



# Carcassonne

## GREEN DRAGON

A *Carcassonne Central* expansion by Novelty and Scott

At the Green Dragon Inn, the patrons are talking about strange happenings. A purple dragon seemed to have appeared out from a volcano to terrorise the populace. Thanks to the dragon, business at inns all across the land is booming, as travellers avoid sleeping out in the open.

### EXTRA PIECES

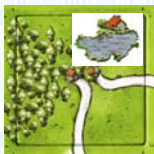
- 60 new land tiles

### ADDITIONAL RULES

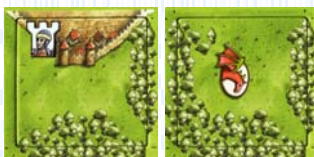
#### 1. Place a tile

The new land tiles are placed in the usual way. The dragon, volcano, and magic portal and princess icons on the tiles may be ignored if the Princess and Dragon expansion is not being used. Likewise, the inn on a lake icon may be ignored if the Inns and Cathedrals expansion is not being used.

Take care with the following tiles.

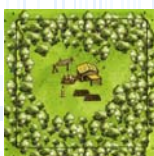


*The inn on the lake lies next to the road leading to the right.*



*The forest from on the right side of the tile is separated from the other forest by a strip of farmland going to the bottom right corner.*

#### 3. Score completed forests



*If a forest, which contains one or more logging camps, is completed, then the woodsman scores 2 points for every forest segment, according to the number of tiles. However, if such a city has not been completed at the end of the game, it scores no points during final scoring.*

## Revision History

**0.1** Created first draft (Novelty)

**0.0** Created blank file (Novelty)

## Acknowledgements

Novelty and Scott would like to thank the following people:

- **Gantry Rogue** (Gantry) for creating the Carcassonne Central web site where this fan-made expansion was developed and hosted.
- **Matthew Harper** (mjharper) for the Completely Annotated Rules (CAR) for Carcassonne, and for bringing both the above expansions to my attention.
- **Jonathan Warren** (Joff) for providing the rules template.



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