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# Carcassonne

## Count, King & Robber

This expansion is made up of 4 mini-expansions. You may play with one, several or all of these expansions at the same time. However, we do not recommend that players use the *The Count of Carcassonne* with *The River 2*, as doing so can cause difficulties in tile placement.

### Components

- 1 Count
- 36 new Land tiles

### King & Robber (7 tiles)

Add the *King & Robber* tiles to the other tiles being used to play



This tile shows 2 separate cities (one from left to right and the other from top to bottom). It is possible for them to be joined during play

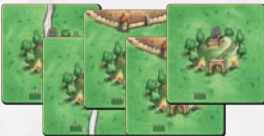
**Before beginning**, place the tiles showing the King and the Robber to the side. Add the remaining tiles to the other tiles being used to play.



Once a player has **placed** a tile to complete the first city (not necessarily the player who scores the points for the city), that player will take the King tile, making a note of how many tiles were used to create the city. If any player should complete a larger city during the course of the game (that is to say the player who **placed** the tile), that player would then take the King tile, making a note of how many tiles were used to create the city. At the end of the game, the player who has the King tile scores **1 point per completed city**.



The rules for the Robber tile are similar. However, the Robber tile is given to the player who has completed the **longest road** (again, this is the player who placed the tile). At the end of the game, the player who owns the Robber Knight tiles scores **1 point per completed road**.



### Heretics & Shrines (5 tiles)

Add the Heretics & Shrines expansion tiles to the other tiles being used to play.

A shrine is placed and scored in the same way as a monastery. When a player places a follower on a shrine, it is called a heretic.

### Placing a Shrine

When a heretic is placed on a shrine adjacent (orthogonally or diagonally) to an occupied monastery (or vice versa), a challenge occurs. The first of the two features to be completed wins the challenge and scores full points while the other feature scores none. Both the heretic and monk involved in the challenge are returned to their owners' supplies.

If the shrine and monastery are completed simultaneously, both score full points. If a challenge is not completed by the end of the game, the shrine and monastery are scored according to the normal rules for scoring incomplete monasteries. A player who places a shrine is not obligated to place a heretic; the player may instead place a farmer, knight, thief or no follower, as normal.

**Very important:** You may not place a shrine (or monastery) if: **1)** it would be adjacent (orthogonally or diagonally) to two or more monasteries, and vice versa; or **2)** it would cause a monastery to be adjacent (orthogonally or diagonally) to two or more shrines, and vice versa.



### **The Count of Carcassonne** (12 tiles and the Count)

Before beginning the game, assemble the 12 tiles of the city, as illustrated. The city depicted is that of Carcassonne itself and serves as a larger area from which to begin the game. The starting tile of the base Carcassonne set is, therefore, unnecessary.

The city of Carcassonne consists of 4 main areas:

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

The Count is placed in the castle to begin the game.

### **Placing followers in the city**

**At the end of a turn** in which a player has placed a tile that completes one or more features and: **a)** causes one or more of his opponents to score points, and **b)** scores no points himself, he may place a **follower from his supply** into one of the 4 areas of the city of Carcassonne. It is not possible to place more than one follower into the city of Carcassonne in a single turn.

When a city, road or monastery is completed, each player **may** move their followers from the corresponding area of the city of Carcassonne **before** determining which player scores points for the completed feature (exception: followers **may not** be moved from the area occupied by the Count). In this way, players may add followers to an occupied feature.

#### **Followers may be moved in the following way:**

- From the **castle** to a just completed **city**.
- From the **blacksmith** to a just completed **road**.
- From the **cathedral** to a just completed **monastery**.
- From the **market** to a **farm** (these followers may only be moved at game end before final scoring).

#### **What is the exact order of these actions?**

After the placement of the tile that completes a feature (but before it is scored), the active player chooses whether he or the player to his left will begin. Regardless, in clockwise order, each player will have one chance to move all, some or none of his followers from the city of Carcassonne (except those followers occupying the same area as the Count) to a corresponding completed feature prior to it being scored. Once all players have chosen, the completed feature is scored according to the normal rules and followers are returned to their owners' supplies.

As usual, if the active player did not score any points (and one or more of his opponents did), he may now place a follower into one of the four areas of the city of Carcassonne. Those followers that were not moved from the city of Carcassonne remain there. A follower may only be moved from the city of Carcassonne according to the rules explained above. In other words, players may never choose to return their followers occupying the city of Carcassonne to their supply.

### **The Count**



When a player adds a follower to the city of Carcassonne, he may choose to move the Count to a new area of the city (the castle, the blacksmith, the market, or the cathedral). The Count will always occupy one of these four areas. Followers may **never** be moved from the area occupied by the Count.

**Example:** *A city is completed. The Count occupies the castle. The players may not move their followers to the completed city before it is scored.*

**Hint:** *Moving the Count is very important, as it will allow previously trapped followers to be placed in future turns, while blocking other followers from being moved.*

#### **Special rules for other expansions**

- 1. Inns & Cathedrals:** The large follower may be placed in one of the four areas of the city of Carcassonne like a regular follower. As normal, the large follower is equal to two regular followers when scoring a feature.
- 2. Traders & Builders:** If a player takes a double turn because of the builder, he is able to place a follower in one of the four areas of the city of Carcassonne (and thus move the Count) on either or both of these turns. Nevertheless, each placement of such a follower must be immediately preceded by the placing of a tile which completes one or more features where one or more opponents score points and the active player scores none.

**3. River 1 or 2:** The river source must begin at one of the corners of the city of Carcassonne. The players should place the river tiles so that the river flows away from the city of Carcassonne so as to avoid placement problems. Again, combining The Count of Carcassonne and River 1 or River 2 is not recommended.



### The River 2 (12 tiles)

The river, once completed, serves as a larger area from which to begin the game. The starting tile of the base Carcassonne set is, therefore, unnecessary.

Place **the source, the fork and the mouth** (with the volcano) to the side and shuffle the 9 remaining tiles. The source is placed in the middle of the table. The youngest player then places the fork. In clockwise order, the players take turns drawing from the pile of River tiles and place them so that they add to one of the two rivers. Once the pile of shuffled River tiles is exhausted, the mouth is placed to close the remaining incomplete river. The placement of the mouth is automatic and does not constitute a player's turn. Furthermore, no follower may be placed on the volcano tile.

Players are welcome to place the River tiles as they please, but must follow two rules when doing so: the river may not make a u-turn, and the two rivers created by the fork may not become linked.

With each River tile placement, followers may be placed according to normal rules. However, followers may not be placed on the river itself.

Once the River is complete, the players continue by drawing and placing tiles from the base game (and expansions) as normal.



The **pigsty** adds 1 point per completed city to the value of the field it occupies. This bonus is in addition to the bonus provided by the pig found in the Traders & Builders expansion (i.e. a player scoring points for a field containing both the pigsty and their own pig will score 5 points for each completed city present in the field).



For the **inn on the lake**, please refer to the rules for Inns & Cathedrals.



For the **volcano**, please refer to the rules for The Princess & the Dragon.

If you are playing without the corresponding expansions, the inn and the volcano pictured on the following tiles are ignored.

**Z-MAN**  
games

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Special thanks to Adam Marostica.

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