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Carcassonne

The Gifts

In this 20th anniversary mini-expansion you can receive gifts by helping your fellow players.



Contents

25 Cards "Gifts"

5 x synod, road sweeper, change on the lie, cash out, take 2



Setup

Shuffle the 25 gift cards into one facedown deck.

This expansion was developed for the Carcassonne base game and its rules still apply. You can combine The Gifts with other expansions; however, there will be no official rules for these combinations.

Gameplay

This expansion only changes the course of action in step **1. Placing a tile**.

The following actions **2. Placing a Meeple** and **3. Scoring points** are carried out as usual.

1. Placing a tile

Receiving a gift

If you place a tile in a way that it adds to a **road** or **city of a fellow player**, you receive a gift.

This means that:

- Roads or cities that have been expanded must belong to **someone else than you** (after the tile has been placed) (majority rule).
- When your tile adds to several roads and/or cities, you still only receive **1 gift**.

Now draw the top card of the deck, take a look at it (without showing it to any other player) and place it face down in front of you.

Edge case: In case all gift cards have already been given out at this point, shuffle the discard pile into a new gift deck. If the rare case occurs, that all gifts are lying "unopened" before the players, you do not receive a gift.

Opening a gift

After having drawn a tile, but **before placing it**, you may open exactly **1 gift**.

Turn over one of your gifts, resolve the action, then put it onto an open discard pile.



You place your tile, adding to blue's city and take a gift for doing so. Without the blue meeple on the road you would not receive a gift, because you are involved in the city.

There are 5 types of gifts



Synod

Place a meeple from your supply onto any unfinished monastery (if possible).

The monastery can already be occupied by one or more meeple – yours or someone else's.

The monastery may also be unoccupied.

You use the card "synod" and place a meeple onto the monastery ①, which is already occupied by a blue, a green and one of your own meeple . Now you place a tile and complete the monastery ②. You score 9 points, blue and green do not score any points.

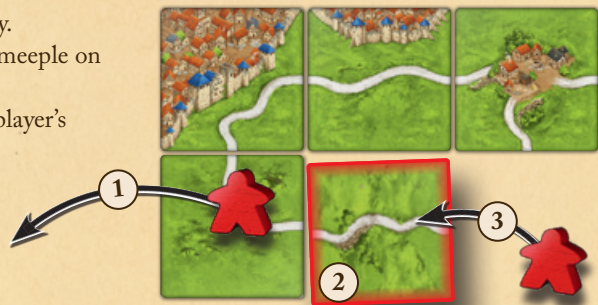


Road Sweeper

Score any unfinished road right away.

It is not necessary for you to have a meeple on the road.

After the road has been scored, the player's meeple is put back into their supply.



You score the road and receive 4 points and take your meeple back into your supply ①. Next you continue the road by placing your tile ② and place the meeple back onto the road. ③.



Cash out

Take your own meeple from a feature (city, road, monastery, or field), put it back to your supply and score points for doing so.

You score **2 points** for each meeple, standing on that feature – also for the one you are taking back.



You take your meeple back from the city and score 6 points.



Change on the lie


Change the position of one of your meeple on a tile.

If your meeple is **standing** on a road, a monastery or a city, **lay** it onto a field on the **same** tile.

If your meeple is **lying** on a field, **place** it –standing up– on a road, city or monastery on the **same** tile.

You may place your meeple standing up or laying down onto segments that are already occupied.

You may only change the position of the meeple from lying to standing or standing to lying. Moving the meeple within the three segments –road, city, or monastery– is not allowed.

You  change the position of your meeple, placing it, laying down, onto the already occupied field next to the city.



Take 2

In addition to the tile you've just drawn, draw another one.

Now pick one of them and place it according to the usual rules. The other tile is shuffled back into the facedown stack of tiles.

Game End

Score **2 points** for each unopened gift in front of you.



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