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Carcassonne the Castle

Falcon Expansion

Contents

- 4 gates (additional wall pieces to be inserted between 27/28, 47/48, 69/70, 91/92)



- 18 additional castle tiles (with **chapel parts** and **falcon aeries**)

- 12 falcon aerie tokens



- 4 special followers: 2 kings



- and 2 falconers

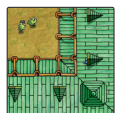


This Expansion is only playable with the game **Carcassonne – The Castle**.
All its rules apply.

Expansion Rules



Gates During preparation, insert the gates in the wall between the numbers indicated on the gates. During play, the gates do not count as scoring spaces; they are jumped over and not counted.



Chapels Some of the additional castle tiles show chapels. When a chapel is complete, the player with the most followers (preachers) on the chapel scores the following number of points, depending on the number of castle tiles that are on the chapel:

Castle Tiles	1	2	3	4	5	6	7	8+
Points	1	3	6	10	15	21	28	36



Falcon aeries During preparation, the falcon aerie tokens are placed in reach. When a feature is scored that is linked to one or more aeries, the scoring player takes the respective number of aerie tokens.

At the end of the game, the player who has more aerie tokens scores points equal to the largest number of empty connected spaces (like the largest keep). In the case of a tie, there is no score.

If the aerie tokens run out during the game, both players should return equal numbers of them. It is only the difference of aerie tokens between the players that counts at the game end.



King and Falconer During preparation, each player also receives the two special followers in his colour. These may be placed instead of a normal follower. However, this is not allowed if the feature is scored immediately on the same turn. When the feature is scored, the **king doubles the player's own points score**, and the **falconer gives the player one additional arie token**. If both players have the same

number of followers on a completed feature, neither scores any points or aerie tokens, even if kings or falconers are involved.

1. The white player scores the chapel.

As there are five tiles on the chapel, the player scores 15 points. As the chapel is linked to the two aeries, the player takes a total of 3 aerie tokens, 2 for the chapel and 1 for the falconer.

2. On the next turn, the black player

completes the path. As the king doubles the points, the player scores 8 points. As the path is linked to one aerie, the player also takes 1 aerie token.



Wall Tiles The wall tiles numbered

1-3 described in the Carcassonne –

The Castle rules are applied during

the game, the wall tiles numbered

4-9 are applied at the game end.

When scoring a feature, it may only

be doubled once. Hence, only one

doubling wall tile numbered 2 and

3 may be applied, and these may not be applied when scoring with the king.

Wall tiles 1 – 3



Wall tiles 4 – 9



Rules Variant

When a scoring marker reaches a gate during play (but not during the game end scoring), it must stop there and the remaining score is lost for the feature that is being scored.

Reiner Knizia would like to thank all playtesters involved in the development of this Expansion, in particular Sebastian Bleasdale, Ross Inglis and Simon Kane.



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