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Carcassonne

Abbey & Mayor



This fifth expansion for Carcassonne gives players new options to increase their influence across the land. Traveling merchants show their wares in every city and abbey. Some cities have elected a mayor. Farmers are accruing vast wealth by cleverly delineating their land while the Church desires to strengthen its influence by building imposing abbeys.

Components

- 12 new Land tiles

- 6 barns (for the fields)



- 6 Abbey tiles

- 6 wagons



- 6 mayors



Playing with the expansion

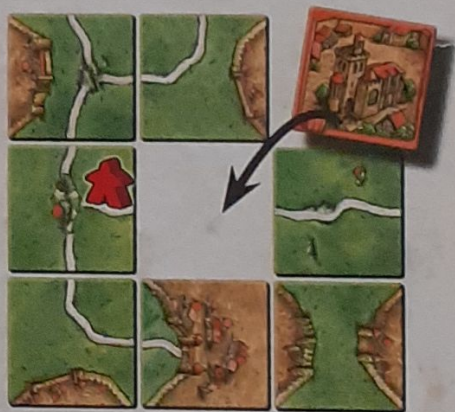
Each player takes 1 Abbey tile, and, in his color: 1 mayor, 1 barn and 1 wagon, which he puts with his normal followers. *The basic rules for Carcassonne remain unchanged.* Here are the new elements introduced in this expansion:

Abbey



Once during the game, a player may choose to place their Abbey tile instead of drawing and placing a random Land tile. An Abbey tile may only be placed in an empty space (a hole) in the board. Such a space must be surrounded orthogonally on all four sides (diagonals are not considered). If there is no such space available, players may not place their Abbey tile. A player may choose to place a follower as a monk on their Abbey tile upon placing it. Similar to a monastery, an abbey is completed when it is surrounded by tiles, both orthogonally and diagonally. The player who owns a monk in a completed abbey scores 9 points (1 point per tile, including the abbey itself).

The **abbey** ends the four tiles it touches orthogonally. In this way, it is possible that an abbey may result in the completion of several features at once. Any feature completed by the placement of an Abbey tile is scored immediately, including monasteries.



Blue places his Abbey tile and completes the road to the left with a follower.

The city under the abbey as well as the road to the right are still incomplete.



Mayor

On his turn, a player may place his mayor instead of placing a follower. A mayor may only be placed in a city that contains no other follower (including another player's mayor or wagon). **When a city containing a mayor is scored, the mayor is counted as a number of followers equal to the number of banners in the city. For example: if there are 3 banners in a city, a mayor in that city counts as 3 followers. Likewise, if there are no banners in the city, the mayor counts as 0 followers.** The presence of a mayor does not affect the value of the city. Through clever play, it is possible for two or more mayors to occupy the same city.

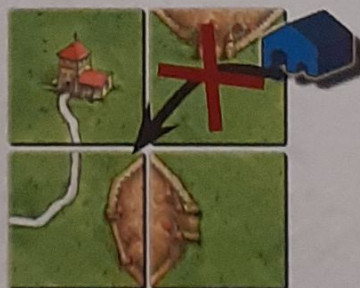
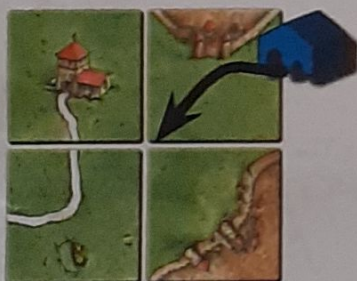


*This mayor is worth 3 followers (3 banners). **Blue** scores 18 points for this city.*



Barn

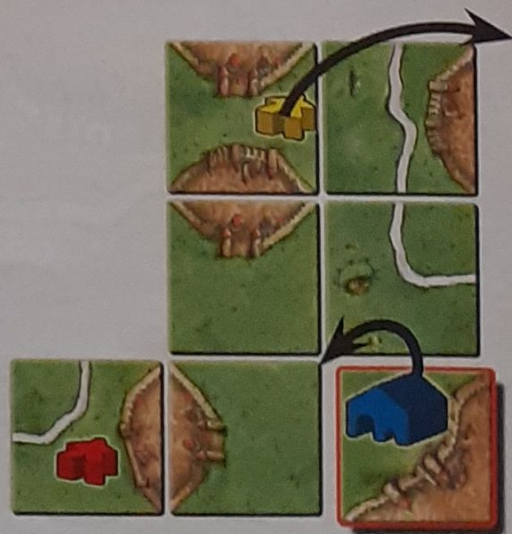
Placing a barn: When a player places a tile so that four field corners meet, he may place a barn instead of placing a follower, as long as another player's barn is not already present. The player places his barn on the intersection of open field created by the corners of the four tiles. The placement of a barn is not affected by the presence of nearby followers. Although the barn is scored immediately, it remains in play until the end of the game.



A barn may not be placed here. The two lower tiles have city segments in the relevant corners. A barn may only be placed where four field corners meet.

SCORING AFTER BARN PLACEMENT

After placing a barn, the field it occupies is scored immediately. The player with the most farmers in this field scores 3 points for each completed city touched by that field, irrespective of who placed the barn. The size of the city does not matter. In case of a tie, all tied players score full points. The barn remains until it is scored at the end of the game. If the scoring player's pig (Traders & Builders expansion) is present, it improves the value of each completed city by 1 point. After scoring, the farmers (and pigs, if used) in this field are returned to their owners' supplies.



***Blue** places a tile and then his barn. **Yellow** receives 6 points for the 2 completed cities in that field and returns the farmer to his follower supply.*

SCORING UPON BARN CONNECTION

A player may not place a follower or a barn in a field already containing a barn. However, it is legal for two or more fields each containing a barn to join through clever tile placement. If a player places a tile that joins a field containing a barn to a field without a barn, this new larger field is immediately scored, and the farmers (and pigs, if used) are returned to their owners' supplies.



Placing this tile connects the **red follower** to the large field owned by **blue** (with the barn). **Red** then scores 2 points for the completed cities and takes her follower back.

Important: In this case, the player with the most farmers in this field scores only 1 point per completed city (2 points if their pig is present).

END GAME SCORING

At the **end** of the game, each player who has placed a barn will score 4 points per completed city touched by the field containing their barn. Multiple barns in the same field each score full points.

It is not possible for a barn to be removed from the board, either by the dragon (from The Princess & the Dragon expansion) or by a tower (from The Tower expansion).

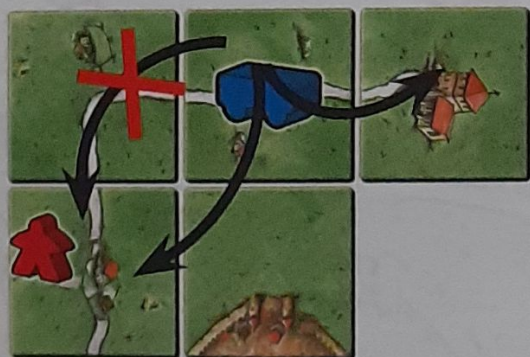
Wagon



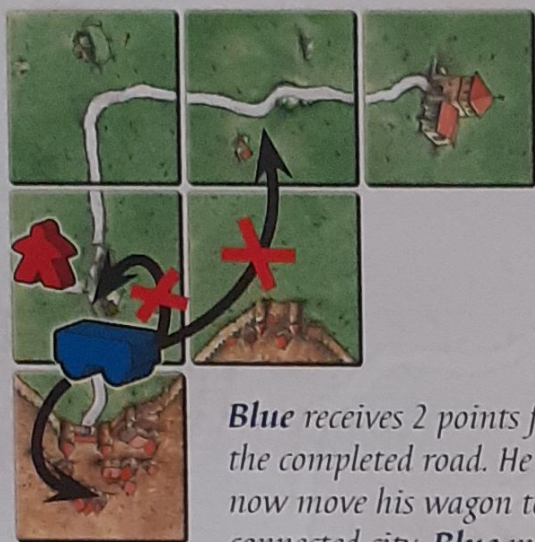
On his turn, a player may place his wagon instead of one of his followers. A wagon may only be placed on a road, a city or a monastery that contains no other follower (including another player's mayor or wagon).

A wagon **may not** be placed into a field. When a feature is completed and scored, a wagon acts as a normal follower.

After a feature containing a wagon is completed and scored, a player may either return his wagon to his follower supply or **move** it to a connected **incomplete** and **unoccupied** road, city or monastery. If there is no such option available, the player **must** return the wagon to his follower supply. In the case that there are multiple wagons present in a completed feature, players will decide what to do with their wagon in clockwise order starting with the active player.



Blue receives 4 points for the completed road. He may now move his wagon to the connected monastery or to the connected road headed south. **Blue** may not move his wagon to the connected road headed west (even though it is connected), as it is already occupied by a **red follower**.



Blue receives 2 points for the completed road. He may now move his wagon to the connected city. **Blue** may not move to the road headed west, **as it is already occupied by a follower**. He also may not move his wagon to the road to the north as it has been previously **completed**.



Blue received 14 points for the completed city. He may now move his wagon to the connected road headed east. He **may not** move his wagon to the road headed north as it has been previously **completed**.

New Land tiles



This tile shows 2 separate cities. The city with the banner ends in the field. This is important to remember when calculating the value of a field.



This tile shows 2 separate cities.



The road on this tile is **uninterrupted**. The lower field is also **uninterrupted**. The upper field, however, is separated by the upper portion of the road. This is important to remember when calculating the value of a field.



The road ends in the field.



On these tiles, the road touches the city to form 3 separate farms.



The road has been split and may now continue in 3 directions.