THE KIDS ARE GROWING UP

A Carcassonne expansion by Patrik Wikström

The region of Carcassonne is flourishing and growing. The children are now ready to take part. They start by following their parents around but soon they want to make a change.

EXTRA PIECES

• 12 mini followers (from Travel Carcassonne) two of each colour, in six colours

ADDITIONAL RULES

Overview

A mini follower is deployed as a child¹ of a parent²,³ follower. Children have no effect when calculating the majority of a road or city as they have the strength of zero,⁴,⁵ but they do have an effect on the scoring of the road or city if their parent equals or holds the majority.⁶

Preparation

At the beginning of the game, each player takes five regular followers into their supply, instead of the usual seven followers.⁷ The remaining two regular followers are kept to one side of the playing area. Additionally, each player takes two mini followers (children) of their chosen colour into their supply.

¹ A ‘child’ refers to one mini follower. ‘Children’ refer to both mini followers.

² A parent follower can be a regular follower, large follower or Mayor in the same colour as the mini-follower (child). A Wagon is not considered a parent follower. Only one parent is necessary to be present on a road or in a city to be able to deploy a child (or children) to that road or city.

³ All regular followers, large follower and Mayor in the same colour as the mini-follower (child) are considered parents. If, for example, a city is occupied by two regular followers of the same colour, both are considered parents and are equally capable of supporting a child (or children). If a child is deployed into this city, a player does not have to nominate which follower will be the child’s parent. Should one of the two followers be removed (perhaps by the Dragon), it is not necessary to remove the child (or children) as the city contains another follower that acts as a parent to the child (or children).

⁴ A mini follower (child) has the strength of zero; a regular follower the strength of 1; a large follower the strength of 2; a Mayor the strength of total pennants in a city; a Wagon the strength of 1.

⁵ Question: Does a mini follower (child) count when calculating the majority for the jousting tournament (Jousting Tournament, part of The Medieval Expansion)?

Answer: No. A mini follower (child) does not affect the jousting tournament as a mini follower has zero strength and therefore cannot affect who is the current jousting champion. However, the jousting champion is considered a parent and so a child can be deployed to the city hosting the jousting tournament.

⁶ This is the meaning of the term ‘majority’, as defined by Matthew Harper: ‘If two or more players occupy the same feature as it is being scored, then the majority must be calculated. Each involved player counts the number of followers, taking account of their relative strength; the player with the most scores all the points for the feature, while the others score 0. In the case of a tie, all players score the full points available.’
Deploying a mini follower

In contrast to all other followers a child cannot be deployed alone on a road or in a city, but, if deployed, the child must be placed on a road or in a city that is already occupied by a parent follower of the same colour. If deployed, a child must be deployed on a separate turn and on a separate tile of the same road or city. A child can never be deployed before a parent follower is occupying the road or city and a child can never be left without a parent on a road or in a city. Deploying a child is instead of the usual ‘moving the wood’ action.

Both children may occupy the same road or city, but must be deployed with a parent follower. Each child must be deployed to separate tiles and only one child can be deployed per turn. It is only necessary for one parent follower to be occupying a road or city that the children are deployed to.

A child cannot be placed on a farm, in a cloister or in the City of Carcassonne.

A child can be removed by a Dragon or captured by a Tower but, if captured by a Tower, the child cannot be held prisoner and must be immediately returned to its owner.

If the road or city does not contain a parent after a follower is removed by a Dragon or captured by a Tower, the child must be returned to its owner, as a child cannot occupy a road or city without a parent.

Scoring

When calculating the majority of a road or city, a child (or children) has no effect on the outcome (i.e. they have zero strength). However, should a parent equal or hold the majority of the completed road or city, then a child (or children) has an effect on the scoring of the road or city.

If a completed road or city, which contains a child and at least one parent, is scored, each tile making up the road or city scores one additional point for the majority owner. Should a completed road or city that contain both children and at least one parent, each tile making up the road or city scores three additional points for the majority owner.

Calculate the amount of tiles making up the road or city. This is the bonus for one child. For example, a completed city consisting of 6 tiles, scores an additional 6 points for the child. This bonus is in addition to the parent’s score for the city.

A further example is this: a completed city consists of 6 tiles and contains one pennant. It also houses a Cathedral. A Red follower, Red child and a Green follower occupy this city. The child has the strength of zero and so does not count when calculating the majority. This means that the city is equally shared by red and green. The score is 21 points for Green (the Cathedral trebling the tile and pennant score). Red, however, scores 27 points for this city (the usual 21 points (the Cathedral trebling the tile and pennant score) plus an additional 6 points for the child (the child receiving 1 point per tile making up the

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7 Seven regular followers make up a player’s supply of followers in basic Carcassonne. The mini followers temporarily replace two of these seven regular followers. If you are using other Carcassonne expansions that include any extra pieces, these should also be distributed amongst the players as usual.

8 If you are using the fan-made Fishermen expansion, a child may also be deployed on a river. If you are using the fan-made Forests expansion, a child may also be deployed in a forest. Therefore, all references to ‘road or city’ in these rules would also include forests and/or rivers if playing with the relevant fan made expansion.

9 The term ‘moving the wood’ refers to the action that a player may take after placing a tile. Thus, ‘moving the wood’ refers to placing a follower as a Knight, Monk, Thief or Farmer, placing the Builder, Pig, Mayor, Wagon or Barn to the tile just played, moving the Fairy or placing a Tower piece onto an existing tower or foundation.

10 A child may also be deployed as part of ‘moving the wood’ during a builder generated double turn.

11 If you are using the fan-made Carcassonne Prison expansion, a child cannot be taken prisoner by a Sheriff. Carcassonne Prison is by Kevin Graham.

12 A player may deploy the Fairy next to the child. If the Fairy is deployed next to a child, usual rules for the Fairy apply (i.e. the owner of the child receives a 1 point bonus at the beginning of each turn that the Fairy is next to the child, the Dragon cannot enter the tile occupied by the Fairy and the Fairy gives a completion bonus of 3 points if stood next to a child when a feature occupied by the child is completed, etc.).

13 The bonus applies to the child (or children) when scoring for the jousting champion.
Children do not score any additional bonus should the city remain incomplete at game end.

When a road or city is completed, after scoring has taken place, the parent follower is removed from the road or city and returned to the player’s supply (along with any other followers). A child may be removed and returned to the player’s supply or the child can now be exchanged for a regular follower. See next section.

**The kids are growing up**

When a child or both children have scored for a road or city (together with a parent), they can either be taken back to the player’s supply and be used again, or they can be immediately exchanged for a regular follower of the same colour. If an exchange occurs, the player takes one regular follower from the side of the playing area in exchange for one mini follower. The exchanged mini follower takes no further part in the game. Only mini followers that have been involved in a completed and scored road or city may be exchanged at this point.\(^{14}\)

The regular follower, that has been received in exchange for a mini follower, is used as normal and does not need to be deployed with a parent.

**Version History**

13 Dec 2008 Ver 0.1 is released as a draft
19 Dec 2008 Ver 0.2 with some added comments and changes
06 Jan 2009 Ver 0.3 rules, after more comments by Novelty and a rewrite by Jonathan Warren
19 Jan 2009 Ver 0.4 is released as a draft
20 Jan 2009 Ver 0.5 is released as a draft
21 Jan 2009 Ver 0.6 is released as a draft
22 Jan 2009 Ver 0.7 is released as a draft
15 Mar 2009 Ver 1 is released

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- Oskar Lindqvist for providing the meeple graphics (www.tranberry.se).

14 Question: If a feature containing 2 children is scored, can both of them be exchanged for normal followers immediately after scoring?

Answer: Yes, each child can be exchanged for one follower. A player may also choose to exchange one child for a regular follower and keep a mini follower.