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Carcassonne

Abbey & Mayor



With this expansion, the players have new possibilities of strengthening their influence in the area around Carcassonne. Now traveling merchants transport their goods to surrounding cities and monasteries. The cities in the surrounding countryside can increase to a size large enough to elect their own mayors. Simple farmers build large and wealthy farms and the church tries to strengthen their influence by establishing abbeys.

Contents

- 12 new landscape tiles
- 6 wooden barns (for the large farms)
- 6 wooden wagon figures
- 6 wooden mayor figures



Preparation

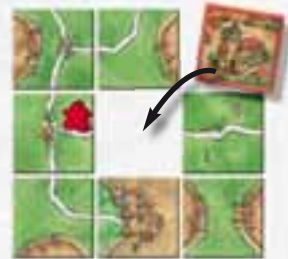
Each player takes 1 abbey, 1 mayor, 1 barn, and 1 wagon, which he places in his play area along with his followers. The basic rules for **Carcassonne** apply with the additions shown below.

Abbey



When a player wants to use his abbey, he draws no tile to begin his turn and places the abbey tile. The player may only place the abbey tile in an empty space on the table completely surrounded on four sides (not the diagonals) by other tiles, thus filling a “hole” in the map. If there is no such place on the table, the player may not place his abbey tile. The player may place a follower as a monk on the abbey tile. In this case, the same rules apply as for a monk in a cloister.

The abbey completes the features it touches on all four sides. Roads and cities are immediately scored. A cloister is completed and scored if the abbey is the 9th tile of those required for completing a cloister.



Blue places the abbey and completes the road from the left with the red follower. The city below the abbey and the road to the right of the abbey are still uncompleted.

Mayor



On his turn, a player may place his mayor instead of a follower. He may only place his mayor in a city, which has no knight or follower. The usual follower placing rules apply. **When a city is scored, the mayor counts for as many followers as there are pennants in the city.** For example, if the city has 3 pennants, the mayor counts as 3 followers. If the city has no pennants, the mayor counts as no followers. A normal follower counts as 1 follower. The large follower from Inns & Cathedrals counts as 2 followers. The value of the city is not changed by the presence of a mayor. After scoring the city, the player takes his mayor back.



The mayor has a strength of 3 followers (3 pennants). Therefore, blue earns the 18 points for the city.

Barn



PLACEMENT

When a player places a tile that creates a junction of four tiles where each of the four tiles has a field segment at the junction, the player may place a barn instead of a follower. He places his barn at the junction of the four tiles. The player may place his barn even if there are farmers on field segments connected to the place where he places the barn. The barn remains on this place for the rest of the game.

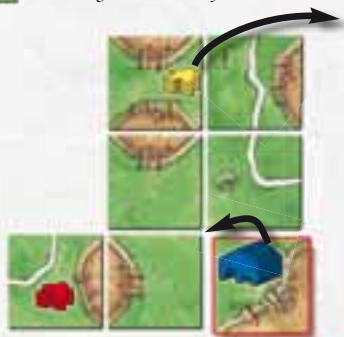


The barn may not be placed here. The two lower tiles have city segments at the junction along with field segments. The barn may only be placed where there are only field segments at the junction.

SCORING AFTER PLACING A BARN

When a player plays a barn, the farm it is placed on is immediately scored. The player with the most farmers in the field earns 3 points for each completed city connected to the farm. It matters not whether the owner of the barn has farmers on the farm or not. After scoring the farm, the players with followers on the farm return them to their supplies. The barn, however, remains.

When playing with Traders & Builders, a player with a pig on the farm scores 4 points per city instead of 3, if he scores points for the farm. The player takes his pig back afterwards, placing it into his supply.



The blue player places his barn. The yellow player earns 6 points for the 2 completed cities, and takes his farmer back into his supply.

SCORING THROUGH CONNECTION FARMS

A player may not place a follower on a farm segment connected to the junction with a barn. There may only be one barn on each farm. Of course, connecting two farms, each with a barn is quite legal.

If a player places a tile that connects a farm without a barn to one with a barn, the new large farm is immediately scored and the players take back their followers from the farm. With this scoring, however, a player earns only 1 point per completed city (with a pig from Traders & Builders, 2 points per completed city).



Placing the tile connects the **red farmer** to the large farm owned by the **blue player** (barn). **Red** scores 2 points for the completed cities and takes back his follower.

SCORING AT THE END OF THE GAME

At the **end** of the game, the player with a barn on a farm scores 4 points for all completed cities that touch the farm, regardless of their distance from the barn. If there are several barns on a farm, each scores the full points.

A barn may not be removed, either by the Dragon (from Princess & Dragon) nor by a tower from The Tower.

Wagon



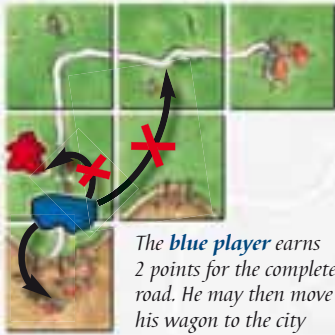
On his turn, a player may place his wagon instead of a follower. The player may place his wagon on a road, a city, or a cloister that has no other wagon or follower. The player may **not** place a wagon on a field segment.

When a road with a wagon is scored, the wagon counts just like a follower for scoring purposes.

After scoring, the player may return his wagon to his supply. Alternatively, he may **move** his wagon to an uncompleted road, city, or cloister that is connected to the feature just scored with the wagon on it. When moving his wagon to a road, city, or cloister, the road, city, or cloister may not already have followers or other wagons on it. A wagon always counts as though it were a follower during scoring. If there is no available connected road, city, or cloister, the player **must** return his wagon to his supply..



The **blue player** earns 4 points for the completed road. He may then move his wagon to the cloister connected to the road just scored or to the road just below the end of the road just scored. He may not move his wagon to the road with the **red follower** on it, even though it is connected to the road just scored.



The **blue player** earns 2 points for the completed road. He may then move his wagon to the city connected to the road just scored. He may not move his wagon to the road with the **red follower** on it, even though it is connected to the road just scored. He may also not move his wagon to the connected completed road.



The **blue player** earns 14 points for the completed city. He may then move his wagon to the road connected to the city just scored. He may also not move his wagon to the connected completed road.

Description of new landscape tiles



This tile shows 2 separate segments. The city with the pennant ends in the meadow. This is especially important for the farmer scoring.



This tile shows 2 separate segments.



The road is not interrupted. On the lower part, it does not separate the field segment, on the upper part, it does separate the field segments. This is especially important for the farmer scoring.



The road ends in the field.



The roads touch the cities, so that there are 3 separate field segments on each tile.



The road is not terminated, but continues in all 3 directions.

If you have comments, questions, or suggestions, please write us at RioGames@aol.com or at Rio Grande Games, PO Box 45715, Rio Rancho, NM 87174.



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