcing the respective opponents to have different interests and strategies.

This variation offers a player the opportunity to turn an opponent’s cloister advantage into an advantage for themselves, by trying to prevent the opponent from completing a cloister.

A new lease of life

by Tobias Stapelfeldt

Instead of deploying a follower, a player may choose to perform one of the following actions:

1. Settling down: a thief belonging to the player may be moved to an unoccupied farm bordering the road.
2. The call of the city: a farmer may be moved to an incomplete city bordering the farm.
3. Religious war: two of the player’s knights may be moved to a cloister occupied by a monk of an opponent, and the monk returned to the supply.
4. The highwayman: one of the player’s knights may be moved to a road segment on any of the tiles of the city formerly containing the knight.

The dash

by Tobias Stapelfeldt

The same rules apply as for ‘A new lease of life’. After every action or deployment of a follower, the player may sacrifice a point on the scoreboard in order to carry out a further action or deploy another follower.

Mountains

by Tobias Stapelfeldt

Instead of placing the tile as usual, the player may turn the tile into a mountain by placing it - upside down - next to a farm without a road. When placing a tile next to a mountain, the edge of the placed tile must always be farm without a road. Followers may be deployed to the mountain as miners, remaining there until the end of the game. If a pennant (smithy) lies within two tiles distance of a miner, then the miner

1. counts as a knight when for the purpose of scoring the city in question, and
2. counts as an additional farmer in relation to the city during final scoring.

Rebuilding

by Tobias Stapelfeldt

After a player has placed a tile as usual, rather than following the usual procedure, he or she may do this instead:

1. Move his or her score marker back a given number of points.
2. For every point deducted, the player may remove an unoccupied tile from the playing field and must then place it somewhere else. The tile removed may not be touching other tiles on more than two of its sides, and its removal must not divide the playing field into unconnected parts.
3. A follower may be deployed to the removed and replaced tile as usual.
4. Scoring proceeds as usual.

Only one can choose

by Robert Vötter

For this variation an additional figure is required; it is used to indicate which player's turn it is.

This player draws as many tiles as there are players. After looking at the tiles, he or she distributes them among the other players as he or she chooses, naturally retaining one tile.

Variation a): Distribute the tiles face down.

Variation b): Distribute the tiles face up, so that all players can see the tiles.

Beginning with the player whose turn it is, the players then take turns to place their tiles. Then the figure is passed to the next player and the game proceeds according to the same principle.

Note: It is often possible with this variation that a player will pass on a tile which may seem useless, only to find that another player uses it so well that one can get quite annoyed.

The Count of Carcassonne: Official Variants

Even the aristocracy are subject to certain rules, and cannot simply do whatever they may want. The following variants take this into account and constrain the freedom of the count. Using these variants will lend the mini-expansion even more tactical possibilities. In both variants, the count may no longer be freely moved, but rather:

- whenever a new follower is deployed to the city of Carcassonne, the count is moved clockwise to the next city quarter; or
- the count is moved to whichever city quarter the new follower is deployed to.