

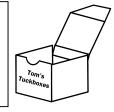


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# Carcassonne - Basic Game (2000)

Tape or glue here.

Tape or glue here.



nne includes 72 Landscape tiles.

Setting up the game: Each player selects a color and takes the 8 followers. Place one on the scoreboard. The remaining 7 followers make up your supply.

The Starting Tile is placed in the center of the table. It can be distinguished from the other tiles Starting Tile because it has a dark logo on the

The remaining tiles are shuffled and placed in a stack, a sack, or tower. A starting player is selected. They draw a tile and place it following the rules described below.

#### Gameplay Overview:

Play progresses in a clockwise fashion. On your

- 1. Draw one tile and place it. It must touch at least one tile and the features must match. (ex: A road must continue on both tiles.)
- 2. You may deploy one follower from your supply to the tile just placed. Place the follower on a specific road, city, field or cloister that isn't already claimed by a follower on another connected tile.
- 3. If any roads, cities or cloisters are completed by placing this tile, they must be scored now.







First ½ of Game Tiles



Tape or glue here.

Tape or glue here.

#### Directions:

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- 2. Cut along edges of the box.
- 3. Cut notches along dark lines.
- 4. Fold and tape / glue as directed.

For Best Results, print on heavy cardstock.



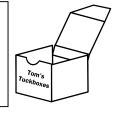


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# Carcassonne - Basic Game (2000)

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Tape or glue here.



nne includes 72

#### Completing a Feature:

When a feature is completed, the player with the most followers on that feature receives points. In a tie, both players receive full points.

A road is completed when both ends of a road are closed off or it forms a loop. It is worth 1 point for each tile the road goes through.

A city is completed when it can no longer be expanded. It is worth 2 points for every tile that the city occupies, plus 2 points for every pennant within the city.

A cloister is completed when a tile is placed in the 8 locations surrounding the cloister. It is worth 9 points.

Fields are scored at the end of the game.

At the end of the game, followers which remain on the board are scored. The player with the most followers on a feature receives points.

Incomplete roads is worth 1 point per tile.

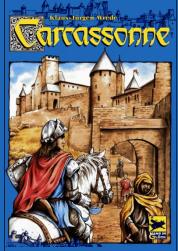
Incomplete cities is worth 1 point per tile and 1 point per shield.

Incomplete cloisters are worth 1 point per tile surrounding the cloister and the cloister itself.

Each field is worth 3 points for every completed city which touches the field.







Second ½ of Game Tiles





Tape or glue here.



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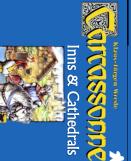
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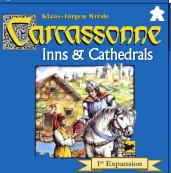
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Inns & Cathedrals (2002)













Roads with an Inn score 2 points per segment when completed. At the end of the game, an incomplete road with an Inn is worth no points.

A city with a Cathedral scores an additional point for each segment and each shield when completed.
At the end of the game, an incomplete city with a Cathedral is worth no points. Big Followers are played like regular followers. They count as two followers when multiple players are competing for



Big when mul Follower a feature.

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Inns & Cathedrals includes: 18 tiles marked with a 🖈 symbol, 6 large followers & 6 grey followers to allow a 6th player. The Ist major expansion. Released in 2002.

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Tape or glue here.

#### Directions:

1. Print Boxes at 100% (not "fit to paper")

Tom's

Tuckboxes

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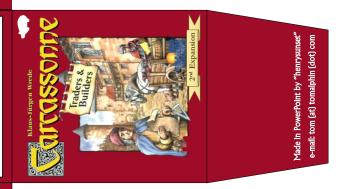


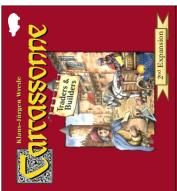


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raders & Builders includes: 24 tiles marked vith a ........ symbol, 20 trade good tokens, 5 Builders & 6 Pigs. The 2<sup>nd</sup> major expansion. Released in 2003.









A city with Trade Goods has cloth, grain or wine. The person that completes a city with trade good symbols takes those tokens.



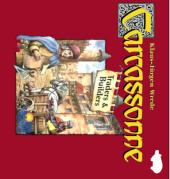
At the end of the game, the player with the most tokens of each type receives 10 points.

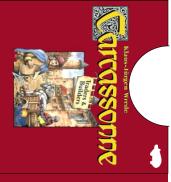


Builders can be placed on a incomplete road or city where you already have a follower. The next time you add to this feature, you get one extra turn. [Max 1 extra turn per round.]



Pigs can be deployed on a field where you already have at least one Farmer. At the end of the game, you will score one additional point per city for this field. (You only get additional points if you won the field.)





Tape or glue here

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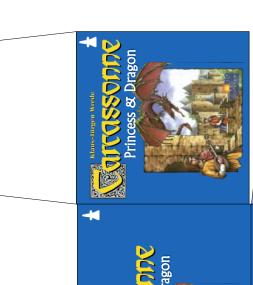
# Tom's Carcassonne Tile Tuckboxes v4.0 (2003) Traders & Builders

#### Directions:

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# **Princess and Dragon (2005)**

Tape or glue dere.





Each turn, you may move the Fairy Instead of deploying a follower. The Dragon cannot move to a tile protected by the Fairy. At the beginning of your turn, you earn I point if the Fairy is on a tille with one of your followers. When scoring features, you earn 3 points if the Fairy is on a tile where a follower is



Playing a tile with the Volcano causes the Dragon to move to that tile.



Playing a tile with the Dragon causes the Dragon to move 6 spaces without revisiting a tile. The player who played the tile moves the Dragon first. The game figures on each tile visited by the Dragon are returned to their owner. (If drawn before the Volcano, it is set aside.)

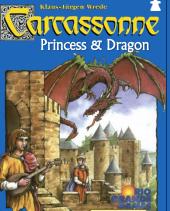


Playing a tile with the Magic Gate allows you to deploy a follower to an unclaimed feature on any tile in play.



Playing a tile with the Princess allows you to remove a follower of your choice from the city attached to the Princess.





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cess & Dragon includes: 30 tiles n n a \_ symbol, 1 dragon and 1 fairy.

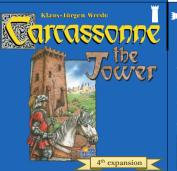
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Tape or glue here.

# e-mail: tom (at) tomalphin (dot) com Made in PowerPoint by "henrysunset"

Expansion

Tape or glue here.





The Tower includes: 18 tiles marked with a symbol & 30 wooden tower pieces. The 4th major expansion. Released in 2006.

Tape or glue here.

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# The Tower (2006)



Tape or glue here.

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Tuckboxes

- 2. Cut along edges of the box.
- 3. Cut notches along dark lines.
- 4. Fold and tape / glue as directed.

For Best Results, print on heavy cardstock.



Abbey & Mayor includes: 12 tiles marked with a n symbol, 6 abbey tiles, 6 Mayors, 6

Tape or glue here.

Barns & 6 Wagons

#### Directions:

Tom's Carcassonne Tile Tuckboxes v4.0

1. Print Boxes at 100% (not "fit to paper")

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Tuckboxes

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# The Count & The River II (HiG 2008 expansion & HiG/RGG Big Box 2)



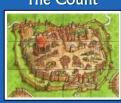
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The Count



Klaus-Jürgen Wrede The Count



Tape or glue here. Klaus-Jürgen Wrede The Count

This expansion includes: The 12 tile City of Carcassonne & The Count. Released in 2004.

Tape or glue here.



('uoisuedxə şeyş guist uəym əjiş jeuliou player plays the Dragon and draws the first tile at one end of the river. The next player places the Lake with a Volcano tile. (This the next player plays the Lake with a City 4. When all river tiles have been played, No U-turns allowed. to the river & may place a follower as usual. 3. The next player draws a river tile, adds it

may place a follower as usual, 2. The first player plays the Fork tile and & shuffle the River tiles. of the table. Put the Lake & Fork tiles aside I. Put the Spring tile in the center



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The River II

This expansion includes: 12 river tiles.

Released in 2005.





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The City of Carcassonne replaces the Starting Tile. It contains four districts which determine where followers can be deployed later. (Cathedral to Cloister, Castle to City, Market to Farm & Blacksmith to Road.)

When you place a tile causing another player to score points when you don't, you may place a follower on one district, and you may move the Count to a district to block it's use.

Before calculating the majority when scoring completed features, players may deploy one or more followers from the appropriate (unblocked) district to the feature being scored.

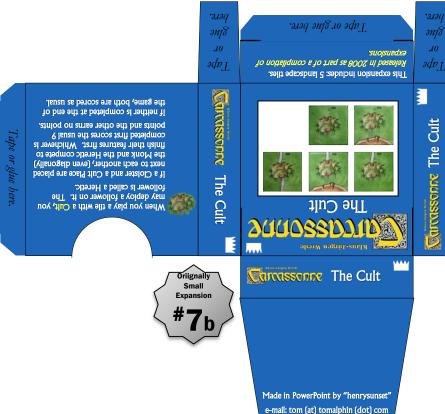
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For Best Results, print on heavy cardstock.





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#### Note

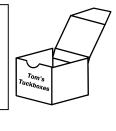
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# The Catapult (2008)





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#### Notes:

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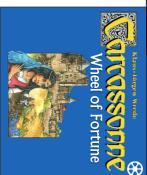
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Mheel of Fortune

Game/Expansion

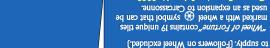
Game or Expansion. Released in 2009.



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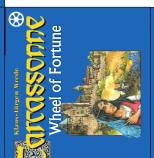
Complete Game

-or-Large Expansion



Plague: Return a follower from game board Inquisition: 2 points / monk. Storm: I point / unused follower. Famine: I point / farmer for each adjacent Isx: | bojut / knight + | bojut / bennant. Fortune: 3 points, only to the player who moved the pig.

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3

Set-up game with Wheel of Fortune instead of normal starting tile. (Place pig on "Fortune".)

When a player doesn't place a follower on his turn, he may place a follower on an empty space surrounding the Wheel of Fortune. When the pig lands on that section, each follower earns 3 points. (If a section has two spaces and only one is occupied, the player earns all 6 points.]

When a tile with the Wheel Symbol is drawn, the pig moves clockwise the number of spaces indicated on the tile, the Wheel of Fortune is scored, then each player takes points and returns scored followers to their supply:

Tape or glue here.

Expansion

#### Tom's Carcassonne Tile Tuckboxes v4.0

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Wheel of Fortune (2009)

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# Tom's Tuckboxes

# Bridges, Castles and Bazaars (2010)



#### Directions:

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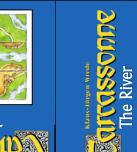
For Best Results, print on heavy cardstock.



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I ape or glue here. Designed by Rudolf Ross and released in 2001. The River includes: 12 river tiles. างเลย จะแร The River 10 ofp I as usual. The game continues with the end of the river and can place a follower the next player places the Lake tile at the 3. When all river tiles have been played, river tile, you may play a follower on the features as usual.) turns are allowed. (When you play a River tile and add it to the river. No U-Spring 2. Starting with the first player, draw a emaining River tiles. The River table. Put the Lake saide. Shuffle the 10 . Put the Spring tile in the center of the

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# The King & Scout (2003)





Follower is placed on field, Owner earns I point for each tile in this field for Agriculture. Follower is placed on Dug-out. Owner gets points for the number of fish in the largest lake on any river which is completed in this river system.

Follower is placed on Bridge, counts on both meadows must be empty when played.

These tiles are played instead of a normal turn of require a follower be deployed on them for the rest of them game.

To have owner is played on forest, When the Soul is in the soul is in the soul i

Shaman allows owner to remove one tribe member from an unfinished feature each turn.

Shuffle the 5 tiles. Each player takes I tile. (2 with 2-players)

Tape or glue bere. อทาธ 10 Released in 2003 in "The King & Scout". Shaman token.

The Scout includes: 4 land tiles & the

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Hurlers and Galberers

The Scout



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The King includes: 5 land tiles, 1 King token & l Robber Baron token. Released in 2003 in "The King & Scout".

Tape or glue here.



When a player completes a city which is larger than every other city, they take the King token. At the end of the game, the player with the King token gets 1 point for each completed city on the board.



When a player completes a road which is longer than every other road, they take the Robber Baron token. At the end of the game, the player with the Robber Baron token gets 1 point for each completed road on the board.

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·2126 5118 10 ofo I

of Games Quarterly Magazine. Distributed in 2005 with Issue II 10 landscape tiles & 2 river tiles. Luis expansion includes:

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Cames Quarterly



to the basic game.











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# The Count (2004), The River II (2005)

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The Count

Klaus-Jürgen Wrede





The Count includes: The 12 tile "City of Carcassonne" & 1 wooden Count. Released in 2004.

Tape or glue here.





3. The next player draws a river tile, adds it 2. The first player plays the Fork tile and may place a follower as usual.

& shuffle the River tiles. I. Put the Spring tile in the center of the table. Put the Lake & Fork tiles aside





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The City of Carcassonne replaces the Starting Tile. It contains four districts which determine where followers can be deployed later. (Cathedral to Cloister, Castle to City, Market

When you place a tile causing another player to score points when you don't, you may place a follower on one district, and you may move the Count to a district to block it's use.

to Farm & Blacksmith to Road.)

Tape or

glue here.

Before calculating the majority when scoring completed features, players may deploy one or more followers from the appropriate (unblocked) district to the feature being scored.

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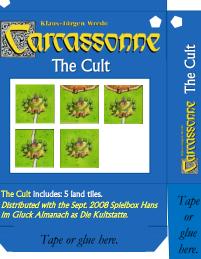
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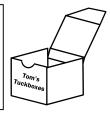
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# Carcassonne: Cult, Siege & Creativity (2008, Rio Grande Games)



#### Directions:

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- 4. Fold and tape / glue as directed.

#### Notes:

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Standard Paper: To further reinforce the folds, cover the inside of each fold with a short piece of one sided tape.



Cancassonne The Cult

e-mail: tom (at) tomalphin (dot) com

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The Cult

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here.

The Cult includes: 6 land tiles.

Originally released with Sept. 2008 Spielbox.

Re-released with a 6th tile in October 2008.

Tape or glue here.

Tape or glue here.

Convossonne The Cult

When you play a tile with a Cult, you may deploy a follower on it. The follower is called a Heretic.

If a Cloister and a Cult are placed next to each another, (even diagonally) the Monk and the Heretic compete to

Monk and the Heretic compete to finish their features first. Whichever is completed first scores the usual 9 points and the other earns no points.

If neither is completed at the end of the game, both are scored as usual.



Creativity

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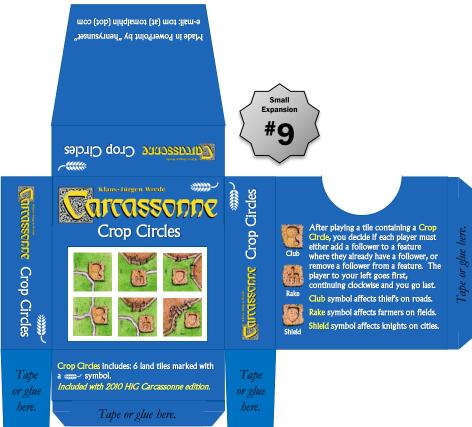
Tom's

iuckboxes

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# Tunnels (2009) Crop Circles (2010)





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- 4. Fold and tape / glue as directed.

#### Notes

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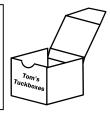
The latest version of all of my tuckboxes can be downloaded as a single file: http://www.boardgamegeek.com/file/info/31131

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# The Plague (2010), The Festival (2011)

Expansion

The Festiva





e-mail: tom (at) tomalphin (dot) com Made in PowerPoint by "henrysunset"

Cancassone The Plague



Set aside 17 tiles and use them first. Shuffle plague tiles with the remaining tiles. When a player draws a Plague tile, he must place the lowest numbered outbreak on that tile instead of placing a follower.

Fleas return followers on that tile to their owner. They may also move one of their followers to an adjacent tile within the same

Additional details covered in the rules.



Carcassonne

The Plague

Tape

or glue

here.







Tape or glue here.

The Plague includes: 6 land tiles marked with a symbol, 18 flea tokens and 6 counters. Included with 2010/6 Spielbox Magazine.

or glue here.

Tape

Corressonne The Plague

Each subsequent turn, a player must add a flea adjacent to an outbreak or another active flea.

The restival

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When you play a tile with the Festival symbol, you may either place a follower as usual, or remove one of your followers from any place on the board and return it to your supply

**Revision History:** V3 - initial version.

Tape or glue here.



Tape or glue here.

Tape or glue here.

#### Directions:

- 1. Print Boxes at 100% (not "fit to paper")
- 2. Cut along edges of the box.
- 3. Cut notches along dark lines.
- 4. Fold and tape / glue as directed.

For Best Results, print on heavy cardstock.

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Mini #1 - The Flier (2012) Mini #2 - The Messages (2012)

> e-mail: tom (at) tomalphin (dot) com Made in PowerPoint by "henrysunset"



Klaus-Jürgen Wrede The Flier

Tape or

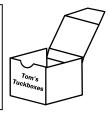
glue here.

The Flier contains: 8 land tiles marked with a 

symbol and a special die.

1st of 6 Carcassonne Minis, Released in 2012.

Tape or glue here.



add the score of both followers. that action. At the end of the game, 5, they draw a Message tile and take follower lands on a number divisible by woman on the scoring track. If either move either their normal follower or When a player scores points, they may

Land tiles with an Aircraft symbol are

played as usual. The player who places

After playing the tile, they roll the die to determine how far the follower on the Aircraft symbol will fly in the indicated direction. The follower must be deployed to an incomplete non-field feature of that tile, even if the feature is already claimed. If the follower can't

be placed on that tile, they get it back.

the tile can place a follower on the

Aircraft symbol.

Aircraft Symbol

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glue here.

scoreboard at O. Woman down. Place each player's Woman Follower of follower with a normal follower on the the Message tiles and place them face At the beginning of the game, shuffle



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The Messages 55010105 Tape or glue bere.

2nd of 6 Carcassonne Minis, Released in 2012.

wooden followers. The Messages contains: 8 message tiles and 6 .อาร์ส อนโย so odos





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Mini #3 - The Ferries (2012) Mini #4 - The Goldmines (2012)

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The Ferries

Klaus-Jürgen Wrede Minii

CIFCUSSOFINE

The Ferries

The Ferries

Tape or glue here.

The Ferries contains: 8 land tiles marked with a symbol and 8 wooden ferries.

Tape or

glue here.

3rd of 6 Carcassonne Minis, Released in 2012.

Tape or glue here.



Scoring: If you have 1-3 gold = 1 point per gold, 4-6 gold = 2 points, 7-9 = 5, 10 or more = 4.

When scoring features with tiles that have gold. bricks, players who scored points take the gold. If multiple players, gold is given to players who scored points dockwise starting with the current player.

When playing a tile with a Gold symbol, a player must place one gold brick on this tile and an adjacent tile (diagonal allowed) before placing a follower using the normal rules.

Gold

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The

Goldmines

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Ath of 6 Carcassonne Minis, Released in 2012.

The Goldmines contains: 8 land tiles marked with a symbol and 16 wooden gold bars.

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After a player places a tile with 3 or 4 roads ending in a lake, they may place a follower using the normal rules.

After placing a follower, they must place a ferry connecting two of the roads. Roads which touch the ferry continue to the other side. All other

In subsequent turns, players may extend a road that connects to this ferry. By extending the road, they may move the ferry if they want.

roads end at the lake and are scored.

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#### Notes

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Mini #5 – Mage & Witch (2012) Mini #6 - The Robbers (2012)

e-mail: tom (at) tomalphin (dot) com



Mage & Witch

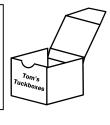
Mage & Witch

Tape or glue here.

Mage & Witch contains: 8 land tiles marked with a symbol, a purple wooden Mage figure and a orange wooden Witch figure.

5th of 6 Carcassonne Minis, Released in 2012.

Tape or glue here.



When the sconing flgure next to your robber scores points, you get half their points and remove your robber from the scoring track. If a robber is next to your scoring track. If a robber when you earn points for a robber, move their robber figure forward with you.

After playing a tile with the Robber symbol, the player may place their robber figure on a location in the fourth track with at least one scoring frack.



The Robbers

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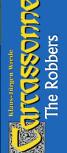
Tape or glue here.

6th of 6 Carcassonne Minis, Released in 2012.

The Robbers contains: 8 land tiles marked with a symbol and 6 wooden robbers.

Tape or







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Tape or

glue here.

When playing a tile with a Mage symbol, a player must move the Mage or Witch figure to an unfinished road or city. They cannot occupy the same feature. Remove one if there is no ladd location. Afterwards, they may place a follower on this tile as normal.

When scoring a feature with the Mage, each tile is worth I extra point. When scoring a feature with the Witch, the feature is worth half points (rounded up). This also applies for final scoring.

#### Directions:

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#### Notes

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# The Compass Rose (2012) Crop Circles II (2012)

e-mail: tom (at) tomalphin (dot) com Made in PowerPoint by "henrysunset" Compass Rose



**Equivassionne** Compass Rose

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or glue

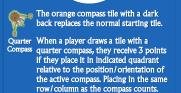
The Compass Rose contains: 1 Starting tile and 5 land tiles with Wind roses. Promotional expansion, Released in 2012. Tape or glue here.

Curvassonne Compass Rose

Таре

or glue

here.



The blue compass tile can be placed in any valid position/orientation and replaces the orange compass.

e-mail: tom (at) tomalphin (dot) com Made in PowerPoint by "henrysunset" Tom's ruckboxes Il sabrid qord Sindes II Klaus-Jürgen Wrede Cancassonne Surcesonne Crop Circles II Crop

Tape or glue here.

Circles

Tape

or glue

here.

Carressonne Crop Circles II After playing a tile containing a Crop Circle, you decide if each player must either add a follower to a feature where they already have a follower, or remove a follower from a feature. The player to your left goes first, continuing clockwise and you go last. Club symbol affects thief's on roads. Rake symbol affects farmers on fields. Shield symbol affects knights on cities. Crop Circles II includes: 6 land tiles marked Tape with a symbol. Each 2012 Carcassonne Mini includes one tile. or glue

here.

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