



EVERGREEN FOREST

A Carcassonne Central expansion by Novelty

The woodsmen working within the forests around Carcassonne have formed a guild to share information regarding the best spots to harvest woodland produce. However, the main goal of the guild is to ensure that the forests around Carcassonne remain forever evergreen, guaranteeing the livelihood of the woodsmen for generations to come.

EXTRA PIECES

- 45 new tiles

ADDITIONAL RULES

Preparation

This expansion is designed to be played together with the fan-made Forests expansion. As a minimum, the original game, the fan-made Forests expansion and this expansion are to be used in a game, although other expansions may be added. Shuffle the new tiles with the other tiles.

This expansion adds three icons on forests:



The cherry icon. This represents areas of the forest where cherries can be found. When in season, the cherries refresh the woodsman and give them extra motivation to continue their work.



The chivalry icon. This represents an area of the forest that is owned by the family of a well to do knight. One of the woodsmen working in this forest is chosen to be given additional training by the owner of the forest.



The woodsman guild icon. This represents areas of the forest that the woodsman guild has found to have valuable forest produce.

1. Place a tile

When a tile with a cherry icon or a woodsman guild icon is drawn, place it on the board in accordance with the rules from the fan-made Forests expansion (for the forest segments) and the normal rules.

Take care with the following tiles:



The grassy areas and the cliff divide the forests into 4 distinct areas.



The forests on the left and right of the tile are connected.



The road is continuous and divides the forest on the tile into two.



The cliff separates the forest on the right from the forest on the top and left.



The forest on the left of these tiles is connected to the forest on the right by the bridge. The forest at the top is connected to the forest at the bottom under the bridge.

If a forest with the cherry icon is played which extends a forest where the player already has a woodsman, they may take a **double** turn¹. This means that, after performing the usual steps of deployment and scoring, the player draws a second land tile, places it appropriately, and may then deploy another follower and carry out any necessary scoring. The player's turn is then over.

There is no chain reaction. If the player draws another tile with a cherry icon after playing a tile with a cherry icon, they may not draw a third tile. Also, if a player draws a tile with a cherry icon after playing a tile that extends a road or city which includes their builder², they may not draw a third tile.



Red places a forest with a cherry icon next to a forest with his woodsman. He may now place a follower on the unconnected forests of the tile he has just placed. His turn is extended and he gets to pick and place a second tile. If he places a second tile with a cherry icon next to a forest with one of his woodsman this turn, he does not get to pick and place a third tile.

2. Upgrade a woodsman

If the player places a tile with a chivalry icon onto a forest that he or she has at least one woodsman, he may exchange one follower of his own colour for another of his own colour. For example, a green regular woodsman is deployed in a forest. On his turn, Green draws and plays a tile with a chivalry icon that extends his already occupied forest. He may now exchange the regular woodsman in this forest for another follower provided it is allowed by the fan-made Forests expansion rules³. It is irrelevant how many players occupy the forest or who has the majority in that forest at the time of exchange. An exchange occurs instead of deploying a follower to the tile⁴ and must take place at the time of playing the chivalry tile.

A player may elect to use the tile with a chivalry icon as a regular tile instead of exchanging a follower. If he wishes to do this, the player plays the tile in accordance with the fan-made Forest expansion rules. No player is able to exchange a follower on any subsequent turn using the played tile with the chivalry icon.

3. Score a completed forest

The chivalry icon and the cherry icon do not have any additional value attached to them.

When a completed forest is scored, each woodsman guild icon located within the completed forest scores an extra 1 point.

¹ **Question:** If the player does not have a woodsman on the forest, do they still get a second tile?

Answer: No

² Or after extending a farm with a lavender field tile from the fan-made Lavender Fields expansion

³ **Question:** May I promote or demote my woodsman in the brawling ring (from the fan-made Merry Men expansion) by use of a tile with a chivalry icon?

Answer: Yes, you are allowed to do this provided you connect the forest segment with the chivalry icon to the forest which includes the brawling ring. A regular woodsman can be promoted to a big woodsman or a big woodsman can be demoted to a regular woodsman.

⁴ Or any other actions in lieu of deploying a follower such as the deployment of the pig/builder/barn/tower piece or the movement of the fairy.

Final Scoring

At the end of the game, the player with the most followers on an incomplete forest scores 1 extra point for each woodsman guild icon in the forest. In the event of a draw, all players involved with the draw receive 1 point per woodsman guild icon.

Revision History

1.0 Finalised rules (Novelty)

0.3 Updated images (Novelty)

0.2 Updated text ambiguity and removed requirement for chivalry tile to be placed onto a forest (Novelty)

0.1 Draft Carcassonne Central version of the rules (Novelty)

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