

Carcassonne: The Tunnel Expansion (spielbox 6/2009)

Preparation

The four land tiles are shuffled in with those from the basic game. Each player takes the tunnel chips matching his color. (With two players, each uses three colors, and with three, each takes two).

Tunnel Rules

All the standard rules are still valid. These rules are expanded as follows:

Deploying Chips on Tunnel Entrances

During his turn, a player **may** place **one** of his tunnel chips on any unoccupied tunnel entrance (including one he just played that turn). This is in addition to placing a follower, using the normal rules.

When is the Underground Tunnel Complete?

As long as there is no tunnel chip on the tunnel entrance, the road leading into that tunnel breaks off **without** being completed. If a chip is later added to that tunnel entrance, the road still remains incomplete. Only when a second chip **of the same color** is played on another vacant tunnel entrance can the tunnel be completed (it can be on the same tunnel tile, or a different one). The road continues from the other end of the tunnel, and is not automatically completed! The road must be completed using the regular rules (e.g., by a crossing, etc.).

The colors of the tunnel chips is only used to link tunnel entrances in pairs. The tunnels, however, are built for the public: i.e., a thief of a different color can still be placed on a road that goes through a completed tunnel. In some cases, a road can run through several tunnels, passing behind other roads underground.

Scoring

Only visible road segments are counted when a road is completed.

Example: A tile with a city gate, a tile with a curved road, a tunnel entrance, another tunnel exit, a tile with a straight road, and a tile with a crossing would be worth a total of 6 points (12 with a pub) for the thief.

After the road is scored, the tunnel chips remain on the tiles. So, at most 5 tunnels can be built (6 if using tiles with tunnels from another expansion).

The Princess and the Dragon

Tiles from some expansions, like “The Princess and the Dragon,” also show tunnel entrances, and can be used with the Tunnel expansion as well. These entrances can also be marked with chips. In this case, a road leading by the tunnel is still valid, following the rules above for continuing roads through tunnels.