



HALL 9000

Spiel & Freizeitpaß im Rhein-Neckar-Raum



<http://www.hall9000.de>

CARCASSONNE-VARIANTS OF RULES

Variant:	Description:
Variant 1:	<p>"Monasteries for All" <i>collected by Bernd Eisenstein</i></p> <p>In the beginning each player is assigned one monastery, which is discarded open. This monastery can be put into play instead of drawing a new card at any point of time.</p>
Variant 2:	<p>"Individual Planning of Countryside" <i>collected by Bernd Eisenstein</i></p> <p>All players get 3 countryside cards in their hands. When it is your turn, you are allowed to choose one of those, play it and draw a new one in order to complete your countryside cards to 3. In the end all countryside cards have to be put into play.</p>
Variant 3:	<p>"Collective Planning of Countryside" <i>collected by Bernd Eisenstein</i></p> <p>3 countryside cards are displayed open. The players can decide, whether to choose an open or a face down countryside card. After the move the open cards are completed to 3.</p>
Variant 4:	<p>"Unpunctuality of the Follower" <i>collected by Bernd Eisenstein</i></p> <p>You are not allowed to place your piece on a countryside card, which has just been put into play. Instead, you can only move onto cards, which have already been placed before (in case the other rules allow that, of course).</p>
Variant 5:	<p>"Unsafe Buildings" <i>collected by Bernd Eisenstein</i></p> <p>In the end unfinished buildings, streets and monasteries are not given a score. Therefore you have to be very careful in placing your pieces.</p>
Variant 6:	<p>"The Architects" <i>by Tobias Stapelfeldt</i></p> <p>All cards are distributed to all players. Each player is allowed to have a look at the cards from the own pile at any point of time. As this is a quite strategic variant, it might make sense to separately distribute the monasteries to the players.</p>
Variant 7:	<p>"Way of Life" <i>von Tobias Stapelfeldt</i></p> <p>Instead of using a follower, you can choose one of the following actions:</p> <ul style="list-style-type: none"> • Settledness - An own footpad is shifted to a vacant, adjacent meadow. • Bourgeoisie - In case a peasant is located on a meadow adjacent to a unfinished town, he is moved into the town. • Religious war - Two own knights are moved to a monastery, which is occupied by another player, who immediately has to remove all monks into her/his stock. • Robber baron - An own knight is put onto a piece of street located on the same card as a part of the town, the follower had been before.



HALL 9000

Spiel & Freizeitspaß im Rhein-Neckar-Raum



<http://www.hall9000.de>

CARCASSONNE-VARIANTS OF RULES

Variant:	Description:
Variant 8:	<p>"Breach" by Tobias Stapelfeldt</p> <p>The rules "Way of life" apply. After each action or after having brought a follower into play you can concede one point in order to carry out another action or to bring another follower into play.</p>
Variant 9:	<p>"Mountains" by Tobias Stapelfeldt</p> <p>Instead of placing a card the usual way, the player is allowed to lay down a card upside down next to a meadow edge without any steet. This action is building mountains. Accordingly, you can only put meadow edges without streets beside mountain edges. Followers can be put as mine workers on mountains until the end of play. In case there are shield fields (forges) in a distance of 1 or 2 fields next to a mine worker, the mine worker will count</p> <ul style="list-style-type: none"> a) as a knight when evaluating a town with one of those shield fields and b) as an additional peasant at the final evaluation of such a town.
Variant 10:	<p>"Rebuilding" by Tobias Stapelfeldt</p> <p>After having laid a card, a player can do the following alternatively to normal course:</p> <ul style="list-style-type: none"> • The player is reducing the point counter by a certain number of points. • For each point reduced the player is allowed to take a vacant card from the playing surface, which immediately has to be laid down at another place. (In order to be permitted for picking, this card must not be connected with other cards with more than 2 sides. Additionally, the playing surface must not be seperated into several parts when removing the card). • The player is allowed to place a follower according to regular rules onto the card, which was laid last. <p>Evaluation will normally take place.</p>
Variant 11:	<p>"One has the say" by Robert Voetter</p> <p>This variant requires an additional piece, that is indicating, which players' turn it is. This player can draw as many cards, as players are present. She/he is having a look at all cards and is distributing one card to each of the other players. Of course, she/he is keeping one of the cards.</p> <p>Variant a) The cards are passed on face down. Variant b) The cards are passed on open. So everybody has a look at the other players' card.</p> <p>The players round lay down their cards. Of course, the starting player is beginning. After that, the additional piece is given to the next player and the game continues according to the same principle.</p> <p>Small hint: With this variant it is often happening, that you pass on a card you consider to be bad, while another player is using it that well, that this is nearly driving yourself to distraction</p>



HALL 9000

Spiel & Freizeitpaß im Rhein-Neckar-Raum



<http://www.hall9000.de>

CARCASSONNE-VARIANTS OF RULES

Variant:	Description:
Variant 12:	<p>"Shortage of followers" by Holger Peine (discovered in the forum of Spielbox-Online)</p> <p>The number of pieces is depending on the number of players: 2 players - 7 pieces 3 players - 6 pieces 4 players - 5 pieces</p> <p>The appeal of this variant lies in evaluating with each card, whether it is worthwhile temporarily using up a piece.</p>
Variant 13:	<p>"Rivers and Harbours" by Manfred Stenzel (discovered in the forum of Spielbox-Online)</p> <p>For this variant you require two games of Carcassonne (or sometime an extension set will become available). You play with 2 games, where the streets of in total 25 pure street cards are painted blue and used as river. This is optically looking marvellous and is suiting well to the rest of the game. 3 cards with towns and a street became rivers as well; the town is now regarded as a harbour. 2 monasteries with a street also became rivers and are no longer treated as monasteries, but as a market place. Now the following changes in rules apply:</p> <ul style="list-style-type: none"> • Because the playing surface is becoming much bigger, a peasant is now counting only 2 points per finished castle. • You can place pieces onto the rivers. It is permitted to have pieces of several players on one river (if not placed on the same card). • In case of being ended by crossroads (not by a harbour or marketplace), rivers count like streets. • If a river is ended by a harbour, the player who has laid this card immediately gets 2 points. A market place is worthwhile 3 points. • A market place is not treated like a monastery, therefore does no longer get additional points. • The harbour can be extended like a normal town, but does not get additional points at the final evaluation. • Each player, who has a piece (=boat) on the river when the first harbour card is being placed, gets the right to put an additional piece of own colour on the harbour fields during the next turns (instead of drawing a card from the stock). It is permitted to place one additional piece, which constitutes goods, per field. In order to have additional pieces, you can very well use the scouts from the game "Die neuen Entdecker" (Kosmos). <p>In total 10 goods pieces are available per player, at the end of the game they count 2 points each. Additionally, the player, who owns the majority of goods in one harbour gets 3 separate points.</p>



HÖLL 9000

Spiel & Freizeitspaß im Rhein-Neckar-Raum



<http://www.hall9000.de>

CARCASSONNE-VARIANTS OF RULES

Variant:	Description:
Variant 14:	<p>"The Battle for the finished Monasteries" <i>by Frank Rudloff</i></p> <ul style="list-style-type: none">- Each player has a choice of 2 cards, when it is her/his turn.- At the final evaluation each unfinished monastery is counting for the opponent. In case of several players the clockwise next player gets the points. This will result in different interests and proceedings of the opponents. <p>With this variant you have the possibility to convert your opponent's monastery advantage into an advantage for yourself by preventing your opponent from finishing her/his monastery.</p>
Not an additional variant ...	<p>...but generally a MUST ! <i>by Bernd Eisenstein</i></p> <p>As the game has 71 cards, you have to make sure that all players get the same number of turns. Therefore you put, depending on the number of players, one or more cards face down aside:</p> <ul style="list-style-type: none">2 players: 1 card3 players: 2 cards4 players: 3 cards5 players: 1 card