

# Carcassonne

Klaus-Jürgen Wrede

## The Watchtowers

*This mini-expansion features watchtowers that you can build in and around Carcassonne. Each tower watches over different things and is more valuable the more it watches over.*



### Components



12 new land tiles showing watchtowers

### Setup

Shuffle the six new land tiles showing the watchtowers with those from the base game.

*This expansion has been developed for the Carcassonne base game. All of the rules remain the same. You can combine The Watchtowers with other expansions - but at your own risk - i.e. there will be no official rules for these combinations.*

### 1. Place a land tile

When you draw a land tile showing a watchtower, place it according to the known rules.

### 2. Place a meeple

After placing a land tile showing a watchtower, you may place one of your meeples on it according to the known rules. You may place it in a city or on a road or in a field as farmer. You may **not** place the meeple on the watchtower itself.



You place a tile showing a watchtower and place a meeple in the city. You may not place it on the watchtower though.

### 3. Score points

When a road or city is completed and its meeple is on the watchtower tile, you score the watchtower. The completed road or city is scored afterwards. This does **not** apply to farmers. Farmers do not trigger scoring for watchtowers. For scoring the watchtowers, the **8 directly adjacent tiles** and the **tile with the watchtower** itself are considered.

You can see on each watchtower what is worth points:



**2 points** for each meeple



**2 points** for each coat of arms



**3 points** for each monastery



**1 point** for each tile showing at least 1 road



**1 point** for each tile showing at least 1 part of a city



*Your city has been completed. First, you score **8 points** (4 meeples x 2 points) with the watchtower. Then you get **6 points** for the city.*



*Same situation with a different watchtower: You score **4 points** with the tower (4 tiles showing a part of a city x 1 point) and then **6 points** for the city itself.*