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Carcassonne

Count, King & Robber

**A copy of CARCASSONNE is required to play this expansion.
You can integrate this entire expansion into the game,
or only parts of it if you choose. You can also combine
this expansion with any other CARCASSONNE expansions.**

CONTENTS

- **2 large City tiles** (2x3 tiles, each with different sides). When placed together, they form the city of Carcassonne.

- **1 Wooden Count**

- **1 King Marker** and **1 Robber Marker**
(Another set is included as spares)

- **1 King Tile** and **1 Robber Tile**

- **22 Land Tiles** (indicated with a 👑), comprising:
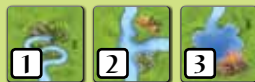 - 5 Shrine tiles
  - 5 Land tiles
  - 12 River II tiles

SETUP

This expansion offers two different ways to start the game: instead of using the standard start tile or the River I, you can either use the **two large City tiles** to form the city of Carcassonne or the **River II** as your starting point. Other than changing which tile is placed first, these options have no impact on gameplay. In both cases, return the standard start tile to the box before starting setup.

THE RIVER II

1. Placing a River Tile

First, set aside the **source (1)**, the **fork (2)**, and the **lake (3)**. Shuffle the remaining river tiles and place them facedown in a pile within easy reach of all players. Place the source on the table as the start tile, and place the lake facedown at the bottom of the pile. The youngest player plays the fork normally as the first tile, and play proceeds clockwise from there.

Just like with *The River* from the base game, you must first draw tiles from the River pile before drawing normal tiles. Place your River tile at the end of one of the two rivers. As always, tiles must be placed so that their edges match the edges of tiles already in play. You cannot make a river turn twice in the same direction, and you cannot connect both rivers together.

This is not allowed!

You can combine *The River II* with *The River* from base game to make a very long river. Keep only **one source** and **one lake**.

Do not use both *The River II* and *The Count of Carcassonne*. Combining the two can lead to situations where the river cannot be completed.

2. Placing a Meeple

When you place a River tile, you can place a meeple on it normally. The river itself is not a feature, and you cannot place a meeple on it.

If you place the last River tile (the **lake with the volcano**), you **cannot** place a meeple on that tile. Immediately after placing it, take another turn by drawing the top normal tile.
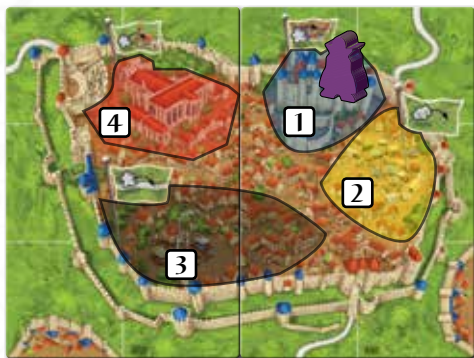
The inn and the volcano on the River follow the rules from their expansions (*1* and *3*, respectively). The pigsty has the same effect as a pig in a field (Expansion *2*). If you are playing without these expansions, simply ignore these features.

THE CITY OF CARCASSONNE AND THE COUNT OF CARCASSONNE

SETUP

Place the two City tiles together in the center of the play area. One side shows the city with flags, the other without. If you want to use the city as a starting tile with no effects, use the side without flags. The flags are used to identify the city districts:

1. The castle
2. The market
3. The blacksmith
4. The cathedral

Place the Count of Carcassonne on the castle.

1. Placing a Tile

If you place a tile next to the large City tiles, your tile's edge must match the City tile's edge, and it must be aligned with the white grid of the City tiles.

2. Placing a Meeple in the City of Carcassonne

When you complete a feature during your turn, if at least one of your opponents gains points **and you gain none**, you may place a meeple in one of the four city districts (even if the Count is in that district). Then, you may move the **Count** to a district of your choice within the city of Carcassonne.
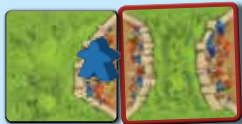
*You (**Red** player) complete this city. **Blue** scores 4 points and you score none. **You** decide to place a meeple in the cathedral in Carcassonne.*
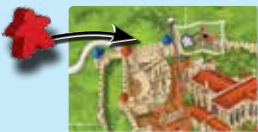
Even if you complete more than one feature, you can place **a maximum of one meeple** in the city of Carcassonne per turn.

You can only place your Abbot in the cathedral in Carcassonne.

3. Scoring a Feature – Moving Meeples from Carcassonne

When a feature (city, road, monastery, or shrine) is completed, before it is scored, all players **may** remove their meeples from the matching district and place them in the feature that is about to be scored, even if doing so would exceed the maximum of 1 meeple per feature.

From the **castle** to a **city**.

From the **blacksmith** to a **road**.

From the **cathedral** to a **monastery** or **shrine**.

The districts and where meeples in them are placed:

You **cannot** remove meeples from a district with the Count in it. Even if a completed feature would allow them to be removed, the meeples in that district must stay there until the count is moved out. The Count is always in exactly one district and never leaves the city of Carcassonne.

When you complete a feature, the player to your left can remove as many of his or her meeples as he or she would like from the matching district and place them on the feature that was just completed. Going clockwise and ending with you, each player repeats this process. The feature is then scored as normal, and all players return any of their meeples on that feature to their supply.

*You complete the road. **Blue** decides not to remove any meeples from the blacksmith. **You** remove 2 meeples and place them on the road, giving **you** control. **You** gain 3 points and **Blue** gains none.*
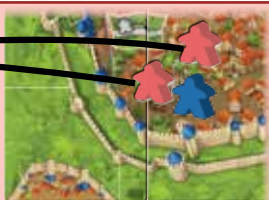
Meeples that were not removed stay in their district. Meeples placed in a district remain there until removed and placed on a matching feature.

When you place the last tile (ending the game), the player to your left must remove **one** of his or her meeples from the **market** to one of the **fields**. This process continues in turn order until all meeples in the market have been removed and placed in a field. If the count is in the market when the last tile is placed, no meeples are removed.

During final scoring, any meeples left in the other districts do nothing. The city of Carcassonne counts as a city worth 3 points in its field.

KING & ROBBER
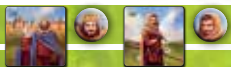
SETUP

Place the King and Robber tiles and their matching markers as a general supply within easy reach of all players.

3. Scoring a Feature

The King

As soon as you complete the **first city** (**except** the city of Carcassonne, if you are playing with those tiles), place the King marker on that city and place the King tile in front of you. It does not matter if you scored points for that city, only that you completed it. If a player completes a **bigger city** (i.e., one with more tiles), that player takes the King tile and moves the token to the bigger city. The marker must always be placed on the biggest city (**except** the city of Carcassonne). If you have the King tile during final scoring, you gain **1 point** per **completed city** (**including** the city of Carcassonne, if you are playing with those tiles).

The Robber

The Robber tile works just like the King tile, but for **roads** instead of cities. If you have the Robber tile during final scoring, you gain **1 point** per **completed road**.

THE CULTISTS

Shuffle the five Shrine tiles with the other Land tiles.

1. Placing a Shrine Tile

Shrine tiles cannot be placed adjacent to **more than one monastery**, and monasteries cannot be placed adjacent to **more than one shrine**. Shrine tiles are otherwise placed normally.

2. Placing a Meeple as a Heretic

When you place a shrine, you can place your meeple normally, or you can place a meeple as a **heretic** on the shrine. If you place a heretic adjacent to a monk, both meeples **challenge** each other (challenges are described below in **3. Scoring a feature**). It is possible for two of your own meeples to challenge each other.

Otherwise, the shrine behaves like a monastery. You can place your abbot on the Shrine.

3. Scoring a Feature

A shrine is scored when it is surrounded by other tiles. A completed shrine is worth 9 points. In case of a **challenge**, the first completed feature is worth 9 points. The other feature, when it is completed, is worth 0 points. If both features are completed at the same time, both are worth 9 points. In all cases, both the monk and the heretic are returned to their respective supplies. Meeples in the cathedral may be removed and placed on a shrine when it is completed.

*You (**Red** player) place your tile and complete your shrine. **You** gain 9 points, and **Blue** will gain 0 points for the monastery when it is completed. Both meeples are returned to their respective supplies.*

Final Scoring

At the end of the game, any unresolved challenges (i.e., incomplete monasteries and shrines) are ignored. All players involved score points for their incomplete monasteries and shrines as normal.

NEW LAND TILES

Shuffle the five new Land tiles with those from the base game and stack them normally. The tile to the right shows two city segments: one goes from the top to the bottom of the tile, while the other goes from left to right, across the bridge.

Rules for Using This Expansion with Other Expansions

Refer to this page when questions come up about how this expansion interacts with other expansions. Until then, you can skip this page and start playing!

THE RIVER II

Exp. 2: The pigsty increases the value of its field by 1 point per completed city. This bonus is in addition to the points given by the pig.

Exp. 3: Immediately after placing the lake with volcano, place the dragon on it.

THE CITY OF CARCASSONNE AND THE COUNT OF CARCASSONNE

The following figures can be placed in a district of the city of Carcassonne:

Exp. 1: Large meeple

Exp. 5: Wagon (not in the market), Mayor (only in the castle)

Exp. 10: Ringmaster

Further clarifications:

Exp. 2: If you take a double turn with the builder, you can place a meeple in the city of Carcassonne during both turns.

Exp. 3: You cannot move the dragon or the fairy into the city of Carcassonne. You cannot move a meeple into the city of Carcassonne with a magic portal.

Exp. 4: You cannot capture meeples in the city of Carcassonne with a tower.

Exp. 5: You can use meeples from the market during a barn scoring. The city of Carcassonne counts as a city when scoring a barn.

Exp. 9: You cannot place your shepherd in the city of Carcassonne.

KING

Exp. 1: The king does not score bonus points for a cathedral in a completed city.

Exp. 8: A castle does not count as a completed city for the king.

ROBBER

Exp. 1: The robber does not score bonus points for an inn on a completed road.

THE CULTISTS

You can use the following figures on shrines:

Exp. 1: Large meeple.

Exp. 5: Wagon. A monk in an abbey can challenge a heretic in a shrine.

Exp. 9: Vineyard rules are the same for shrines as they are for monasteries.

Exp. 10: Ringmaster.