

INNS AND CATHEDRALS

released in 2002

EXTRA PIECES

- 18 new land tiles
- 6 big followers (one for each colour)¹

ADDITIONAL RULES

1. Place a tile

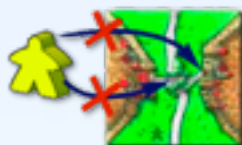
The new land tiles are placed in the usual way. Take care with the following tiles:²



This tile has four unconnected city segments.



The cloister divides the road into two segments.

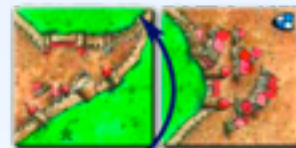


The crossing divides the road into two segments.

Thieves may not be placed here.



The inn lies on the right-hand road segment.



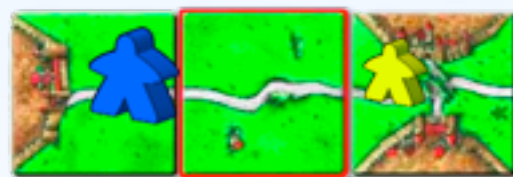
The farm comes to an end here.

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.³ 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.⁴

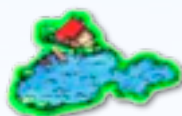
Like any other follower, the big follower is returned to the player after scoring, and can be deployed again in the next turn. If the big follower is deployed as a farmer, it remains on the farm until the end of the game, just like other farmers.⁵



Only BLUE scores points for the road.

3. Score completed roads, cities or cloisters

☀ A completed road



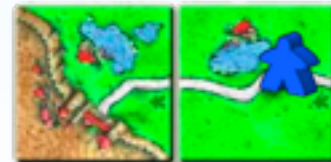
If a road which has one or more inns lining it is completed, then the thief scores 2 points for every road segment, according to the number of tiles. However, if such a road has not been completed at the end of the game, it scores no points during the final scoring.



BLUE scores 6 points



BLUE scores 6 points

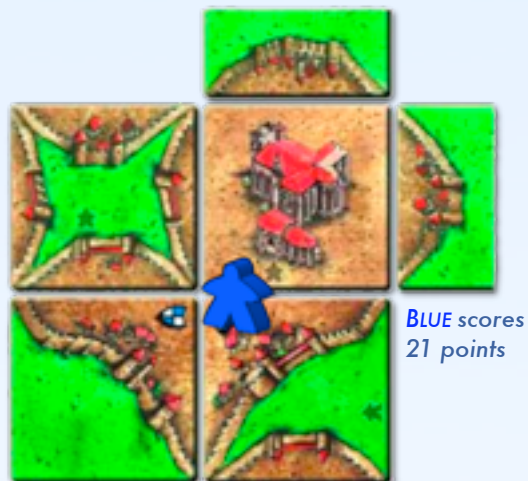


Incomplete road at the end of the game: BLUE scores 0 points

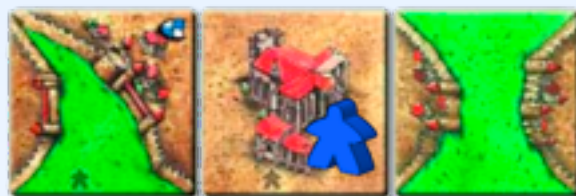


☀ A completed city

If a city which contains one or more cathedrals is completed⁶, 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 scoring.⁷



BLUE scores 21 points



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

FOOTNOTES & FAQ

¹ In the *Big Box*, the sixth set of followers and the point tiles are part of the basic game, and are described there.

² In the case of the following tile, the *Big Box* set contains a more clearly drawn junction, as this comparison illustrates:

Original tile



Big Box version



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.

³ 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.

⁴ **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.

⁵ **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.

⁶ **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.

⁷ 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	 cccf
1	 ccfr
1	 ccrf

Quantity	Tile
1	 ccrr
1	 cfff
1	 cfrf
1	 cfrf
1	 crrr
1	 crrr

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