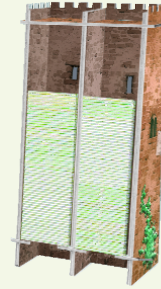


Carcassonne Der Turm

Contents

- 18 landscape tiles, each with a tower place
- 30 wooden tower pieces
- 1 tile tower



Carcassonne: the Tower can only be played with the Carcassonne game. It is also compatible with the previous expansions: Inns & Cathedrals, Traders & Builders, and the Princess & the Dragon.

All rules for CARCASSONNE remain the same!

The changes associated with this expansion are described below.

We recommend that you not disassemble the tile tower. When using the tile tower, shuffle all tiles face-down on the table and then load them into the tower face-down without looking at them. You can draw tiles from either the top or the bottom, but we suggest you draw them from the top to reduce the chance of tiles falling when you draw from the bottom.

Preparation

Shuffle the 18 new landscape tiles together with all other tiles. Then load the tile tower with all tiles. It does not matter whether the tiles are placed on the right side, left side, or both sides of the tower. Place the tile tower so all players have easy access to it.

Depending on the number of players, each player takes the number of wooden tower pieces shown below, placing them in his play area:

2 **players:** 10 pieces 3 **players:** 9 pieces
 4 **players:** 7 pieces 5 **players:** 6 pieces
 6 **players:** 5 pieces (only possible with Inns & Cathedrals)

Playing the game

First, the player draws a landscape tile from the tile and places the tile as in the rules for the basic game. The same placing rules apply to the 18 new tiles when they are drawn. Then the player may take **one** of the following **4 possible** actions:

- He places one of his followers on the just-placed tiles as in the rules for the basic game.

3 new possible actions:

- He places one of his tower pieces on **any** landscape tile with a tower place (previously placed or just placed).
- He places one of his tower pieces on any already started tower.
- He places one of his followers (from his play area) on any already started tower, thus completing it.

Place a tower piece and take a prisoner

Whenever a player places a tower piece, he may immediately take **one** of his opponents' followers as prisoner. He places the prisoner in his play area.

Which followers the player may take prisoner depends on the height (which story) at which he places his tower piece on the tower.

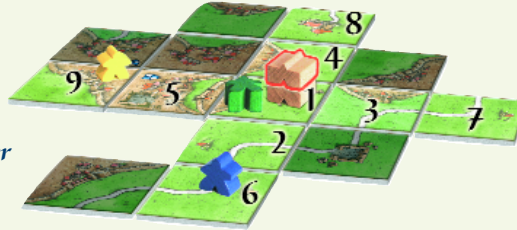
When the player places his tower piece as the 1st story of the tower, he can choose from just 5 landscape tiles to take a prisoner: the tile on which the tower stands and each tile that is orthogonally adjacent (not diagonal!) to the tile with the tower.

Red places the first tile piece and takes the *blue follower* from tile 4 as prisoner.



When the player places his tower piece as the 2nd story, he can choose from just 9 landscape tiles to take a prisoner.

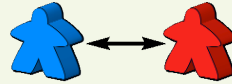
Red places the second tile piece on the tower and can take as prisoner either the *green follower* on tile 1, the *blue follower* on tile 6, or the *yellow follower* on tile 9.



With each higher tower story, the player adds 4 possible tiles to his reach for taking a prisoner. This reach can extend over empty spaces in the board and over other towers of any height. A tower may be built to any height.

Place a follower on a tower

When a player places a follower on a tower, the tower is completed and may not be further heightened. This follower remains on the tower until the end of the game. The follower cannot be taken prisoner or taken back by the owning player. Players use this action to protect their other followers from being taken prisoner.



The prisoners

Whenever 2 players each have a prisoner of the other, the prisoners are immediately **exchanged** and returned to their owners. No negotiation is necessary or allowed. The exchange is automatic!

Additionally, a player, on his turn, may retrieve **one** of his imprisoned followers from **one** opponent of his choice. To do so, he must pay the opponent a ransom of 3 **victory points** by moving his scoring marker backwards 3 spaces on the scoring track and moving his opponent's scoring marker forward 3 spaces on the scoring track. If he does not have 3 victory points, he may not ransom the prisoner. He may immediately use the returned follower.

New landscape tiles

The new landscape tiles add no new features except for the tower places.



Please note: on the tile shown, the road separates the fields from each other, as does the city.



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