



Winter Edition

# Carcassonne


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## Corn Circles



*Strange Corn Circles appear in the middle of the Carcassonne countryside. Or more precisely melted snow in strange forms, which influence the life of the followers in Carcassonne.*

### Contents

- 6 new landscape tiles with corn circles (marked with )



**Preparation** The only change is the addition of the 6 corn circle tiles from this expansion. Shuffle them with the other tiles.

**Rules** When a player draws a corn circle landscape tile, he first places the tile according to the basic rules and completes a normal turn: possibly placing a follower and scoring. Then, he chooses one of the following for all players to do, starting with the player on his left:

**A) place** a follower from his supply on a tile where he already has a follower  
**OR**

**B) remove** a follower from a tile and return it to his supply.

Note:

- The player who drew the corn circle tile must choose **A** or **B**.
- The type of feature affected by A or B is determined by the **corn tile image**:



**“pitchfork”**

This represents **farmers** in the fields.



**“club”**

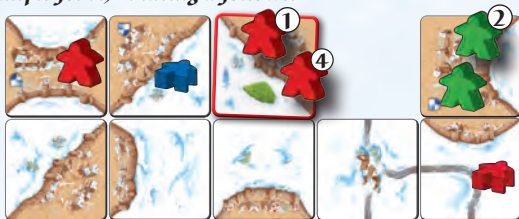
This represents **thieves** on the roads.



**“shield”**

This represents **knights** in the cities.

### Example for A) "Placing a follower"



- ① **Red** places the "knight" corn circle tile and places a follower on it. He chooses options **A** so each player must place a follower on a city segment where they already have a follower.
- ② **Green** places a second knight in the city as shown.
- ③ **Blue** has no knights in any city and does nothing.
- ④ **Red** places a second knight next to the knight he just placed. He could place a second knight in the city to the left where he already has a knight.

### Example for B) "Remove a follower"



- ① **Green** places the "farmer" corn circle tile and places a follower on it. As this completes a city, the city scores 6 points (for **Green**, as it is his city), and he removes this knight, putting it back in his supply. Next, he chooses option **B**: each player must remove a farmer from a field.
- ② **Blue** removes his farmer.
- ③ **Red** removes his farmer.
- ④ **Green** has no farmers and does nothing.

You can find all about CARCASSONNE on our internet site:

[www.carcassonne.de](http://www.carcassonne.de)



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