



One road ends **at the city**, while the other ends at the **small cottage**.
The roads split the field into **3 separate fields**.



The monastery splits the roads and fields into **3 separate roads** and **3 separate fields**.



This tile features **3 city sections**. There is also a field in the middle that may be occupied by a farmer.

THE GOODS TOKENS



The Goods tokens only have an impact on step **3. Scoring a feature**. Steps **1. Placing a tile** and **2. Placing a meeple** are unaffected by them.

3. Scoring a feature

Scoring a city with Goods symbols

Whenever you or another player completes a city featuring Goods tokens, the following occurs:

- 1.) You score the city as usual.
- 2.) Then, you give **the player who completed the city by placing the last tile** the depicted Goods (that player is considered that city's trader). This can be any player (the presence of meeples in the city has no impact on this). This player receives one Goods token from the supply for each corresponding symbol in the city.

Important: It does not matter if the player who placed the last tile had any knights in the city, or if any knights were present in the city; it is always the player who placed the last tile that receives the Goods tokens from that city.

Place your collected Goods tokens **faceup** in front of you.

You have just completed this city.

Blue scores **10 points** for this city.

Since **you** are that city's trader,

you get 1 Wine token and 2 Grain tokens.



Final Scoring

Goods tokens are scored at the end of the game.

During final scoring, Goods tokens are scored as follows:

- For each type (Wine, Grain, or Cloth), the player who has the most tokens scores 10 points.
- In case of a tie for a type, tied players each score 10 points.

2-player game example:

You score 20 points. **Blue** scores 30 points.



BUILDERS AND PIGS

Builders and pigs are **special figures**. Before starting the game, add the figures in your color to your personal supply.

These special figures have no impact on step **1. Placing a tile**.

THE BUILDER



2. Placing your builder

Instead of placing a meeple, you may place your builder on the tile you have just placed, but only onto a road or city. Note that there must already be **one of your own meeples** on the feature where you wish to place your builder.



You may place your builder onto that road because you already have a meeple on it.

Your builder is always returned to your supply if you no longer have meeples on that feature.

This usually occurs after scoring, but some expansions introduce other ways in which this can happen.

1. Placing a Land tile and getting a double turn

If you place a Land tile that continues the road or city your builder occupies, you may immediately draw and place another Land tile. You place this tile following all the normal rules.



- A** You place this tile that continues the road that your builder occupies.
- B** Then, you draw another tile which you place as usual.

More information regarding the builder

(These are detailed rules regarding the builder. Only read them if you have any questions. Even though we only talk about roads, all statements also apply to cities. You simply have to replace, where appropriate, "road" with "city" and "highwayman" with "knight".)

- You may place a meeple on both **the first and second tile**. If you complete the road with the first tile, you may place the newly-recuperated builder onto the second tile (see the example below).
- **No chain reactions are possible**. If you place the second tile on the road with your builder, you do not get to draw a third tile.

Here is an example that demonstrates the above points. It also clearly shows how to obtain a double turn with your builder:



- Turn **1**: Place a highwayman.
Turn **2**: Place your builder.



- Turn **3a**: You complete the road by placing this tile, on which you also place a knight. Then, you score the road allowing you to take back your highwayman and builder.
Turn **3b**: You place your second tile and place your builder on it.

- As long as the road is incomplete, the builder will stay there, allowing you to get a double turn (as described above) the first time you add a tile to that road each turn.
- During a double turn, you may do the following on each turn: **1. Place a tile, 2. Place a meeple, and 3. Score a feature.**
- Multiple builders may be on the same road.
- There can be any number of tiles between your highwayman and your builder.
- As long as one of your meeples is on the road, your builder will stay in place. As soon as you have no meeples on the road, return your builder to your supply.
- Your builder may be placed onto a road, then a city, and so on and so forth. However, you may never place your builder onto a monastery or a field.
- Features may be scored after the placement of each tile.

3. Scoring a feature

The builder has no impact when scoring a feature. Builders are **never** taken into consideration when determining who has the most meeples in a feature. However, your builder is returned to your supply along with the meeple when the feature it occupies is scored.

THE PIG



1. Placing a tile

The pig has no impact on tile placement. Its special function comes into play during steps **2. Placing a meeple** and **3. Scoring a feature.**

2. Placing your pig

You may only place your pig into a field occupied by your farmer.

Since you have a farmer in this field, you may place your pig in it.



3. Final scoring - Scoring fields with pigs in them

Once placed, your pig will stay in its field until game end. Your pig allows you to score more points for the field it occupies at game end. However, for your pig to be worth any points, you must have the most meeples in that field. Unfortunately, the pig itself is not counted for majority. If you have majority in the field with your pig, you score **4 points** (instead of 3) for each completed city that borders that field. Pigs belonging to other players have no impact on your scoring.



You have the most meeples in this field. Since your pig is in this field, **you** will score 4 points per completed bordering city.
You score 8 points for 2 completed cities. **Blue** does not have the most meeples and scores no points.

Note: You are also considered to have the majority (i.e., most meeples) even if you share the majority with another player.

THE BAG

1. Placing a tile

Instead of placing the Land tiles in multiple facedown stacks, you can simply put them all in the bag. On your turn, simply draw a tile from the bag and then place it as usual.

The bag is also very well suited to carry *Carcassonne* wherever you go, allowing you to share this great game with everyone!



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Traders & Builders



A copy of CARCASSONNE is required to play this expansion. You may integrate it fully or partially. It may also be combined with other CARCASSONNE expansions.

COMPONENTS

- 24 Land tiles (marked with) including 9 with Wine, 6 with Grain, and 5 with Cloth
- 20 Goods tokens (9x Wine, 6x Grain, and 5x Cloth)
- 6 Builders
- 6 Pigs • 1 Bag



SETUP

Shuffle the new Land tiles with those from the base game (and any other expansions you wish to use). Place them in multiple stacks, as usual. Place the Goods tokens as a general supply within easy reach of all players.

THE NEW LAND TILES

The new Land tiles depict new landscape elements that are explained below. These visual features have no impact on steps **1. Placing a tile, 2. Placing a meeple, and 3. Scoring a feature.**



The **bridge** is **not a junction**. One road continues from left to right, while the other goes from top to bottom. The roads split the field into **4 separate fields**.