



## THE KING’S GATE

A *Carcassonne Central* expansion by Chris Korfmann & JPutt927

There is never enough time in a day, especially when you’re the King. In order to help the King move quickly from one end of his kingdom to the other, the local magicians have created a magic portal between two gates. The locals refer to this as the King’s Gate.

### EXTRA PIECES

- This expansion consists of two tiles, each containing a magic portal gate<sup>1</sup>.

### ADDITIONAL RULES

#### Preparation

Shuffle the two King’s Gate tiles in with the rest of the tiles before the game.

#### 1. Place a tile

Both tiles are played with normal placement rules. When the two King’s Gate tiles are placed in different cities, the two are considered to be the same city. If both tiles are played in the same city, there is no effect.

#### 2. Deploy a follower

Any player that places either one of these tiles may deploy a follower to any part of the tile (city, road, or farm) according to normal placement rules. A follower may not be deployed to the portal itself. All followers placed in both cities containing the King’s Gate are counted together when determining who has the most knights in the city.

#### 3. Score

No scoring takes place until both cities containing the King’s Gate tiles are completed or at the end of the game.

#### Final Scoring

When the two tiles containing the King’s Gate are placed in separate cities, both cities are treated and scored as if they were the same city. All followers placed in both cities are counted together to calculate the majority. When either King’s Gate tile is placed in a city, that city is not complete until the city containing the other tile is also complete. All tile features that effect scoring for either city (cathedral tiles, siege tiles, etc) effect the total combined score for both cities.

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<sup>1</sup> This expansion is specifically designed for use with the two blank tiles from *Cult, Siege, and Creativity*.

## Version History

- 1.0 Final revision
- 0.2 Fixing what was broken
- 0.1 First draft

## Acknowledgements

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