



Klaus-Jürgen Wrede

Carcassonne

Hunters and Gatherers

A tile-laying game for 2-5 players aged 8 and up from Klaus-Jürgen Wrede

A thousand years before the great city of Carcassonne was built, the area was settled by stone-age tribes. These people hunted wild animals, gathered nuts and berries, and caught fish to provide themselves with the basics. Today, there remain fantastic cave paintings and archeological finds that provide evidence of their existence and give us an understanding of their lives.

Contents

- 79 land tiles

(including 1 starting tile with volcano)

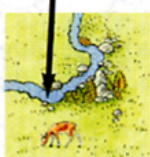


back side

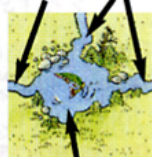


starting tile

1 river segment



3 separate river segments



1 river segment with a spring



2 river segments with springs



lake with 1 fish

lake with 2 fish and 1 river segment



1 forest segment



2 separate forest segments



3 separate meadow segments



gold nugget



deer (3 different pictures, but all deer count the same in the game)



mammoth



saber-toothed tiger

- 12 bonus cards

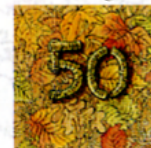


back side

- 1 scoring track



- 5 scoring cards



- 30 tribe members in 5 colors



- 10 huts in 5 colors



- 10 green wooden discs



- game rules

Goal

The players take turns laying land tiles. They create meadows, forests, and rivers, on which the players may place their tribe members and huts in order to earn points. Players score points during the game and at the end of the game, so the players will not know the winner until the end.

Preparation

Place the starting tile (with the volcano) face-up in the middle of the table. Shuffle the remaining 78 land tiles and place them face-down in several land tile stacks on the table so all players can reach them. Similarly, shuffle the 12 bonus cards and place them face-down in a separate bonus card stack on the table. Place the scoring track at the edge of the table and the scoring cards next to it.

Each player chooses a color, takes the 6 tribe members and 2 huts in that color, and puts one tribe member on space "0" of the scoring track as his scoring marker. He places the remaining 5 tribe members and 2 huts as a supply in his staging area on the table before himself.

The youngest player decides who will start the game. That player takes his first turn to start the game.

Playing the game

Players take turns in clockwise order. On a player's turn, he takes the following actions **in the order** shown:

1. The player **must** draw a land tile from one of the face-down land tile stacks (**not from the bonus stack**) and place it face-up next to previously placed land tiles on the table (the playing area).
2. The player **may** place one of the tribe members **or** one of the huts from his supply **on the tile he just placed**.
3. If, as a result of placing the tile, the player completed a forest or a river, it is scored now.

Drawing and placing land tiles

As his first action, the player must draw a land tile from one of the face-down land tile stacks. He shows the tile to all the players (so they can offer their "advice" on placement) and then places the tile face-up on the table in the playing area. When placing a land tile, a player must use the following rules:

- The player must place the new land tile (**with red borders in the examples**) with one or more of its sides adjacent to a previously placed land tile. He may not place the land tile so it touches previously placed tiles **only** corner to corner. The edge of the table limits the playing area. Thus, a player may not place a tile past the edge of the table or move the playing area to place a tile that would have been past the edge of the table.
- When placing a land tile, the player must match meadow segments, river segments, and forest segments on the placed tile and any adjacent tiles.
- In the rare situation where a land tile has no legal place where it can be played, the player discards the land tile from the game, draws another land tile, and places it following these rules.



The river segment and the 2 meadow segments on the newly placed tile match those on the previously placed tile.



The forest segment on the newly placed tile matches the one on the previously placed tile.



On the left side, the forests match and on the bottom side the meadows match.



*The above tile may **not** be placed as shown.*

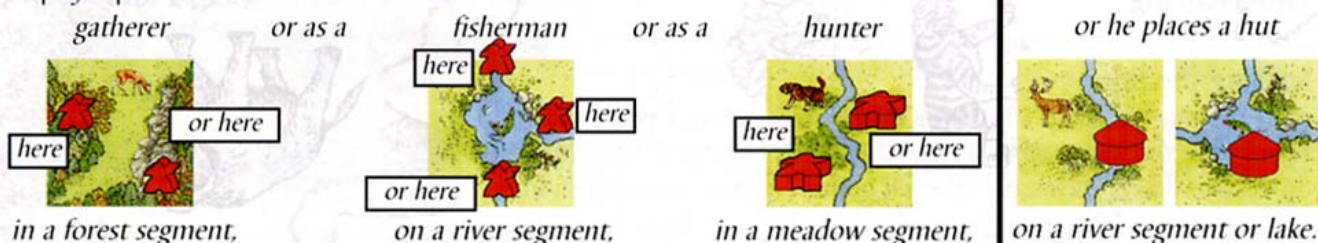
Placing tribe members and huts

After placing a land tile, the player **may** place 1 tribe member or 1 hut. When doing so, the player must follow these rules:

- The player **may** only place 1 tribe member **or** 1 hut in a turn (exception: see rules on bonus cards below).
- The player **must** take the tribe member or the hut **from his supply**.
- The player **must** place the tribe member or the hut **only on the land tile he just placed**.
- The player **must** place the tribe member so that it is clear on **which segment of the tile** it rests.

When a player has no tribe members or huts in his supply, he may not place any more, but continues to place land tiles and score completed forests and rivers.

A player places a tribe member as a ...



When a player places a tribe member as a hunter, he places it lying rather than standing in the meadow segment. The reason for this will be fully explained below in "The meadow".

- A player **may not** place a tribe member on a forest, river, or meadow that already has **another tribe member (his or an opponent's)**. It matters not how far from the new segment the other tribe member is as long as it is on a connected segment. This rule is illustrated in the following examples:



Blue can only place a hunter on this tile. Another gatherer stands in the connected forest segment.



Red can place a tribe member as a gatherer or fisherman, but as a hunter only on the small meadow segment (red arrow). There is already another hunter in the large meadow.

It is still possible that several tribe members can be in an area (forest, river, or meadow). This can occur when separated forests, meadows, or rivers that have tribe members on them are connected by the placement of a land tile and is explained more completely later in the rules.

Players may not move tribe members once placed. However, tribe members may return to their owners (see "Returning tribe members to their owners" below).

After a player places a tribe member (or chooses not to), his turn ends and the next player takes his turn.

Note: if, by placing the tile, the player completed a **river** or a **forest**, the river or forest is now scored. After it is scored, the next player takes his turn.

Scoring completed rivers and forests

A completed river

A river is completed when there is a lake with fish (all lakes have fish!) or a spring on each end, or if the river makes a complete loop. There is no limit to the number of segments in a river.

A player with the **only fisherman** on a completed river scores 1 point for each river segment and 1 point for each fish in the lakes (if any) at the ends of the river.



Red scores 6 points.
The completed river has 3 river segments (1, 2, 3). Each river segment scores 1 point. The lake at one end has 1 fish; the lake at the other end has 2 fish. That scores the player 3 more points.



Red scores 3 points.
(2 river segments and 1 fish).
Even though blue placed the tile to enlarge his forest, red scores points for his fisherman on the river completed by the tile blue placed.

Note: the player, who places a tile that completes a river, usually scores points for the completed river, but this is not always the case. It can happen (as shown in the above example), that one player places a tile that completes a river where another player has a fisherman and scores points for the river.



Players record their points by moving their scoring markers on the scoring track. When a player's scoring marker passes the "0" space, he takes a scoring card and places it with the "50" face-up in his staging area so that all players will see that he has scored 50 points. When a player's marker passes "0" a second time, he turns the scoring card over to show the "100". In games with few players, it can occur that a player's marker passes "0" for a third time. In this case, he takes another scoring card and displays the "50" in his staging area along with the "100" to show the 150 points he has scored.



A completed forest and the bonus cards

A forest is completed when it is completely surrounded by meadows, it has no open sides, and there are no open spaces within the forest. There is no limit to the number of segments in a forest.

A player with the only gatherer in a completed forest scores 2 points for each forest segment.



Red scores 4 points.

After the forest is scored, the players check to see if there are any gold nuggets in the forest. If the completed forest has one or more gold nuggets, the player, who played the tile that completed the forest, draws 1 card from the bonus stack. He then plays the bonus card, following the normal rules for placing land tiles, and may also place one tribe member or one hut on this card from his supply, using the normal rules for placing tribe members and huts. If there is no legal place for the bonus card, the player discards it from the game and draws another. If he completes a river or a forest with the bonus card placement, that is scored immediately, but he does not take another bonus card if he completes a forest with gold nuggets (no chain reaction). Once placed, a bonus card becomes a land tile. When the bonus card stack is exhausted, players no longer draw bonus cards!

Rule summary:

- The player, with a gatherer in a completed forest, scores the points.
- The player, who placed the land tile that completed the forest, draws the bonus card. In the example on the right: if red completed the forest, he scores the points and places the bonus card. If blue completed the forest, red scores the points and blue places the bonus card.
- The player may place the bonus card on any legal land tile space.
- Regardless of how many gold nuggets are in the completed forest, the player only draws and places 1 bonus card.
- If the forest has no gold nuggets (only possible in 2 segment forests), no bonus card is drawn and played.



2 points each
Red scores 10 points.

There are several gold nuggets in this completed forest. The player draws and places just 1 bonus card.

The special abilities of bonus cards are described later in these rules.

What happens when there are several tribe members in a completed forest or river?

Through clever tile laying, it is possible for there to be several gatherers in a completed forest or several fishermen on a completed river.

When scoring such an area, first determine if one player has more tribe members in the area than each other player. If a player has more tribe members, he scores the points **alone**. If several players tie with the most tribe members in the area, **they each score the full points for the area**.



Red and blue each score 10 points.

The newly laid tile connects previously separated forest segments.



Red has the majority in this forest and scores the 12 points alone.

Note: having several tribe members in an area does not contradict the rule on page 3: "A player **may not** place a tribe member on a forest, river, or meadow that already has **another** tribe member (his or an opponent's)." This rule refers only to placement of new tribe members. This happens when separated areas that have tribe members in them are connected.

Returning tribe members to their owners

After a river or a forest is completed and scored – **and only then** – players with tribe members in the completed area return them to their staging areas. The players may place the returned tribe members and use them in any role they choose on their **next** turn.

Because of the order of actions, it is possible to place a tribe member in an area, score the area, and get the tribe member back in the same turn. To do this, a player must ...



1. Complete a river or forest by placing a land tile or bonus card.
2. Place a gatherer or fisherman.
3. Score the completed river or forest.
4. Take back the tribe member.



It is even possible in the right circumstance for a player to do this with his placement of a land tile and again with the placement of a bonus card.

Huts

Huts are always placed on a river segment or a lake. A hut owns the entire **river system** that it stands on. A river system is all connected lakes and river segments, and is not broken by lakes with fish. A river system is only bounded by a spring or the edge of the playing area. When placing a hut, a player must check to see that there is no other hut (his or an opponent's) on the entire river system (this rule is similar to the one for placing tribe members). Huts are scored only at the end of the game.

Once placed, a hut may not be moved or removed from the playing area, and remains until the end of the game. After a player places a hut (or chooses not to), his turn ends and the next player takes his turn.

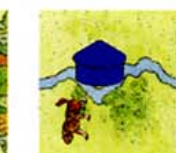
Note: huts and fishermen do not affect the placement of each other.



The river system on the left belongs to blue. The one below belongs to red.



The blue hut may be placed.



The red fisherman may be placed.



The meadow

Several connected meadow segments, bounded by forests, rivers, and the edge of the playing area form a meadow. **Meadows or meadow segments are not scored.** They exist only to accommodate hunters. **Hunters remain where placed for the entire game and are never returned to their owners.**

To emphasize this, players **lay** hunters on meadow segments. This also serves to distinguish hunters from the standing gatherers and fishermen, that **can** be returned during the game (when a forest or river is scored).

Players, with hunters on meadows, can only score points for them at the end of the game (see "Final scoring").



Left: all 3 hunters have their own meadows. The forest, rivers, and the edge of the playing area separate the meadows from each other.



Right: after laying the new tile, all 3 meadows are connected and all 3 hunters are in the same meadow. Note: the player, who placed the tile may not place a hunter as the meadow already has hunters in it.



Game end

The game ends at the end of a player's turn, when the last land tile (not bonus card!) has been placed.

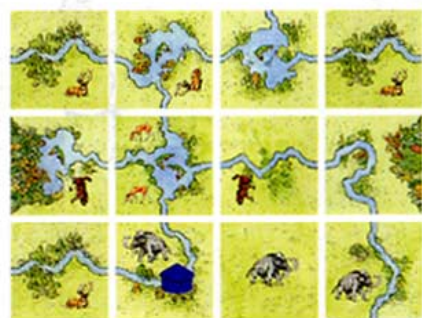
All incomplete forests and rivers have no value and will not be scored. The players remove their gatherers and fishermen from the incomplete forests and rivers on the playing area.

The huts on the rivers and the hunters in the meadows remain on the playing area for the final scoring!

Final scoring

Scoring the huts

A player, who alone has a hut on a river system, scores 1 point for each fish in the river system. If several players tie with the most huts on a river system, each scores the full points (1 point for each fish in the system) for the system. If one player has the most huts, he scores the points alone. For the scoring of the huts, it is unimportant whether the river system is closed (complete) or not. In this way, all river systems with huts are scored.



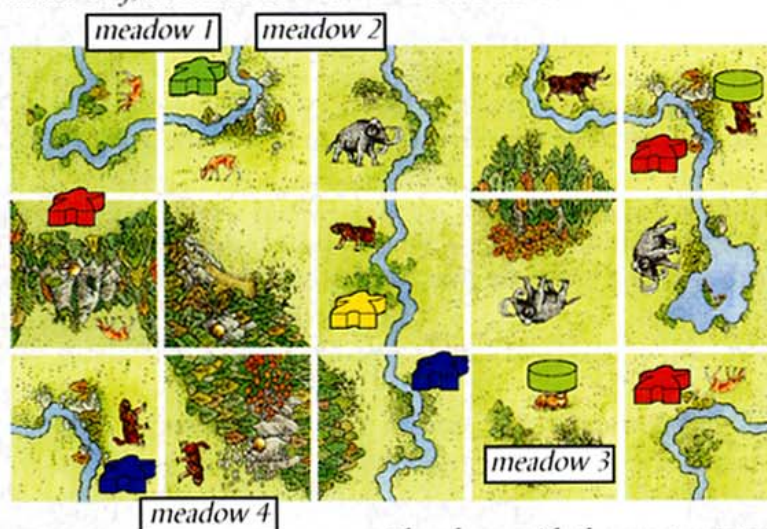
Blue scores 5 points (5 fish).

Scoring the hunters in the meadows

The player, who alone has a hunter in a meadow, scores the following points: 2 points for each deer, each mammoth, and each aurochs.

Saber-toothed tigers get their food in the meadows. They hunt only the deer, avoiding the mammoths and the aurochs. For each tiger in the meadow, a deer is hunted by the tiger and not scored. To simplify this scoring, players can use the green wooden discs to cover tigers and deer in pairs with the discs. The remaining deer, as well as the mammoths and the aurochs score 2 points each. If there are more tigers than deer in the meadow, the extra tigers do not represent minus points (they do not score -2 points each).

If several players have the most hunters in a meadow, each scores the full points for the meadow. If one player alone has the most hunters, he scores the points alone. For scoring the hunters, it is unimportant whether the meadow is complete. After scoring a meadow, remove the green discs and use them to score the next meadow. In this way, all meadows with hunters are scored.



meadow 1: 1 deer; green scores 2 points.
meadow 2: 1 deer, 1 mammoth, and 1 tiger; red and yellow each score 2 points for the mammoth; the tiger eliminates the deer.
meadow 3: 2 deer, 2 mammoths, 1 aurochs, and 1 tiger; red has the most hunters and alone scores the 8 points (2 mammoths = 4 points, 1 aurochs = 2 points, 1 deer = 2 points).
meadow 4: 2 tigers and 1 deer; blue scores no points, but no minus points for the extra tiger.
(Green discs cover a tiger and deer in meadow 3 to show the use of these discs as an aid to scoring.)

The player with the most points is the winner!

Special abilities of the bonus cards

The bonus cards are played like the land tiles. The cards have 4 special abilities:



The fire chases all tigers from the meadow. Thus, all deer in this meadow are scored.



Each card with mushrooms adds 2 points to the scoring of a completed forest.



When a player places a hunter on the sacred shrine, only he scores points for the animals in this meadow. Other players do not score points for hunters in this meadow, even if they have more hunters.



Each aurochs adds 2 points to the scoring of a hunter.



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