



## UPPER CARCASSONNE

A *Carcassonne Central* expansion by Gwommy

*The hills of Carcassonne made building cities challenging. Workers spent days building stairs to accommodate the steep inclines of the landscape which helped to expand the cities.*

### EXTRA PIECES

- 6 New Landscape Tiles (featuring staircases)

### ADDITIONAL RULES

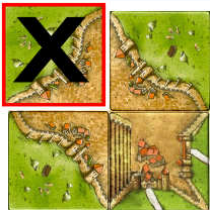
All the rules from the basic Carcassonne game remain the same with one exception listed below. The following also describes the new rules that are used with this expansion.

#### Preparation

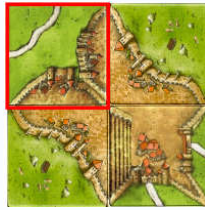
Mix the 6 new landscape tiles with the rest of the tiles.

#### 1. Place a tile

The new tiles are placed the same as in the normal rules. When placing staircases, note that the stairs always go up from the center of each tile. The top of the staircase will always be on the edge of the tile. A city tile that is connected to the top of a staircase is considered to be the next floor up<sup>1</sup>. All city tiles connected to the next floor up are also considered to be on that same floor. The only exception to placing a city tile is that it may not be placed in a city if it creates a loop that makes that continues to circle up or down, as in an optical illusion shown in the example below.



*Even though the city tile outlined in red would be able to complete the city, it would create an infinite loop of floors when circling around in the city.*



*Connecting a tile in this manner is acceptable. As per the normal rules, each tile may only be counted once. In this case, the tile outlined in red contains city on two different floors, this tile is scored for the floor that is worth more points.*

#### 2. Deploy a follower

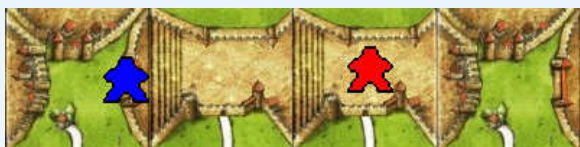
Followers are deployed to tiles as per the normal rules<sup>2</sup>. A follower may not be deployed to a staircase.

<sup>1</sup> Multiple floors connected by staircases are still considered to be in the same city.

<sup>2</sup> A second knight may not be added to a city just because he is on a different floor, it still counts as the same city.

### 3. Score

Before scoring for a completed city, count the number of followers on each floor of the city<sup>3</sup>. For this count, the mayor and large follower only count as one<sup>4</sup>. The floor with the most followers is the ground floor<sup>5</sup>. The ground floor scores 2 points per city tile<sup>6</sup>. Each floor above the ground floor scores +1 extra point per tile for each floor above the ground floor. Therefore, the second floor below the ground floor scores 3 point per tile, the third floor scores 4 points, and so on. This same scoring system work for any floor below the ground floor except each floor below the ground floor scores 1 point less. Therefore, the first floor below the ground floor scores 1 point per city tile, the next floor down scores zero points. Going down a third floor will subtract 1 point per tile towards the total points that the city is worth.



*In the example, the bottom floor has 1 follower, the middle floor has no followers, and the top floor has 1 follower. Since there is a tie, the top floor becomes the ground floor because it is higher. The ground floor is worth 2 points, the floor below it has one tile for 1 point, and the bottom floor has two tiles each worth zero points. Red and blue each score a total of 3pts for the completed city.*

### Final Scoring

At the end of the game, it does not matter what floor each city tile is on. Each city tile is worth 1 point each as per the normal rules.

### Version History

- 0.1** First draft (Dec 10, 2009)
- 1.0** Final (Jan 1, 2010) – Edits and clarifications by Novelty and Djdahmer.

### Acknowledgements

- **Gantry Rogue** (Gantry) for creating the Carcassonne Central web site where this fan-made expansion was developed and hosted, and for his comments, which contributed to the development of this expansion.
- **Matthew Harper** (mjharper) for the Completely Annotated Rules (CAR) for Carcassonne.
- **Scott** (Scott) for inspiring this terrific template, and **Jonathan Warren** (Joff) for making the original template upon which this one was based.



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<sup>3</sup> If playing with the Count of Carcassonne expansion, followers may be moved to any floor in the city that the owner chooses before determining the ground floor.

<sup>4</sup> The builder is also included in this count. Neutral figures may not be counted.

<sup>5</sup> In case of a tie, the ground floor is the highest of the floors that tied.

<sup>6</sup> If a city is completed with a cathedral anywhere in that city, then the ground floor begins at 3 points per tile instead of 2 points.