



## FISH HUTS

*A Carcassonne Central expansion by Novelty*

In the old days, there were only two ways of preserving meat smoking and salting. Although the French preferred fresh fish, practicality demanded that some of the fish caught is smoked to preserve the fish for lean times and for winter. Fish were usually smoked out in small fish smoking huts.

### EXTRA PIECES

- 12 new river tiles

### ADDITIONAL RULES

#### Preparation

This expansion is to be played together with the Fishermen fan-made expansion. Shuffle the tiles together with the rest of the tiles.

With the exception of the following changes, the basic rules for Carcassonne and its expansions, and the rules for the Fishermen fan-made expansion remain unchanged.

#### 1. Place a tile

The tiles are placed in accordance to the normal rules. The new tiles consist of the following element.



**Fish-smoking Hut**

A fish smoking hut is represented by a hut, a jetty and a line of fish hanging in the sun to dry.

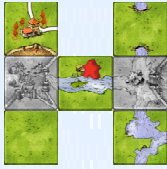
#### 2. Deploy a follower

When a tile with a fish-smoking hut is played, followers may be deployed to the tile as usual. A follower can also be deployed to the fish-smoking hut as a kipperer<sup>1</sup>.

#### 3. Scoring a completed fish-smoking hut

When a fish-smoking hut has tiles on all four corners, it is completed. The player who has a kipperer in the fish-smoking hut immediately scores 7 points plus a bonus of 2 extra points for every river tile at the corners of the completed fish-smoking hut tile (excluding the tile with the scored fish-smoking hut). The kipperer is removed after the points are stored and is returned to the player's supply.

<sup>1</sup> The pig, the builder or the barn cannot be deployed to the title barn either.



*In the example to the left, Red has a kipperer on a fish-smoking hut. When the hut is completed (i.e. when it has 4 tiles at its corners (shown coloured), Red scores 7 points for completing the fish-smoking hut plus 2 extra bonus points for any river tiles in the corners of the hut. In this example, there are two river tiles at the corners (to the top right and the bottom right), so Red scores 4 bonus points for completing the hut or 11 points total. The river tiles to the left and right of the fishing hut does not take place in the scoring nor does it give any bonus points.*

## Final Scoring

At the end of the game, if a fish-smoking hut is uncompleted, no points are scored for the kipperer on the hut.

## Revision History

0.1 Draft Carcassonne Central version of the rules (Novelty)

## Acknowledgements

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- **Gantry Rogue** (Gantry) for creating the Carcassonne Central.
- **Matthew Harper** (mjharper) for the Completely Annotated Rules (CAR) for Carcassonne.
- **Jörg Krühne** for making the original Fischerhütte, around which this expansion is loosely based.
- Posters on Carcassonne Central who contributed to the development of this expansion.



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