



## TREASURE HUNT

A Carcassonne Central expansion by Jonathan Wu

(Rules compiled by Novelty)

Many years ago, because robbery was becoming an increasing problem, people took to hiding their most precious possessions from the thieves and vagabonds. The whereabouts of such items have since gone, along with their owners, to the grave. Those lucky enough to discover where this treasure is hidden and the keys to unlock the treasure chests are often rewarded with untold riches, but others are not so lucky as some of these treasure chests contain deadly booby traps.

### EXTRA PIECES

- 16 new landscape tiles
- 6 Treasure Chest tokens (2 Red, 2 Blue and 2 Green)
- 7 Key tokens (2 Red, 2 Blue, 2 Green and 1 multi-colour)
- 8 Treasure tiles
- 1 white big follower
- 1 white builder



### ADDITIONAL RULES

#### Preparation

Set aside the white big follower and white builder. Shuffle, stack and set aside all the treasure tiles, face down. Shuffle the 16 landscape tiles with the other Carcassonne tiles.

#### 1. Place a tile

Before drawing a tile, if the player has at least one Royal Landscape tile, he may play one of these Royal Landscape tiles from hand<sup>1</sup> instead of drawing a random tile from the pool. The tiles are placed as normal.

Take care with the following tiles:



*This tile has both a shrine and a cloister on it. No other tile with a cloister or a shrine may be placed adjacent to this tile.*



*The road is continuous from left to right. The castle is continuous under the road bridge.*

<sup>1</sup> Royal Landscape tiles do not yield any points at the end of the game if they are not played.



*The road is continuous under the castle bridge.*

## 2. Deploy a follower

After placing a tile, if a player has a key and treasure chest tokens of the same colour, or the multi-coloured key token and any treasure chest token, he may use a follower (but not the pig) from his or her supply to unlock a treasure chest instead of deploying a follower on the tile just played. To unlock a treasure chest:

- i) Announce that he is opening a chest, and which follower he or she will use to open the chest
- ii) Discard both key and treasure chest tokens of the same colour (or the multi-coloured key and any treasure chest) back into the pool
- iii) Reveal the top treasure tile from the stack, if it is a Royal Landscape tile (with the fleur-de-lys icon), the player may keep the tile and play it during a later turn. Otherwise, apply the effect of the treasure tile immediately. See below regarding the effects of the treasure tiles.
- iv) If the treasure tile is not a trap that kills the follower (see below), return the follower to its owner's supply.



### **White Big Follower**

*You gain control of the White Big Follower. You may use the white big follower and deploy it as one of your followers. Place the Treasure tile in front of you to indicate ownership of the white big follower.*



### **White Builder**

*You gain control of the White Builder. You may use the white builder and deploy it as one of your followers. Place the Treasure tile in front of you to indicate ownership.*



### **Royal Cathedral**

*If a city is connected with the Royal Cathedral tile, all the Cathar tiles and Cathedral tiles connected with it are treated as normal tiles. If a city with Royal Cathedral is completed, the total points received by the person with the most followers in that city is tripled<sup>2</sup>. At the end of game, for the incomplete city with Royal Cathedral, the player with the most followers in a city with a Royal Cathedral gains 2 points for each tile<sup>4</sup>.*



### **Royal Highway**

*A road becomes the Royal Highway when it is connected with the Royal Highway tile. Inns connected with the Royal Highway will be treated as normal tiles. If the Royal Highway is completed, the player with the most followers on the road receives triple the total points of the road. At the end of game, for the incomplete Royal Highway, the player with the most followers on the road gains 2 points for each tile on that incomplete road.*



### **Royal Cloister**

*When the Royal Cloister is completed, the player with the monk on the Royal Cloister receives 27 points instead of 9 points. At the end of game, for the incomplete Royal Cloister, the player with the monk on the Royal Cloister receives 2 points for each tile surrounding the Royal Cloister and another 2 points for the Royal Cloister in play.*

<sup>2</sup> The same rule from the expansion Traders and Builders applies to the white builder.

<sup>3</sup> The total points for the city is first calculated, 2 points for every tile and 2 points for every pennant. The total is then tripled.

<sup>4</sup> The total points for pennants is not included.

**Gold Stash**

*Gain 15 points immediately.*

**Trap: Deduct 10 points**

*Deduct 10 points immediately.*

**Trap: Killed the follower**

*The follower used to open the treasure chest is killed. Remove it from the game. It will not be used again for the rest of this game.*

### 3. Score treasure chest and keys

The player who completes a city, road or cloister with a treasure chest and/or key icon; or place the last tile such that a farm with a treasure chest and/or key icon is enclosed by roads, cities and/or river, with no holes inside; takes the corresponding treasure chest and/or key tokens. The player takes as many treasure chests and keys as there are shown on the tiles of the completed feature or enclosed farm.

### Final Scoring

The game is over once the last tile from the pool is drawn and placed<sup>5</sup>.

At the end of the game, each player receives 3 points for each unused key or treasure chest tokens that they have.

<sup>5</sup> Players may still play the Royal Landscape tiles instead of drawing the last tile from the pool, if there is at least one tile left in the pool. If there are no tiles left in the pool, the Royal Landscape tile may not be played.

## Revision History

0.4 Updated Royal images and added acknowledgements to Joff for the introduction blurb (Novelty)

0.3 Updated images and added section for special tiles (Novelty)

0.2 Clarified various points (Novelty)

0.1 Original draft rules (Novelty)

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