FAMILY FEUD

A *Carcassonne Central* expansion by Frédérick Renaud

(repackaged from Families[1] by Novelty)

No one knows how the feud started between two of the largest families in Carcassonne. Some say it was a boundary dispute, others say it was due to a cow. No one knows for certain. But the one certain thing is that the two families will have nothing to do with each other and will go out of their way to keep their distance from each other.

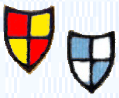
EXTRA PIECES

- **30 new land tiles** (most of which has a red and yellow pennant on a city segment)

ADDITIONAL RULES

Preparation

The new tiles are mixed together with the other tiles[2]. With the exception of the following changes, the basic rules for Carcassonne remain unchanged.



1. Place a tile

The different coloured pennants represent the two families – the quartered blue and white pennant represents one family and the quartered yellow and red pennant represents the other. As the families will have nothing to do with each other, city segments containing these two different pennants cannot be joined together. If there is a city containing a blue and white pennant, then a tile containing a red and yellow pennant is unable to be added or joined into that city. The reverse is also true, if there is a city containing a red and yellow pennant, then a tile containing a blue and white pennant is unable to be added or joined into the city. No tile, with or without pennants can be placed that will join an uncompleted city containing one type of pennant with another uncompleted city containing the other type of pennant.

3. Score a completed city

When a city is completed, a red and yellow pennant scores an additional 2 points for every pennant in the completed city, for the player with the most knights. As usual, if there is a draw, all players involved in the draw gets an additional 2 points for every pennant in the completed city. The red and yellow pennant functions exactly as the blue and white pennant during completed city scoring.

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[1] **Basic idea** : Two families can't stand each others, so they can't be in the same castle.

[2] The original Families expansion was designed to work with *Inns and Cathedral* only. This expansion has been expanded to include extra tiles for *the Princess and the Dragon*, *the Tower*, *River II* and *Abbey and Mayors* expansions, such that the ratio of red and yellow pennants is equal to the total number of blue and white pennants. Players may wish to remove some of the tiles with red and yellow pennant if they are not playing with all the expansions, such that the number of red and yellow pennants equals blue and white pennants.

Final Scoring

At the end of the game, the red and yellow pennants score 1 point for every pennant in an incomplete city, for the player with the most knights. As usual, if there is a draw, all players involved in the draw gets an additional 1 point for every pennant in the uncompleted city. The red and yellow pennant functions exactly as the blue and white pennant during final scoring.

Revision History

1.1 Minor text corrections (Novelty)
1.0 Final version of the rules (Novelty)
0.1 Draft version of the rules (Novelty)

Acknowledgements

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- **Matthew Harper** (mjharper) for the Completely Annotated Rules (CAR) for Carcassonne.
- **Jonathan Warren** (Joff) for original compilation of the rules for Families
- **Patrik Wikström** (wicke) for the minor corrections

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