



Klaus-Jürgen Wrede

# Carcassonne

## The Bets

In this Carcassonne mini expansion you place bets on the number of tiles a road or city will consist of when it is finished.

Influence these features to your advantage and score bonus points.



### Contents



10 bookmaker tiles



36 betting chips

### Setup

Each player receives 6 betting chips in their color and places them in front of them, face down. Shuffle the 10 bookmaker tiles of this expansion together with the land tiles of the base game.

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

### Gameplay



betting office

If you draw a tile with a betting office depicted, carry out all three actions according to the usual rules **1. Place a land tile**, **2. Place a meeple** and possibly also **3. Score points**.

Next, everyone **may** choose one of their own betting chips from their supply and place it face down on the bookmaker's office on the tile. Stack the chips of all players onto the betting office. You may always look at the face down chips **in front of you**.

**No** betting chips are placed if **all** roads and cities are already finished after placing the bookmaker tile.

**Attention:** All chips already lying on tiles stay face down until the scoring. You **may not** look at those chips!

### 3. Score points

#### Settling a bet

When scoring a road or city with segments on one or more bookmaker tiles with betting chips on it, those betting chips must be scored **after the usual scoring**. To do so, flip them over.

- If the number on your chip matches the **number of tiles** in the completed road or city, you score points (see "Betting chips").
- If your number does not match the number of tiles, you do not score bonus points.

Take your betting chips back into your supply after you have scored them. You may use them on new bookmaker tiles.

#### Betting chips

Most betting chips depict 2 numbers. Hence, they offer 2 possibilities to bet on the right number. If you are right, you score the respective points depicted on the chip.



The betting chip depicting only the number 4, requires the road or city to consist of **4 tiles exactly**. In return you score **double** the points depicted (8 points).



The plus sign after the numbers means that more than 7 or 8 tiles can be part of the feature to win the bet. You still only score 7 / 8 points.

#### Exceptions

- If several bookmaker tiles are part of one or more scorings, you score all of them - one after another.
- If several features with the same betting chips involved are being scored within the same turn, the player whose turn it is decides which feature the chips are being scored for. They must decide before the chips are flipped over.



You finish the city with your tile and score the feature. You score 10 points for the city, as usual. One of the tiles of the city has betting chips lying on it. You flip them over and settle the bet. Blue and green



have bet on the right number. Blue scores 4 and green 8 points. You missed the right number with your chip and don't score any bonus points. Now everyone takes their betting chips back into their supply.



## Game end and final scoring

If the **last tile to be placed** depicts a betting office, **no more chips** are to be placed. Score all remaining betting chips on tiles at the beginning of the final scoring. For the scoring the number of tiles placed until this point applies. Afterwards you proceed with the final scoring as usual.



© 2022 Hans im Glück Verlags-GmbH  
Birnauer Str. 15 / 80809 München  
info@hans-im-glueck.de; www.hans-im-glueck.de  
Designer: Klaus-Jürgen Wrede & Hans im Glück team  
Illustration: Marcel Gröber



Distribution: Carcassonne & Co GmbH  
Birnauer Str. 15, 80809 München  
A product of: www.cundco.de  
Visit www.cundco.de for merchandise, mini expansions and our spare-parts service.

