



The Spring is part of the **4 Seasons tiles series** with individual motives. You can use the tiles to expand your game field or as a mini-expansion.

## Components















12 new landscape tiles with spring themed motives

## Setup

Mix the 12 spring tiles with the landscape tiles from the base game.

This mini-expansion was developed for the Carcassonne base game, and its rules still apply. You can combine The Spring with other expansions. However, there will be no official rules for these combinations.

# 1. Place a land tile

If you draw a spring tile, you place it according to the usual rules.

## 2. Place a Meeple

You can place one of your meeple on the spring tile according to the usual rules.

### 3. Score points

You now score points for **garden** and **spring tiles** that are vertically or diagonally adjacent to the spring tile you have placed:

- For each garden you get 3 points
- For each spring tile you get 1 point

**Note:** The flowers and flowerbeds on the spring tiles, especially the flowerbeds around the monastery, do not count as a garden.



A garden always looks like this.



You place the spring tile you have drawn. At the end of your turn, you receive 7 points: 3 points each for the two gardens and 1 point for the other spring tile there.

#### Statue tiles

You will find 1 statue tile in each of the 4-season tile series. The following rule applies to all 4 statue tiles of the 4 seasons:

If your tile is vertically or diagonally adjacent to a **statue tile** of the **4 Seasons** after being placed, you may place **2 meeple** on this tile in **different areas**.





You a place the tile you have drawn on the spring statue.

Now you place a meeple on the road and another meeple on the city there.



© 2024 Hans im Glück Verlags-GmbH Birnauer Str. 15 / 80809 München info@hans-im-glueck.de; www.hans-im-glueck.de Designer: Klaus-Jürgen Wrede & the Hans im Glück Team Illustration of components: Marcel Gröber Graphics: Franz Stämmele & Hans im Glück Team



