





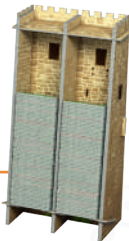
Klaus-Jürgen Wrede

Carcassonne The Tower



A copy of CARCASSONNE is required to play this expansion.
You may integrate it fully or partially. It may also be combined
with other CARCASSONNE expansions.

COMPONENTS

- **18 Land tiles** with a tower foundation (marked with , to help you separate and sort your tiles)
- **30 Tower floors** in one color 
- **1 Tile Tower** 

Do not disassemble the Tile Tower when storing the game. During the game, you may take your tiles from the top or the bottom of the tower. However, in order to avoid causing the tower and the tiles to fall, we recommend taking them from the top, especially when there are only a few tiles left in the tower.

SETUP

Shuffle the new Land tiles with the others, and put them all face down in the Tile Tower. You can put the tiles in the left side, the right side, or both: this has no impact on gameplay. Place the Tile Tower within easy reach of all players.

Then, depending on the number of players, give each player the corresponding number of **tower floors**:

2 players: 10 floors	3 players: 9 floors	4 players: 7 floors
5 players: 6 floors	6 players: 5 floors	

Players place these in their supply (with their meeples). Return any unused tower floors to the box.

THE NEW LAND TILES

The new Land tiles are played just like any other tile. Tower foundations are the only new element introduced on these tiles. There is also a special case, shown to the right.

Special case:
The bridge on this tile continues the road, but does not split the city. There are 4 fields as well.



THE TOWER

1. Placing a tile

Tower foundation tiles are placed exactly like those in the base game.

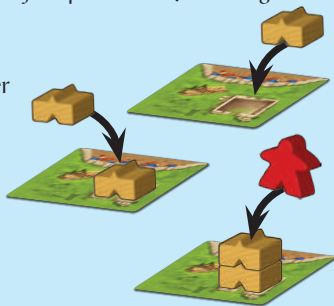
2. Placing a meeple or a tower floor

After placing your tile, you now have 4 actions to choose from:

- You may place one of your meeples on the just-placed tile (following the normal rules).

3 new actions:

- Place one of your tower floors on a tower foundation space on **any** placed tile.
- Place one of your tower floors to **any** open tower on the board.
- Place one of your meeples on **any** open tower. This closes the tower.



PLACING A TOWER FLOOR AND CAPTURING A MEEPLE

Whenever you place a tower floor, you may immediately take **1 meeple** off the board; it can belong to any player, including yourself. The **captured meeple** is placed **in front of you**. When “capturing” your own meeple, return it to your supply.

The level where you placed your tower floor determines the tiles from which you may capture a meeple. You may always choose the tile on which you placed your tower floor. From there, for each floor in the tower, you can reach one tile in each of the 4 directions. For example, if the tower floor you placed is the first level, you have access to 5 tiles (see example below).

You place a tower floor.
You capture the **blue meeple**
found on tile 4.



Placing the second level in a tower would give you access to 9 tiles from which to capture a meeple (see example below).

You placed the second tower floor.

You may now capture one of the following: the **green meeple** (1), the **blue meeple** (6), the **black meeple** (9), or alternately, take back **your own** (8).



Consequently, each floor added to a tower extends its reach by 4 tiles (one tile in each direction). This reach goes beyond empty spaces on the board and over all towers. There can be any number of floors in an open tower.

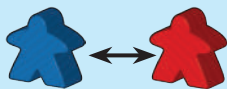
PLACING A MEEPLE ON A TOWER

When you place one of your meeples on a tower, that tower is now closed and no more floors may be added to it. Your meeple stays there until the end of the game (you may not take it back), or until it is captured (which you may do yourself). Players will usually take this action to protect their meeples on the board.



EXCHANGING PRISONERS

Whenever you and another player have a meeple belonging to the other, you **exchange** them immediately. The meeples are thus returned to their respective owners. If you or the other player have more than one prisoner belonging to the other, the owner chooses which prisoner to take back.



In addition, during your turn you may **buy back** one of your captured meeples. Pay the player who captured it **3 points** (you reduce your score and increase theirs).

If you do not have at least 3 points, you may not buy back a meeple (this would drop your score below 0, which is not allowed).


You may use a meeple in the same turn you buy it back.

Rules for combining expansions

Please refer to this page when you have questions regarding how this expansion interacts with other expansions. For now, you can safely ignore these clarifications.

Many figures now exist within the world of Carcassonne, and some questions may arise when you play with The Tower expansion. Here is a list of the various figures and the actions you may and may not do with them.

Figures you **may place on a tower**:

1. Large meeple 

Figures you **may NOT place on a tower**:

- Base Abbot  5. Wagon  5. Mayor  5. Barn  9. Shepherd 

Figures you **may capture from the board** (including your own):

- Base Abbot  1. Large meeple  5. Wagon  5. Mayor 

8. Meeple on bridge Buying back captured figures always costs 3 points, regardless of which type of figure is being bought back.

Figures you **may NOT capture from the board**:

2. Pig  2. Builder  5. Barn  9. Shepherd 

6. Meeple in the city of Carcassonne 8. Meeple in a castle 9. Shepherd
- All neutral figures and tokens (e.g., 3. Fairy, 3. Dragon, 6. Count, 8. Bridge, 8. Castle, 9. Sheep)

FURTHER CLARIFICATIONS

- Exp. 3** | The fairy does not protect a meeple from capture by a tower.
Exp. 3 | The dragon **CAN** eat a meeple on a tower.
Exp. 8 | A bridge and a tower may occupy the same tile (if necessary, move the tower slightly to make room).

Tower Design: Christof Tisch

Special thanks go to Marion Haake for creating these rules, and the members of www.carcassonne-forum.de

Z-MAN
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