



WHISPERING WOODS

A *Carcassonne Central* expansion by Novelty

There is nothing more that a woodsman can ask for than a patch of forest next to a river or a stream. For it is in these glades that the woods begin to ripple with laughter, to chatter in joy and to whisper in secret.

EXTRA PIECES

- 60 new tiles

ADDITIONAL RULES

Preparation

This expansion is designed to be played together with the fan-made Forests and Fishermen expansions. As a minimum, the original game, the fan-made Forests expansion, the fan-made Fisherman 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.

There are no new rules for this expansion other than those found in the fan-made Fishermen expansion and the fan-made Forest expansion, but take care with the following tiles.



The unforested area between the two forest segments separate the two forest segments from each other.



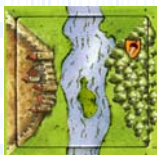
The line of trees pointing towards the top right corner separates the field on the top (right bank of river) from the field on the right side of the tile.



The line of trees from the river to the bottom of the tile separates the field below the river into two. The cliff separates the field on the right from the field besides the river.



No woodsman may be placed on the forest between the river and the road.



Ignore the icons on these tiles unless playing with the appropriate fan-made expansions.



The trees and the river source separates the field at the top of the tile with the field at the bottom of the tile.



The river is continuous under the tunnel.

Revision History

1.0 Finalised rules (Novelty)

0.2 Minor text update (Novelty)

0.1 Draft Carcassonne Central version of the rules (Novelty)

Acknowledgements

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