



KETTLE OF FISH

A *Carcassonne Central* expansion by Novelty

The fishermen working along the streams and rivers around Carcassonne have decided to form a guild to safeguard their interests. Fishing in the rivers after all is a different kettle of fish than working on the farms and in the forests.

EXTRA PIECES

- 30 new tiles
- 8 Fish Trade Goods counters



ADDITIONAL RULES

Preparation

This expansion is designed to be played together with the fan-made Fishermen expansion. As a minimum, the original game, the fan-made Fishermen 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 four icons on rivers, lakes and streams:



The oyster icon. This represents areas along the rivers where oysters can be found. Oysters provide food to the fishermen and give them extra motivation to continue their work.



The chivalry icon. This represents sections of the river that is owned by the family of a well to do knight. One of the fishermen working in this river or lake is chosen to be given additional training by the owner of the river.



The fishermen guild icon. This represents sections of the river or lake that the fishermen guild have marked where fish is likely to be found.



The fish trade goods icon. These sections of the river contain fish that can be used for trading.

1. Place a tile

When a tile with an oyster icon, a fish trade goods icon or a fishermen guild icon is drawn, place it on the board in accordance with the rules from the fan-made Fishermen expansion (for the river segments) and the normal rules.

If a river segment with the oyster icon is played which extends a river where the player already has a fisherman, they may take a **double** turn¹. This means that, after performing the usual steps of deployment and scoring, the player

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

Answer: No

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 an oyster icon after playing a tile with an oyster icon, they may not draw a third tile. Also, if a player draws a tile with an oyster 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 river with an oyster icon next to a river with his fisherman. He may now place a follower on the city or the farm segments 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 an oyster icon next to a river with one of his fisherman this turn, he does not get to pick and place a third tile.

2. Upgrade a fisherman

If the player places a tile with a chivalry icon onto a river that he or she has at least one fisherman, he may exchange one follower of his own colour for another of his own colour. For example, a black regular fisherman is deployed on a river. On his turn, Black draws and plays a tile with a chivalry icon that extends his already occupied river. He may now exchange the regular fisherman in this river for another follower provided it is allowed by the fan-made Fishermen expansion rules. It is irrelevant how many players occupy the river or who has the majority in that river at the time of exchange. An exchange occurs instead of deploying a follower to the tile³ 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 Fishermen 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 river

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

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

The player that completes the river receives one fish trade goods counter for every fish trade symbol in the river – this player is, so to speak, the trader of the river. It is irrelevant whether this player had a fisherman in the river, or indeed whether there were any fishermen in the river at all.

Final Scoring

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

The player who has collected the most fish trade goods counters scores 10 points. As usual, in the case of a draw all players involved score the full 10 points.

² Or after extending a farm with a lavender field tile from the fan-made Lavender Fields expansion, or after extending a river with the cherry icon from the fan-made Evergreen Forest expansion

³ 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.

Revision History

0.3 Added rules for fish trade goods counters – Thanks Joff! (Novelty)

0.2 Added acknowledgements (Novelty)

0.1 Draft Carcassonne Central version of the rules (Novelty)

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