



LAVENDER FIELDS

A *Carcassonne Central* expansion by Welli Designs

Lavender has been cultivated for centuries in the countryside, the flowers are used either fresh or dried as ornamental decorations to brighten up a room, and the oil from the plant is valued for its medicinal properties. However its most important use is for the production of high quality honey for the beekeepers in the area.

EXTRA PIECES

- 12 new land tiles with lavender flowers and a bee icon
- 12 honey trade tokens



ADDITIONAL RULES

1. Place a tile

The new land tiles are placed in the usual way. However if that tile is played and it extends a farm where the player already has a farmer, they may take a **double** turn. This means that, after performing the usual steps of deployment and scoring, the player draws another land tile, places it appropriately, and may then deploy another follower and carry out any necessary scoring. The player's turn is then over.

There is no chain reaction. If the player draws another lavender farm after playing a lavender farm, they may not draw a third tile. If a player draws a lavender farm after playing a tile that extends a road or city which includes their builder, they may not draw a third tile.



Red places a lavender farm next to a farm with his farmer. He may now place a follower on the city part of the tile he has just placed. His turn is extended and he gets to pick and place a second tile. If he places a second lavender tile next to a farm with one of his farmers this turn, he does not get to pick and place a third tile.

Final Scoring

At the end of the game, when a farm is scored, if the farm is only scored by a single player, the player who scores the farm gets 1 honey trade token for every bee icon on the farm. If more than one person scores the farm, no one gets the honey trade tokens. The player who has collected the most honey tokens scores 10 points. As usual, in the case of a draw all players involved score the full 10 points.

Revision History

- 1.1 Corrected spelling mistakes (Novelty)
- 1.0 Finalised rules (Novelty)
- 0.2 Clarified rules if a farm is scored by multiple players (Novelty)
- 0.1 Created first draft (Novelty)
- 0.0 Created blank file (Novelty)

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