



FISH HUTS

A Carcassonne Central expansion by Novelty

In the old days, there were only two ways of preserving meat, smoking and salting. Some of the fish caught is smoked to preserve the fish to ensure year-round availability. Fish were usually smoked out in small fish smoking huts.

EXTRA PIECES

- 12 new river tiles

ADDITIONAL RULES

Preparation

This expansion is to be played together with the Fishermen fan-made expansion. Shuffle the tiles together with the rest of the tiles.

With the exception of the following changes, the basic rules for Carcassonne and its expansions, and the rules for the Fishermen fan-made expansion remain unchanged.

1. Place a tile

The new land tiles are placed in the usual way. The tiles depict the following new element:



Fish-smoking Hut

A fish smoking hut is represented by a hut, a pier and a line of fish hanging in the sun to dry.

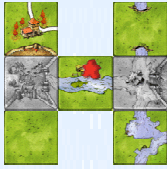
2. Deploy a follower

When a tile with a fish-smoking hut is placed, followers may be deployed to the tile as usual. A follower can also be deployed to the fish-smoking hut as a poissonnier (French for a person whose job is to prepare fish).

3. Scoring a completed fish-smoking hut

When a fish-smoking hut has tiles on all four corners, it is completed. The player who has a poissonnier in the fish-smoking hut immediately scores 7 points plus a bonus of 2 extra points for every river tile at the corners of the completed fish-smoking hut tile (excluding the tile with the scored fish-smoking hut). The poissonnier is removed after the points are stored and is returned to the player's supply.

¹ The pig, the builder or the barn cannot be deployed to the title barn.



In the example to the left, Red has a poissonnier on a fish-smoking hut. When the hut is completed (i.e. when it has 4 tiles at its corners (shown coloured), Red scores 7 points for completing the fish-smoking hut plus 2 extra bonus points for any river tiles in the corners of the hut. In this example, there are two river tiles at the corners (to the top right and the bottom right), so Red scores 4 bonus points for completing the hut or 11 points total. The river tiles to the left and right of the fishing hut does not take place in the scoring nor does it give any bonus points.

Final Scoring

At the end of the game, if a fish-smoking hut is uncompleted, no points are scored for the poissonnier on the hut.

Revision History

- 1.0 Revised as Final (Novelty)
- 0.2 Incorporated Scott's suggestions and corrections (Novelty)
- 0.1 Draft Carcassonne Central version of the rules (Novelty)

Acknowledgements

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- **Matthew Harper** (mjharper) for the Completely Annotated Rules (CAR) for Carcassonne.
- **Jörg Krühne** for making the original Fischerhütte, around which this expansion is loosely based.
- Posters on Carcassonne Central including **Scott**, who contributed to the development of this expansion.



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