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Carcassonne



Castles, bridges and bazaars

Traveling peddlers come into the country and organize bazaars, where haggling as art is performed. At the same time, engineers with new bridges drive road construction and small castles are built everywhere to secure the region.

Use all the rules of the basic CARCASSONNE and add the specific additional rules for this extension as described below.

Contents

• 12 wooden bridges



• 12 new landscape tiles marked with



• 12 castle tiles



Preparation

Shuffle the 12 **new landscape tile** with the tiles from the basic game. Players place them during the game according to the usual rules.

Each player takes **bridges** and **castles**:

With **2 to 4 players** each player takes 3 bridges and 3 castles.

With **5 and 6 players** each player takes 2 bridges and 2 castles.

The Bazaar (8 tiles)



When a player draws a tile with a bazaar, the player places it as he would any other tile (including placing a follower, scoring, and, even, not placing it if there is no place for it). Then he starts the **Bazaar**, which involves the auction of landscape tiles:

The active player draws as many landscape tiles as there are players how, placing them face-up in his play area. Next, the **player to his left** chooses one of the tiles and starts the auction (as auctioneer) by saying how many points he will bid for the tile (he can bid 0 points). Then the other players take turns in clockwise order **once** around the table. Each either makes a higher bid or passes.

When all players have either bid or passed on the tile, the auctioneer either:

- **Buys** the tile for the highest bid and gives the highest bidder the number of points bid. OR
- **Sells** the tile to the highest bidder and takes from him the number of points bid.

When a player pays for the auctioned tile, he subtracts points from his score and adds those points to the "seller". If the auctioneer has the highest bid, he must buy it and pay the bid cost, but no other player gets the points.

Now, the next player in clockwise order, who has not yet bought a tile at this bazaar takes his turn to choose a tile to auction (it could be the same player if he did not buy the tile he chose). During the auction, players who have already bought a tile at this bazaar may not bid. The last player takes the last tile for no cost.

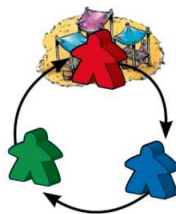
Players may bid more than they have and move their markers behind 0 on the scoring track. In this case, they can place the marker on its side to show it is negative.

After all tiles have been bought, the players place their purchased tiles, place followers, etc. using the normal rules, beginning with the player to the left of the active player.

Example with 3 players:

Red draws a tile with Bazaar on it. He places it and puts a follower on it. Then, he draws 3 tiles and places them face-up.

- **Blue** is left of the active player, chooses a tile, and bids 2 points for it. **Green** passes and **Red** bids 3 points. **Blue** (auctioneer) wants the tile for himself. He pays **Red** (the highest bidder) the 3 points. Thus, **Blue** reduces his points (on the scoring track) by 3 and **Red** increases his by 3.
- Next **Green** chooses a tile and bids 2 points. **Red** bids 3 points (**Blue** cannot bid), and **Green** gives **Red** the tile and takes 3 points from.
- Now there is just one tile left, which **Green** gets for no cost.



Beginning with **Blue**, each player places his purchased tile as normal.

No chain reaction: for any bazaar tile which is drawn as a result of another bazaar tile, no further tiles are drawn. Such bazaar tiles are played as normal tiles. A bazaar can only occur when a bazaar tile is drawn in normal turn order.

Bazaar non-auction variant: the player drawing a bazaar tile draws and places as many tiles as players. Beginning with the player to the left of the active player, each player chooses a tile and places it in the normal way. Thus, each player places one tile for no cost - thus, no auction!

Bridges



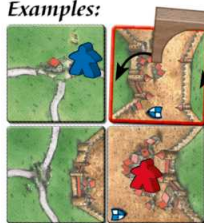
During his turn, a player can build 1 **bridge** in addition to placing a tile and a follower. The bridge continues a road. That is, it leads the road across an adjacent tile and counts exactly the same as a road segment on a landscape tile.

The following rules govern bridge construction:

- The bridge can be built on the **just placed tile** or on a tile which is adjacent (not diagonally) to the **just placed tile**.
- The two bridge ends must be placed on field segments (not on cities, roads, rivers etc.).

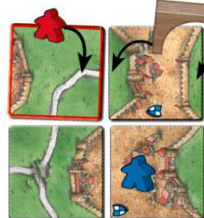
A player can place the tile such that a road ends at a field segment **if** he places a bridge on this turn that continues the road over the field. The player may place a follower on the tile, as normal. If he places the bridge on the just-placed tile, he may place a follower on the bridge instead of the tile, if it is otherwise legal. Fields and cities under bridges are not divided. Also, several bridges can be built next to each other.

Examples:



Build a bridge on the just-placed tile:

Red extends his city. Since the new tile does not have a road connection, the bridge continues the road across the new city segment.



Build a bridge adjacent to a just-placed tile:

Red places a tile and a follower on the road on the tile. He then places a bridge that continues the road to an adjacent tile across the city.



This bridge construction is not allowed as a bridge end is on a road.



Next turn: Blue now completes his road and

scores 3 points (the bridge counts 1 point like a normal road segment).

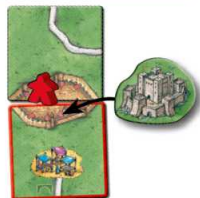


Bridges can be built consecutively and over (already occupied) cloisters.

Castles

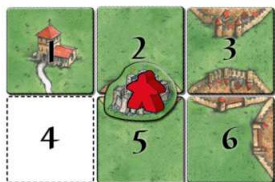


When a player forms a **town** - consisting of only two semi-circular city segments, the owner of the town can decide whether he completes it normally and scores 4 points or converts it into a castle. If the owner converts it into a castle, he places one of his castle tiles on the town and places his follower, which was on the town, on the castle. A town which is converted into a castle is not yet considered to be completed.



With this tile, **Red** forms a town and builds a castle on it.

When building a castle, the player scores no points. The player scores points when the first feature (cloister, city, or road) in the vicinity of the castle is later completed. Or: a segment of the completed feature must be on one or more tiles in the vicinity of the castle. The vicinity of the castle is the 2 tiles on which the castle is situated plus the 2 tiles on the right and the 2 tiles on the left of the castle. Thus, altogether 6 tiles.

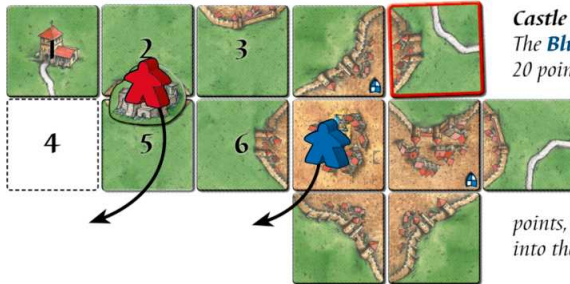


The tiles/tile spaces numbered 1 to 6 are the vicinity of the red castle. Features which could score points for the owner of the castle at present are:

- the **cloister** on 1
- the **road** on 1
- the **city** on 3 above
- the **city** on 6 right

(The town on 3 and 6 was completed before the castle was built, and, therefore, cannot score points for the castle player.)

Only when a feature (cloister, city, road, or another castle) which is in the vicinity (one of the 6 tiles) of a castle is completed is the castle considered as completed. The owner(s) of this feature and the owner of the castle get the full score of the feature. Then the followers are returned from the feature and the castle back into the players' supplies. The castle tile remains, however.



Castle scoring example:

The **Blue** city is completed and scores 20 points. Since a segment of the city is in the vicinity (6) of the **Red** castle and the city is the first feature in the vicinity of the castle to be completed, **Red** scores the 20 points, as well. Both followers go back into the players' supplies.

The following rules must be followed:

- A **cloister** is in the vicinity of a castle only if the cloister itself is on one of the 6 tiles (see above, tile 1). The other 8 tiles of a completed cloister do not count.
- The follower on the castle always scores the points for the **next completed** feature. It may not be left on the castle in order to get points for a feature to be completed later.
- It is unimportant whether the completed feature is scored or not. Thus, a castle scores points for completed features on which there is no follower.
- When a tile completes **several** features in the vicinity of a castle, the owner of the castle decides which feature he scores the points for. A castle can only score points from **one** feature.
- Since a town is not considered completed when converted to a castle, two occupied castles can be next to each other. In this case, a scored castle in the vicinity of another castle counts as a finished feature and both score the same points.
- At **game end**, all uncompleted castles score no points and their followers are removed from the board. A castle scores no points for fields.
- A player may convert a town to a castle whether the town was already occupied when it was completed or if the player, on completing the town, adds his follower to the unoccupied town.
- Castles separate fields in the same way as a town does.

When scoring farmers at game end, a castle next to a field counts 4 points (instead of 3 like a city) or 5 points with pig (Inns & Cathedrals) or barn (Abbey & Mayor).



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