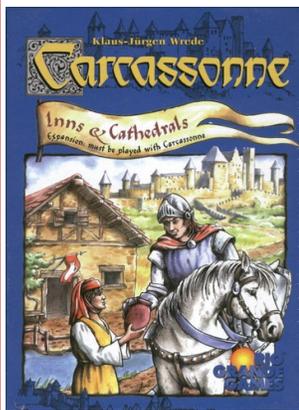


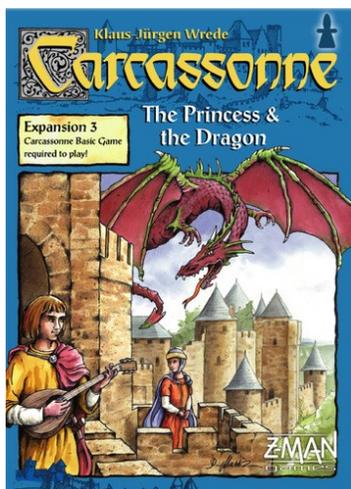
Carcassonne Expansions



Inns & Cathedrals

Inns & Cathedrals is the first major expansion for Carcassonne and introduces a few new aspects to the game. There are a couple of completely new kinds of tiles - the inns and cathedrals. There are also new tiles that present cities, roads, and cloisters in new shapes. Additionally, each player gets a "big *meeples*" which counts as two regular meeples. Another whole set of meeples means 6 players can now enjoy the game. Finally, a set of scoring cards helps make score-keeping a little clearer.

The Princess & the Dragon AND Abbey & Mayor

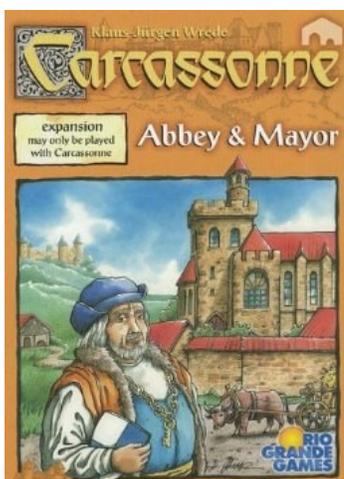


In this third major expansion for the prize-winning Carcassonne, we move into the realm of fantasy.

The land around Carcassonne is being visited by a dragon, making life very difficult for the followers. Brave heroes venture forth to face the danger, but without the aid of the fairies, their chances are not good.

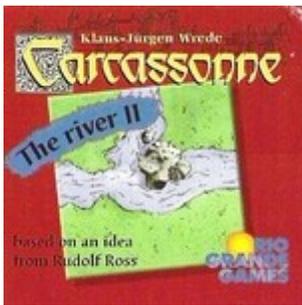
In the city, the princess seeks help from the knights, and farmers build secret passages to move about undetected by the dragon.

Contents: 30 new tiles with dragon nests, volcanoes, magic gates, and princesses; 1 large wooden dragon; 1 wooden fairy. Contrary to original reports, there are no princess figures in **The Princess & the Dragon**.



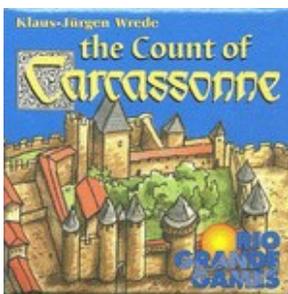
The fifth major expansion to Carcassonne, **Abbey & Mayor** adds 3 new wooden piece types, 6 abbey tiles, and 12 landscape tiles. The Abbey tiles act as Cloisters but do not have to match adjacent tiles and they complete adjacent features when placed. Mayors can be placed only in cities, with their strength determined by the number of pennants in the city. Barns allow players to score fields during the game rather than just at the end. Wagons are placed on roads, cities, or cloisters, and can move to an adjacent open feature when their current feature is completed.

Rivers II, Count, King & Cult

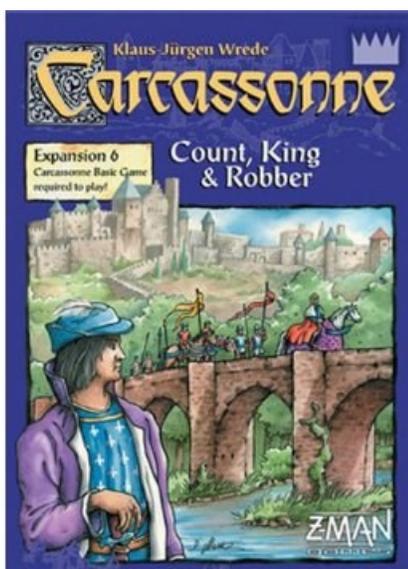


The River II (Der Fluss II) is a mini-expansion for Carcassonne. It adds twelve tiles with a river and has some differences with the first River expansion because the tiles are designed to combine with the first three expansions for Carcassonne, Inns & Cathedrals, Traders & Builders and The Princess & the Dragon. The River II is contained in Carcassonne: Count, King & Robber

The river tiles are placed first, after that the game continues as normal.



Der Graf von Carcassonne (The Count of Carcassonne) is another expansion to the well-known series. It contains a further twelve tiles plus the count (a nice wooden figure). The tiles depict the town Carcassonne itself, which is visited by the Count. When a player places a tile that causes scoring for other players but not for themselves, they may put a follower in one of the four regions of the city. They may also move the Count to a region, imprisoning all followers in that region. Each region corresponds to a scoring method, and when a feature of that type is scored, the player may move their follower to that feature, to share in the scoring or even prevent another player from scoring! This expansion requires the basic Carcassonne game, and can be combined with any of the other expansions. (from www.spielbox.de)



The sixth large expansion to Carcassonne released in Europe by Hans im Glück Verlags-GmbH is actually a compilation of three existing small expansions and a new one. Before Z-Man Games picked up the Carcassonne license, this compilation was only available in the US from Rio Grande Games as part of the Big Box 2, or each small expansion was available individually.

We don't have the ROBBER..