

Carcassonne: The Abbot

Components:

- 6 different colored Abbot meeples

Setup:

- Each player gets the Abbot of their color

Gameplay:

The Abbot may only be placed on a Monastery, Shrine or Garden. It can be a flier, but may only "land" on one of those three features.

After placing a monastery (or Shrinie) tile, a player may place their Abbot on it instead of a regular meeple.

- It scores the same as with a normal meeple
 - when the monastery (or shrine) is fully surrounded on all sides and diagonals, score 9 points and get the Abbot back
 - at the end of the game score 1 point for each tile surrounding it plus 1 point for the monastery (or shrine)

After placing a tile with a garden, a player may choose to place their Abbot on the garden

- Normal meeples may not be placed on a garden (only the Abbot)
- The garden scores just like a monastery
 - when the garden tile is completely surrounded on all sides and diagonals, you get the Abbot back to your supply and score 9 points
 - at the end of the game score 1 point for each tile surrounding the garden and 1 point for the garden tile

After placing any tile and not placing a meeple, a player may, instead, return the Abbot to their supply.

- Score points for the garden, monastery or shrine just like at the end of the game: 1 point for each tile surrounding it plus 1 point for the garden or monastery tile itself
- Normal meeples are not allowed to be returned to your supply mid game until the monastery is completely surrounded.

When packing up the game, you may wish to place all the Abbot meeples into a container or baggie so they are ready for use in a future game.

Carcassonne: The Cultist

Components:

- 5 shrine tiles

Setup:

- Shuffle the 5 shrine tiles in with the land tiles

Gameplay:

Treat a shrine tile like a monastery tile. It scores the same during the game and at game end. However there are new rules introduced.

- A shrine cannot be placed adjacent to more than one monastery
- A monastery cannot be placed adjacent to more than one shrine
- An Abbot may be placed on a shrine
- If a shrine is adjacent to a monastery (or even another shrine) there is a conflict. The first one completed scores 9 points (as usual), the other scores NO points. Both meeples are returned to their owners.
 - If both are completed at the same time, they both score the usual 9 points.
 - If neither is completed by the end of the game, both score normally (no conflict scoring).
 - There is a shrine conflict even if the same player owns both that and an adjacent monastery or shrine.
- A monastery may still be adjacent to another monastery with no conflict (as usual)
- The shrine tile with a road going north and a road going south splits the field.
 - ie, the field does not run through the shrine in the middle of the tile.
- If one of adjacent monasteries / shrines is unoccupied, there is no conflict!
 - The conflict arises from the occupants of the buildings, not the buildings themselves.

When packing up the game, you may wish to place all 5 shrine tiles in a separate baggie so they are ready for future use.

Carcassonne: The King & Robber

Components:

- 4 small circle tokens (2 king & 2 robber)
- 2 tile size tokens (king & robber)

Setup:

- Set the tokens to the side of play area for future use during the game

Gameplay:

- The first player to complete a city gets the King tile.
 - If any city is completed later in the game that is larger than the prior largest city, the player that completed that new largest city gets the King tile.
- The first player to complete a road gets the Robber tile.
 - If any road is completed later in the game that is longer than the prior longest road, the player that completed that new longest road gets the Robber tile.
- The player with the King tile at the end of the game scores 1 extra point for every completed city in the game.
- The player with the Robber tile at the end of the game scores 1 extra point for every completed road in the game.

Hints & Tips:

- To help remember how large the current largest city is, place one of the two small round King tokens on the scoring track on the number to match the size of the largest city. The other small round King token can be placed on the new largest city
- To help remember how long the current longest road is, place one of the two small round Robber tokens on the scoring track on the number to match the size of the longest road.
- Remember to remove the small token from the city to award it to the new largest city.
- Remember to slide the small token on the scoring track to match the new largest size.