



TREASURE HUNT

A Carcassonne Central expansion by Jonathan Wu

(Rules compiled by Novelty)

Many years ago, because robbery was becoming an increasing problem, some peasants, and even royalty, took to hiding their most precious possessions from the thieves and vagabonds of the province. The whereabouts of such items have gone, along with their owners, to the grave. In fact, the region is flooded with unclaimed wealth – or spoils, as some peasants prefer to call it. Those lucky enough to discover where this treasure is hid are often rewarded with untold riches, but others are not so lucky...

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

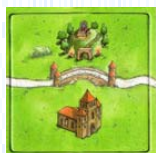
Preparation

Set aside the white big follower and white builder. Also set aside the treasure chest and key tokens. Shuffle, stack and set aside all the treasure tiles, face down in a separate pile. 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 hand¹ instead of drawing a random tile from the pool. The tiles are placed as normal².

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.

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

² When playing with Traders and Builders, if a Royal Landscape tile extends or completes a feature occupied by that player's builder, the player gets to take a second tile from the pile and play it as per the Trader and Builder rules.



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 small follower (and not any other type of follower, or the barn or pig or builder) from his or her supply to unlock a treasure chest³ instead of deploying a follower on the tile just played⁴. 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. Place this follower next to the chest token in front of the player.
- 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 to all players 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. When a feature with a white big follower is scored, the follower counts as two regular followers on the feature being scored. Place the Treasure tile in front of you to indicate ownership of the white big follower. Take the white big follower into your supply.



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. Take the white builder into your supply.



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 tripled⁵. 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 tile⁶.



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.

³ A player is not obliged to open a treasure chest. The tiles may be kept until the end of the game to score extra points.

⁴ Or instead of any other actions associated with the playing a follower such as placing a tower piece, placing a barn, builder or pig, moving the fairy, etc.

⁵ The same rule from the expansion Traders and Builders applies to the white builder.

⁶ 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.

⁷ The total points for pennants is not included.



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.

Take care with the placement of the Royal Cloister tile. It may not be placed adjacent to a shrine and no shrines can be placed adjacent to the Royal Cloister.



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. Complete cities, roads, cloisters or farms

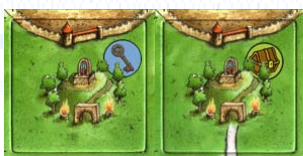
The player who completes a city, road, shrine or cloister with a treasure chest and/or key icon; or place the last tile such that a farm with a treasure chest and/or key icon is enclosed by roads, cities and/or river, with no holes inside; gets the corresponding treasure chest and/or key tokens. The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



These key icons are part of the road, and the player who completes the roads on these tiles gets the corresponding key tokens.



The key icons are located in the city sections. The player who completes a city with these tiles gets the corresponding key tokens.



The blue key and green treasure chest icons are part of the shrine. The player that completes these shrines gets the corresponding tokens depicted on the tile.



The blue treasure chest icons are part of the cloister. The player that completes these cloisters gets a blue treasure chest token.



The following farms contain treasure chest icons. The player that encloses these farms so that no other tile can be added to extend the farms gets the corresponding treasure chest tokens.

A farm is completed when a tile is placed such that it is no longer possible to extend the farm with another tile.



This farm is not completed because a tile may still be placed to the top or bottom of the red treasure chest tile or to the right and bottom of the shrine to extend the farm



This farm is completed as no other tile can be placed to extend the farm. The player who plays the tile that completes the farm gets the red treasure chest.

Final Scoring

The game is over once the last tile from the pool is drawn and placed⁸.

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

⁸ 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

0.7 Corrected two typos (Novelty)

0.6 Minor revisions and tweaks (Novelty)

0.5 Major update including location of icons (Novelty)

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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