



THE ARBITRESS

A Carcassonne Central variant by Gwommy

Disputes happen all the time. In times when a dispute cannot be resolved, then the dispute shall be determined by an arbitress. An arbitress is a woman who helps resolve disputes.

REQUIRED PIECES

- **1 Fairy(to be used as the Arbitress¹)**



ADDITIONAL RULES

The Arbitress is a variant for the fairy from the Princess and Dragon expansion, although a normal follower of an unused color will also work to play this variant. This variant was designed for a two player game of Carcassonne with the original game, but may be played with any number of players. This variation is also compatible with any other expansions that you choose to play with. All rules of the game remain the same. The following describes additional rules that are needed to play this variant.

Preparation

At the beginning of the game, place the Arbitress anywhere on the starting tile or any tile that serves as the starting tile.

1. Place a Tile

If a tile is placed that completes a feature and there is a tie between two or more players, then the player with a scoring follower² closest to the Arbitress gets the points for the scoring feature. The distance between a follower and the Arbitress is determined by the number of tiles between the two figures, counting the tiles horizontally, then vertically.

If two or more scoring followers are the same number of tiles away from the Arbitress, then the tie is given to the player who has fewer victory points.³

¹ The color of the fairy has no relevance to the game play for this variant.

² A follower may include the wagon, mayor, or the barn (even though the barn is not a follower). It does not include the builder or pig.

³ Another way to handle a tie is to use a ruler to measure the closest scoring follower. If using this alternative, it should be agreed on by all of the players before the game begins.

2. Moving the Arbitress

Instead of placing a follower, a player may choose to move the Arbitress up to 6 tiles. The Arbitress may only be moved vertically or horizontally to any adjacent tile.

If you are using the dragon from The Princess & Dragon expansion, then the dragon may be moved to the same tile as the Arbitress. When this happens, the game is briefly interrupted while the Arbitress moves. The player that moved the dragon last must now move the Arbitress up to six tiles away from the dragon. After the Arbitress is moved, the game continues from where it was paused.

If you are playing with the Tower expansion, then the Arbitress may not be captured by a tower.

If you are playing with the Catapult expansion, then the Arbitress is not affected by any of the catapult tokens.

If you are playing with the Wheel of Fortune game, the wheel of fortune is treated as if it was 4 tiles by 4 tiles when moving the Arbitress. The Arbitress does not affect scoring from the wheel of fortune in any way.

3. Score

The Arbitress does not score any points. The Arbitress is only helpful in determining which player gets points for a scoring feature.

Final Scoring

At the end of the game, if any single feature is being scored by more than one player, then the points go to the player that has their scoring follower closest to the Arbitress. If there are two barns in the same field, then the tiles are counted from the Arbitress to any one of the four tiles that the barn is sitting on. The player with the closest barn scores the points for the cities that the barn touches.

Version History

- 0.1** First draft (Oct 27, 2009)
- 0.2** Second draft (Oct 27, 2009) – Changed the rule for breaking a tie and edited some grammar.
- 0.3** Third Draft (Oct 28, 2009) – Made it read more like a variant than an expansion.
- 1.0** Final Draft (Nov 5, 2009) – Changed to final.

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