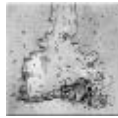


inn on the lake

See Inns & Cathedrals expansion rules, page 1.



volcano

See, Princess & Dragon rules, page 1. Also, the player placing this tile plays no follower on it, but does, immediately, play an additional tile.

The river II

The game starts with the river being played instead of the normal starting tile.

First sort out the spring, the branch, and lake with the volcano, and set aside.

Shuffle the remaining river tiles face down. Place the spring in the middle of the table.

The players choose a starting player who places the branch next to the spring. The other players continue in clockwise order, drawing and placing river tiles following one or the other of the river branches.

After all the face down river tiles have been placed, the next player places the

lake/volcano tile. The river tiles may be placed as normal tiles with the following two exceptions: no U-turns and the two branches may not be joined. When he places a river tile, the player may place a follower on the tile using the normal follower placing rules.
The players may not place followers on river segments.
The player who places the lake/volcano tile may not place a follower on it, but immediately places the first normal tile and may place a follower on it, again using normal follower placement rules.

When you play without the corresponding expansions, the inn on the lake, the pig herd, and the volcano have no effect.



the pig herd earns the farmer in that field 1 additional per city he feeds, if he scores for any cities. This bonus is in addition to the normal pig bonus for the Traders & Builders expansion.