Inn and Stable owners of Carcassonne are fed up with the thieves getting all the points by owning the road. In this Expansion the different features on the Carcassonne tiles can be used to get points even if you do not own the road.

**EXTRA PIECES**

- Followers from the Travel Edition of Carcassonne  (Owners)

**ADDITIONAL RULES**

**Preparation**

This Expansion is designed for use with the Basic Carcassonne and the Inns and Cathedrals Expansion.

Each player should have four of each of the small followers (from the Carcassonne travel – Edition) of their colour.

Additional Owners can be added if additional Expansions are used.

**Drawing of an Inn tile...**

When a player draws a tile with an Inn on it, they may play it as usual. The player may also deploy a follower to the Inn as the Innkeeper, in addition to the other usual actions. You don’t need to have a follower on the road to deploy a follower on the Inn.

**Drawing of a Stable tile...**

When a player draws a tile with a Stable on it, they may play it as usual. The player may also deploy a follower to the Stable as the Stable owner, in addition to the other usual actions. You don’t need to have a follower as a farmer to deploy a follower on the Stable.
Scoring

When a road along which an inn is completed, each player with an Innkeeper along that road scores 3 points for each of their Innkeeper along that road. If the player scoring Innkeeper(s) also has the most followers on the road, each Innkeeper receives an additional one point.
At the end of the game, Innkeepers do not score any points if the road that it is on is incomplete.

A stable is completed when the tile it is on is completely surrounded by land tiles. The player with a Stable owner on it earns 8 points (1 for each tile surrounding the Stable). A completed stable which includes livestock receives an additional 5 points.
At the end of the game, each stable owner scores 1 point for each land tile surrounding it. The player does not receive and additional 5 points if the stable with livestock is not complete.

Version History

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