

Carcassonne

Inns & Cathedrals

Contents

- 18 land tiles
- 6 gray followers for the 6th player
- 6 point tiles - 50/100
- 6 large followers

The publisher and the author thank all our fans for their support of Carcassonne. Because of the strong interest in this game, we are offering this expansion. We hope our fans will enjoy the new ways to play that this expansion offers: new land tiles, material for a sixth player, new ways to score cities and roads, and point tiles for players who score more than 50 points.

The expansion may only be played with CARCASSONNE and may be played using all components or just a few as decided by those playing. **Use all rules from the original CARCASSONNE!** The following describe how the new components should be used:

18 new land tiles

They are placed as before - field to field, road to road, and city section to city section. On some of the new land tiles are new buildings that offer new scoring opportunities:

Inn on the Lake (6 tiles)



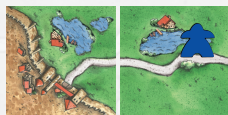
If **one or more** of the segments of a **completed** road contain an Inn on the Lake, the thief earns **2 points** per road segment (number of tiles) for the player. If such a road is not completed by the end of the game, the thief scores 0 points for the player!



blue scores 6 points



blue scores 6 points



road incomplete at game end:
blue scores 0 points

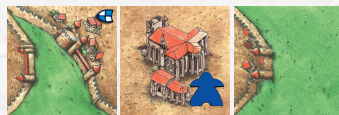
Cathedral (2 tiles)



If **one or both** Cathedral tiles are located in a **completed** city, the knight earns **3 points** per city segment (number of tiles) and pennant. If such a city is not completed by the end of the game, the knight scores 0 points for the player!

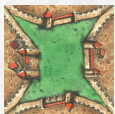


blue scores
24 points

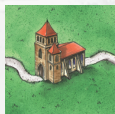


city incomplete at game end:
blue scores 0 points

Other new land tiles:



this tile has 4 separated city segments



this cloister separates the road into 2 segments



this intersection separates the road into 2 segments

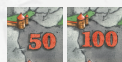


this Inn on the Lake is on the right-most road segment



the field ends here

Point tiles (6 tiles)



The point tiles are used to simplify point tracking in Carcassonne. When a player moves his scoring marker past 0 (from 49), he takes one of the scoring tile and places it with the "50" showing on the table before himself. If a player moves his scoring marker past 0 a second time, he turns the point tile over to the "100" side. If a player moves his scoring marker past 0 for a third time, the player takes a second point tile and places it with the "50" showing on the table before himself.

Followers for the 6th player

Use the gray followers in this expansion to allow a 6th player to join in your Carcassonne games.

6 large followers

Each player adds one large follower to his 7 normal followers. He may place the large follower in the same way as his normal followers. **When a road, city, or field is scored, a large follower counts as 2 normal followers when determining which player has the most followers in the completed road, city, or field.**

After scoring, the player takes the large follower back and may place it on his next turn just as he does with normal followers. If a player places his large follower on a field, it will remain there until the end of the game just as normal followers placed on fields.



only blue scores 3 points for the road

You can play CARCASSONNE online at www.brettspielwelt.de. Just visit the site, login and start playing! If you have questions, comments, or suggestions, please write us at Rio Grande Games, PO Box 45715, Rio Rancho, NM 87174 or RioGames@aol.com or visit our website at www.riograndegames.com.



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