GOLD MINES

A Carcassonne fan-made expansion by Scott and Novelty

For centuries the peasants of Carcassonne have relied upon the surrounding land for resources. But rumour has it that deep within the hills another commodity lies waiting to be discovered; gold!

EXTRA PIECES

- **6 new land tiles** (showing gold mines as well as familiar features such as cities, roads and farms)
- **2 new river tiles** (showing gold mines on a river) - optional, only to be used if playing with a River expansion
- **4 new land tiles** (showing gold mines as well as forest) - optional, only to be used if playing with the Forest fan-made expansion
- **12 trade counters** (gold)

Gold Mines

There are two types of gold mines - gold mines on land and gold mines on rivers. The tile images look different for these two types of gold mines.

Gold Mine on Land

Gold Mine on Rivers

ADDITIONAL RULES

Preparation

Separate the 2 new river tiles and shuffle them together with the rest of the river tiles. The river tiles are optional and can only be used with either the Rivers or the Rivers II expansions, or both. Set aside the river tiles if neither the Rivers or Rivers II expansion will be used in the game as the rivers tiles will not be used.

The other tiles are shuffled with the rest of the land tiles. The forest tiles are optional and can only be used with the Forest fan-made expansion. Set aside the forest tiles if the Forest fan-made expansion will not be used as these tiles will not be used.

- ### Playing with the river tiles

The river tiles are played using the normal rules from the Rivers and Rivers II expansions. However, when a river tile with a gold mine is placed, a follower may also be deployed to the gold mine, in addition to any other allowable actions. A follower that is deployed to a gold mine is called a miner. After the river has been completed

(by placing the last lake tile), the player scores 1 point at the end of every player's turn (including the turn that the last lake tile is placed) until the gold mine is completed (i.e. when it is surrounded by eight tiles).

1. Place a tile

The new land tiles are placed in the usual way. Apart from the gold mines, there are no new elements on the tiles.

2. Deploy a follower

When a player has placed a tile with a gold mine, he or she may deploy a follower to the gold mine. A follower that is deployed to a gold mine is called a miner. The player scores 1 point at the end of every player's turn until the gold mine is completed (i.e. when it is surrounded by eight tiles).

3. Score uncompleted gold mines

A gold mine is completed when eight tiles surround it. The mine no longer produces gold and the follower is returned to its owner. The player that completes the gold mine gets a gold trade counter.
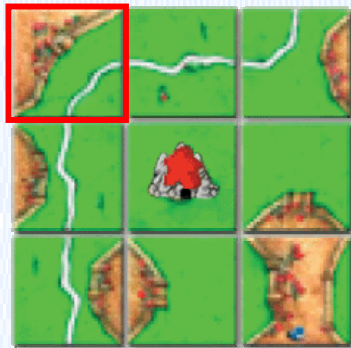

The blue player places a tile (top left). There are now eight tiles surrounding the gold mine and the gold mine is now complete. Red gets no more points at the end of this turn and blue gets a gold trade counter for completing the gold mine.

If a follower is placed on a completed gold mine by some other means, that follower is immediately returned to the player and it scores no points.

Final Scoring

For every incomplete gold mine, the owner scores 1 point for every missing segment. For example, if a gold mine is only surrounded by six tiles, it scores 2 points.
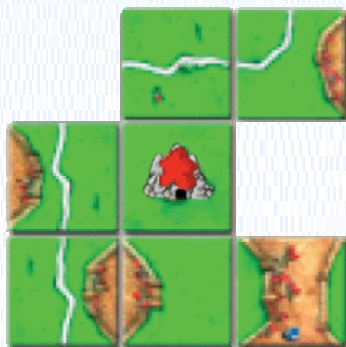
At the end of the game, there are only six tiles surrounding the gold mine. The red player scores 2 points.

- ## Trade Counters

The player who has collected the most gold trade counters scores 10 points. As usual, in the case of a draw all players involved score the full 10 points.

Revision History

v03 Added gold mine token image, and scoring example images (Novelty)
v02 Added mines images and made text similar to the language found in the CAR by mjharper (Novelty)
v01 Original rules by Scott (Scott)
v00 Split gold mines rules from Forest rules created by Joff (Scott)

Acknowledgements

Scott and Novelty would like to thank the following people:

- **Gantry Rose** (Gantry) for creating the Carcassonne Central website where this fan-made expansion was developed and hosted.
- **Matthew Harper** (mjharper) for the Completely Annotated Rules (CAR) for Carcassonne
- **Jonathan Warren** (Joff) for the original draft of the rules
- **Jonathan Wu** (Maulei) for the trade good scans
- Regular posters at Carcassonne Central who has contributed their comments to the development of this expansion including **Matt Robertson** (Bixby), **Tom Alphin** (sunsethenry) and **Tobias**.