

# Carcassonne - the Princess & the Dragon



## Contents

- 30 new landscape tiles
- 1 wooden dragon
- 1 wooden fairy



“The Princess & the Dragon” is not a complete game. It can only be played with the Carcassonne game. You may also add either or both of the previous two expansions: Inns & Cathedrals and Traders & Builders, when you play this expansion with Carcassonne. You can even add the three smaller expansions: the River, King and Scout (the King portion), and The Count to the mix for a “complete” experience!

**All rules from the basic Carcassonne game remain!** The following describes the rules additions and changes that are needed when playing with this expansion:

## Preparation

Shuffle the **30 new landscape tiles** face-down with the tiles from the basic game. During the game, the new tiles are played just as the tiles from the basic game. Place the **Dragon** and the **Fairy** aside for now. They belong to no player, but can be placed on any landscape tile during the game.

## The new tiles and their uses

### The volcano (6 tiles)

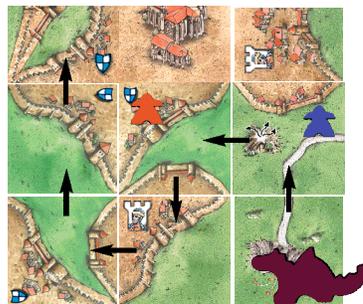
Whenever a player draws a tile with a volcano, he places it as he would normally place a tile, but he may **not** place any followers on the volcano tile. Instead, the **Dragon** immediately flies from his current location **directly to this volcano tile**, where he stops.



### The Dragon (12 tiles)

Whenever a player draws a tile showing a dragon figure, he places it as he would normally place a tile, and may also place a follower on the tile as he normally could. Then, the game is briefly interrupted while **the Dragon moves!**

Beginning with the player, who just placed the dragon tile, and continuing clockwise around the table, each player, on his turn, must move the Dragon to a new tile, that is either **horizontally or vertically adjacent** to the tile where the Dragon is. The dragon always moves 6 times, across **6 tiles**, regardless of the number of players (exception: dead end). The dragon will not “visit” the same tile twice on his 6 move journey, so the players must watch carefully to ensure he moves properly. Also, the dragon will never move to the tile where the fairy stands (see below). Whenever the dragon visits a tile with a follower, the player whose follower stands on the tile, takes the follower from the tile, returning it to his supply. After the dragon completes his journey, the game continues where it was paused.



*Example with 4 players: the dragon starts in the lower right corner. Anna places a dragon tile, finishes her turn, and, then, moves the dragon up, as shown. Bob is next and moves the dragon to the left. Chris moves him down and David must move the dragon to the left, as the dragon has visited the tiles in up and right directions on this journey. Then, Anna moves the dragon upward, the only choice. Finally, Bob moves the dragon up again and the dragon's journey ends with 6 moves. The blue and red followers are returned to their players.*

**Dead end:** when the dragon has been moved to a tile from which there is no legal move, he is not moved further on this journey.

**Note:** as long as no volcano tile is drawn, the dragon remains away from the game board, and will not be moved. In this situation, if a dragon tile is drawn, the player sets it aside and draws another to play in its stead. As soon as a volcano tile is drawn and placed, the dragon enters the game, the set-aside dragon tiles are shuffled face-down with the other tiles, and the game continues.

#### The magic portal (6 tiles)



When a player draws and places a magic portal tile, he may place a follower **on this or any previously placed tile**. When doing so, he must follow all other placement rules, for example, not on a feature with another follower. In addition, he may not place his follower on an already completed feature.

#### The Princess (6 tiles)



When a player draws and places a princess tile, he places it following the normal rules. If he places the tile so that it adds to a city with one or more knights, he must return **one** of those knights to its player (his choice). In this case, he may not place a follower on this tile, even on the field or the road. If he places the tile so that it adds to an empty city, or only starts a new city, he may place a follower in the normal ways.

#### The Fairy (she is not shown on any tile)



At the beginning of the game, the fairy stands off to the side on the table. Whenever a player places **no follower** on his turn, he may, instead, place the fairy on any tile where he has one of **his followers**. The Fairy has **3 effects**:

- The Dragon will not visit a tile that has the fairy. Thus, a follower on this tile is protected from the dragon.
- If a player starts his turn with a follower on the tile where the fairy is, he scores 1 point immediately!
- When a feature (city, road, cloister, or farm) with the fairy is scored, the player whose follower stands on the tile with the fairy scores 3 points for standing there, and may score for the feature as normal. When scored, the follower returns to its owner, but the fairy remains.



#### Tunnel

*The tunnel does not break the road that runs over or through it.*



#### Cloister in the city

*When a player places a follower here, he must choose between the cloister and the city (or other feature on the tile). When he chooses the cloister, it is scored when surrounded by 8 tiles, even if the city is not complete. He can place a follower on the cloister even when the city already has a follower (on a connected tile). The opposite is also true: if he places a monk on a the cloister, later, a player may play a knight in the city, if otherwise allowed.*



© 2005 Hans im Glück Verlags-GmbH  
Rio Grande Games  
PO Box 45715  
Rio Rancho, NM 87174  
RioGames@aol.com  
www.riograndegames.com

CARCASSONNE may also be played  
online at [www.brettspielwelt.de](http://www.brettspielwelt.de).