

# Händler & Baumeister Carcassonne

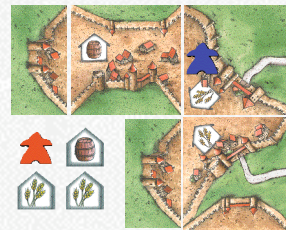
## Contents

- 24 new land tiles (9 with wine, 6 with grain, 5 with cloth, and 4 without any trade goods)
- 20 trade good tokens (9 wine, 6 grain, 5 cloth (placed next to the scoring track))
- 12 new followers in 6 colors (1 pig and 1 builder for each player)
- 1 cloth bag (for the land tiles)

*Traders & Builders is not a complete game, but must be played with Carcassonne. This expansion includes the pieces for a 6th player, so it is completely compatible with Carcassonne: Inns & Cathedrals, the first expansion. Thus, you can play with Carcassonne and both expansions together! The rules are the same as for Carcassonne, but with the following additional rules for using the new components.*

## A city with trade goods is complete

When a city is completed that has 1 or more trade good symbols, the city is scored in the normal way. **The player, who placed the tile to complete the city**, takes a trade good (from next to the scoring track) for each trade good symbol in the city (he is the trader for the city) and places them in his play area (the area before him on the table). It does not matter whether he had knights in the city, or, in fact, if there were any knights in the city at all.



*Red completed the city. Blue scores 10 points for his knight and Red takes 2 grain and 1 wine tokens.*

## The trade good tokens (earn players extra points)

The player who has the most **wine tokens** at the **end of the game** scores **10 points**. This is the same for the player with the most **grain tokens** and the player with the most **cloth tokens**. If players tie for the most of a kind of trade good token, each tying player scores the full 10 points.

*Example in a 2 player game: Blue earns 20 points and Red earns 30 points.*



The **pigs and builders** are treated similarly to the normal followers. They must be placed on a just-placed tile. No other follower may be placed on that tile.

**The pig** is placed on a field and can increase the value of a city for a farmer.

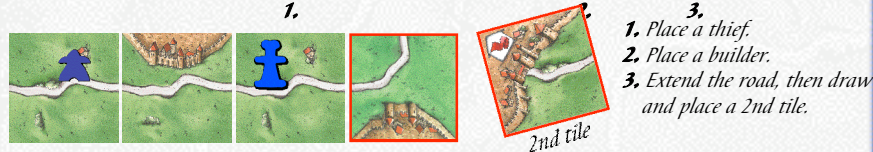
**A player may only place his pig in a field where he has at least 1 farmer.** The pig remains where placed until the end of the game. When scoring the farmers at the end of the game, the player earns 5 instead of 4 points for each city he scores that has a pig in the field with his farmer(s). The pig counts only if he owns the field. For ownership of the field, only the farmers are counted.



*Blue owns the field. As he has a pig there, he earns 5 points instead of 4 for each city he scores using this field. In this example, Blue scores 10 points. Red does not own the field and, therefore, does not score for the field or the pig. He scores 0 points.*

A player places **his builder** on a road or city where he has followers to allow him a double turn. How do the players place builders and how do they get double turns?

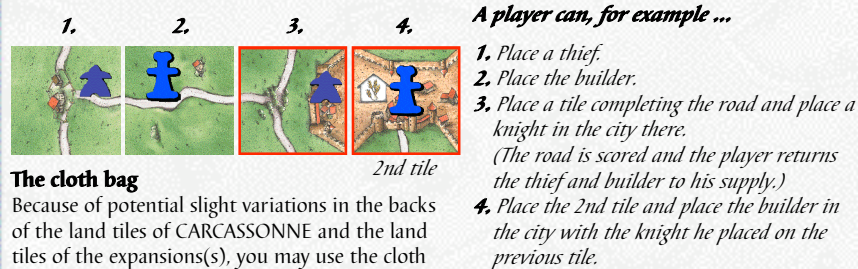
1. The player places a **thief** on a road. 2. In a **later turn**, he places a tile that extends that road and places his **builder** on the road.
3. In a yet later turn, he places a tile that extends or completes the road with his builder on it. After completing his turn (placing a follower and scoring), he draws and places a **2nd tile** as normal, including a follower if he wants (this is the double turn).



1. Place a thief.
2. Place a builder.
3. Extend the road, then draw and place a 2nd tile.

**Further details:**

- Further extra turns are not allowed. Thus, if a player extends the road with his builder with his 2nd tile (double turn), he does not get another turn.
- As long as a road is not completed, the builder remains there and the player may get double turns for extending the road.
- When the road is completed and scored, the player returns the thief and builder to his supply.
- The player may place followers on either or both tiles. If the road is completed with the placement of the first tile (the player gets the builder and thief back), the player may place the builder on the 2nd tile.
- Builders of several players may stand on a road.
- The 2nd tile need not be placed adjacent to the first tile.
- There may be any number of road sections between the thief and the builder.
- All details, which mention road, work in the same way for cities. The players need only substitute "city" for "road" and "knight" for "thief".
- A builder may be placed first on a road and later on a city, or in any combination, but never on a field.



**A player can, for example ...**

1. Place a thief.
2. Place the builder.
3. Place a tile completing the road and place a knight in the city there. (The road is scored and the player returns the thief and builder to his supply.)
4. Place the 2nd tile and place the builder in the city with the knight he placed on the previous tile.

**The cloth bag**

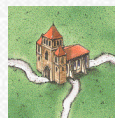
Because of potential slight variations in the backs of the land tiles of CARCASSONNE and the land tiles of the expansions(s), you may use the cloth bag the draw tiles from, and, thus, not see the differences when drawing tiles.

**Other new land tiles (example)**

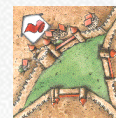


One road ends at the city and the other at the small house.

The bridge is **not a crossing**. One road runs from left to right and the other runs from top to bottom. The **fields** are separated by the bridge. Thus, the tile on the left has 4 separate field sections; the one on the right has 3 separate field sections.



The cloister separates the road into **3 sections**.



This tile has **3 separate** city sections.

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