



Carcassonne

AN APPLE A DAY

A *Carcassonne Central* expansion by Cappy

Apple trees grow wild in the forests and are a favourite of the woodsmen. The sweet apples always provide a treat for the woodsmen whenever a ripe one is encountered. However, an unripe apple may cause all sorts of problems, not just for the woodsmen, but also for the general public.

EXTRA PIECES

- 6 new land tiles (each with an apple trade goods)
- 14 apple trade goods counters



ADDITIONAL RULES

This expansion is designed to be played together with the fan-made Forests expansion. As a minimum, the original game, the fan-made Forests expansion and this expansion is to be used in a game, although other expansions may be added. Shuffle the new tiles with the other tiles.

Preparation

Separate the apple trade goods counters and shuffle them. Ideally, these should be placed in an opaque bag, so that a player cannot see which of the counters they are drawing.

Shuffle the 6 new land tiles with the other tiles.

1. Place a tile

The new land tiles are placed in the usual way. The person placing the tile with an apple trade goods icon draws a random apple trade goods counter from the supply.

If a tile with an apple trade goods icon is placed next to another tile with an apple trade goods icon, the person placing the tile draws **two** random apple trade goods counter from the supply.

Likewise, if a tile with an apple trade goods icon is placed next to two tiles, each of which has an apple trade goods icon, the person placing the tile draws **three** random apple trade goods counter from the supply. The maximum number of apple trade goods counters a player can draw from the supply by placing a tile with the apple trade goods icon is three¹.

If all the apple trade goods counters are drawn from the supply, then a player gets no apple trade goods counters when a tile is placed.

¹ During an extended turn, where two tiles are drawn and played, a player may draw up to 6 apple trade goods token from the supply, 3 for each tile, provided that both the tiles drawn have the apple trade goods logo, and that those tiles are placed next to at least 2 other tiles with an apple trade goods icon.

2. Deploy a follower

If an apple trade goods tile is placed, and the player draws a special apple trade goods counter, the person playing the tile may choose to use the special effects of the apple trade goods counter instead of deploying a follower during that turn, by placing it under the appropriate follower in play. If a player draws more than one special apple trade goods counters, he may play none, one, some or all of them instead of deploying a follower, by placing it under the appropriate follower in play². The special effects of each apple trade goods counter is explained below.



Apple: This is the normal trade goods counter. It has no special effects, and may not be placed under a follower.



Forbidden Fruit: This counter may be placed under any follower. The owner of the follower draws two tiles on his or her next turn. That player selects one to play normally and the other is shuffled back into the supply. Before any scoring happens, the follower with this counter is returned to the player's pool, and this counter is removed from play.



Target practice: This counter may be placed under any follower. The follower has been practising with his bow and can defend himself quite well, thank you. The dragon will not return the follower to its owner's supply when it moves to the square the follower is on, and the follower cannot be captured by players playing towers pieces. Basically, the follower on the target practice counter can never be forcibly removed from the board. Remove this counter from play after scoring is completed.



Green apple: This counter may be placed under a woodsman, only if playing with the Merry Men fan-made expansion³. Lured by the smell of fresh apple pie, the controlling player immediately receives the Outlaw tile. As long as the woodsman is on the Green Apple counter, the player keeps the Outlaw tile. The counter is removed from play when the forest is scored.



Poisoned apple: This counter may be placed under any follower. The follower drops into a deep coma, a slumber that borders on death. A poisoned follower is not counted when determining who has the most followers for scoring⁴. Remove this counter from play after scoring is completed.



Jean Appleseed: This counter may be placed under any follower. When the follower moves for any reason, whether to another tile, back to a player's supply or is captured by a tower piece, trade this apple counter for any other type of trade counter⁵ from another player⁶. That player may not refuse the trade. Note: the player who received this counter may choose to put it into play during his turn, instead of deploying a follower.



An apple a day: This counter may be placed under any follower. The follower will have a +1 strength when determining who has the most followers in a completed city or road or forest or farm⁷. Remove this counter from play after scoring is completed.

² Apple trade goods tokens with special effects may be placed under the follower of any players, including the player who drew the token.

³ This token will have no special effects if not playing with the Merry Men fan-made expansion, and will count as an ordinary apple trade goods token. It may not be placed under a follower if not playing with the Merry Men fan-made expansion.

⁴ This follower is still counted for occupancy purposes. Another follower cannot be placed into the feature that this follower is occupying.

⁵ This includes the wine, cloth and grain counters from Traders and Builders, and any other counters from any fan-made expansions such as the wood trade goods counters from the Timber fan-made expansion. It excludes the cloister token from the fan-made Families expansion or the fan-made Family Feud expansion.

⁶ If no other player has any other trade tokens, give the Jean Appleseed token to another player instead.

⁷ This token will have no effect if placed on a monk or a cultist.

A player may choose not to use the special effects of the special apple trade goods counters. If the player chooses not to use the special effects of the apple trade goods counter, the counter will count towards the total apple trade goods total at the end of the game. It cannot be placed under a follower during a future turn.

Final Scoring

The player who has collected the most apple trade goods counters (including those with special effects) scores 10 points. As usual, in the case of a draw all players involved score the full 10 points, unless one of the players involved is holding the cleric, in which case, the player with the cleric gets 10 points.

If playing with the Fruit Trader fan-made expansion, The player who has collected the most apple (including those with special effects) **AND** pineapple trade goods counters scores 10 points. As usual, in the case of a draw all players involved score the full 10 points, unless one of the players involved is holding the cleric, in which case, the player with the cleric gets 10 points.

Revision History

- 1.0 Finalised rules (Novelty)
- 0.4 Corrected Typos (Novelty)
- 0.3 Added clarifications and format changes (Novelty)
- 0.2 Added the names of the special apples and minor updates (Novelty)
- 0.1 Created first draft (Novelty)

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