

Klaus-Jürgen Wrede

Carcassonne Maps

With *Carcassonne Maps* you're going to experience **CARCASSONNE** in a new way. On this map you have the possibility to re-place various countries with your Carcassonne Tiles. Here are some ways in which you might use these maps. Nonetheless, you can always be creative and come up with your own ideas.

COMPONENTS

- **1 Carcassonne Map.** In addition, you need:
- **Tiles** | We recommend playing with the base game tiles and the first and second expansion. Of course, you can combine everything you want to try. For each map there is a recommendation of a number of tiles you could use. It is better to play **without** the additional rules and meeples of the expansions and to use only the tiles.
- **Meeples** | If possible, every player should use 9 instead of 7 meeples (+1 meeple on the scoring board).*

OVERVIEW

There are **several start-squares** on each map. On each square there is a small town and they are with a red edging. You should start with at least 2 start-squares. Take the starting tile (with the darker backside) and one or 2 random tiles and place all of them on 2 to 3 start-squares. You start your game by placing your first tile next to these tiles.

If you play after the base game rules and without the Maps-Chips expansion rules, you simply ignore the additional prints on the maps (e.g. the wine bottles on the France Map, the colored lines on the Ibérica Map, Islands on the Benelux Map, etc.) The general rules stay the same, and some new rules are added.

(**Note:** to make it easier to read we will be using the words *large city* and *town* even if those words do not always represent reality.)



Some start-squares from different maps

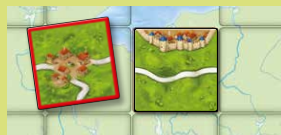
GENERAL RULES

1. Placing a Land tile

You're only allowed to place a tile on a **preprinted square**. As usual, you have to place a tile next to an already placed one.

Large Cities

On squares with printed **large city tiles** (Berlin, London, Paris, Amsterdam or Barcelona) you cannot place tiles. As soon as you place a tile next to a city tile it is connected. From now on, everybody can place a tile next to the city tile.



You place a compatible tile next to the starting tile (in Rostock).



You have connected Berlin in the West with a compatible tile. From now on, everybody is allowed to place a tile on the adjacent squares.

Towns

Squares with towns (with a small house, for example Bremen, Bordeaux, Oxford, Strasbourg, Utrecht, Salamanca,...) count as normal squares. You are allowed to place tiles according to the general rules. On some Maps the rules for these tiles differ. *You find some variants on page 3.*



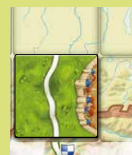
On this square you are allowed to place tiles according to the general rules.

Border squares with adjacent city or road

Wherever there are cities or roads printed on the "border" of the map you have to place a compatible tile.



Here a city on the border was connected with a compatible tile.



Here a road on the border was connected with a compatible tile.

* If you need additional meeples, you'll find everything you need in our webshop cundco.de

Border squares without connection

The “border” of the map is neutral which means that you are allowed to place your tile the way you want if there are no preprinted cities or roads.



In this case, it doesn't matter how you place your tiles (with regard to the border).

Ferry routes

If you have connected a ferry route with a road, everybody is allowed to continue this connection on the other end of the road.



The ferry has been connected and now each player is allowed to place a compatible tile on the other end of the road.

2. Placing a Meeple

After having placed a tile you are allowed to place a meeple according to the general rules.

3. Scoring a feature

A **coat of arms** gives you 2 **additional points** in each scoring no matter if it is part of a road or a city.

1 | Large Cities

If you complete a large city you score according to the general rules. Preprinted large city tiles are scored in the same way as a normal city tile. Coats of arms give bonus points.



1 | Berlin is completed. As the owner, **you** get 20 points (6 tiles + 4 coats of arms [2 points per coat of arms])

2a | Border squares with adjacent city or road

Roads which end on the border are automatically completed there. Preprinted roads or cities are scored as normal tiles. Coats of arms give bonus points.



2 | Your road is completed (it ends in Denmark). **You** get 8 points (4 for the road and 4 for the coats of arms).



2 | Your city is completed. **You** get 10 points (3 tiles + 2 coat of arms [2 points per coat of arms])

2b | Border squares without a connection

A city, road or field placed on the border (next to clouds or the sea) is seen as completed. You score them according to the normal rules.



2 | Your (half) city is completed because of the border. **You** get 2 points.

3 | Ferry Routes

A ferry route gives you 1 point for the road plus the coats of arms on this connection. They are scored when the road is completed.



3 | The road with the ferry route is completed. You get 7 points (3 points for the road and 4 points for 2 coats of arms).

4 | Monastery on the border

To complete and score a monastery on the border it isn't necessary to place 8 adjacent. Only the surrounding squares (also the diagonal ones) have to be filled with tiles. However, only “real” tiles as well as preprinted large cities are scored.



4 | **You** score your monastery on the border. You get 6 points (1 point for the monastery and 1 point each for the adjacent tiles).

Final scoring

As usual, city tiles and coats of arms of cities or roads which haven't been completed score only 1 point each. Coats of arms of uncompleted roads which end in neighboring countries also score 1 point.



You get 4 points for the uncompleted road (3 for the tiles and 1 for the coat of arms)

VARIANTS

Towns

You can try to use the following additional rules for the town squares:

- a) Placing a tile on top of a town grants you **one instant extra tile** which has to be placed immediately.
This can only be done once within one draw.
- b) Placing a tile on top of a town **costs two points**.
- c) When scoring a road, you get **2 bonus points** for **each town** which is still visible and touches your road (horizontally or vertically).



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Map and rules layout:
Christof Tisch



Klaus-Jürgen Wrede

Carcassonne Maps France

With this mini-expansion you will produce and sell wine to score points.

COMPONENTS

- **30 Map-Chips** (10 each in purple, light blue and orange).
- The Map-Chips are available in our webshop (see: mini-expansions).
- We recommend to play with **110–120 tiles** (e.g. base game + 1st + 2nd expansion)

SETUP

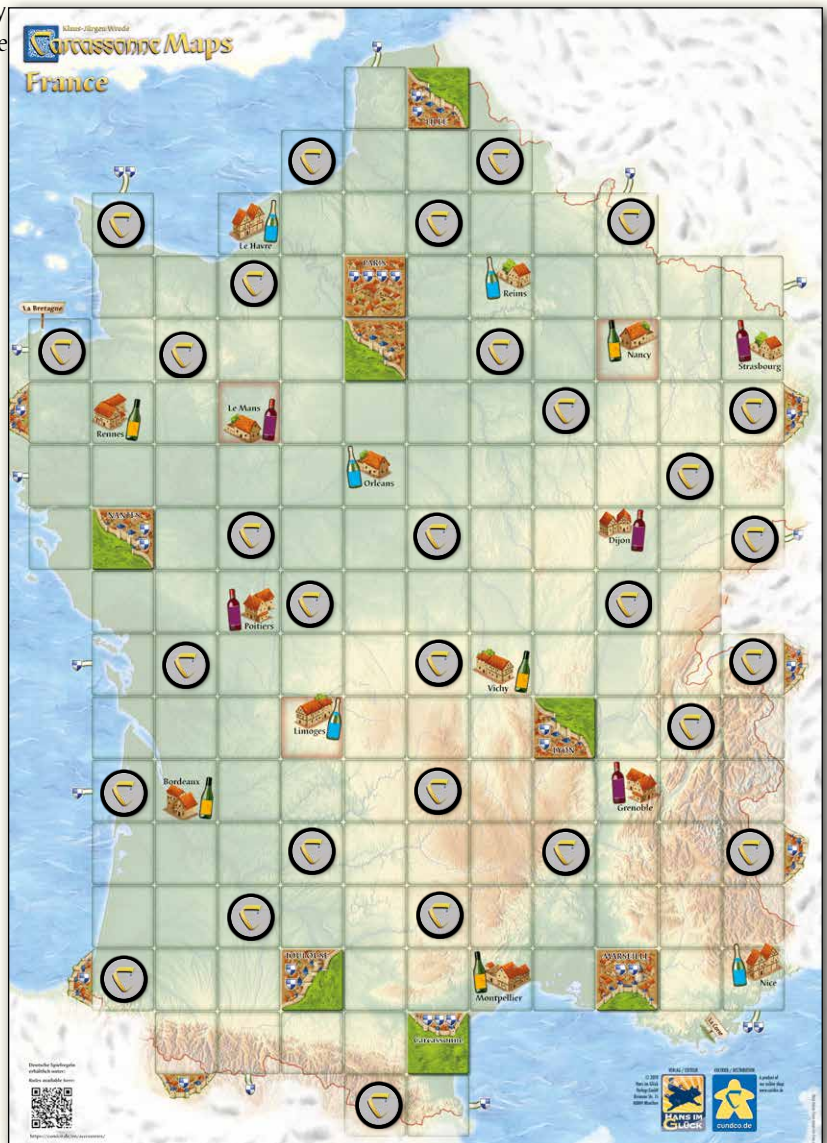
Use 2 of the 3 available **starting-squares** (Nancy, Le Mans and Limoges).

Shuffle all **30 Chips** face down. Place them evenly distributed on the squares of the map and stick to the following rules:

- place them face down
- only 1 chip per square
- no chips on the large city squares or town squares
- no chips may be placed next to each other vertically or horizontally (only diagonally)
- no chips vertically or horizontally adjacent to a used starting square or an open side of a large city



This is an example of how the chips could be placed.



GAMEPLAY

1. Placing a Land tile

Collecting Chips

If you place a tile on a square with a chip you take the chip and get 1 or 2 points immediately. Then you place the chip face up in front of you.



You place a tile on a square with a chip and you take it. Now you get 2 points.

Producing wine

There are 3 types of grapes: purple, light blue and orange. If there are 2 points of one type of grape in front of you, you have produced wine.



With these chips you have produced an orange wine (1+1=2) and a blue wine (2).

2. Placing a Meeple

After having placed a tile you are allowed to place a meeple according to the general rules.

3. Scoring a feature

Selling wine

You can sell 1 Wine per round. You have to pay with Chips (exactly 2 points) from one type of grape (same color). You have **two possibilities** of selling wine:

1) You sell wine to another country (5 points)

If you place a tile connecting to a road or a city with a coat of arms on the border of the map (you enable a connection to another country), you are allowed to sell wine. You don't have to score points with this tile.

You get **5 points**.



You enable a connection to another country by placing the land tile and you sell the purple wine for 5 points.

2) You sell the appropriate wine to a town (9 points)

If you cover a town with a land tile you are allowed to sell the wine of the type of grape shown on the town square. You get **9 points**.

Chips of sold wine are no longer in the game.



You place a land tile on the square of Nancy (orange wine) and you sell your orange wine for 9 points.

End of game

At the end of the game you don't get any points for unsold wine / chips.



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Carcassonne Maps Benelux


With this mini-expansion you can sail to different islands in the North Sea to pick up face up land tiles which you can place instead of the tiles drawn from the stack.

COMPONENTS

- **30 Map-Chips** (10 each in purple, light blue and orange). The Map-Chips are available in our webshop (see: mini-expansions).
- We recommend to play with **110-120 tiles** (e.g. base game + 1st + 2nd expansion)

SETUP

Use 2 of the 3 available **starting-squares** (Meppel, Eindhoven and Charleroi).

 Shuffle all **30 Chips** face down. Place **20** of them evenly distributed on the squares of the map and stick to the following rules:

- place them face down
- only 1 chip per square
- no chips on the large city squares or town squares
- no chips may be placed next to each other vertically or horizontally (only diagonally)
- no chips vertically or horizontally adjacent to a used starting square or an open side of a large city

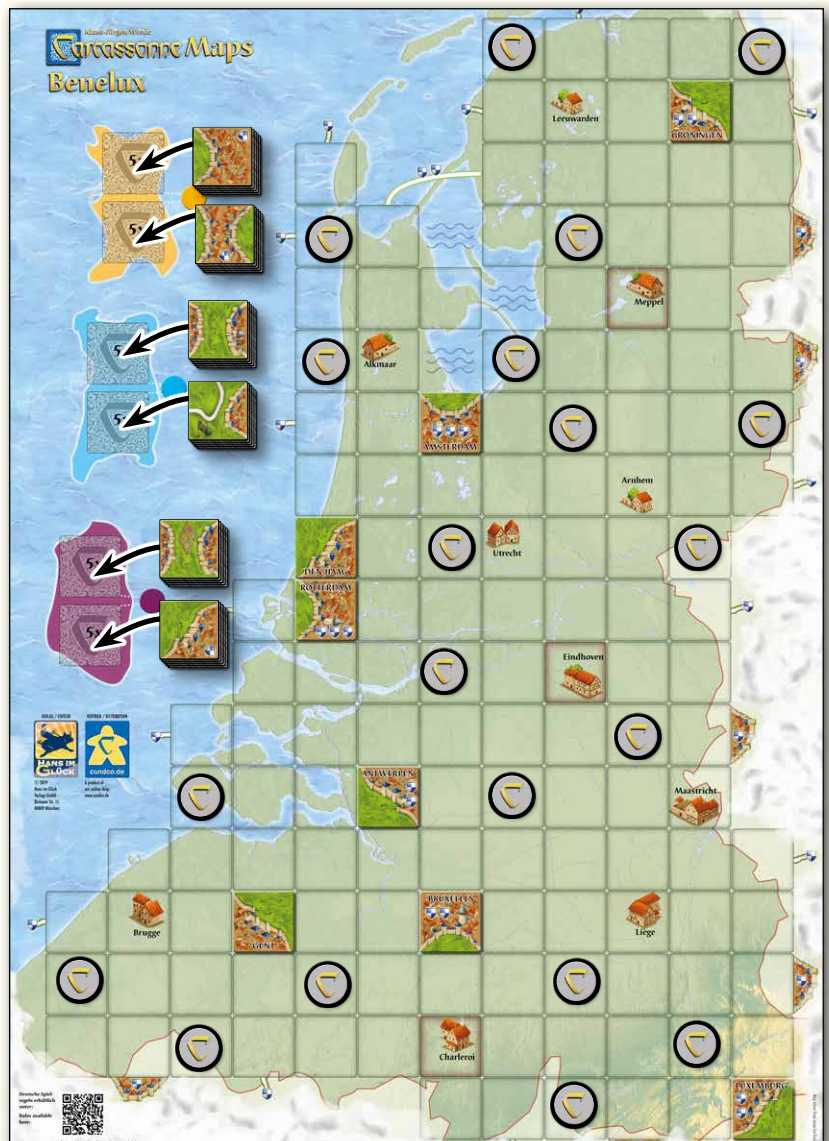
The **remaining 10 Chips** are taken out of the game without looking at them.

This is an example of how the chips could be placed.

Now you shuffle all Land tiles and make **6 stacks with 5 tiles** each. Place all of them on the 6 Island squares (2 stacks per island) on the map. Place the first tiles of the stacks face up.

(As shown on the right)

With the remaining Land tiles you make the usual stacks.



GENERAL RULES

1. Placing a Land tile

Waves

On the map there are three squares marked with waves. You cannot place a Land tile on these squares.



Collecting Chips

If you place a tile on a square with a chip you take the chip and get 1 or 2 points immediately. Then you place the chip face up in front of you.

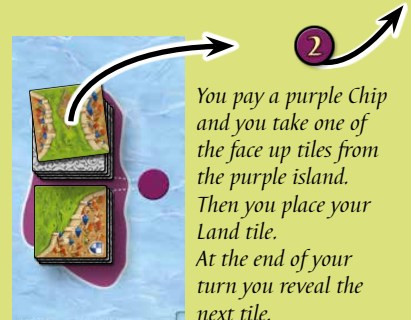


You place a tile on a square with a chip and you take it. Now you get 2 points.

Taking a face up Island Land-tile

If it's your turn and you have at least one Chip in front of you, it is up to you to decide ...

- a) ... if you want to take a **face up Island Land tile** from an island of the respective color instead of one from the usual stack. If there are still both stacks on the island, you can choose which one you want to take. If there is only one stack left, you pick the first tile of the remaining stack. Then you get rid of your Chip (it's no longer in the game anymore) and you place your Land tile. At the end of your turn you reveal the top tile of the used Island stack.



You pay a purple Chip and you take one of the face up tiles from the purple island. Then you place your Land tile. At the end of your turn you reveal the next tile.

OR

- b) ... if you take a **face down Land tile** as usual.

Note! Having taken a face down tile you cannot choose again but you have to use the one you've just picked.

You may collect Chips and use them later in the game.

End of the game

The game ends as usual after the last face down Land tile has been placed. Remaining Chips or Island tiles don't matter.

2. Placing a Meeple

After having placed a tile you are allowed to place a Meeple according to the general rules.

3. Scoring a feature

The scoring is done as usual.



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Map and rules layout:
Christof Tisch



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Carcassonne Maps Great Britain

With this mini-expansion you can place a Meeple on the Isle of Man and you get another turn. You have to find a suitable ship, need enough resources and the weather is also important for getting your Meeples back.

COMPONENTS

- **30 Map-Chips** (10 each in purple, light blue and orange). The Map-Chips are available in our webshop (see: mini-expansions).
- We recommend to play with **90 – 100 tiles**.

SETUP

Use all 3 available **starting-squares** (Kilkenny, Carlisle and Bristol).

On the map there are 3x10 squares marked with a colored Chip-symbol. Sort all 30 Chips according to their colors. Then shuffle the groups of 10 face down. Then you place them face down on the respective square on the map. The 10 **blue** ones are in the North (Scotland) the 10 **orange** ones in the West (Ireland) and the 10 **purple** ones in the South (England and Wales). Place the Chips on the squares and make sure that you can see the colored marks on the squares so that you always know which color the Chips have.



You place the Chips so that you can still know their color but you can't see the number.

GAMEPLAY

1. Placing a Land tile

Collecting Chips

If you place a tile on a square with a chip you take the chip and get 1 or 2 points immediately. Then you place the chip **face up** in front of you.



You place a tile on a square with a Chip and you take it. You get two points.

Getting a Double turn

After having finished your „normal“ turn you have the possibility to „buy“ one additional turn. You place one Meeple from your stash on the Isle of Man and you immediately carry out your second turn. You take another Land tile, place it, etc. You may only do one additional turn per round. The Meeples placed on the Isle of Man can't be used until they are taken back.



You place one of your Meeples on the Isle of Man and you immediately carry out another turn.

Getting back from the Isle of Man

To get your Meeples back from the Isle of Man to your stash you need money a boat and good weather. That means that you always need a set of **exactly three Chips** which you can use.

These Chips either have to have

1) the **same number** (it doesn't matter which color they have in this case)



Example for set 1

or

2) **all the three colors** (in this case the numbers aren't important).



Example for set 2

Important! If you get a Chip and this Chip **completes a set** you have to use it immediately and take the Chips out of the game. You take **all your Meeples** back from the Isle of Man at the same time.

It is not allowed to keep a set for later on.

End of game

Remaining Chips don't give you any points.

2. Placing a Meeple

After having placed a tile you are allowed to place a meeple according to the general rules.

3. Scoring a feature

The scoring is done as usual.



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Carcassonne Maps Península Ibérica

With this mini-expansion you can collect Chips and place them as treats.
If you find a treat, you'll get points.

COMPONENTS

- **30 Map-Chips** (10 each in purple, light blue and orange). The Map-Chips are available in our webshop (see: mini-expansions).
- We recommend to play with **110-120 tiles** (e.g. base game + 1st+2nd expansion).

SETUP

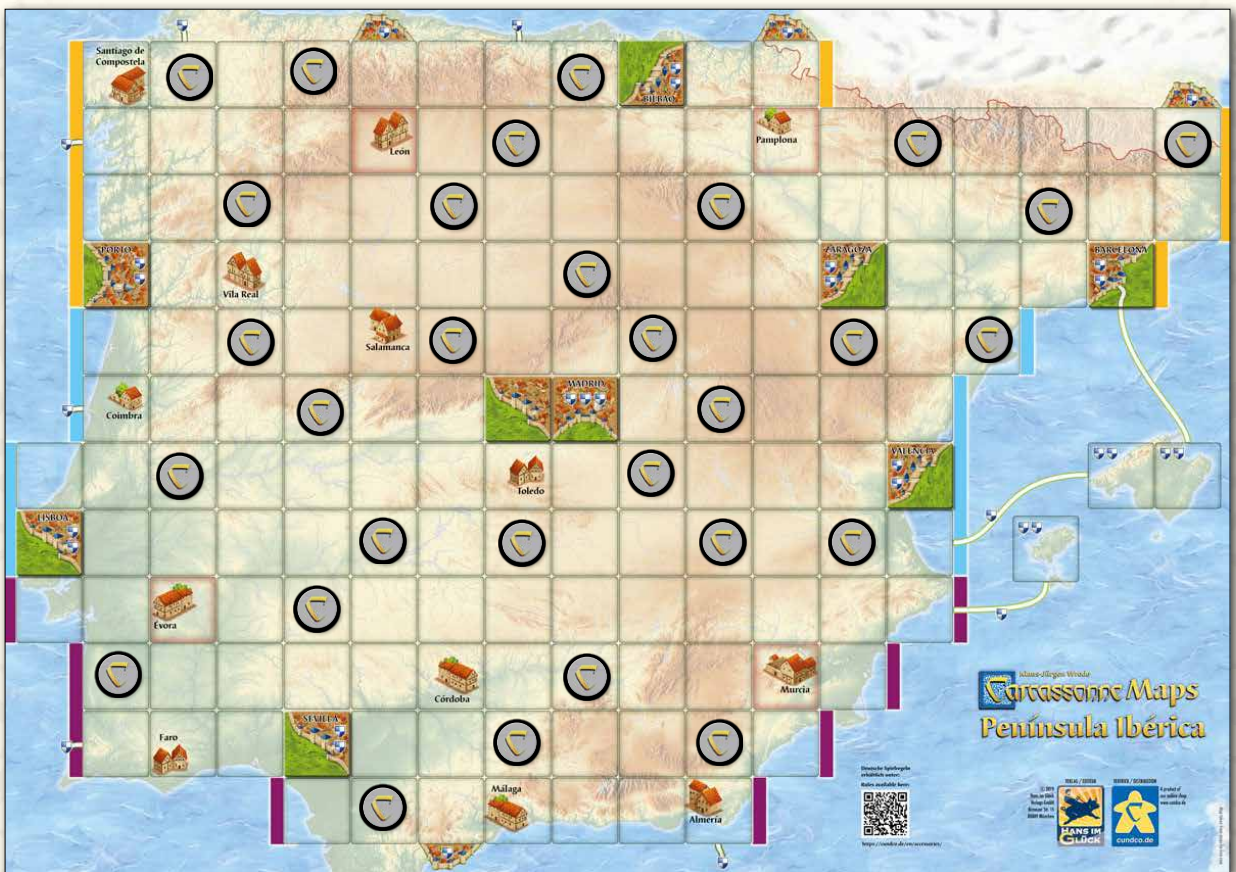
Use 3 of the 4 available **starting-squares** (León, Pamplona, Évora and Murcia).



Shuffle all **30 Chips** face down. Place them evenly distributed on the squares of the map and stick to the following rules:

- place them face down
- only 1 chip per square
- no chips on the large city squares or town squares
- no chips next to each other vertically or horizontally (only diagonally)
- no chips vertically or horizontally adjacent to a used starting square or an open side of a large city
- no chips on the island squares of the Balearic Islands.

This is an example of how the chips could be placed.



GAMEPLAY

1. Placing a Land tile

Island-squares with coats of arms

You can only place tiles on Island-squares if they have been connected with a ferry route from the mainland (see general rules). If you place a tile on a square with a coat of arms, you'll get two points per coat of arms immediately.



The island has been connected to the mainland. You place a tile on the island and you get 4 points immediately (for the two coats of arms).

Collecting Chips

If you place a tile on a square with a chip you take the chip, you turn it face down and get 1 or 2 points immediately. Then you place the chip again **face up** on the map respecting the following rules "to place a treat":



You place a tile on a square with a Chip and you take it. You get two points.

Placing a treat

The color of a Chip determines the area, i.e. the tracks in which you have to place your treat face up:

orange Chip = top tracks (1 to 4)

blue Chip = centre tracks (5 to 8)

purple Chip = bottom tracks (9 to 12)



You can find the respective tracks looking at the colored bars.

On one of the possible tracks you look for a **free square without a tile** (preprinted or placed) and place the Chip **face up** on it.

Collecting treats

If you place a tile on a square with a treat (face up Chip), you take the Chip and you get **twice** the number of points shown on the Chip (2 or 4 points). Then you take the Chip out of the game.



You place a tile on a square with a treat, take the tile out of the game and get 4 points.

End of game

Remaining face up or face down Chips don't give you any points.

2. Placing a Meeple

After having placed a tile you are allowed to place a meeples according to the general rules.

3. Scoring a feature

The scoring is done as usual.



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Carcassonne Maps Deutschland


With this mini-expansion you can upgrade your Meeples to have a majority during scoring.

COMPONENTS

- **30 Map-Chips** (10 each in purple, light blue and orange).
The Map-Chips are available in our webshop (see: mini-expansions).
- We recommend to play with **110-120 tiles** (e.g. base game + 1st + 2nd expansion)

SETUP

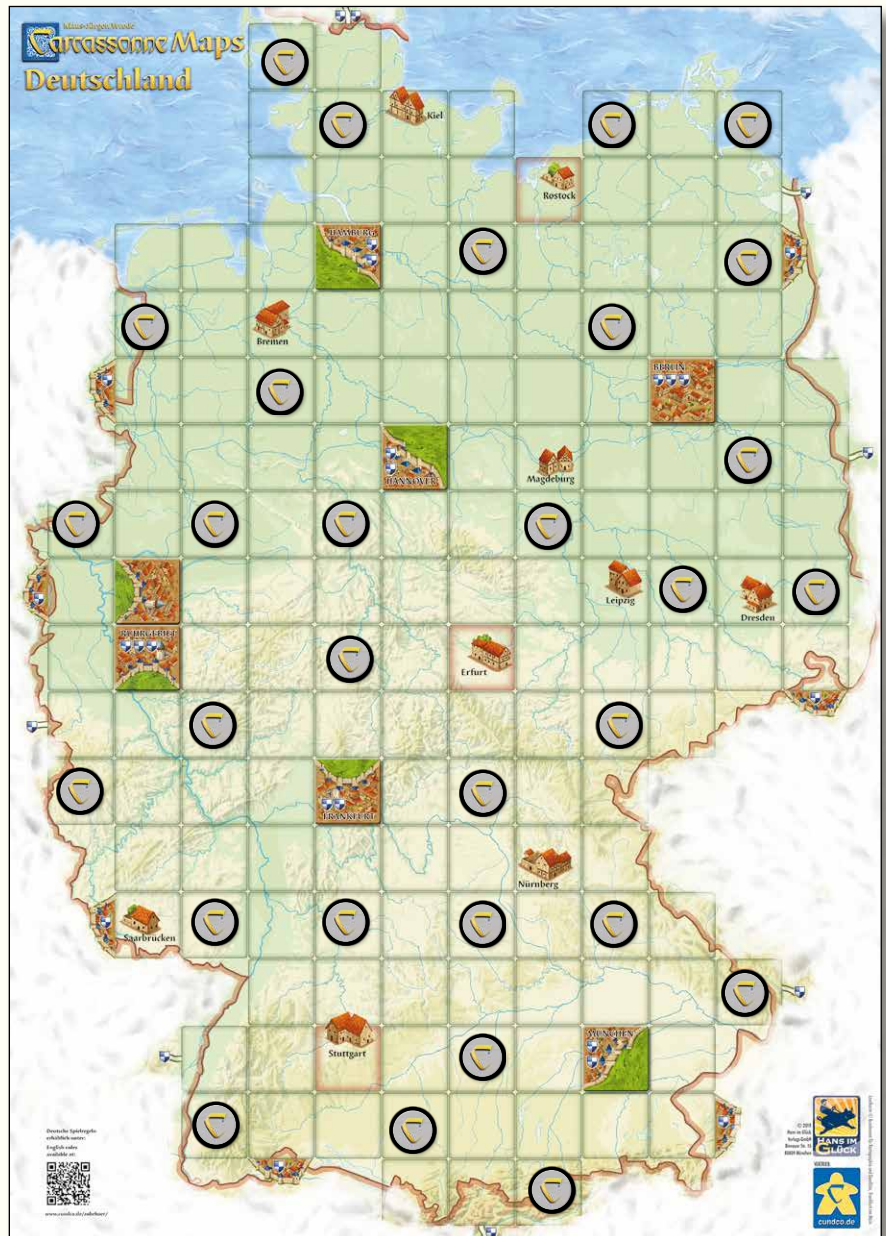
Use 2 of the 3 available **starting-squares** (Rostock, Erfurt and Stuttgart).

 Shuffle all **30 Chips** face down. Place them evenly distributed on the squares of the map and stick to the following rules:



- place them face down
- only 1 chip per square
- no chips on the large city squares or town squares
- no chips next to each other vertically or horizontally (only diagonally)
- no chips vertically or horizontally adjacent to a used starting square or an open side of a large city

This is an example of how the chips



GAMEPLAY

1. Placing a Land tile

Collecting Chips

If you place a tile on a square with a chip you take the chip and get 1 or 2 points immediately. Then you place the chip face up in front of you.



You place a tile on a square with a chip and you take it. Now you get 2 points.

2. Placing a Meeple

After having placed a tile you are allowed to place a Meeple according to the general rules.

Upgrading a Meeple

If you have collected Chips with an **exact value of 4** (4x 1-value | 2x2-value | 2x 1-value + 1x2-value), you can use them in this or in another round to upgrade one of your Meeples:

You take one of your Chips (the value doesn't matter) and you place it under **one of your Meeples**. This can be a Meeple which has been placed in another round or the one you've just placed (the other Chips you used to pay for the upgrade are taken out of the game).

You may upgrade a Meeple only **once**



With these Chips you can upgrade a Meeple



One Chip is placed under your Meeple. The other Chips are taken out of the game

3. Scoring a feature

During a scoring an upgraded Meeple counts as **2 Meeples** in the respective area (like the big Meeple of the 1st expansion). After scoring the Meeple returns to your stash as usual and the Chip is taken out of the game. This Meeple isn't upgraded anymore and counts again as a normal one (you may upgrade it the same way you did before).



The road is completed. Because of your upgraded Meeple **you** have the majority and you get 4 points. **Blue** doesn't get any points. The upgrade-Chip is taken out of the game.

End of game

Upgraded Meeples count as two even at the end of the game (also farmers).



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