



Winter Edition

Carcassonne


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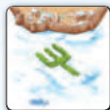
Corn Circles



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”

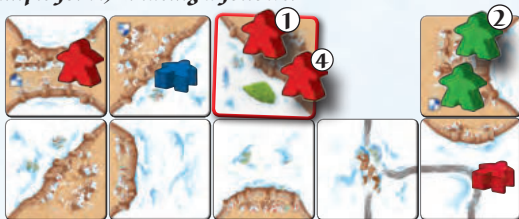
This represents **thieves** on the roads.



“shield”

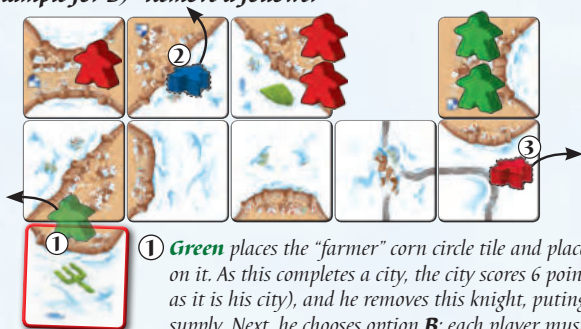
This represents **knights** in the cities.

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



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