



Klaus-Jürgen Wrede













Under the Big Top



10

A copy of CARCASSONNE is required to play this expansion. You can integrate this entire expansion into the game, or only parts of it if you choose. You can also combine this expansion with any other CARCASSONNE expansions.

CONTENTS

- 20 Land tiles (marked with , to help you separate and sort your tiles) including:
 - 12 Circus tiles with one circus space each 
 - 8 Acrobat tiles with two acrobat spaces each 
- 16 Animal tokens:
 - 1x Elephant , 2x Tiger , 3x Bear , 5x Seal , *Back* 
 - 4x Monkey , 1x Flea 
- 1 Big Top 
- 6 Ringmasters 

SETUP

Shuffle the 20 new Land tiles with those from the base game (and any other expansions you wish to use). Shuffle the 16 Animal tokens and place them in a facedown stack within easy reach of all players. Place the Big Top near the stack of Animal tokens. Finally, players add the ringmaster in their color to their supply of meeples.



CIRCUS TILES, ANIMAL TOKENS, and THE BIG TOP

1. Placing a tile

Circus tiles are placed like normal Land tiles.

Special case: When the first Circus tile is placed, take the top Animal token from the stack, place it facedown on the circus space, and place the Big Top on it. From this point on, the Big Top moves only when a player places a new Circus tile (after 3. Scoring a feature).

2. Placing a meeple

After placing a Circus tile, you can place a meeple on it as a highwayman, a knight, or a farmer as usual. However, you cannot place a meeple on the circus space.

You place the **first** Circus tile and place a meeple on the road. Then you put a facedown Animal token on the circus space and place the Big Top on the token.



3. Scoring a feature

Whenever you place **another** Circus tile during the game:

1) Score any features that were completed when the Circus tile was placed.

2) Then **score the circus** on the **Big Top's** current tile:

First reveal the **Animal token** on which the Big Top stands. Then, for each of your meeples on the Circus tile itself and the eight surrounding tiles, score points equal to the value on the revealed Animal token.

Note: Ringmasters also count as meeples so, if they occupied a space surrounding the Big Top when scoring the circus, they would score points.



1) **You** place this new Circus tile, which completes **Blue's** road. **Blue** scores 3 points and takes her meeple back.



2) **You** reveal the Animal token. The seal is worth 4 points per meeple. Since you have **three meeples** on tiles surrounding the Big Top, **you** score 12 points. **Blue's** one meeple scores 4 points.

Important: When scoring the circus, **meeples that score points** are not returned to their owner's supply. Instead, they **stay** on their tile.

3) After scoring the circus, remove the Animal token from the game by placing it faceup next to the scoreboard. Finally, take the top Animal token from the stack, put it facedown on the new circus space, and place the Big Top on it.

3) Put a new Animal token facedown on the circus space of the new Circus tile and place the Big Top on the token.



Game end

At the end of the game before final scoring, **score the circus one last time.**

Note on circus spaces

Circus spaces close roads and separate fields from each other.

ACROBAT TILES



1. Placing a tile

Acrobat tiles are placed like normal Land tiles.

2. Placing a meeple as an acrobat

After placing an **Acrobat tile**, you can place your meeple on the road or in the field, as usual.

You also have another option: you can place your meeple as an **acrobat** on one of the two **acrobat spaces**.

On a later turn, if you place a tile **adjacent** to one or more Acrobat tiles (horizontally, vertically, or diagonally), you may place a **meeple as an acrobat** on one of those Acrobat tiles.

1) **You** place this Acrobat tile and place **your meeple** on one of the two acrobat spaces.



2) **Blue** places this tile and places a **meeple** next to yours.



If the two acrobat spaces are already occupied, you can add a third meeple on the shoulders of the other two meeples. At that point, the pyramid is complete, and no more meeples can be added to it.

The color of the meeples in the pyramid does not matter. Pyramids can have meeples of one, two, or three colors.

If you place an Acrobat tile adjacent to one or more Acrobat tiles and you wish to place a meeple as an acrobat, choose on which of those Acrobat tiles to place your acrobat.

3) Later in the game, you place a tile diagonally adjacent to an Acrobat tile and **you** complete the pyramid by placing a meeple on top.



3. Scoring a feature

When there are three acrobats in a pyramid, it is ready to be scored. However, pyramids are not scored immediately after completion because the acrobats wish to display their skills for a little while.

Instead of placing a meeple or any other figure during **2. Placing a meeple**, you can score a completed pyramid. **Each acrobat** in the completed pyramid scores its owner **5 points** and then returns to its supply.

Additional rules:

- After a pyramid has been scored, players can start a new pyramid on the same tile by placing a meeple as an acrobat on it.
- You can score a completed pyramid even if you have no acrobats in it.

Game end

During final scoring, each of your acrobats scores 5 points, regardless of the pyramid's size.

Note on acrobat spaces

Acrobat spaces close roads and separate fields from each other.



On a later turn, **you** do not place a meeple and instead choose to score this pyramid.

You score 10 points.

Blue scores 5 points.



2. Placing a meeple

You can place your **ringmaster** (instead of a meeple) on a road, in a city or a monastery, or lay him down in a field. The ringmaster counts as a normal meeple in all cases **except** that it cannot be used as an acrobat.

3. Scoring a feature

If the feature with your ringmaster becomes completed, first score points for the completed feature.

Then, for each **Circus** and **Acrobat** tile that your ringmaster is on or adjacent to, score **2 points**. You also score these ringmaster points even if your ringmaster did not score any points from the completed feature (e.g., someone else had majority). The Big Top and acrobats in a pyramid do not affect ringmaster points. After scoring, return the ringmaster to your supply.

Game end

At the end of the game, ringmasters in fields or on incomplete features score ringmaster points.



*You complete the road that your **ringmaster** is on. First, you score **5 points** for the road. Then you score **8 points** for the **4 Circus** and **Acrobat** tiles (2 points each) for a total of **13 points**.*

Z-MAN
games

Z-Man Games
1995 West County Road B2
Roseville MN 55113
USA
(651)-639-1905
info@ZManGames.com
www.ZManGames.com

© 2017 Hans im Glück Verlags-GmbH.
© 2017 Z-Man Games, all rights reserved.
Z-Man Games and the Z-Man logo are TM of
Z-Man Games. Z-Man Games is a division of
Asmodee North America, Inc. Actual
components may vary from those shown.
Made in Germany.

RULES FOR USING THIS EXPANSION WITH OTHER EXPANSIONS

Refer to this page when questions come up about how this expansion interacts with other expansions. Until then, you can skip this page and start playing!



CIRCUS TILES, ANIMAL TOKENS, and THE BIG TOP

When scoring a circus, these figures score points:

- Normal meeple
- Abbot (Base Game)
- Large meeple (Exp. 1)
- Wagon (Exp. 5)
- Mayor (Exp. 5)
- Ringmaster (Exp. 10)

When scoring a circus, these figures DO NOT score points:

- Builder (Exp. 2)
- Pig (Exp. 2)
- Barn (Exp. 5)
- Shepherd (Exp. 9)

Exp. 8: You can build a bridge on a Circus tile (with or without the Big Top) following the normal rules.

If at least one tile forming a castle is adjacent to the Big Top, a meeple in that castle will score points when a circus is scored.



ACROBAT TILES and ACROBATS

General: Only normal meeples can be part of a meeple pyramid. Neither the large meeple (Exp. 1) nor any other figures are allowed.

Exp. 3: You may assign the fairy to an acrobat, in which case it counts for all acrobats in the pyramid (regardless of color). If the fairy is still there at the beginning of your turn, you score 1 point for each of your meeples in the pyramid. You can use a magic portal to place one of your meeples on an acrobat space/pyramid.

Exp. 4: If you capture an acrobat with the tower, you can choose any meeple in the pyramid (regardless of its position).

Exp. 8: You can build a bridge on an Acrobat tile only if no acrobats are on it, and you cannot place an acrobat on an Acrobat tile with a bridge on it. A meeple pyramid in a castle's fief does not count as a "feature" that can cause a castle to score.

RINGMASTER



General: The ringmaster counts as a normal meeple. He has the same uses as a normal meeple in all expansions.

Exp. 4: You can place your ringmaster on a tower (even if it will be a little wobbly).

Exp. 5: If you use your ringmaster as a farmer, you score his ringmaster points in all cases (during final scoring, after a barn is placed in the ringmaster's field, or after the ringmaster's field is connected to a barn).

