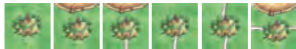


or cloister scores 9 points as normal. The other player scores nothing and both followers are returned to their players. If a challenge is not resolved by the end of the game, both players receive the usual points as described in the scoring of cloisters at game end. When a player places a tile with a cult place, he need not place a follower on the cult place. He may place a follower on the field, or the city or road when present. Also, he may choose to place to follower at all on the tile.

### The cult place and the heretic (6 tiles)



The cult place and the heretic may be played with the basic Carcassonne game and with any or several of the other expansions to the basic game. To play, shuffle the 6 “cult place” landscape tiles with the landscape tiles for the basic game (and any expansions you choose to include). The rules for the basic game (and any expansions used) apply with the following additions.

The cult place is used and scored exactly like a cloister. If the player places a follower on the cult place, this follower is called a heretic.

### **Placing the cult place:**

When a player puts a cult place directly (horizontally, perpendicularly or diagonally) adjacent to a cloister occupied by a monk of another player and puts a heretic on it, then the heretic must challenge the monk. The same applies if a player places a cloister directly monk is set directly (horizontally, perpendicularly or

diagonally) adjacent to a cult place occupied by a heretic of another player. That is, the monk must challenge the heretic.

A player may not place a cult place adjacent to several cloisters, nor may a player place a cloister adjacent to several cult places.

### **The challenge**

Once a challenge has been declared, the player (of those two involved in the challenge) who first completes his cult place

## Creativity (2 tiles)

For those players who have always wanted to have a special tile of their own, here is your chance. Two tiles with the same back as normal Carcassonne tiles, but nothing on the front. You are free to be creative and design your own tiles to play with in any way you choose - have fun!!

*Special thanks to Christwart Conrad and Mario Coopmann for the first ideas of the siege tiles and the cult places, to Doris Matthäus for her new artwork, and for Klaus-Jürgen Wrede for getting this whole thing started.*

## The siege (4 tiles)



The siege can be played with the basic Carcassonne game and with any or several of the other expansions to the basic game. Shuffle the 4 siege tiles with the landscape tiles for the basic game (and any expansions you choose to include). The rules for the basic game (and any expansions used) apply with the following additions.

**Siege:**

A city that includes a siege tile is considered under siege. A besieged city, when completed, scores just 1 point per tile and 1 point per pennant. A besieged city, when completed with a Cathedral, scores just 2 points per tile and 2 points per pennant. An incomplete besieged city at game end is worth nothing.

Farmers do supply besieged cities. At the end of the game, each besieged city scores double: 6 points or 8 points if the scoring player has a pig in the farm.

Cloisters that are adjacent to any tile of a besieged city (horizontally, perpendicularly or diagonally) allow knights to escape from the besieged cities. If a cloister is adjacent to any city tile of a besieged city, a player may, at the end of his turn, remove one of his knights from the besieged city, returning it to his supply.

A city that contains several siege tiles does not suffer an added effect.