

Tunnel expansion for Carcassonne

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English translation version 1.0 by Nathan Morse

Preparation

Shuffle the four tiles into the into the tiles of the standard game. Each player takes the chips of her color (there are two chips in each color).

Standard rules

Use the rules of the base game. These rules are supplemented below.

Overlaying a tunnel exit with a chip

During your turn, you may additionally place one of your tunnel chips on any unoccupied tunnel opening on a placed tile (even on the one you just placed).

If you have already placed one of your tunnel chips, in a later turn you may place your second chip on another unoccupied opening. Thus the road is connected via the tunnel: One chip marks the tunnel entrance; the other, the tunnel exit. If connecting the two roads caused the road to be completed (because the ends leading out of the tunnel are both capped), go ahead and score the road as usual.

The Princess & the Dragon

Some of the tiles in the other expansions (e.g. **The Princess & the Dragon**) depict tunnel entrances. You are completely allowed to place tunnel chips on these. In this case, treat the road the same way you do for other tunnels in this expansion, rather than going straight through. (Just because you see a road go in one side, and you see a road come out the other, don't be so sure that it's the same road!)