



FISHERMEN

A Carcassonne Central expansion by Novelty

The streams, rivers and lakes have always been a source of fish to the men and women living off the waters. Those streams, rivers and lakes, particularly those with a good yield of fresh trout are highly prized by anglers and fishermen.

EXTRA PIECES

- 60 new river tiles

ADDITIONAL RULES

Preparation

Do not use the rules from River I or River II¹. Shuffle the new river tiles and the river tiles from River I, River II and Games Quarterly 11 together with the other tiles. Use the start tile provided by Carcassonne, or the city of Carcassonne if playing with the Count of Carcassonne.

1. Place a river tile

When a tile with a source, lake or river is drawn, place it on the board in accordance to the normal rules of Carcassonne. A river on the edge of a tile can only be placed next to another tile with a river on its edge.

If a river tile is drawn and it cannot be put into play, set it aside and draw another tile from the pool. Repeat until a river tile that can be played is drawn. Then shuffle all the other tiles that cannot be put into play back into the supply.

Take care with the following tiles:



The trees, river and road separate the farms on this tile into four separate areas.



The lake touches the castle walls and separates the farms on this tile into three separate areas.

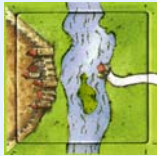


The source of the river touches the castle walls and separates the farms on this tile into two separate areas.



The bushes on the road separate the road into two different sections. The river is continuous under the bridge.

¹ River U-turns are thus permitted when playing with this fan-made expansion.



The river bank touches the city wall and separates the farm around the city into two separate areas.



A follower may not be placed on the road in this tile. However a wagon in a completed city connected to either side of this tile may move across the road to the city on the other side of the tile. The river is continuous under the road/bridge.



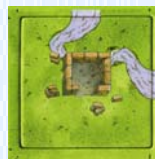
The river bank touches the city wall on the bottom side of the tile and separates the farm into two separate areas.



The trees between the house at the end of the road and the river separate the farm on either side of the road. The river bank touches the city wall on the bottom side of the tile.



The bushes and trees near the house at the end of the road separates the farms on either side of the road and river into two separate areas.



The tower foundation separates the two river segments.



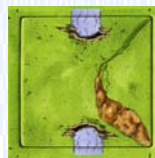
The trees in between the houses, together with the roads separates the fields on the left bank of the river into three separate areas.



There are two river segments on this tile. The lake in this tile ends the river from the top of the tile. The river going from the right to the bottom is continuous.



The river from the top of the tile is continuous with the river emerging from the tunnel going to the bottom of the tile.



The river from the top of the tile is continuous with the river emerging from the tunnel going to the bottom of the tile. The cliff separates the farm on the left with that on the right.

2. Deploy a fisherman

In addition to deploying to the other features on the tiles according to the normal Carcassonne rules, a player may deploy either the normal (small) follower or the big follower to the river, source or lake of the tile that was just played as a fisherman. As usual, there must not be any other follower on the river segments connected to the river segment of the tile just played. The builder, mayor, barn, pig and wagon cannot be placed on the river.

3. Score a completed river

Rivers are completed when there are two ends to the stretch of a river. The ends can either be the abbey (see below), a spring, a lake or at a junction². When the river is completed (that is, the second end is placed on a stretch of river), the player with the most fishermen on the river receives 2 points per tile. The big follower counts as 2 followers when determining who has control of the river. In the event of a draw, all players involved with the draw receives 2 points per tile. All fishermen on the stretch of completed river are then returned back to the player's supply.

Interactions with other expansions

- Followers on river segments can be captured by towers, according to the normal rules from **the Tower**.
- A magic portal (from **the Princess and the Dragon**) can be used to place followers on river segments.
- When a dragon (from **the Princess and the Dragon**) enters a river tile, it removes all followers on the tile, including those that have been deployed as fishermen

² Thus a river may be from a spring to another spring, a spring to a lake, a spring to a junction, a spring to the edge of an abbey, a lake to a junction, a lake to the edge of an abbey, a lake to another lake, a junction to another junction, a junction to the edge of an abbey or from the edge of an abbey to another edge of an abbey.

- An abbey tile (from *Abbey and Mayor*) can be placed into a 'hole' where one or more of the four sides consist of river segments. An abbey thus placed ends a river without being a part of it.
- A wagon (from *Abbey and Mayor*) cannot be moved to a river segment.
- When a river is completed, before the determination of majority, all players may redeploy their followers from the market in the City of Carcassonne (from **the Count of Carcassonne**) to the river being scored, unless the count is present in the market.

Final Scoring

At the end of the game, the player with the most followers on an incomplete river scores 1 point per tile. In the event of a draw, all players involved with the draw receive 1 point per tile.

Revision History

0.1 Draft Carcassonne Central version of the rules (Novelty)

Acknowledgements

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