

Carcassonne: Little buildings – English rules

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Components

18 building tiles: 6 houses, 6 towers and 6 sheds.

Set-up

Distribute the 18 new buildings evenly among all players. In the four- or five-player game, put the excess buildings back into the box.

Game rules

All three types of buildings are equivalent. On your turn, you execute your normal actions. If you are not able, or willing, to deploy a follower on the landscape tile just laid out, you can instead place one of the new buildings on it. Put this building on the tile in such a way that no information is covered, if possible. The building is not associated with either a structure or a meadow on the tile, instead **it affects the entire landscape tile**.

If a road, city, cloister or meadow is scored, **each of the new buildings** located on a landscape tile of the structure or the meadow scores **1 additional point**. These points are added during the scoring after all the others. When cloisters are scored, all buildings on adjacent tiles (within the "cloister area") are included in the count.

A building remains on the laid-out tile until the end of the game, and can give you points for several structures and meadows. The points for the buildings are awarded at the final scoring as well.

This mini-expansion has been developed primarily for the Carcassonne basic game.

Variant

The building types have different values:

- **Towers** +3 points
- **Houses** +2 points
- **Sheds** +1 point

While distributing the tiles, make sure that each player gets the same number of each building type.

Illustrations: Christof Tisch

Example:

Red adds one tile (shown here with a red frame) and places a shed on top. With this action, he completes the city on the top right and a road.

Rot scores **7 points** for the road (5 tiles and 2 buildings).

Rot scores **10 points** for the city (3 city segments and 1 pennant for 2 points each plus 2 buildings).

At this point, **Black** meadow contains 3 buildings, **Blue** cloister, 2 buildings.