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Carcassonne

3

The Princess & the Dragon

**A copy of CARCASSONE is required to play this expansion.
You may integrate it fully or partially. It may also be combined
with other CARCASSONE expansions.**

COMPONENTS

- **30 Land tiles** (marked with 🧍, to help you separate and sort your tiles)
- **1 Dragon**
- **1 Fairy**

SETUP

Shuffle the new Land tiles with those from the base game (and any other expansions you wish to use). Place them in multiple stacks, as usual. Place the **dragon** and **fairy** to the side for now – they do not belong to any player.

THE NEW LAND TILES

The new Land tiles are played like those in the base game.

Monastery in a city: If you choose to place a meeple on this tile, you must choose whether to place it in the city, on the monastery, or in the field. If you wish, you may lay the meeple down on the monastery to differentiate a monk from a knight within the city. The monastery is complete when it is surrounded by tiles, even if the city is still under construction. You may place a monk on this monastery when knights are already present in the city. Likewise, a monk placed on this monastery does not prevent a player from placing a knight in the same city.

Tunnel: The two road segments that proceed through the tunnel are part of a single connected road. The fields, however, are separate.

The Land tiles depict 4 new symbols (explained on pages 2-4):

Volcano
(The dragon appears.)

Dragon
(The dragon moves.)

Princess
(A knight leaves the city.)

Magic portal
(A meeple appears.)

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1. Placing a tile

The Volcano (6 tiles)**:** Volcano tiles are placed exactly like those in the base game, except you may not place a meeple on a Volcano tile. You may, however, move the fairy after placing a Volcano tile (see page 5). **Place the dragon on the newly placed Volcano tile.** Then it is the next player's turn.

The Dragon (12 tiles)**:** Dragon tiles are placed exactly like those in the base game. Unlike Volcano tiles, you are allowed to place a meeple on a Dragon tile. Then... **the dragon moves**!

1b. The dragon moves

Starting with the active player and proceeding clockwise, players take turns moving the dragon one space at a time (vertically or horizontally) until the dragon has moved **6 spaces** or is **unable to move**.

The dragon may not move to a tile that **it has already visited this turn**. It also may not move to the tile the fairy occupies (see page 3). Whenever the dragon moves to a tile occupied by one or more meeples (or other figures), it eats those meeples (or figures), which are returned to their respective players. After the dragon has finished moving, the game continues as normal. A list of figures the dragon does and does not eat can be found on page 3.

Dead end: If the dragon is unable to move (it is only adjacent to tiles it has already visited), its movement ends prematurely.
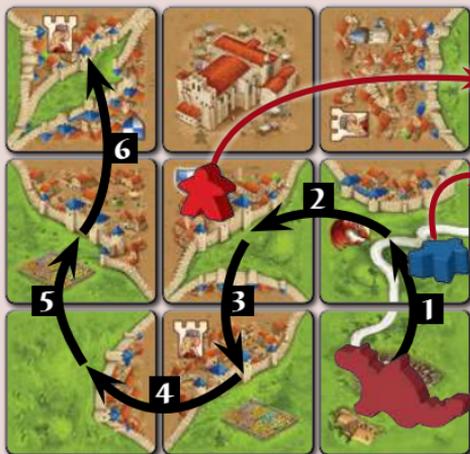
Example with 4 players:
The dragon begins at the bottom right.
1. *Player A moves the dragon* **up**,
2. *Player B moves the dragon* **left**,
3. *Player C moves the dragon* **down**,
4. *Player D must move the dragon* **left**. *The dragon already visited the other tiles.*
5. *Player A must move the dragon* **up**.
6. *Player B must move the dragon* **up**. *The* **blue** *and* **red** *meeples are returned to their respective players.*

Important: The dragon is not added to the game until the first Volcano tile has been drawn and placed. If you draw a Dragon tile before such time, set it aside and draw a new tile. As soon as the first Volcano tile is placed and the dragon is added to the game, reshuffle the previously drawn Dragon tiles with the supply before continuing.

The following list illustrates what the dragon does or does not eat. You are welcome to skip them for now and refer to them as necessary.

1b. The dragon's menu (what the dragon eats)

Rule of thumb: **The dragon eats all that is flesh and blood!**

Edition	Figure
Base game	Meeple
Base game	Abbot
Expansion 1	Large meeple
Expansion 2	Builder
Expansion 2	Pig
Expansion 4	Meeple on a tower
Expansion 5	Mayor
Expansion 5	Wagon (A tasty meeple is pulling the wagon.)
Expansion 9	Shepherd (incl. the **sheep** next to the shepherd)

1b. The dragon's diet plan (what the dragon does not eat)

The dragon is afraid of the fairy (see page 5). Meeples in castles (expansion 8) and in the Count's city (expansion 6) are protected.

Edition	Figure / Tile
Base game	Land tile
Expansion 3	Fairy
Expansion 4	Tower piece
Expansion 5	Barn
Expansion 8	Bridge
Expansion 8	Castle

This is true of all varieties of Land tiles

THE PRINCESS (6 tiles)

1. Placing a tile

Princess tiles are placed exactly like those in the base game. If a Princess tile continues a city occupied by one or more knights, you **may** remove **one** knight of your choice (even your own) from the continued city and return it to its player's supply.

2. Placing a meeple

If you chose to remove a meeple during step 1, you **may not** place a meeple this turn (not even on a different segment of the tile). If you did not remove a meeple during step 1, you may place a meeple as normal.

You place a Princess tile and remove the blue knight from the city. You may not place a meeple this turn.

THE MAGIC PORTAL (6 tiles)

2. Placing a meeple

After placing a Magic Portal tile, you may place a meeple **on that tile or on any other previous placed tile**. When doing so, you must follow all other placement rules. For example, you may not place a meeple in an already occupied or completed feature.

You place a Magic Portal tile on the left, but place a meeple in the unoccupied city on the right.

All figures that are used like meeples (abbot, large meeple, mayor, and wagon) may be placed via the magic portal.

The fairy is a special figure that belongs to no player.
It begins the game in the supply.

2. Placing a meeple

The fairy moves
On any turn in which you do not place (or move) a meeple, you may assign the fairy to **one** of your meeples by placing the fairy directly next to it.

When the fairy is standing next to one of your meeples, it can help that meeple in **3 different ways**:

1. Placing a tile

• **1 point at the beginning of your turn**
If the fairy is still assigned to your meeple at the start of your turn, you immediately score 1 point.

1b. The dragon moves

• **Protection from the dragon**
The dragon may not move to a tile occupied by the fairy. All figures on the fairy's tile are protected from the dragon's hunger.

The dragon moves. Because the fairy occupies the tile to the left, the dragon may not move there and moves up instead.

3. Scoring a feature

• **Additional points when scoring**
When scoring a feature (city, road, monastery, farm, etc.) where the fairy is assigned to one of your meeples, you score 3 additional points, regardless of whether or not you score points for the scored feature. Your meeple returns to your supply, as normal, but the fairy remains on its tile.

Blue places a tile and completes the city. Blue scores 8 points. You also score 8 points, plus 3 additional points for the fairy, for a total of 11 points.

RULES FOR USING THIS EXPANSION WITH OTHER EXPANSIONS

Please refer to this page when you have questions regarding how this expansion interacts with other expansions. Until such time, you can safely ignore these clarifications and start playing.

VOLCANO

Exp. 5 – A volcano does not prevent the normal placement of a barn.

DRAGON

Exp. 2 – If the dragon eats a player's last knight in a city where the player's builder is present, the builder is automatically returned to the player's supply. The same is true for a player's last highwayman on a road. A player's pig is also returned if the dragon eats that player's last farmer in the pig's field.

Exp. 6 – The dragon may not enter the Count's city.

Exp. 8 – The dragon may not eat a meeple in a castle.

PRINCESS

Exp. 2 – If the princess removes a player's last knight in a city where the player's builder is present, the builder is automatically returned to the player's supply.

Exp. 2, 5 and 9 – If a player uses the princess to remove a knight from a city, the player also may not place an abbot (base game), builder and pig (exp. 2), mayor, barn and wagon (exp. 5), shepherd (exp. 9), or fairy.

MAGIC PORTAL

Exp. 2 – A magic portal may not be used to place a builder or pig.

FAIRY

Exp. 2 – If a player scored the fairy's 1 point bonus at the beginning of their turn, they may not score it again at the beginning of a double turn via the builder.

Exp. 4 – The fairy does not protect a meeple from capture by a tower.

Exp. 2, 5 and 9 – If a player moves the fairy, the player also may not place an abbot (base game), builder and pig (exp. 2), mayor, barn, and wagon (exp. 5), or shepherd (exp. 9).

Z-man Games wishes to thank Adam Marostica for the English text.