



8.

Bridges, Castles and Bazaars

A copy of CARCASSONNE is required to play this expansion.

You can integrate this entire expansion into the game, or only parts of it if you choose. You can also combine this expansion with any other CARCASSONNE expansions.

CONTENTS

- 12 Land Tiles (indicated with a )

including 8 with a bazaar



- 12 Castle Tiles

- 12 Wooden Bridges



SETUP

Shuffle the new land tiles with those of the base game and stack them facedown as a general supply within easy reach of all players.

Then, give each player a number of **bridges** and **castles**:

When playing with 2, 3, or 4 players, give each player 3 bridges and 3 castles.

When playing with 5 or 6 players, give each player 2 bridges and 2 castles.

BRIDGES

1. Placing a Tile



Just like in the base game, you must place tiles so that its edges match the edges of the tiles already in play. After placing a tile, you may place a bridge, which counts as a road and connects roads over features or meeples on that tile.

You can **place one bridge** on the tile you just placed, or on a tile touching the tile you just placed. When placing a bridge, you must place both ends in a field, and it must be placed facing either left-to-right or up-to-down (it cannot be placed diagonally across the tile). Once placed, a bridge remains on that tile until the end of the game.

You can place a tile so that a road ends against a field, but you must place a bridge that continues the road on that same turn. You can use multiple bridges in a row along the same road, but each tile can have a maximum of only one bridge on it. Bridges can be placed on tiles with meeples on them.



Place a bridge on the tile you placed: You (the **Red** player) placed a tile to expand the city. The tile you placed does not have a road on it, so you can place one of your bridges on it to continue the road.



Place a bridge on a tile adjacent to the tile you placed: You place a tile. You placed a bridge on an adjacent tile to continue the road..



You cannot place a bridge on this tile, because both ends would not be on a field.



Two bridges built in a row, one going over a monastery with a monk in it.

2. Placing a Meeple

After placing a tile, you can place a Meeple normally. If you build a bridge on the tile you just placed, you can place your meeple (or another figure) on the bridge as if it were a road.

3. Scoring a Feature

Bridges are scored like tiles with a road on them.

Bridges do not separate cities or fields.



You placed a tile to complete this road, and score 6 points.



3. Close a Small City and Place a Castle

When you place a tile that completes a **small city** (a city consisting of only 2 tiles), if a player has a meeple occupying that city, he or she chooses to either score 4 points as normal, or to place a castle on that small city instead.

When you place a castle, cover the small city that was just completed with a castle from your supply.

Once placed, a castle remains on that tile until the end of the game.



You placed a tile to close the small city, and placed your meeple on it. Instead of scoring 4 points, you placed a castle.

3. Scoring a Castle

Placing a castle does not score you any points. Instead, you score points when a **neighboring feature is completed**. A feature is considered neighboring if it is on either one of the 2 tiles containing your castle, the 2 tiles to the right, or the 2 tiles to the left.

Only part of the completed feature needs to be on a neighboring tile for you to score points for it. Both you and the player who would normally score points for that feature score its full points. Once you score points for a neighboring feature, your meeple is returned to your supply, but your castle remains on its tile until the end of the game.



The tiles and spaces numbered 1 to 6 are neighboring **your** castle. You can score points when the following features are completed:

- The monastery on **1**
- The road to **1**
- The top city on **3**
- The right city on **6**

(The small city on **3** and **6** was scored before your castle was placed, and you cannot score points from it any more.)

The following rules apply to castles:

- You **must** score points for the **first** feature completed on a tile neighboring your castle. You cannot forego scoring to leave your meeple for a later feature.
- Even if the first completed feature does not contain a meeple, you still score points from it if it is neighboring your castle.
- If you control both a castle **and** the next completed neighboring feature, you score its points twice (once for the feature and once for the castle).
- A **monastery** is only neighboring a castle if the tile with the monastery on it is in one of the 6 neighboring spaces.
- If a tile is placed that causes multiple features that are neighboring your castle to be completed at the same time, you decide what order they are scored. As always, you only score points for the **first feature**.
- If a castle is scored while neighboring your castle, your castle is also scored. All castles involved in such a scoring score points from the initial completed neighboring feature.
- Castles separate fields, just like roads or cities.



The **Blue** player completes the city and scores 16 points. Because part of the city is neighboring **your castle** and is the first completed neighboring feature, you also score 16 points.

Final Scoring

At the end of the game, an unscored castle is worth no points. When determining the value of a field, castles are worth 4 points (instead of 3).

BAZAR



When you draw a tile with a bazaar on it, do the steps: **1. Place a Tile**, **2. Place a Meeple** and **3. Score a Feature** normally. You cannot place a meeple on the bazaar.

4. Host a Bazaar Auction

After you have placed a bazaar and completed your turn, you must **4. host a bazaar auction**. Skip this step if there are fewer tiles remaining than there are players.

Draw and reveal a number of tiles equal to the number of players. The player on your left then chooses one of those tiles and bids a number of points for it.

Continuing clockwise, players take turns bidding either a greater number of points or passing, until all players have had the chance to bid or pass. Then, the player who chose the tile must either:

- **Buy** the tile from the highest bidder, by giving that player a number of points equal to the highest bid, **OR**
- **Sell** the tile to the highest bidder, by taking from that player a number of points equal to the highest bid.

The score track is then adjusted so the buyer loses a number of points equal to the high bid, while the seller gains an equal number of points. The buyer then takes the tile that was being auctioned. If the only player to place a bid was the player who chose the tile, he or she pays a number of points equal to their bid, but no other player gains those points.

It is possible to bid more points than you have, and players can have a negative score as a result of buying tiles.

Once a player has taken a tile during a bazaar auction, he or she is out of the round and cannot bid any more. Among the players who have not yet taken a tile this round, the next player clockwise from the previous buyer chooses which tile will be auctioned next, and a new auction begins. This continues until only one tile remains, and the player still without a tile takes it for free. Starting with the first buyer, each player **1. places a tile**, **2. places a meeple** (if he or she wishes), and **3. scores a feature**.

During an auction, if you take a tile with a Bazaar on it, placing it will not trigger another Bazaar auction.

3-player example:

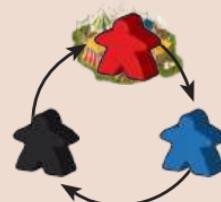
You draw a bazaar tile and place it normally. After your turn is complete, you draw **3 tiles** for the auction.

1.) Blue chooses one of the tiles and bids 2 points. **Black** passes, and **you** bid 3 points. Because **you** are the highest bidder, and **blue** still wants the tile, he or she buys it from **you** by losing 3 points, while **you** gain 3 points.

2.) Black chooses the next tile, and bids 2 points. **You** bid 3 points, and **Black** decides to sell you the tile. **You** lose 3 points and **Black** gains 3 points.

3.) There is only one tile left, which **Black** takes for free.

Starting with **Blue**, each player places his or her tile normally.



Once the auction is complete, play resumes normally starting with the player to your left.

Bazaar Variant Rule: When you place a Bazaar, draw and reveal a number of tiles equal to the number of players. Beginning with the player to your left, each player takes and **immediately** places one of the tiles from the ones you revealed. Then play resumes normally starting with the player to your left.

Rules for Playing with Other Expansions

Refer to this page when questions come up about how this expansion interacts with other expansions. Until then, you can skip this page and start playing!

BRIDGES

You can place the following figures on a bridge: **Exp. 1:** large meeple;

Exp. 2: Builder; **Exp. 5:** Wagon; **Exp 10:** Ringmaster

Exp. 4: You can place a bridge and a tower on the same tile. If necessary, adjust the tower's position to make room for the bridge.

Exp. 10: You can place a bridge over the campground. You can only place a bridge on the acrobat tile if there is no acrobat on that tile.

CASTLES

You can place the following figures in a castle: **Exp. 1:** big meeple;

Exp. 5: wagon, mayor (however, since the castle doesn't have a coat of arms, the mayor cannot score points) **Exp. 10:** ringmaster

When scoring a castle, you still score bonus points for **Exp. 1:** roads with an inn, cities with a cathedral, and **Exp. 9:** monasteries or shrines with a vineyard.

Exp. 2 | When scoring fields with a pig, the castle is worth 5 points.

Exp. 3 | The dragon cannot eat meeples in the castle. You can place the fairy with a meeple in the castle and score the usual fairy points.

Exp. 4 | A tower cannot capture any meeples in the castle.

Exp. 5 | When scoring a field, whether for farmers barns, a castle is worth 1 point more than a completed city.

Exp. 6 | A castle does not score as a completed city for the king.

Exp. 10 | When scoring a circus, your meeple in the castle scores points if part of the castle lies within the circus' surroundings. For the purpose of scoring the castle, acrobat pyramids do not count as completed features.

BAZAAR

Exp. 2 | If you place a bazaar tile and it completes a road or city containing your builder, complete the bazaar auction before beginning your double turn.

Exp. 3 | If you place a dragon tile during a bazaar auction, the dragon moves immediately before continuing the bazaar auction.

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