“Come join me and my noble court, peasant, for a sumptuous feast in my banquet hall amidst
the light of flickering torches. Let us enjoy the pleasure of roasted hog over spit fire. Let minstrels,
troupers and strolling players be amongst thee and entertain with riddle, story and song of love and
great deeds that doth bewitch thine ears with joy”

EXTRA PIECES

- 1 white pig

ADDITIONAL RULES

Preparation

At the beginning of the game, set the white pig to one side of the playing area. This is referred to as the ‘hog roast’.

2. Deploy the hog roast

If a player extends, but does not complete, a city then that player, instead of deploying a follower to the tile just played,
may elect to deploy the hog roast to the city just extended, provided that the hog roast is not already deployed in
another city. It is irrelevant how many players occupy the incomplete city or who has the majority in that city at the
time of deploying the hog roast.

While a hog roast is within a city, an occupying Mayor has the strength of +1. This is in addition to the amount of
pennants contained within the city (i.e. a city with a hog roast and three pennants gives the Mayor the strength of 4).

According to legend, a Saracen princess named Carcas was defending the fortress of Carcassonne, which was besieged by Pippin the Younger. After a long siege,
Dame Carcas fatten up a pig with the last sacks of grain, and then threw the pig over the outer wall. The assailants gave up after seeing the pig, thinking the
city was filled with supplies to the point of wasting a pig fed with grain. Dame Carcas rang the bells to celebrate, and the city was named Carcassonne, which
means Carcas rings.

A city containing the hog roast is not affected by any Siege or Cathar tiles – i.e. the effects of the Siege or Cathar tile is
ignored when scoring the completed city, and knights cannot escape from the city with a Siege or Cathar tile.

3. Completing a city containing a hog roast

Once a city containing the hog roast is completed the player with the majority within that city scores 3 points per
pennant instead of the usual 2, a city with a Cathedral scores 4 points per pennant instead of the usual 3. If the city
remains incomplete it scores 2 points per pennant instead of the usual 1 for the player with the majority in that city, a

1 The pig may be of any colour not being used by any player.
2 The ‘hog roast’ is not owned by any player.
3 Or any other action carried out instead of deploying a follower.
city with a Cathedral scoring no points. Scoring for the tiles themselves remains unaffected (i.e. each tile making up a complete city scores 2 points, 3 for a Cathedral city. An incomplete city scores 1 point per tile and no points should it be a Cathedral city).

The hog roast is removed from the city after it has been scored and is returned to the side of the playing area.

**Moving the hog roast**

If a player completes a road that touches the incomplete city containing the hog roast, that player may choose to move the hog roast to any incomplete city in the game, after the completed road is scored.

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Red plays a cloister tile (shown with the red border on the left) and completes Blue’s road. Red may play a follower to the cloister just played. Blue scores 4 points for the completed road. As one of the ends of the completed road ends at an incomplete city containing the Hog Roast, Red may now move the Hog Roast to any incomplete city of his choice. In this case he chooses to move it to an incomplete city where there is a Red knight (shown by the yellow arrow) and the end result is shown on the diagram on the right.

When playing with the Traders’ and Builders’ expansion, each time a player completes a city and receives at least one grain Trade Goods token, after the city is scored, that player may choose to move the hog roast to any incomplete city in the game. If the hog roast is moved to an incomplete city with a siege or Cathar tile in this way, the player moving the hog roast must return one grain Trade Goods token to the supply.

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4 That is one end of the completed road is the city with the hog roast.
Revision History

1.0 Public release version (Novelty)
0.5 Hog Roast moving example added (Joff & Novelty)
0.4 Collaborative expansion for July version with Joff’s comments (Novelty)
0.3 Collaborative expansion for July draft version (Novelty)
0.2 Updated Draft version of the rules (Joff)
0.1 Draft Carcassonne Central version of the rules (Joff)

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- The Legend of Dame Carcas in the box on page 1 was based on the story from http://www.sophiesworld.net/ and from Wikipedia.
- Posters on Carcassonne Central, who have contributed to the development of this fan-made expansion. This is the collaborative fan-made expansion for July 2009.

www.carcassonnecentral.com