

Carcassonne

OLD CITY

A *Carcassonne Central* expansion by kothmann

The Old City of Carcassonne is charming and teems with interaction and adventure. This expansion adds new rules and wood to mimic key elements of official expansions, while venerating the simple elegance of the base game by slightly *reducing* the number of tiles.

DEFINITIONS

- A **regal tile** is a tile with a pennant. A **regal city** is a city that contains at least one pennant.
- An **open road** is any road that is open at both ends. An **open road segment** is a segment of open road on a single tile.
- **Fixed wood** is any wood that is placed in step 1 of a player's turn and never moves. Placing **fixed wood** effectively modifies the tile, mitigating the lack of topological and feature diversity among the base tiles.
- **Proportional scoring**: awards points in a feature in proportion to the number of meeples that each player has in the feature. Begin by determining the number of points that would be scored by a single meeple controlling the feature. Round this number up to the nearest multiple of the number of meeples occupying the feature. Finally, divide the rounded total by the number of meeples occupying the feature to determine the points earned by each meeple. For example, a completed 5-tile city with 2 shields occupied by 3 meeples earns 14 points. If using proportional scoring, 14 points rounds up to a multiple of 3, yielding 15 points, so each meeple earns 5 points.
- The **plaza city** is the city containing the solid city (CCCC) tile.

EXTRA PIECES

- One wooden **bridge**, **wall**, and **gate**, for each player. The **bridge** follows the official rules of expansion #8. The **wall** and **gate** are generalizations of the ability to repair landscape -incompatibility, as explained below, and usually result in more completed cities and divided fields, mimicking the effects of the tiles added by expansion #2.
- One wooden **guesthouse** for each player. A guesthouse may be placed on an **open road**, causing it to score like a road with an inn-by-the-lake from expansion #1.
- Ten **coins**. **Coins** are awarded for completion of a **regal city** and score points at the end of the game, like the trade tokens from expansion #2.
- One wooden dragon figure, as in expansion #3, which is now called the **wyvern**. A meeple that shares a tile with the **wyvern** becomes an effectively invisible **veiled meeple**.



Gate, Bridge & Wall



Coins, Guesthouse, Wyvern & Veiled Meeple

ADDITIONAL RULES

Preparation

Remove the 11 tiles shown here from the base game. Place the starting tile on the table as usual and place the remaining 60 tiles in the bag. *Note that only C1 features are in play—gardens and all other minor features on C2 tiles are ignored. The abbot meeple is not used.*



Removing 11 Tiles → 60 Tiles + Start Tile → Shorter Game & All Players Have Equal Number of Turns

Each player is given: six regular meeples, one **bridge**, one **gate**, one **wall**, and one **guesthouse**. The **wyvern** and the ten **coins** are set aside.

1(A) Place a Tile & Resolve Tile-Edge Incompatibilities

Tiles are placed as usual, except that the player may place any combination of **bridge**, **wall**, and/or **gate** to ensure compatibility between the edges of the tile being placed and the edges of adjacent tiles in the landscape:

- A **bridge** repairs field-road incompatibility and may be deployed on the tile being placed or an adjacent tile, following the official rules in expansion #8.
- A **wall** repairs city-field incompatibility and may be deployed between the tile being placed and an adjacent tile if one edge is a field and one edge is part of a **regal city**. The **wall** closes the city and the field.
- A **gate** repairs road-city incompatibility and may be deployed between the tile being placed and an adjacent tile if one edge is a road or bridge-end and one edge is part of a **regal city**. The **gate** closes the city and the road.

Placement of a **bridge**, **wall** or **gate** is never compulsory. If a tile cannot be placed, the player draws replacement(s) until a tile can be placed, and *the unplayable tile(s) are returned to the bag, maximizing the chance that all players have an equal number of turns.* The game ends when no playable tiles are drawn on a player's turn.

1(B) Post-Placement Actions

Once a tile has been placed, there are several other actions that may occur to complete step 1 of the turn:

- If the tile just placed has an **open road segment**, the player may optionally place their **guesthouse** on the tile near the open road segment, marking it as a road with a **guesthouse**.
- If the tile just placed **completes a regal city**, the player who placed the tile *immediately* earns a number of **coins** equal to the number of pennants in the city, in the same way that a player claims goods tokens in expansion #2.
- If the tile just placed is a **regal tile**, the player places the tile and then *must* move the **wyvern** from its current position to a tile with a meeple occupying an incomplete feature, except that the **wyvern** may never be placed on any **regal tile**. The meeple that shares the tile with the **wyvern** becomes a **veiled meeple** which is invisible for all practical purposes. If there is no tile on which the **wyvern** may be placed, it is set aside until the next **regal tile** is drawn.

2. Move Wood

Note that **bridges**, **walls**, **gates**, and **guesthouses** are all **fixed wood**, placed in step 1, and thus have no effect on a player's ability to **move wood** during this part of their turn. Meeples are deployed to features as usual except that a meeple may be deployed to a feature containing a **veiled meeple** as if the feature were unoccupied.



3. Score

Features are scored as usual, except for the following changes:

- The **wyvern** renders the tile it occupies effectively invisible with respect to scoring:
 - The tile itself counts for completion, but not for scoring, of a road, city, or cloister.
 - A **guesthouse** on the tile with the **wyvern** has no effect on scoring the road.
 - A **veiled meeple** has no effect on control of a feature and scores no points for a completed feature, though the player owning the veiled meeple may score if they have other majority meeple(s) in the feature.
 - A **veiled meeple** is returned to its owner when the completed feature is scored.
- When scoring completed cities, pennants *do not directly award points*: pennants awards **coins** in step 1 (see above).
- A completed road with a **guesthouse** scores 2 points per tile, instead of the usual 1 point per tile, like a road with an inn-by-the-lake from expansion #1. The meeple is returned as usual, but the **guesthouse** remains on the landscape.
- A completed **plaza city** scores 3 points per tile, like a cathedral city from expansion #1, but uses **proportional scoring**.

Final Scoring

The **wyvern** is removed from the landscape and has no effect on final scoring, which happens as usual except for the following changes:

- An incomplete road with a **guesthouse** scores no points, like a road with an inn-by-the-lake from expansion #1.
- Pennants in incomplete cities award no points nor **coins**. The player with the most **coins** scores 3 points for each **coin**. All other players score 2 points for each **coin**.
- An incomplete **plaza city** scores no points, like a cathedral city from expansion #1. Note that the gates and walls compensate for the reduced number of tiles with respect to completion of the **plaza city**.
- Each farm scores using **proportional scoring**.



A portion of the landscape in a completed game.

BUILD-IT-UP OR MIX-IT-UP

Old City is a collection of several small rule changes which can be confusing if played for the first time all at once. The changes can be played independently, so many custom combinations are possible. One way to learn is to use a gradual build-up, starting with the 61 tiles and base game rules, and then adding the changes in sequence:

- i. Use **proportional scoring** for farms and the **plaza city**. See here: <https://boardgamegeek.com/blogpost/116348>.
- ii. Include **bridges**, **walls**, and **gates**. See here: <https://boardgamegeek.com/blogpost/115962>.
- iii. Replace pennant points with **coins**. See here: <https://boardgamegeek.com/blogpost/115955>.
- iv. Add the **guesthouse**. See here: <https://boardgamegeek.com/blogpost/116044>.
- v. Add the **wyvern**. See here: <https://boardgamegeek.com/blogpost/117374>.



A portion of the landscape in a game played with neither wyvern nor guesthouses.

With the reduced game duration, players should expect that they will often have unused options: one game you won't need your **guesthouse** and the **wyvern** will be epic, while the next game the **bridges** will seem irrelevant, but the **coins** will determine the winner. That's all just fine. If any of the rule changes don't seem like fun for you, simply skip them—that's just fine, too. But remember that the effects of the changes vary a lot from game-to-game: give each rule change a few tries before casting it aside!

EXAMPLES

This section walks through four consecutive turns near the beginning of a hypothetical game to illustrate the various rules.



1. Yellow places a CFRR tile. Note the field-road and city-field edge incompatibilities...



...Yellow completes step 1 of the turn by placing a bridge and a wall to resolve the incompatibilities and placing a guesthouse on the open road. In step 2, Yellow places a meeple on the road.



2. Blue places a CRRR tile that completes the 3-tile city. Because the Red meeple is veiled, Blue may place a meeple in the city in step 2. The tile with the wyvern does not count in the completed city score, so Blue earns four points, while Red earns nothing. Both meeples are returned.



3. Red places a CFCF tile. After placing a regal tile (pennant), Red must move the wyvern to complete step 1 of the turn...



...Red chooses to veil the Yellow farmer, allowing Red to place a farmer in the same field in step 2.



4. Yellow places a CCRR tile, completing the large yellow city and earning two coins for completing a regal city with two pennants.. Yellow must move the wyvern to complete step 1...



→
...Yellow moves the wyvern to the tile with the Blue meeple in the monastery, placing the wyvern on the bridge for convenience. (The wyvern always occupies a tile, not a feature.) Yellow takes no action in step 2, but scores 12 points for the completed 6-tile city in step 3.



Development testing of Old City included tiles from expansion #8, Games Quarterly, and Das Fest, with fewer tiles from the base game. An adaptation of the Castles from expansion #8 was also extensively tested. Ultimately the simpler rules presented here were preferred.

VERSION HISTORY

- 0.1 First draft
- 0.2 Removed the *archabbot*. See here: <https://boardgamegeek.com/blogpost/116349>.
- 0.3 Changed scoring of completed *plaza city* to 3 points per tile and pennant. Other small edits.
- 0.4 Small changes, mostly in document formatting.

ACKNOWLEDGEMENTS

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- This expansion is a collection of ideas adapted from posts to my Variants blog on BGG, where @cicerunner replied to my first post, spurring me to keep posting and make things much clearer.
- I was inspired by the first Carcassonne Central expansion rules document I found online, which was the excellent *Foreman in the Tower* by @BigGuy.
- The many active members to Carcassonne Central whose Forum posts kept popping up on Google and inspired me to get involved. In particular, @Whaleyland, @danisthirsty, @Decar, @Meepledrome.
- **Gantry Rogue** (@Gantry) for creating the Carcassonne Central web site where this fan-made expansion was developed and hosted, and for his comments, which contributed to the development of this expansion.
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- **Jonathan Warren** (@Joff) and **Scott** (@Scott) for this terrific expansion rules template.



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