



FORESTS

A *Carcassonne Central* expansion by Scott and Novelty

For centuries the peasants of Carcassonne have relied upon the surrounding forests for shelter, protection and materials. Wood has become a highly sought after commodity for the construction of the ever increasing cities.

EXTRA PIECES

- **150 new land tiles** (showing forests as well as familiar features such as cities, roads and farms)

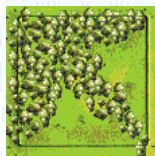
ADDITIONAL RULES

Preparation

Shuffle the forest tiles with the rest of the other tiles. The tower and shrine tiles are only to be used with the Tower and Shrines/Cult Places expansions respectively. The tile with the pig farm may be used as an ordinary farm or with the additional pig farm rules from the River 2 expansion. With the exception of the following rule changes, the basic rules of Carcassonne remain unchanged.

1. Place a tile

The new land tiles are placed in the usual way.



The forest spur divides the farm into two. The forest ends at the bottom right corner.



The farm on the right side of this tile is separated from the farm in to top left side by the trees.



The farms on the two sides of the road are not connected as they are separated by the trees and the house.



The farm on the top of this tile is not separated from the farm at the bottom right. However, the farm on the bottom left is separated by the trees.

[Place other examples here, if any]

2. Deploy a follower

When the player has placed a tile with a forest segment on the edge of a tile, he or she may deploy a follower to any of the forest segments on the edge (and not a corner) of a tile as a woodsman. There must be no other followers (not even one belonging to the same player) on the forest segments

connected to the tile just placed. It does not matter how far away the follower is. However, though placement of tiles, it may be possible to have more than one woodsman in a forest.



It is not possible to place a woodsman on this tile, as there are no forests connected to an edge. The pig farm on the right is separated from the farm on the left by the trees.



A player may place a follower to the shrine or to the cloister or as a farmer. It is not possible to place a woodsman on this tile. No other cloister or shrine tiles may be placed adjacent to this tile.



A woodsman can only be placed on the forest above the hut as that is along the top edge. A lumber cannot be placed on the forest going to the lower left corner.



A woodsman can be placed on the continuous forest on this tile as it is connected to the top edge.



Blue has placed a forest tile (with the red box) next to another forest tile with a red woodsman. Blue is not allowed to place a woodsman on the forest tile because there is already a woodsman on the forest.



Yellow has placed a forest tile (with the red box) next to another forest tile with a red woodsman. However, the forests are not connected and yellow may place a woodsman on the recently played tile.

3. Score completed forests

A forest is completed when it is completely surrounded (i.e. there are no open sides where the forest can be expanded) and there are no gaps within the forest. There is no limit to how many segments a forest may contain. A player who has a woodsman in a completed forest scores 1 point for every forest segment. If there are several followers in a completed forest, the points are then scored by the player with the most woodsmen. In the case of a draw, all players involved score the full number of points.



Red has placed a tile that completes a forest, as it cannot be expanded further. Red scores 2 points for the completed forest

Final Scoring

For every incomplete forest, the owner scores 1 point for every segment. If there are several followers in an uncompleted forest, the points are then scored by the player with the most woodsmen. In the case of a draw, all players involved score the full number of points.

Revision History

0.3 Added scoring examples (Novelty)

0.2 Added tile clarifications, amended rules for clarity and added preparation (Novelty)

0.1 Original rules by Scott and Carcassonne Central branding (Scott)

0.0 Split gold mines rules from Forest rules created by Joff (Scott)

Acknowledgements

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- **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.
- **Matthew Harper** (mjharper) for the Completely Annotated Rules (CAR) for Carcassonne.
- **Jonathan Warren** (Joff) for the original draft of the rules, and for his comments, which contributed to the development of this expansion.



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