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Carcassonne Maps Deutschland

With *Carcassonne Maps* you're going to experience **CARCASSONNE** in a new way. On this map you have the possibility to re-place Germany with your **Carcassonne** Tiles. Here are some ways in which you might use the map. Nonetheless, you can always be creative and come up with your own ideas.

COMPONENTS

• 1 Carcassonne map of Germany

In addition, you need:

Land tiles | We recommend playing with about 110 – 120 tiles. Preferably, you use the basic game tiles and 2 expansions. If you choose for example the basic game and the first and second expansions, you'll play with (72 + 18 + 24 =) 114 tiles. It might be helpful to play without the additional rules and meeples of the expansions and to use only the tiles in the beginning.

Meeple | If possible, every player should use 9 instead of 7 meeples (+1 meeple on the scoring board).*



SETUP

There are **3 start-squares**: **Rostock** in the North, **Erfurt** in the centre and **Stuttgart** in the South (with a darker margin). You should start with at least 2 start-squares. Take the starting tile (with the darker backside) and another random tile and place both of them on two start-squares. You start your game by placing your first tile next to these tiles.



The general rules stay the same, and some new rules are added. However some of them are only variants and ideas which you can apply but don't have to.

(Note: to make it easier to read we will be using the words large city and town even if those words do not always represent reality.)

1. Placing a Land tile

You're only allowed to place a tile on a printed square. As usual, you have to place a tile next to an already placed one.



You place a compatible tile next to the starting tile (in Rostock).

Large Cities

On squares with printed **large city tiles** (Hamburg, Berlin, Hannover, Ruhrgebiet, Frankfurt und München) you cannot place tiles. As soon as you place a tile next to a city tile it is connected. From now on, everybody can place a tile next to the city tile.



You have connected Berlin in the West with a compatible tile. From now on, everybody is allowed to place a card on the adjacent squares.

Towns

Squares with towns (with a small house, for example Bremen, Saarbrücken, Nürnberg, ...) count as normal squares. You are allowed to place tiles according to the general rules. *You find some variants on the next page.*

Border squares with adjacent city or road

Wherever there are cities or roads printed on the "border" of the map you have to place a compatible tile.



The roads and city on the border are connected with compatible tiles.

Border squares without connection

The "border" of the map is neutral which means that you are allowed to place your tile the way you want if there are no preprinted towns or roads.



In this case, it doesn't matter how you place your tiles (with regard to the border).

*If you need additional meeples, you'll find everything you need in our webshop www.cundco.de.

2. Placing a Meeple

After having placed a tile you are allowed to place a meeple according to the general rules.

3. Scoring a feature

Large Cities

If you complete a large city you score according to the general rules. Preprinted large city tiles are scored in the same way as a normal city tile. Emblems give bonus points.



Berlin is completed. As the owner, **you** get 20 points (6 tiles + 4 emblems [2 points per emblem])

Border squares with adjacent city or road

Roads which end on the border are automatically completed there. Pre-printed roads or towns are scored as normal tiles. Emblems give bonus points.



Your road is completed (it ends in Denmark). **You** get 8 points (4 for the road and 4 for the emblems).



Your city is completed. **You** get 10 points (3 tiles + 2 emblems [2 points per emblem])

City or road on the border

A city road or field placed on the border (next to clouds or the sea) is seen as completed. You score them according to the normal rules.

Monastery on the border

You aren't required to place 8 adjacent tiles to complete and score a monastery next to the border. Only the surrounding squares (also the diagonal ones) have to be filled with tiles. However, only real tiles as well as preprinted large city tiles are scored.



You score your monastery on the border. You get 5 points (1 point for the monastery and 1 point each for the adjacent tiles)

Final scoring

As usual, city tiles and emblems of cities or roads which haven't been completed score only 1 point each.



You get 4 points for the uncompleted road (3 for the tiles and 1 for the emblem)

VARIANTS

Towns

You can try using the following additional rules for the town squares:

- Placing a tile on top of a town grants you one instant **extra turn**. This can only be done once within one draw.
- Placing a tile on top of a town **costs 2 points**.
- When scoring a **road**, you get 2 **bonus points** for each town which is still visible and touches your road (horizontally or vertically).



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Map in the background:

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