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Carcassonne

Catapult



Its fair time in Carcassonne. A traveling salesman arrives and brings his newest invention: a wonderful catapult! His demonstrations amaze the crowds and inspire the creative to find many uses for this new contraption. Of course, not every planned use is well thought out or successful...

Contents

- 12 landscape tiles (with fair symbol)
- 1 wooden catapult
- 24 catapult tokens
- 1 measuring board

“Carcassonne – Catapult” can only be played with CARCASSONNE! Of course, it can be played with any of the other expansions: “Inns & Cathedrals”, “Traders & Builders”, “Princess & Dragon”, “The Tower”, “Abbey & Mayor”, “River”, “King (& Scout)”, “The Count”, “River 2”, and “Cult, Siege, and Creativity”.

All rules from basic CARCASSONNE remain unchanged!

The following describes the new rules that are used with this expansion.

Rule questions - in particular in connection with the other expansions - are answered by writing RioGames@aol.com.

Preparation

Shuffle the 12 new landscape tiles along with the rest of the tiles. Place the catapult nearby with the measuring board next to it. Each player takes 1 catapult token of each type, such as these 4 shown below:

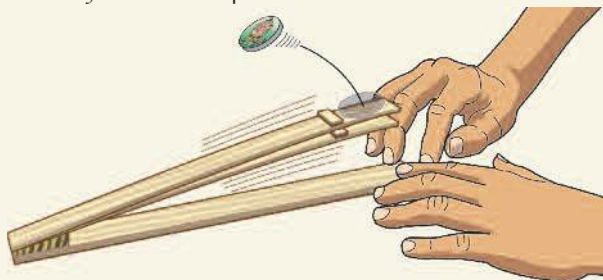


Playing the game

The players draw and place landscape tiles according to the basic rules.



Whenever a player draws a landscape tile with the **fair symbol**, the player completes his normal turn and, afterwards, the game is interrupted for a catapult round. The active player (who drew the token), chooses one of his catapult tokens. He then hurls the token using the catapult. Then, the other players, in clockwise order from the active player, hurl **the same kind of token** from their supplies. Each player has but one try with the catapult.



The effects of the different catapult tokens are described below. After the catapult round, the players take back their catapult tokens and the game continues with the next player in clockwise order.

The catapult tokens



Knock out – remove followers

The goal is to knock out followers of **other players** on the map of Carcassonne you have been building. When a follower is hit (touched) by a hurled token (the follower need not fall down!), the owner of the follower must take it **back** immediately, placing it in his play areas. If several follower are touched, all must return to their owners. If followers of the hurling player are touched, he must also take them back. If the token knocks one follower into another, the second follower must also be taken back. In this way, a chain reaction, involving several followers, can occur.



Seduction – follower exchange

The goal is to hurl this token so that it comes to rest on one or more landscape tiles on the map of Carcassonne you have been building. If it slides off the map, it has no effect! If it does not come to rest on the map, the hurling player takes the token back and takes no action. If the token comes to rest on the map, then the players determine which **opponent's** follower is closest to the token and may use the measuring board in case of doubt. The player, who hurled the token, may exchange one of his followers with this follower. He may use a follower in his play area or one already on the map. He returns the exchanged follower to its owner.



Target hurling – fair contest

The goal here is to hurl your token so that it comes to rest on the fair tile that was just placed. The player whose token lands closest to the fair tile just placed immediately scores **5 points**. In the case of doubt, players use the measuring board to determine the winner. In the case of tied hurls, each tied player scores 5 points.

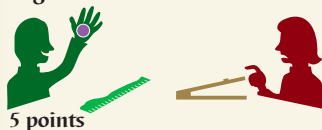


Catch – one hurls, the other catches

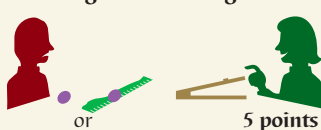
The hurler places the measuring board in the middle between himself and his left neighbor. Then he tries to hurl the token past the measuring board. If he hurls it past the measuring board, his neighbor tries to catch it.

The following can happen:

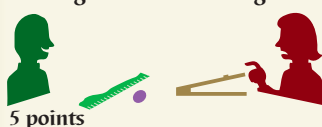
caught



not caught – far enough



not caught – not far enough



touched – but not caught



Then, the left neighbor becomes the hurler and his left neighbor becomes the catcher. Repeat until all players have had a chance at hurler and catcher.



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If you have questions or comments, please write us at: RioGames@aol.com

For all about Carcassonne, try:

www.carcassonne.de