



Klaus-Jürgen Wrede

Carcassonne

The Barber-Surgeons



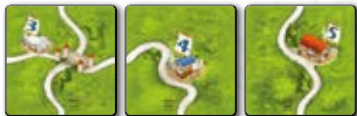
With this mini-expansion, you'll send your Meeple to the barber surgeon's. A bathhouse had several purposes during the Middle Ages. You could take a bath sharing the latest gossip as well as you could enjoy a highly professional medical treatment. Of course, your Meeple will be enjoying his time in the bathhouse, so he won't be able to help you. To get him back there are various possibilities ...

COMPONENTS

- 6 new Land tiles with bathhouses



3 bathhouses in cities



3 bathhouses next to roads

SETUP

Shuffle the 6 Bathhouse tiles and take as many as needed according to the number of players.

Number of players	2	3	4 and more
Bathhouses	4	5	6

Now, shuffle the right number of Bathhouse tiles with the Land tiles of the basic game. Put the unneeded Bathhouse tiles back into the box.

The expansion was developed for the CARCASSONNE basic game. Therefore, the rules stay the same. You can play The Barber-Surgeons along with other expansions as well; however, there will be no official rules for these combinations.



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Hans im Glück
Verlags-GmbH
Birnauer Str. 15
80809 München



Distribution:
Carcassonne & Co GmbH
Birnauer Str. 15
D-80809 München
www.cundco.de



GAMEPLAY

On the one hand, you can score more points when scoring cities or roads with bathhouses (1. **GETTING BATHHOUSE POINTS**). On the other hand, Meeples can be attracted by bathhouses forcing them to stay there (2. **VISITING A BATHHOUSE AFTER SCORING**).

The rules for 1. **Placing a Land tile** stay the same.

2. Placing a Meeple

After having placed a Bathhouse tile, you have to place your Meeple according to the normal rules, i.e. you can place him on a road, in a city or on a field. However, you cannot place the Meeple on the bathhouse itself.

You place the tile with the bathhouse and put a Meeple in the city.



1. GETTING BATHHOUSE POINTS

3. Initiate a scoring with a bathhouse

Scoring with a bathhouse

Having finished a city with a bathhouse, you score as usual. In addition to the normal points, the owner of the city gets the number of points shown on the banner (3,4 or 5). If there are more bathhouses in a scored city, all bathhouse points count.

The same applies for roads next to bathhouses.

*You finish and score the city.
You get a total of 9 points
(6 points for the 3 city tiles and
3 points for the bathhouse).*



2. VISITING A BATHHOUSE AFTER SCORING

3. Placing a Meeple in a bathhouse

If there is **only one single Meeple involved in a scoring** and if there is at least one free bathhouse, you have to place your Meeple sideways in one of the free bathhouses (or in the only free bathhouse) immediately after the scoring. You score as usual.

*After the scoring of the small city, **you** place your Meeple in the bathhouse.*



Respect the following rules:

- A **bathhouse is free** if there is no Meeple in it.
- If there are **several free bathhouses**, you can choose in which one you want to place your Meeple.
- If there are **several Meeples involved in the scoring**, you get all Meeples back (even if all Meeples belong to one player).
- If there is **no free bathhouse**, you get your Meeple back.
- If there are **several scorings** caused by one single Land tile you have to look at one scoring at a time. The player who has placed the Land tile decides in which order the scorings are carried out.

Leaving the bathhouse

You have two possibilities to get back your Meeple who has been placed in the bathhouse.

1. Placing a Land tile

Getting back a Meeple from the bathhouse for free.

If a player places the last Land tile surrounding a bathhouse (the same way you complete monasteries), the Meeple placed in the bathhouse can be taken back immediately and for free.

***Blue** surrounds the bathhouse completely with his Land tile.
You can take your Meeple back.*



Note!

- If you place a Meeple in a bathhouse which is already surrounded by 8 Land tiles, you cannot get him back for free!
- If you realise that there is still a Meeple in a bathhouse which has already been completely surrounded in a preceding round, you are not allowed to take him back for free anymore!

2. Placing a Meeple

Buyback of a Meeple staying in the bathhouse

To get back your Meeple you can also pay with points. Move back your Meeple on the scoring board. The number of points you lose depends on the number shown on the respective bathhouse (2, 3 or 4). You are allowed to have less than 0 points.



You take your Meeple back to your stash after having paid 4 points (as indicated by the Bathhouse tile).

You move your Meeple 4 points backwards.

You can rebuy a Meeple after having placed a land tile.
You are allowed to place this Meeple in the same round.

If a Meeple leaves the bathhouse, it is free again and ready to welcome another Meeple.

