

7 new cards for Carcassonne

Before the game, shuffle the 5 new landscape tiles with the other landscape tiles. You must play with the basic game and may also play with either or both expansions.



This card shows two separate city segments (one from top to bottom, the other from left to right). Of course, they may be connected by placement of other cards.



At the start of the game, set **the king** tile to the side. When a player places a card that completes the first city, he takes the king and places it before himself on the table. Later in the game, if **another** player completes a **larger** city than any so far in the game, he takes the king. At the end of the game, the player who has the king, scores **1 point** for **each completed city** in the game.



The robber baron works like the king. The robber baron always goes to the player who completed the **longest road**. At the end of the game, the player who has the robber baron, scores **1 point** for **each completed road** in the game.

Illustration: Doris Matthäus and Johann Rüttinger

5 new tiles for Carcassonne: Hunters & Gatherers

Shuffle the 5 new tiles face down. Each player takes 1 tile, placing it face-up in front of himself. With 2 players, each takes 2. Remove remaining tiles from the game.



Shaman: each turn, the player may remove **one** of his tribe members from an unfinished river or forest and return it to his supply.

For the 4 other new tiles: at any one time in the game, the player may place the tile instead of drawing and placing a tile. When he does, he **must** place a tribe member (or a hut with Agriculture) on the tile. The figure will remain on the tile during the rest of the game. Otherwise, he may not place the tile.



Scout: once in play, each turn, the player may refuse the first tile he draws (incl bonus tiles). He places the refused tile face down under the stack and draws a new tile, which he must place. **When placing:** there may be no other gatherers in the forest, as normal. When the forest is completed, the scout counts as a gatherer, but is not returned to the player's supply after scoring.



Hunter on bridge: when scoring, the hunter counts in the meadows on both sides of the bridge. The bridge does **not** connect the meadows. **When placing:** there may be no other hunters in either meadow, as normal. The bear is worth 2 points.



Dug-out: whenever a river in this **river system** is completed, (regardless by which player), the owner of the dug-out, scores as many points as the largest lake on either end of this river has fish. **When placing:** there may be no other fishermen on the river, as normal. When the river is completed, the dug-out counts as a fisherman, but is not returned to the player's supply after scoring the river.



Agriculture: at the end of the game, the player scores 1 point for each tile in the meadow, regardless of the hunter scoring. **When placing:** there may be no hunters in this meadow.