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Carcassonne expansion 10 rules pdf

Each time you place another Circus tile while playing: 1) Get all the features that were completed after placing the Circus tile (and return the meeple earned to supply their owners). [1] Example 1): You place this new Circus tile that completes the path of Heaven. Blue scores 3 points and takes meeple back. 2) Then get the circus on the current Big Top tile: First reveal the Animal token on which the Big Top stands. Then you and the other players will earn points for meeple on the Circus plate itself and eight nearby tiles. Each meeple will be worth this value on the revealed Animal token. [2] Note: Ringmasters also count as meeple so if they have occupied the space around the Big Top while scoring the circus, they will earn points. Example 2): You reveal the animal's token. The seal is worth 4 points per meeple. Since you have three meeple on the tiles around the Big Top, you can score 12 points. The Blues score 4 points. Important: When scoring a circus, the meeple involved are not returned to their supply owner. Instead, they remain on the tile. 3) After capturing the circus, remove the animal token from the game by placing it face-to-face next to the scoreboard. Finally, take the top animal token from the stack, place it face down on the new circus space and place the Big Top on it. Example 3: Place a new animal token covering the circus space of the new Circus tile and stand on the Big Top token. End of game At the end of the game before the final score, the result of the circus for the last time. Attention in circus spaces Circus spaces close roads and separate fields from each other. An extension of a board game, in case you don't know, is a set of rules and components that you buy separately from the base game, which adds or changes the way you play, often dramatically. At the time of writing, as well as numerous mini-extensions and promotional articles, there were ten major additions (often referred to as large extensions), all designed by original inventor Carcassonne Klaus-Juergen Wrede. You may have seen small cartons in game stores (or, if you're like me, in almost every Amazon ad that appears on your screen) - they look like smaller versions of Carcassonne, with the Carcassonne logo on them, and works of art that feel familiar. These stunning little treasure boxes contain extra tiles, meeple, tokens, and other (often quite surprising) components that you add to the base game. Plus, there's a new little policy brochure telling you how to use them. All of these extensions tend to print and remove, which means that only a few of them can be easily accessed at retail outlets at any time. If you can't find the one you want after reading this post though, don't panic, I'm sure it'll all come back in the end. New players always ask me if I would recommend purchasing add-ons. My answer is always, definitely, yes. I don't think it's particularly important which one buys, buys, buys, all the extras I've played are great. It is really difficult for me to rank them in order of preference; each of them changes things so much that it makes the game feel different, but also, reassuringly, the same thing. Let's go through them, one at a time, right? Inns & Cathedrals (2002) O, mate! Your cathedral is upside down. In addition to an additional set of pink meeple (i.e. allowing the sixth player) and a few additional standard tiles, this add-on includes several new features. A large meeple is a slightly larger meeple that counts twice for the purposes of deciding which player controls a connected city, road or farm. The shallow cathedral is shallow, which is played inside the city and makes the city worth more (three points per tile and a banner instead of two), if it is completed, but nothing at all if it is not. Similarly, the Inn tile is played as a road tile and causes the road to be worth double points if completed, but nothing if it is not. Here are some tips on how to play effectively with this extension: The main use of large meeple should be stealing cities from opponents. Be careful, however, that you will not be trapped in a city that can never be completed. As soon as your opponent plays a big meeple, try to find a way to imprison him. At the end of the game, consider using large meeple to steal the farm. If your opponent has a long way to go or a big city that may have difficulty completing, consider playing in a gosi or cathedral so that they don't earn points for it. As soon as you play the gosi or cathedral on the road or city you own, try to complete it as soon as possible. Your opponents will try to steal it or share it with you, or try to prevent you from completing it. Traders & Builders (2003) Pig: Like I say, I want it to be made of sticks. No straw like my idiot brother's house... Are you listening to me? Builder: Wow! Talking pig. This includes a meeple pig (yes, I call it meeple, even though it's an animal and a bit eeple doesn't really work) and a meeple builder (that one is fine) for every player. The pig is played on a field that the player controls and gives the corresponding farmer one extra point to the neighboring city. The Builder's Meeple is played on a road or city that the player controls, and gives him an extra queue when he places a tile on this feature. I like the fact that Carcassonne has pigs in her. When it comes to strategy, however, there is not much difference in the way we play. My only advice will be not to play too fast as you want to make sure you win the farm where it is implemented. In turn, the builder is a very interesting new character, which changes the game very much. Getting an extra turn is an extremely powerful advantage, so you'll want to use as much of a builder as possible. Here are some suggestions: Play with the builder early and often. As with large meeple in Inns & expansion, make sure your builder is not trapped. Try to put it on the edge of the board, where you will always be able to put new tiles. Always try to keep the enemy builder in a feature that is impossible to complete. When you play with this add-on and the base game, there are more city tiles than road tiles. Statistically so, there is a slight advantage in the builder game on the road as you can get a bit more extra turns. Traders & Builders also includes several additional city tiles that have symbols of goods: wine, wheat or fabric. When a city with these symbols is completed, the player completing the items receives tokens, even if they do not control the city. At the end of the game, the player with the highest number of tokens for every good score of 10 points. This is another new feature that changes the game. You should always keep one eye on the situation of the goods, because you will want to win as many as possible from ten points. As for the strategy, I'll just make this obvious (but surprisingly often overlooked) point: There are 5 silk chips, so 3 is enough to win. There are 6 wheat chips, so you only need 3 to at least take part in the win. There are 9 wine chips, so you need 5 to be sure of winning. Once you're guaranteed yourself a win in any kind of good (or indeed, if you're guaranteed a loss), you can ignore it's good for the rest of the game. Oh yes, and the extension also comes with a fabric bag for drawing tiles, which is really useful. The Princess & The Dragon (2005) It's only about two or three house rules since being a Game of Thrones expansion. There are 30 tiles in Princess and Dragon. There are tiles that have a volcano or magic portal feature, others have symbols for a dragon or princess. He also has a fairy meeple, and yes, a dragon meeple. Dragon meeple enters the game when the first tile of the volcano is drawn and placed. Then, dragon tiles (which are previously set aside) are sustered with other tiles and the game continues. Every time a player draws a dragon plate, it is played normally, but then the game is briefly interrupted when the dragon moves! Each player takes turns to move the dragon through one tile. In fact, it does not say in the manual that you have to tell RAAWWW when moving, but you should. The dragon moves a total of six times, and each meeple that appears on his journey is eaten (returns to the owner's supply). Dragons, as everyone knows, are afraid of faeries. Therefore, you can use faeries to protect your own meeple. You can move the fairy to any tile you choose, and the dragon refuses to go there. The fairy also earns points for you if you have it on one of the tiles at the beginning of your turn, or if it is on the feature when it is completed. Here are some tips on how to get the most out of using dragon and faeries: Try to complete the city and road as fast as you can. Your opponents watch all meeple on big cities, cities, roads and monasteries, as targets for the dragon. Since volcanoes are usually placed around the edge of the board, the dragon is more likely to operate around the edges than in the middle. This means that if you can establish a farmer in the middle of the board at the beginning of the game, you will have a good chance of winning the farm war. The player who plays the dragon movement tile should consider moving the fairy late instead of deploying the meeple. It can be protecting one of their own meeple, or to a vulnerable opponent. The fairy can also be used to force the dragon in the general direction, which will potentially take meeple away from several enemies. If you're not planning on deploying meeple on the railroad, it's usually a good idea to move the fairy because you're earning points if you still have it at the start of the next turn. On the other hand, moving around prevents another player from earning points in this way. These points really add up during the game (especially in a two-player game), just like the ones you get for completing the fairy feature. Track how many volcanoes are left in your bag to know when you can no longer teleport to the board. In total, there are six tiles of the volcano. Similarly, track how many tiles are left that can move the dragon. There are twelve of them in total. Consider using a dragon to intentionally eat one of your own meeple if it suits you. For example, if a meeple is trapped in a city or on the road, there is no chance of winning, or one. In addition to the dragon and faeries, this supplement also includes princess tiles. These are all city tiles that, in addition to the normal function, have a princess icon on them that allow the player to remove the knight from that city and return it to the owner. A few tips for using princess tiles: You'll usually want to remove an enemy knight by releasing a city for your knight or, if you're currently sharing it, you're winning it outright. Sometimes, however, you may want to take a knight's own back, usually because you think you can find better scoring potential for it elsewhere. Always remember that your opponent can evict one of your knights at any time, so try to complete your cities as soon as possible. Big incomplete cities are targets for your opponents. Track the number of princess tiles left in the game so that you know when the princess threat is over. There are six of them. Finally, the add-on also includes six magic portal tiles that allow you to put a meeple on it and then teleport it to any missed feature. Due to the actions of the dragon and princesses, there will probably be a lot of them. A few tips: Try teleporting to a tile near the center of the board, away from potential volcano sites. Don't forget that you can teleport to farms. Since there are likely to be more completed cities than in the standard game, farms are particularly important in this expansion. When this extension first came out, several players expressed their dissatisfaction with the fantasy theme. Others were unhappy with the way in which meeple can now be removed from the board, on the whim of the owner, seemingly making planning and strategy less effective. However, there are also many players who really love The Princess & The Dragon, and I am one of those people. With the right group of players, this expansion transforms Carcassonne into a fun take that game. I believe that playing with this extension generates a lot more conversations and laughter than usual, which does not seem bad to me. Another person who really loves The Princess & The Dragon is Klaus-Juergen Wrede himself, who once said it was his favorite extension. Tower (2006) Two towers One of the key features of this extension is that it is equipped with a large tile dispenser in the shape of a tower. It looks good, but I prefer to use the bag that appeared in traders and builders. When it comes to gameplay, the Tower expansion includes 30 wooden tower elements and 18 tiles with tower bases. Players can build a tower by placing tower elements on top of them. Each time they do, they can capture the enemy's meeple within range and keep them in jail in the tower until the ransom points are paid or the inmates are exchanged. The range depends on the height of the tower. Here's my thoughts on strategy. Getting an opponent meeple, where he was the only occupier of a potentially high-scoring feature (say, a big city that's only one tile since the end, is a cooling thing to do, but it's not always a good tactic. Although you have deprived this opponent of many points, the feature is now available and is likely to be picked up by anyone who randomly picks up the final required tile. Unfortunately, the math says it probably won't be you. In a two-player game, that's fine because you have nothing to lose, but in a game with more players, you have to consider whether the original city occupier was a greater threat than any of your other opponents who could take advantage of your move. If you're far behind in the game, it might be worth the risk. However, if not, consider other options. In most of the multiplayer games I've played in this expansion pack, the first player to draw a tower plate can't resist the temptation to capture an opponent's meeple. They then found themselves cast as a bad-guy for the rest of the game, and were attacked disproportionately often (especially, but not exclusively, by the initial kidnapping victim). Players often grab an opponent's meeple just to get their own meeple back. By avoiding hostages, you can often avoid being targeted so much. In multiplayer games, try to cultivate rivalries among other players. One way to achieve this is to place tower tiles in places that are nearby high-scoring opponent's meeple, but they don't actually intercept it by intercepting Sooner or later, one of your opponents will do it instead, and the rivalry is on. Placing a farmer, or meeple with the potential to score multiple points on tower tiles, is usually unwise as it will probably be captured. However, sometimes it's worth doing if you don't have any other great options available because it forces your opponent to waste movement by removing it, a move that could be spent doing something better for them and/or worse for you. Farmers played at the beginning of the game rarely survive until the end of the game. When farmers are captured, it often leaves the field unclaimed, and if it is a large field, you should make it a priority to claim it. Be careful not to put your farmer within range of the tower, and be aware that if there are multiple points in play, a distant tower that seems well out of range can still be a threat as your opponents may conspire to build it as high as it needs to be. In addition, tower tiles can appear next to you if space is available. The best place to play farmers, therefore, is in the holes on the map, without towers in this row or column. The ability to play such a perfect move is unlikely to come up, but you should try to get as close to the ideal as possible. Abbey & Mayor (2007) This expansion includes three new pieces for each player, one abbey tile for each player (which is played differently from standard tiles), as well as a number of new standard tiles. I can't touch this Mayor meeple looks a bit like a great meeple from Inns & Cathedrals, except that he's wearing, for some reason, massive pants. Think of mc hammer around the 1990s, and you won't be far wrong (MC, Mayor of Carcassonne - it certainly can't be a coincidence?). The mayor is played in the city and counts as one meeple on the prophet in the city. The wagon is a character (or is it a meeple? I do not know. My head hurts) that moves. Earns points in the same way as a regular meeple, but additionally, when the function on which it is terminated, it can go to the adjacent missed and incomplete function and claim that. A barn is a figure/meeples that can, under certain circumstances, be placed on a field. He scores like a farmer, but with four points per city instead of three. In addition, when it is first played, any existing farmer meeple in the field are evaluated as they will end the game and then returned to their supply owner. Abbey tiles are given out at the beginning of the game, one for each player. They act like wild cards and can be placed (instead of drawing and playing a normal tile) in any slot in the board that is already surrounded on four sides. It does not have to fit the edges of neighboring tiles, and shoots like a monastery. Here are my thoughts on strategy: barns can score a lot of points for you. If at the beginning of the game you can apply for with a few completed cities, and then you play in the barn on this farm, you will immediately earn three points. For each city, then get four more points for each city at the end of the game. Moreover, no one will be able to take the farm from you, they will only be able to share it. Therefore, it is usually a good idea to play a barn near the center of the board as soon as possible. Then you can work on completing the small towns on your farm, safely knowing that the points are yours. Because barns are so powerful, watch out for tiles that have fields on their corners next to others that do so, because you can give your opponent the opportunity to play in the barn. Unless, it is, you want to tempt your opponent to play barn in suboptimal position... Carcassonne's traditional strategy of stealing farms by combining fields and using farmer meeple is less effective because of barns. In addition, Carcassonne's traditional strategy of playing tiles in a way that makes it difficult (or impossible) for an opponent to complete a high-scoring feature is less effective with this extension, this time due to the abbey tiles. The abbey can be used to block players who are trying to steal a big city or farm from you. If you want to use the abbey to block someone or complete your own function, do not wait for the hole to appear, create it yourself by placing tiles around it. The possible advantage/disadvantage of using the abbey to combine disconnected city tiles, is that it can immediately complete several cities, which may be worth a lot of points to anyone who owns adjacent fields. In many ways, the mayor acts in a similar way to a large meeple. However, it is more powerful because in a big city, with a lot of pennant, the only way to compete with it is with another mayor. Always be aware of any missed high-scoring features on board. If you can put the wagon next to it on a function that is easy to perform (or even better, a function that is terminated immediately while playing in the wagon), you should be able to apply for this function for yourself. For this reason, it is usually better to have a wagon in delivery rather than on board. Count, King & Robber (2008) It was a compilation of three existing extensions and one new one. One... One Meeple. AH AH AH! Instead of the initial tile, or river, the game begins by placing a large (3 tiles by four tiles) complete city - the city of Carcassonne itself. It has four quarters: castle, market, blacksmith and cathedral, each corresponds to a kind of function. By completing certain tasks, players can place meeple with their supplies on the city district of their choice. Later in the game, players can transfer their meeple from Carcassonne and use them to take control of the corresponding feature just completed. This is, however, blocked by the meeple count, depending on which quarter Carcassonne stands in. There are five iconic city tiles that work similarly to and when the place of worship is next to an incomplete incomplete. They have a race to see who can finish first and who loses doesn't score points. There are king and robber tiles that earn points for anyone who owns the largest city (not including Carcassonne) and the biggest roads, respectively, at the end of the game. Finally, there is also another set of river tiles, which, frustratingly, can not be used in the same game as the tiles of the city of Carcassonne - you need to choose one or the other. My thoughts on the strategy of this expansion are as follows: The obvious strategy seems to me that you can use meeple in the city of Carcassonne to win the agricultural war. This means that you can put some meeple on the market, ready to appear at the end of the game, and steal the largest farm. However, if you do this, other players will no doubt notice what you are doing and try to use the counter to stop you. If you intend to use this strategy, you should try to make sure that you are the last person to move the count. The fact that king and robber tokens are awarded to the player who completes the biggest/longest features and has nothing to do with who owned the city/road means there is now an incentive to complete other cities and the player's roads. It also means that other players now have the motivation to complete yours. If you already have a king or have a robber token, protect him by finishing big cities and long roads alone, just before your record advances. Alternatively, focus on their hard-to-perform. A monk's challenge or heretic is usually a risky gamble because the meeple that was there first has the advantage of being closer to completion when the challenge begins. Therefore, initiate challenges only if you think it will be difficult for your opponent to complete this feature quickly. Catapult (2008) This extension contains a wooden device, called a catapult, which is used to aim and fire chips on the board, like a trebuchet. Points can be earned depending on where the chips land, and meeple can be violated if they are hit. If you think it sounds crazy, and that sounds like it's going to change the game completely, then you're right. I think it is fair to say that this expansion is not for everyone. Many people hate it with a passion usually reserved for child murderers and American presidents. It seems that they do not like the fact that success or failure does not depend on strategy, but on how well you feel in using a spring-loaded piece of wood to shake a little cardboard. Others, however, love it. I'm somewhere in between. True, it doesn't change the feel of the game much, but with the right group of people, it turns it into something you can just relax and play with without having to think as hard as usual. I'm not going to give you any strategic guidance, because the strategy doesn't really come into it. My only advice to you is, before you play, practice firing catapults as much as you can. Don't do what I did the first time I played a game game then, and run the token, without first performing, near gin and tonic. Bridges, Castles and Bazaars (2010) I have an idea for a caption for this photo. Can anyone give me 3 good meeple please? In addition, icons of bazaars, zams, and (my favorite) wooden bridges have been introduced, which allow you to place road tiles that could not be placed in any other way. Bridges have a huge impact on farms, because the fields that would otherwise be divided will now be connected, so the farms are likely to be much larger. I once saw a game played with this extension, where the whole board was one big farm! Since bridges do not separate fields, (my favorite) wooden bridges can be used as powerful weapons in agricultural war! Bridges allow you to place a straight edge of the field next to the road, so you can wrap the farm around the road, connecting farms by more points or possibly stealing them from opponents. Do try to put meeple on the bridge at some point in games, for no other reason than the fact that it looks cool. Playing castle is a gamble - if you are able to use it to score more than four points, it has paid off, otherwise it does not. It is usually worth playing early in the game, in an area where many features are completed. At the end of the game, however, the castle on the edge of the board may never have completed the adjacent feature. A powerful strategy is to place half of a potential small town next to a large incomplete feature and place a meeple on it. Then, if you manage to play the second half of this city before the end of the feature, you can put a castle on it, then work to complete the feature yourself and score a lot of points. If you see an opponent performing the above strategy, you should either complete another, smaller feature next to the castle, or make sure the larger one has never been completed. Avoid placing the castle near the road, as roads rarely score many points. At the beginning of the game, the bazaars are less significant. In the end, however, a tile can allow you to complete a large function or steal a farm or a large city. Be aware of how many points are worth the tiles - not only for you, but for your opponents. I could write a lot of tips on the psychology of auctions, but to be honest, just thinking about these kinds of things gives me a panic attack. Hills and Sheep (2014) Okay, now I'll get these sheep - one, two, three... zzzzz. This expansion has introduced vineyards that earn more points for monasteries, making them more attractive. It also introduced hills, and a new rule that meeple played on hill-tops to win ties. Hill tiles actually have an actual height because they are played on top of other tiles that are pulled out of the bag (effectively removing them from the game) and played face down. I really like playing with the hills in the game because removing tiles from invisible games makes counting tiles ineffective. And I don't like counting tiles, any excuse not to do so is fine. Order. The most eye-catching new feature of this extension however is the addition of shepherd's meeple and sheep chips (and occasionally wolf chips) that are taken from the bag. These add push your luck mechanics to the game. You earn points for drawing sheep tokens, but you lose also those points if you draw a wolf token. It forces you to ask yourself if you dare to draw another chip and risk all the points you have accumulated so far. The obvious question is: how far should you push your happiness? How many points sheep you should aim for before you decide to earn them. Should it be easy to work right? That's just the probability right? Could we do this in a spreadsheet? Well, I had to go, but it's not as simple as you might think. I can say that the chances of the first six chips of all sheep chips is about 50-50, but how much does that really help? If you already have six sheep chips and are thinking about drawing the seventh, the odds are still very much in your favor. The same applies to the eighth token and the ninth token. In fact, the odds are in your favor for each individual decision until the fifteenth draw, when only four chips remain in the bag. However, the chances of reaching this far, without drawing a wolf in fourteen consecutive draws, are less than 4%. So what is my advice? According to my mathematics, in order to maximize the expected result, a decent rule of law would be that you should earn when there are already about six chips in the game. However, if these chips are mostly those and twos, and the threes and fours are still in the bag, it would be worth pushing your luck further. In addition, my mathematics does not take into account the possibility that the opponent can at any time earn on his own chips or draw a wolf for himself and completely change course. If you think your opponent is going to do this, you may want to stay in longer than otherwise, and you may play tiles elsewhere to avoid having to make a decision now. Although drawing chips from a bag is fun and feels like a big part of the game, the reality is that in a typical game most players will score between ten and twenty points from shepherds. Therefore, you should not allow yourself to become too much of a distraction from real point scores. Under The Big Top (2017) Roll up! Collapse! See the amazing three... Yes, THREE - the pyramid of man! In this expansion, the circus arrives in Carcassonne. The large top meeple moves around the board when the circus tile is played (a bit like the way the dragon in Appendix 3 moves when the volcano is played back). Points, determined by randomly drawn animal tokens, are earned by all nearby meeple when the circus leaves the city. Some of these meeple can be acrobatic in the form of a human pyramid. Or once you may be a ringmaster who can score even more points if he is close to other circus tiles. This extension includes 20 new many new ways to earn points and strategy you can think of. Here are my tips on how to play effectively: Even in a game of 5 or 6 players, you can expect to draw at least a few circus tiles. This will be helpful if, when you don't pull out one of them, you already have somewhere you can put it where it will score you a lot of points. The best way to achieve this is one or two areas outside the board where the meeple are on adjacent squares. This is particularly good advice when low-scoring animal tokens have already passed, but high-scoring animals still remain. Five points for the acrobat is a decent result, but almost overwhelming, especially since there is a chance that he will be trapped. However, if the acrobat is next to a large peak, you will also score points with an animal token there, making it much more profitable. A human pyramid next to a large peak is also more likely, as enemies willing to earn animal points are likely to complete it for you. One of the highest scoring combinations, including expansion, is to have two or three acrobats in the human pyramid, next to a large peak, and then move a large peak to the other side of the human pyramid, employing a ringmaster as you do. For this reason, if you can spare meeple, it is often a good idea to leave your human pyramid intact for a while after completion. If next to the great peak there is a complete human pyramid in which there are no meeple, then perhaps a good idea to get it on its turn before the big top moves again. This will prevent your opponents from scoring goals. The decision to do so, however, should probably only be made if you think the animal can be a high scoring one, and the player(s) who would benefit is/are the main rival(s), and you don't have any other, better, options. Since all players want to earn a high rating with their Ringmaster meeple, there is often a tendency in the game for players to place circuses and acrobats tiles side by side. For this reason, it is necessary that your Ringmaster is not trapped at the beginning of the game, or you will miss all the potential points he could score. Try to play it at the same time as you complete the feature so that it goes straight back to supply, earning extra points from nearby circus tiles. A well-placed Ringmaster can easily score ten points or more, instantly, simply filling the road or a small city in circus territory. Don't play Ringmaster as a farmer unless he's very close to the end of the game. It should be noted that there are two tiles with a road ending in the function of the circus (one large upper space, the other acrobat space), and the other three sides are boxes. They work in the same way as equivalent monastic tiles in the base set, in terms of being very useful for stealing farms. For this reason, you should keep track of whether They played to know if your farms (or your opponents) are safe. Safe. Safe.

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