



TREASURE CHESTS

A Carcassonne Central expansion by Novelty

Many years ago, because robbery was becoming an increasing problem, people took to hiding their most precious possessions from the thieves and vagabonds. The whereabouts of such items have since gone, along with their owners, to the grave. Those lucky enough to discover where this treasure is hidden and the keys to unlock the treasure chests are often rewarded with untold riches, but others are not so lucky as some of these treasure chests contain deadly booby traps.

EXTRA PIECES

- 6 new landscape tiles
- 3 Treasure Chest tokens (1 purple, 1 yellow, 1 multi-colour)
- 3 Key tokens (1 purple, 1 yellow, 1 skeleton)
- 6 Treasure tiles



ADDITIONAL RULES

Preparation

This expansion can only be used when playing with the fan-made Treasure Hunt expansion. The Royal Forest tile, the tiles with the purple key, with the purple treasure chest and with the multi-coloured treasure chest can only be used when playing with the fan-made Forests expansion. The river tiles with the yellow key and yellow treasure chest can only be used when playing with either River I, River II and/or the fan-made Fishermen expansions. The Royal River can only be used when playing with the Fishermen expansion. The Royal Lake can only be used when playing with the fan-made Kettle of Fish expansion. The "Get Gold" Treasure Tile can only be used when playing with the fan-made Gold Mines expansion. Set aside the corresponding tiles and tokens if the appropriate expansion is not being used.

Set aside the treasure chest and key tokens with the other treasure chest and key tokens from Treasure Hunt. Shuffle, stack and set aside all the treasure tiles with those from Treasure Hunt, face down in a separate pile. Shuffle the 6 landscape tiles with the other Carcassonne tiles.

1. Place a tile

Before drawing a tile, if the player has at least one Royal Landscape tile, he may play one of these Royal Landscape tiles from hand¹ instead of drawing a random tile from the pool. The tile is placed as normal².

¹ Royal Landscape tiles do not yield any points at the end of the game if they are not played.

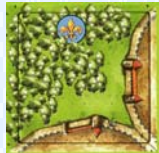
² When playing with Traders and Builders, if a Royal Landscape tile extends or completes a feature occupied by that player's builder, the player gets to take a second tile from the pile and play it as per the Trader and Builder rules.

2. Deploy a follower

After placing a tile, if a player has the appropriate key and treasure chest token, he or she may open a treasure chest as described in the fan-made Treasure Hunt expansion rules.

The skeleton key functions exactly the same as the multi-coloured key. However, only a big follower³ can be used to open a treasure chest with the skeleton key⁴.

Any key can be used to open the multi-coloured treasure chest⁵. However, the player that unlocks the multi-coloured treasure chest loses 5 points before obtaining the Treasure tile as the multi-coloured treasure chest contains a trap.



Royal Forest

If a forest is connected with the Royal Forest tile is completed, the total points received by the person with the most followers in that forest is tripled⁶. At the end of game, for the incomplete Royal Forest, the player with the most followers in the Royal Forest gains 2 points for each tile⁷.



Royal River

A river becomes the Royal Waterway when it is connected with the Royal River tile. If the Royal Waterway is completed, the player with the most followers on the river receives triple the total points of the river. At the end of game, for the incomplete Royal Waterway, the player with the most followers on the river gains 2 points for each tile on that incomplete river.



Royal Lake

A river becomes the Royal Fishing Ground when it is connected with the Royal Lake tile. If the Royal Fishing Ground is completed, the player with the most followers on the river receives triple the total points for each fishermen guild icon on the river. At the end of game, for the incomplete Royal Fishing Ground, the player with the most followers on the river gains 2 points for each fishermen guild icon on that incomplete river.



Gold Stash

Gain a gold trade goods token immediately.



Trap: Deduct 5 points

Deduct 5 points immediately.



Trap: Deduct 15 points

Deduct 15 points immediately.

³ Either from Inns and Cathedrals expansion or from the fan-made Treasure Hunt expansion.

⁴ A player may choose not to use the skeleton key to open a treasure chest. The skeleton key will still score 5 points at the end of the game.

⁵ A player may choose not to use the multi-coloured treasure chest. The multi-coloured treasure chest will still score 5 points at the end of the game.

⁶ The total points for the forest is first calculated, 2 points for every tile and 2 points for every woodsmen guild pennant. The total is then tripled.

⁷ The total points for pennants is not included.

3. Complete forests or rivers

The player who completes a forest or river with a treasure chest and/or key icon gets the corresponding treasure chest and/or key tokens. The player gets as many treasure chests and keys as there are shown on the tiles of the completed forest or river.

A player may not open a treasure chest in the same turn that the token is obtained. This is because the treasure chest and key tokens are only obtained during scoring and after the part of the turn (i.e. 'Deploy a follower') that allows for a treasure chest to be opened.

Final Scoring

The game is over once the last tile from the pool is drawn and placed⁸.

At the end of the game, each player receives 3 points for each unused key or treasure chest tokens that they have.

⁸ Players may still play the Royal Landscape tiles instead of drawing the last tile from the pool, if there is at least one tile left in the pool. If there are no tiles left in the pool, the Royal Landscape tile may not be played.

Revision History

1.0 Finalised rules (Novelty)

0.2 Added clarification for skeleton key and fixed typos – Thanks Maulei! (Novelty)

0.1 Original draft rules (Novelty)

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