

THE COUNCIL

► The 5 members of the council (, , , , and) are worried and are discussing the situation. Place the 5 meeple on their respective cards, each within the outline matching their color. Each council member has a unique accent, each emphasizing certain letters.

By arranging them in the order depicted on card , you can read: **TWEN-TYTI-MESTHR-EEPL-USONE.**

$20 \times 3 + 1 = 61.$

Take card .

► Aldric () goes to the center of Carcassonne and awakens the sleeping guard there ().

$$\textcolor{red}{34} + \textcolor{blue}{44} = \textcolor{brown}{78}.$$

Take card .

► Meanwhile, Basil () helps the merchant () stock his empty stall with food supplies.

$$\textcolor{blue}{24} + \textcolor{red}{65} = \textcolor{brown}{89}.$$

Take card .

► As for Elianor, she uses the keys to the city () to lock the North Gate ().

$$\textcolor{red}{80} + \textcolor{blue}{+3} = \textcolor{brown}{83}.$$

Take card .

- Once Elianor, Basil, and Aldric have addressed these urgent matters, place each meeple within the outline matching their respective colors on cards **83**, **89**, and **78**. Their hands will point to specific capital letters. When arranged in the order shown on card **1**, they spell out **TWELVE**.

Take card **12**.

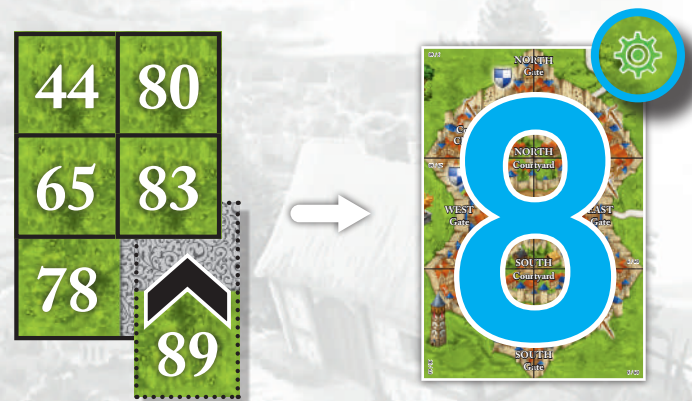


- Use the 6 cards from the discard pile to assemble the Carcassonne map. Place them so they overlap each other as indicated by the illustration on card **12** and the instructions on card **71**.

Once the cards are properly arranged, the city forms the number **8**.

Card **12** indicates that you must find a Machine, as confirmed by the Machine symbol shown on the map.

Access Machine **8**.



- Players are divided into two teams to search for 3 spies using Machine **8**. Each team must identify a spy and then describe that spy to the other team.

The first team can recognize a spy by the Templar Cross they wear. The second team uses the description provided by the first to catch the spies, even if they've removed their crosses in an attempt to blend in. Players continue this process until all 3 spies have been found and arrested. Then, take card **53**.



DEFENDING THE CITY

- To get the blacksmith's attention (**53**), pay him with coins from Elianor's pouch (**+22**).

$$53 + +22 = 75$$

Take card **75**.



- To obtain the crown, Elianor pays the blacksmith again (32) with coins from her pouch (-22).

$$32 + -22 = 54.$$

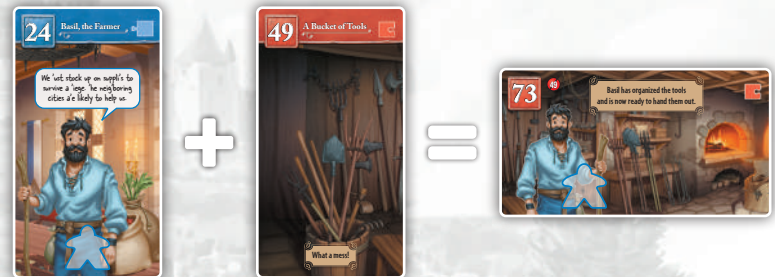
Take card 54.



- The farmers' tools are in disarray in the blacksmith's storage room. Basil (24) sorts out these tools (49).

$$24 + 49 = 73.$$

Take card 73.



- In another part of the storage room, armaments (11) are strewn about haphazardly. Aldric (34) carefully sorts them out.

$$34 + 11 = 45.$$

Take card 45.



- Noticing the farmers sleeping lazily (9), Basil equips them with tools (73).

$$9 + 73 = 82.$$

Take card 82.



- Once the armaments are sorted out (45), Aldric states he will supply the arms first to the guards in the barracks and then to the crossbowmen. On the map, connect the 🏰 from north to south (top to bottom). This forms the number 4. Then, connect the 🏹 from north to south. This forms the number 2.

Take card 42.



- Now that the people of Carcassonne are equipped to defend the city, the council members reconvene (67). You'll need to determine the order in which the council members took their seats at the table and where around the table they are seated.

Card 67 : Lady **Elleanor** arrived first. She is seated in the top left corner.

Card 82 : **Martin** arrived next. You can see that he is sitting at a corner of the table. **Basil** sits to his right, also at a corner. Therefore, they must be seated at the bottom of the table.

Card 42 : Then, **Aldric** arrives and sits to the right of **Basil**. **Sasha** arrives last and sits across from **Aldric**.

By connecting the meeple in the order of the council members' arrivals, you draw the number 6.

Take card 6.

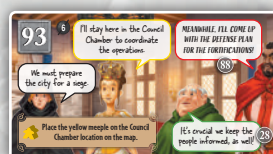
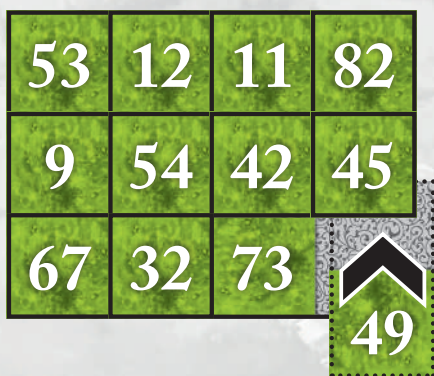


- The council decides it's time to focus on preparing the western countryside. Using the 12 cards from the discard pile, assemble another section of the Carcassonne map, overlapping them with each other according to the illustration on card 6 and the instructions on card 71.

As indicated in the instructions, the archers should go first: on the top row; then the animals in the second row, and the farmers and fields in the third row. This should help you properly assemble the map.

Once assembled correctly, the roads form the number 93.

Take card 93.



PROTECTING THE COUNTRYSIDE

- Follow Martin's instructions (28) and place the **Sasha** (black), **Basil** (blue), and **Aldric** (red) meeple on the abbeys that match their colors. They will toll the bells to alert the inhabitants of the adjacent regions.

Their warning will reach every region of this section, except for the one in the bottom right corner. Therefore, **Martin** (green) must go there to warn the people of the danger.

The symbol on card 28 indicates that you should find the card featuring Martin, which is numbered 19/60 (??/60).

Take card 19.



- In the deserted countryside (19), Basil blows the hunting horn (38) to sound the alarm.

$$19 + 38 = 57$$

Take card 57.



- The farmers who have been warned about the danger seek shelter. However, it seems there are spies among them. Access Machine 57 to identify these spies. Their Templar Crosses will give them away; click on each one.

Take card 64.



- Once the population has been safely evacuated, Sasha suggests sabotaging the roads to slow down the invasion. Move each meeple according to the instructions on card 64, placing each on a bridge to sabotage it.

Aldric sabotages the bridge directly in front of him.

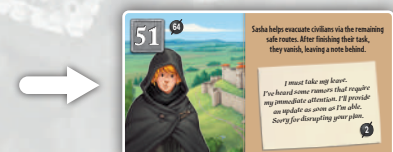
Basil sabotages the bridge down the road from his abbey.

Martin handles the bridge near his location.

Sasha moves to the remaining bridge.

The two roads that the council members have not sabotaged form the numbers 5 and 1.

Take card 51.



- ▶ Aldric has prepared a plan involving all of the council members (88). However, Sasha has vanished (51). Therefore, the plan must account for their absence and be adjusted accordingly. Remove the instructions involving Sasha (indicated by the black arrows). The remaining arrows form the number 96.



Take card 96.

- ▶ Martin has also left, leaving behind a message hoping to find a peaceful solution (29). The plan must again be adjusted to account for his departure. Remove the instructions involving Martin (indicated by the green arrows). The remaining arrows form the number 35.



Take card 35.

- ▶ Basil also must leave to help the people gather food (35). The plan must be adjusted once again. Remove the instructions involving Basil (indicated by the blue arrows). The remaining arrows form the number 74.

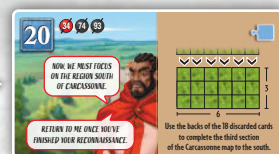
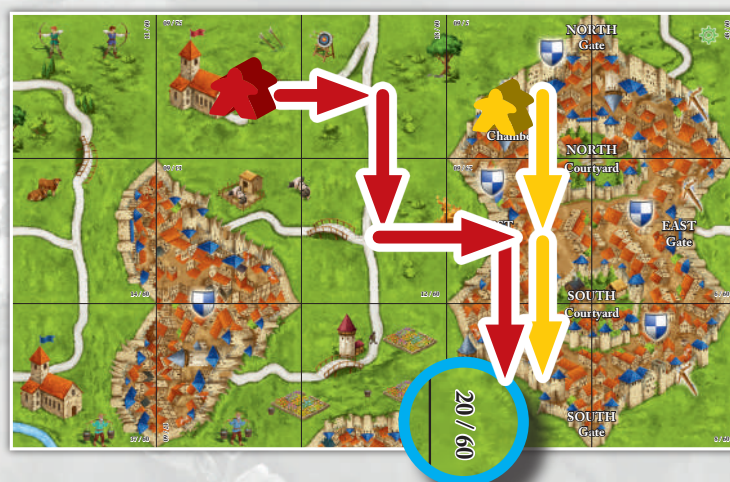


Take card 74.

- ▶ Now, you must enact the plan using the remaining two council members: move the red and yellow meeple according to the arrows drawn on card 74. The symbol on card 74 reminds you to find the card number where the meeple join up, referring to the numbering in the corner of each card.

The meeple meet on the card numbered 20/60 (20/60).

Take card 20.



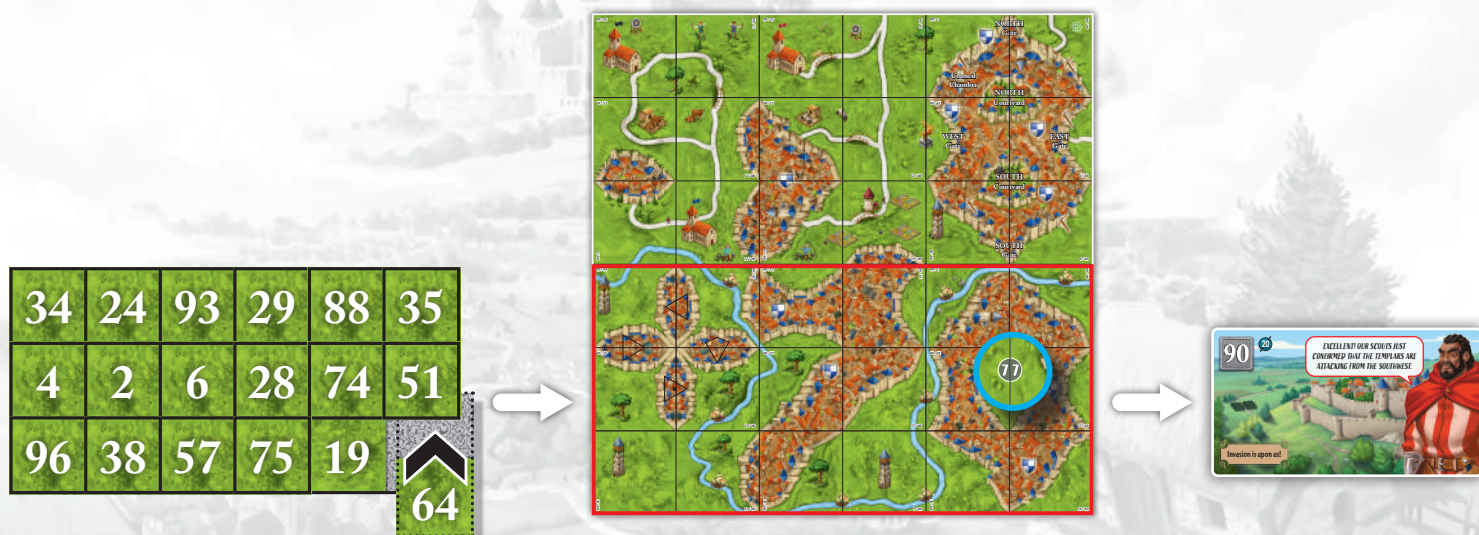
THE SOUTHERN CITIES

- ▶ Aldric needs you to manage the affairs in the southern region. Use the 18 cards from the discard pile to assemble the final section of the Carcassonne map by overlapping them according to the illustration on card **20** and the instructions on card **71**. Use the river as a guide to assemble the map.

The cities reveal a red **+70**. Return to see Aldric (**20**) and add **+70**.

$$20 + 70 = 90.$$

Take card **90**, as well as card **77**, indicated by the number visible on the map.



- ▶ The catapult shown on card **18** is not operational because there are no projectiles available for launch. You can find some stones in the quarry on card **77**. To operate the catapult, combine both of these cards to form a single Machine, as suggested by the partially visible Machine symbols on the cards.

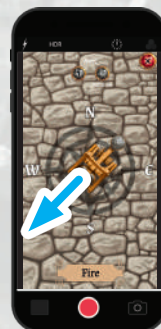
$$18 + 77 = 95.$$

Access Machine **95**.

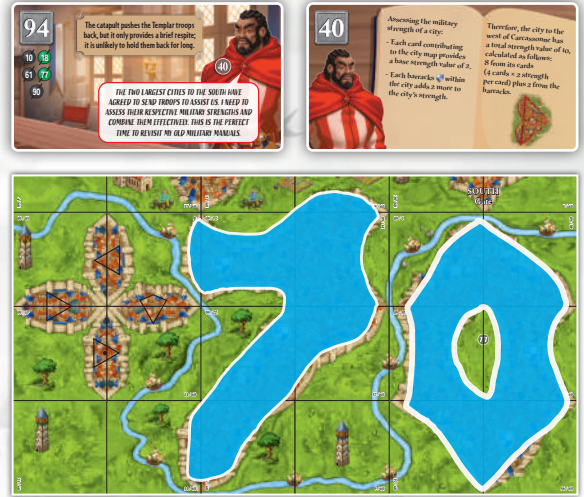


- ▶ Card **90** indicates that the Templars are attacking from the southwest. Therefore, you must aim in that direction using Machine **95**. And press the Fire button!

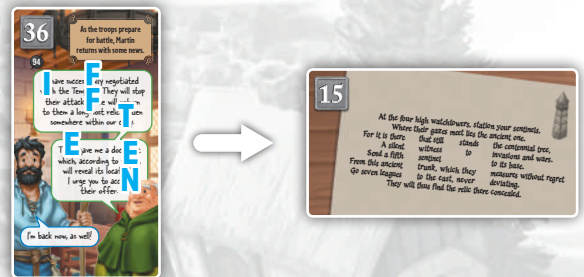
Take card **94**.



- Take card **36**.



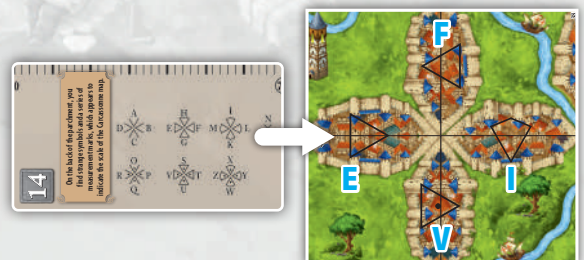
- Take card **15**.



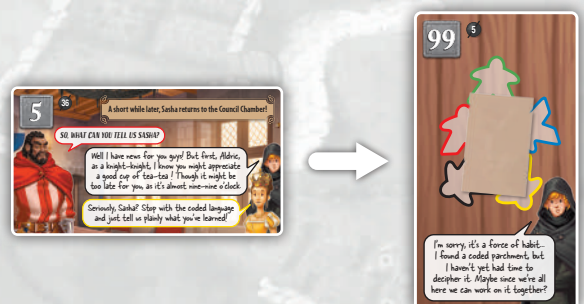
- Take card 14.



- Take card **5**.



- Take card **99**.



- Place the meeple within the outlines (99) matching their colors. This arrangement forms the number 3 in the blank space between them.

Take card **3**.



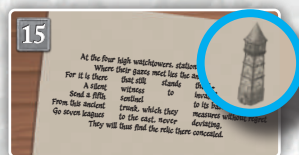
- The parchment on card **15** provides instructions for locating the relic.

You need to identify the mentioned centennial tree.

First, locate the four watchtowers on the map; each has a colored banner. Place the corresponding meeple on each of them.

Then, draw lines connecting the towers opposite each other, forming a cross; the tree is at the intersection of these lines ("where their gazes meet").

Finally, place the last meeple there.



From this tree ("this ancient trunk"), measure 7 leagues eastward using the measurement marks on card 14.

The number 7 along the edge of the card aligns with the number 9 to its right, creating the number 79.

Take card **79**.



THE RELIC

- The parchment on card **3** provides instructions for finding the code that unlocks the chest in Machine **79**.

First, find the field containing the statue of a noble boy riding his pig, and calculate its value. Three cities border that field, each with a value of 3 (as noted in the book on card **39**). Therefore, this field has a total value **9**.



- ▶ Next, you must calculate the military strength of Carcassonne itself. The city consists of 6 cards and contains 4 barracks, each contributing a value of 2 (as explained in the military guide on card 40).

Therefore, the total military strength is calculated as follows:

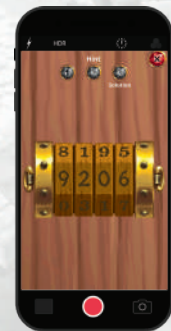
$$6 \times 2 \text{ (for the cards)} + 4 \times 2 \text{ (for the barracks)} = 20.$$



- ▶ Finally, you need to calculate the value of the road where the water tower is situated. This road is made up of 6 cards, each contributing a value of 1 (as detailed in the book on card 39). Therefore, the total value of the road is 6.



- ▶ Now, all that's left to do is enter these values in order (9, 20, 6) into Machine 79 to unlock the chest and return the relic to its rightful owners, the Templars.



Congratulations! You have successfully halted the Templar invasion by returning the lost relic to them. The city is now alive with banquets and festivities in honor of its heroes. You can join the council members in the celebrations by assembling a new map of Carcassonne, showcasing the jubilant events, using the backs of the six penalty cards you still have.