



A player places **his builder** on a road or city where he has followers to allow him a double turn. How do the players place builders and how do they get double turns?

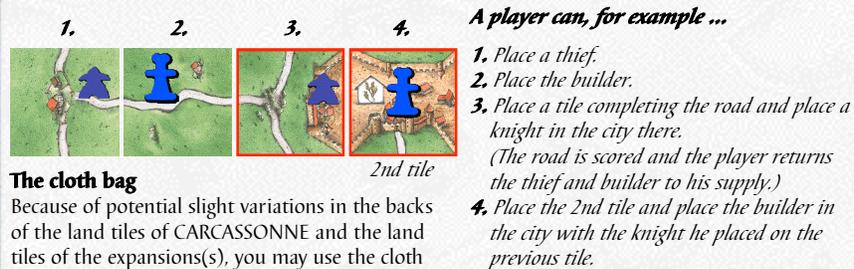
1. The player places a **thief** on a road. 2. In a **later turn**, he places a tile that extends that road and places his **builder** on the road.
3. In a yet later turn, he places a tile that extends or completes the road with his builder on it. After completing his turn (placing a follower and scoring), he draws and places a **2nd tile** as normal, including a follower if he wants (this is the double turn).



1. Place a thief.
2. Place a builder.
3. Extend the road, then draw and place a 2nd tile.

**Further details:**

- Further extra turns are not allowed. Thus, if a player extends the road with his builder with his 2nd tile (double turn), he does not get another turn.
- As long as a road is not completed, the builder remains there and the player may get double turns for extending the road.
- When the road is completed and scored, the player returns the thief and builder to his supply.
- The player may place followers on either or both tiles. If the road is completed with the placement of the first tile (the player gets the builder and thief back), the player may place the builder on the 2nd tile.
- Builders of several players may stand on a road.
- The 2nd tile need not be placed adjacent to the first tile.
- There may be any number of road sections between the thief and the builder.
- All details, which mention road, work in the same way for cities. The players need only substitute "city" for "road" and "knight" for "thief".
- A builder may be placed first on a road and later on a city, or in any combination, but never on a field.



**A player can, for example ...**

1. Place a thief.
2. Place the builder.
3. Place a tile completing the road and place a knight in the city there. (The road is scored and the player returns the thief and builder to his supply.)
4. Place the 2nd tile and place the builder in the city with the knight he placed on the previous tile.

**The cloth bag**

Because of potential slight variations in the backs of the land tiles of CARCASSONNE and the land tiles of the expansions(s), you may use the cloth bag the draw tiles from, and, thus, not see the differences when drawing tiles.

**Other new land tiles (example)**



One road ends at the city and the other at the small house.

The bridge is **not a crossing**. One road runs from left to right and the other runs from top to bottom. The **fields** are separated by the bridge. Thus, the tile on the left has 4 separate field sections; the one on the right has 3 separate field sections.



The cloister separates the road into **3 sections**.



This tile has **3 separate** city sections.

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Rio Grande Games, PO Box 45715  
Rio Rancho, NM 87174

