



Klaus-Jürgen Wrede

CARCASSONNE

The Princess & the Dragon

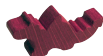


The Princess & the Dragon is the third expansion for CARCASSONNE. A copy of CARCASSONNE (Basic Game) is required to play this expansion. This expansion may be combined with any other expansion. **The basic rules for CARCASSONNE remain unchanged.** Here are the new elements introduced in this expansion:

Components

• 30 new Land tiles

• 1 Dragon pawn



• 1 Fairy pawn



Playing with the expansion

The **30 new Land tiles** are shuffled with the other Land tiles. During the game, these new tiles are played just like any other Land tile. The Dragon and Fairy pawns are set aside for now. These pawns do not belong to any player and may be set on any tile when they are in play.

THE NEW TILES

Volcano (6 tiles)



When a player draws a tile with a **volcano**, he places it just like any other tile. However, he **cannot** put a follower on that tile. Then, the **Dragon pawn** is moved directly **onto that Volcano tile**, where it stops.

Dragon (12 tiles)



When a player draws a tile featuring the Dragon icon, he places it as usual and may put a follower on it. Then, before scoring, the game is interrupted during **the dragon's movement phase!**

Starting with the player who has placed the tile with the Dragon icon, and continuing in clockwise order, each player must move the **Dragon pawn** onto a new tile that is **horizontally** or **vertically** adjacent to the tile currently occupied by the dragon. The dragon always moves a total of 6 times, on 6 different tiles, regardless of the number of players (**except if the dragon comes to a dead end**). In other words, the dragon can never move more than once onto the same tile during one movement phase, and it will always move onto 6 different tiles (except if it comes to a dead end). Furthermore, the dragon can never move onto the tile occupied by the fairy (see next page). Each time the dragon moves onto a tile with a follower, that follower is returned to its owner's supply. Once the dragon has finished moving, the game resumes its normal course.

Dead end: When the Dragon pawn is on a tile from which it has no legal moves, the dragon immediately ends its movement phase.



Example with 4 players: The dragon begins in the lower left-hand corner. **Green** places a tile with the Dragon icon. She then moves the dragon up, onto the illustrated tile. **Yellow** is next and moves the dragon to the left. Then, **Red** moves the dragon down. From this tile, **Blue** must move it left since the dragon has already visited the tile above and the one to the right during this movement phase. **Green** then moves the dragon up as that is the only option. Finally, **Yellow** ends the dragon's movement by moving it up one more tile. The **blue** and **red** followers are returned into their owner's supply.

Note: The dragon only enters play when a Volcano tile is drawn and placed. If a tile with the Dragon icon is drawn and the dragon is not yet in play, that tile is set aside, face-up, and the player draws a new tile. As soon as a Volcano tile is drawn and placed, the Dragon pawn enters play. Then, the “set aside” tiles are shuffled back with the other tiles, face-down, and play continues normally.



Magic portal (6 tiles)

When a player draws a tile with a Magic portal, he may place a follower **onto that tile or any other tile that is already in play**. The follower is placed using the regular rules. For instance, a follower may not be placed onto a feature occupied by another follower. Moreover, a follower cannot be placed onto a completed feature.

The Princess (6 tiles)



When a player draws a tile with the princess, he first places it as usual. If he places it to continue a city where there are one or more knights, he removes **one** of those knights (his choice), and gives it back to its owner. In this case, he cannot place a follower on the Princess tile he has just placed (be it in the city, on the road, or in the field). If by placing a Princess tile the player continues an empty city or starts a new city, that player can then place a follower on that tile as per the normal rules.

The Fairy (not shown on the tiles)



At the beginning of the game, the Fairy pawn is not in play. If a player **does not place a follower** during his turn, he can then move the fairy onto a tile of his choice occupied by one of his followers.

The Fairy pawn influences the game in three different ways:

- The dragon cannot move onto the tile occupied by the fairy. As such, a follower that shares a tile with the fairy is protected from the dragon.
- At the beginning of a player's turn, if the fairy is on the same tile as one of that player's followers, that player immediately scores 1 point!
- When scoring a feature (city, road, monastery, or farm) where the fairy and a follower stand together, the owner of that follower scores 3 points, in addition to the points (if any) he receives for the scored feature. After scoring, the follower is returned to its owner's supply, but the fairy remains in place.

Other new Land tiles



Tunnel

The tunnel does not end the road that runs through it. Also, each field (top and bottom) is not divided into two sections.



Monastery inside a city

When a player sets a follower on this tile, he must choose to put it on the monastery, in the city, or on any other depicted section. If he places a follower on the monastery, that monastery is scored when it is surrounded by 8 tiles, even if the city has not yet been completed. It is possible to place a follower on the monastery even if a knight currently occupies the city (on a connected tile). The opposite is also true (placing a knight when a monk occupies the monastery).



© 2012 Hans im Glück Verlags-GmbH
© 2012 Z-Man Games, Inc.
for the English version

For questions, comments and requests:
Z-Man Games, Inc.
3250, F.X. Tessier
Vaudreuil-Dorion,
Québec, Canada, J7V 5V5
info@zmangames.com
www.zmangames.com