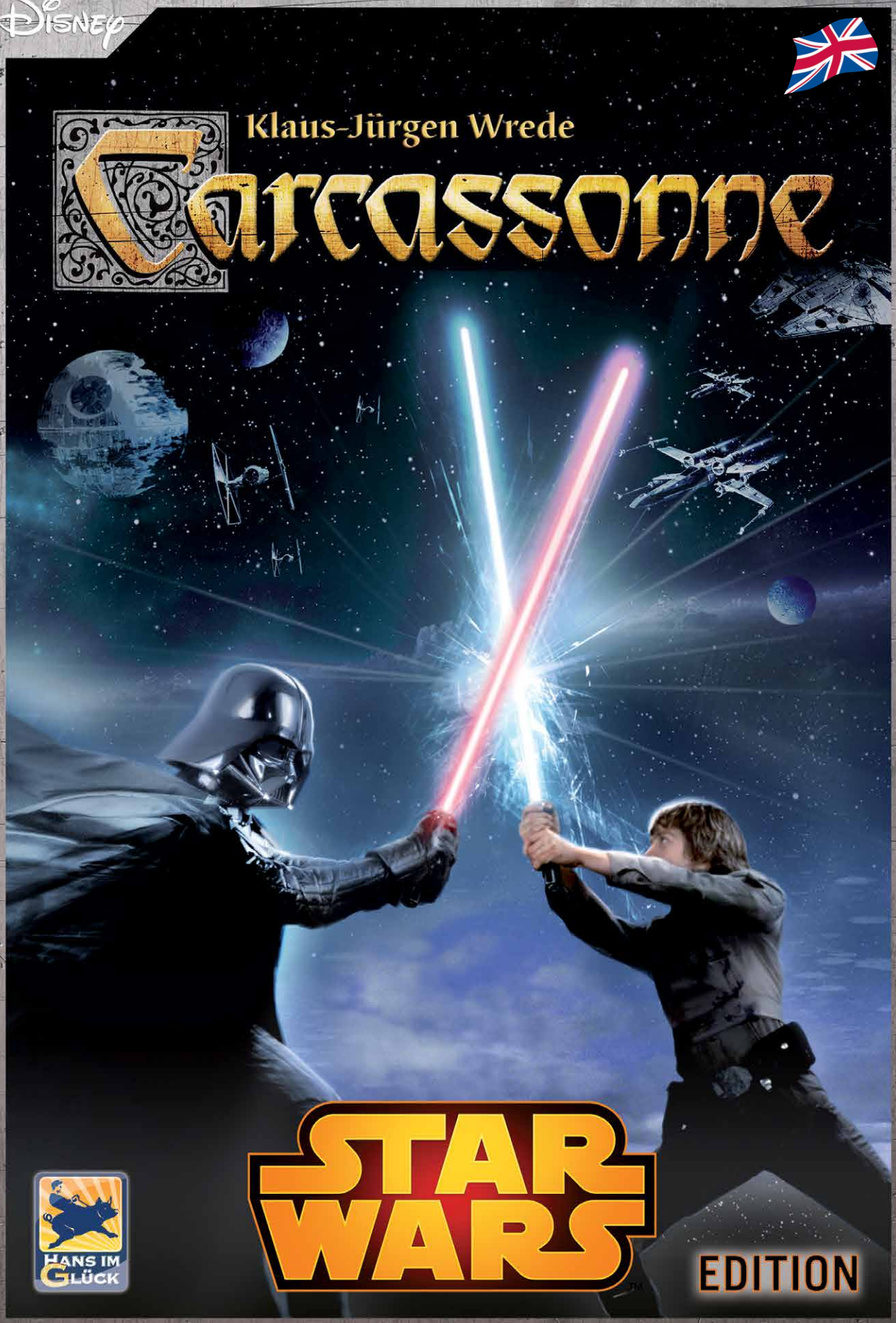
Disney

Klaus-Jürgen Wrede

Carcassonne



STAR WARS

EDITION

HANS IM GLÜCK

Klaus-Jürgen Wrede

Carcassonne STAR WARS EDITION

The smart puzzle game in a far-away galaxy, for 2 to 5 players, 8 years and older.

Experience the exciting adventures of the *Star Wars*™ Universe in the enthralling world of Carcassonne®! Exciting duels for dominance in a far-away galaxy are awaiting you. Master the decisive battles and position your troops advantageously on the path to victory. May the force be with you!

GAME PARTS AND SET-UP

Welcome to ***Star Wars* Carcassonne**! In these Instructions we will guide you, in a snap, through the easy rules of the game. After briefly reading through this section, you will be ready to show and explain the game to your friends. There will be nothing else standing between you and the enjoyment of *Star Wars* Carcassonne.
First, you need to set up the game. That can be done quickly. While setting up, we will tell you a bit about the parts of the game:

First, let's look at the **TILES**.
The **76 tiles** show trading routes, asteroid fields and planets.

Tile with an asteroid field

Tile with a trading route

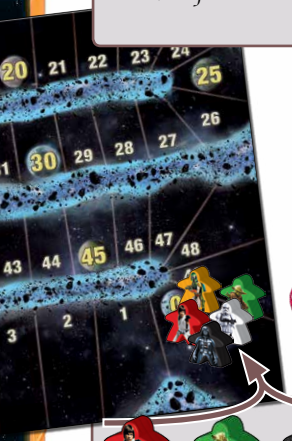
Tile with a planet

Right now you don't have to worry about the other elements, such as the symbols. We will explain these later.

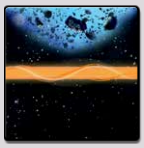
The **reverse sides** of all tiles look the same, only the **starting tile** is orange, so that it can always be distinguished.

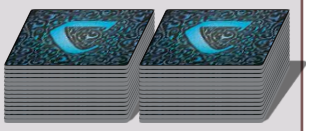
Tile with normal reverse side

Starting tile with orange reverse side



You begin setting up by placing the starting tile (the one with the orange reverse side) in the middle of the playing board. Mix the remaining tiles and place them face down on the table in multiple stacks, in such a manner that every player has easy access to them.


Starting tile


Multiple stacks with tiles facing down

Next, there is a scoring board as well as 3 red and 3 green dice, which you will place on the edge of the playing board.

5 small Meeples for each colour

1 large Meeple for each colour

1 character card per colour (with faction symbol)

Before the first game, affix the corresponding stickers on the front and back sides of each Meeple.

Finally, we should take a look at the **FIGURES (Meeples)**, and then you will be finished setting up. In this game you will find **30 Meeples**, 6 pieces each in the colours **red**, **green**, **black**, **white** and **orange**.
First you give each player 5 Meeples (4 small and 1 large Meeple) as well as the corresponding **CHARACTER CARD** in the desired colour. These will comprise the player's reserve (you also take a colour for yourself, of course).
Then you will place the 6th (small) Meeple on Field 0 on the scoring board.
Place all unused Meeples and character cards back in the box.

OBJECT OF THE GAME

What is ***Star Wars* Carcassonne** about, what is the object of the game? Step by step, all players will place the tiles next to one another. In this manner you will build trading routes, explore asteroid fields, and conquer planets. In the process, you can use your Meeples as Merchants, Explorers or Conquerors. This will earn you points, both during the game and at the end. The final score alone will determine who has the most points and is the winner. Let's get started!

HOW TO PLAY THE GAME

In ***Star Wars* Carcassonne** we play in a clockwise direction and the youngest player gets to make the first move. Here, the player who has a turn always performs the actions described below in the order specified. The next player then has a turn, etc. First, we will list the actions and then we will explain them in the following section. We do this using the trading routes, asteroid fields and planets illustrated on the tiles. What are the actions?

1 **Place your tile:** You **must draw 1** tile and place it next to an already-displayed tile.

2 **Position a Meeple:** You **may** position one of your own Meeples on the tile you just put in place.

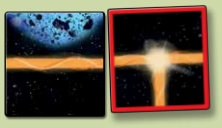
3 **Time for battle:** If different-coloured Meeples stand in a single realm, a battle will ensue.

4 **Calculating points:** You **must** calculate all points earned through your placements.

The trading routes

1. Put your tile in place

The tile that you selected shows 3 trading routes that originate from one intersection. You place it next to the starting tile. Here, you must make sure that at least one side of the tile you selected fits one side of a displayed tile.



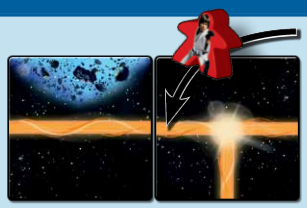
You have placed your tile in position. The trading route matches the already displayed trading route, very good!

2. Using a Meeple as a Merchant

After you have positioned your tile, you may place a Meeple as a Merchant on a trading route for this tile. This is only possible, however, if there is no other Merchant on this trading route.

The trading route has not been completed yet. For this reason, **points will not be calculated (action 4)** for now and it will be the next player's turn.

The next player draws a tile and positions it. Since a Meeple (**your Merchant**) is already standing on the right-hand side of the intersection, the next player may not place a Meeple there. Instead, he positions his Meeple as an Explorer in the asteroid field of the tile that was put in place just now.



You have now placed a Meeple as a Merchant on the tile that was positioned just now. Since there are no other Meeples on this trading route, there were no problems doing this.

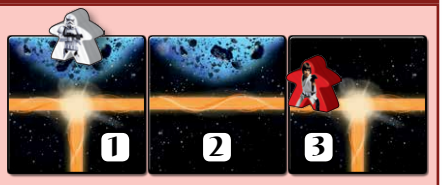
Since the trading route on the right is already occupied, White decides to place his Meeple as an Explorer in the asteroid field.

3. Time for battle

You will always take this action when the Meeples from several players are standing in one realm (e.g. a trading route). We will explain this later in an additional section (see page 13).

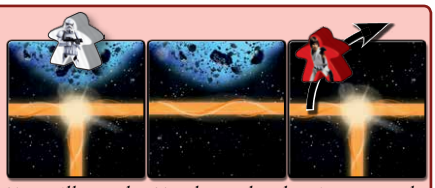
4. Calculating points

Every time that a trading route is completed on both ends, the score for the trading route will be calculated. Here, the trading route must end at an intersection, on an asteroid field, on a planet, or by meeting itself. **Every tile** on your trading route earns you **1 point**. In addition, there are also 3 different faction symbols (Rebel Alliance, Empire and Bounty Hunters, a more detailed explanation will follow on page 13). Every time that you earn points and there are faction symbols in your realm, you will earn **2 additional points for each symbol** (no matter which faction you belong to).



Even though another player placed this tile, your trading route has been completed. Since your trading route is 3 tiles long, you will earn 3 points for it.

The scoring board comes into play now. So you don't have to keep track of your score all the time, you will move your Meeple forward on the scoring board instead. You will move your Meeple forward on the scoring board by 3 steps.



You will put the Merchant that has just earned you 3 points back into your reserve. The white Meeple will remain on the playing board since it was not included in the calculation.

After each points calculation, you will put the Meeples that were included in the calculation **back into your reserves**.

Later in the game, when you have gone around the scoring board once, you will lay down your Meeple to show that you have already accumulated 50 points.

Perfect, now you have understood the most important rules of the game. Let's take a look now at the other realms:

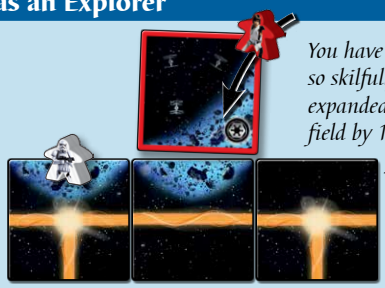
The asteroid fields

1. Put your tile in place

As before, you will first draw a tile to place on the board. Here, too, the tile must fit correctly. An asteroid field must be placed on an open asteroid field.

2. Using a Meeple as an Explorer

Next, you will check to see if a Meeple is already placed on the asteroid field. Since there are none, you can place a Meeple as an Explorer.



You have placed your tile so skilfully, that you have expanded the open asteroid field by 1 tile. The asteroid field is still unoccupied, which means that you can place a Meeple on it.

3. Time for battle

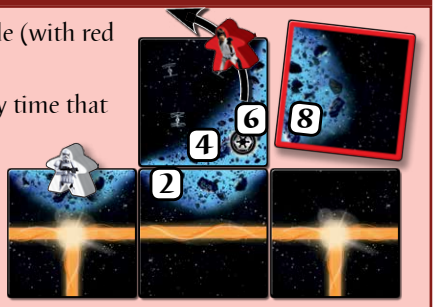
When Meeples from different players are positioned on one single planet, a battle will always ensue (see page 13).

4. Calculating points

We will now fast forward a bit, and will assume that you selected this tile (with red border) in the next round. You can place it on your asteroid field.

The realm (in this case the **asteroid field**) will thus be completed. Every time that an asteroid field is exclusively surrounded by the cosmos and offers no more openings, it will be considered completed. Since you have a Meeple in the asteroid field, you will now calculate the value of this asteroid field and receive points as a result.

Every tile with an asteroid field in a completed asteroid field counts for 2 points. In addition, each faction symbol in a completed asteroid field counts as 2 additional points.
The type of faction symbol doesn't matter.



Since a faction symbol (the Empire) can be seen here, you will receive 2 more points. For a total of 8. As with any other calculation, you will withdraw your Meeple once it has been included in the calculation.

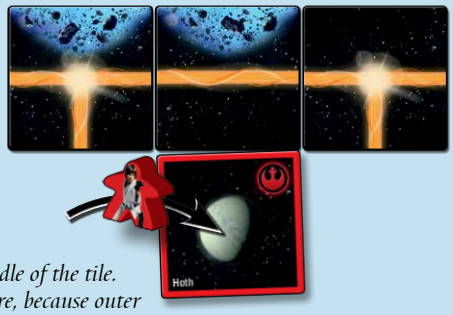
The Planets

1. Putting your tile in place

Like before, you will first draw a tile to place on the board. Here, too, the tile must fit correctly. A planet is always found in the middle of the tile. Trading routes and asteroid fields can also be found, however, on some planet tiles. If you wish to position your tile, you must pay attention (as always) to the tile's borders.

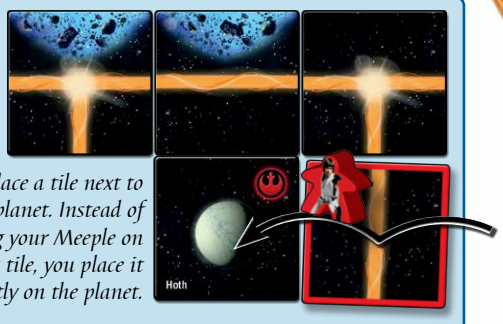
2. Using a Meeple as a Conqueror

You may also place Meeples, which we call Conquerors, on planets. You take these from your reserve and place them exactly in the middle of the planet.



A planet is found in the middle of the tile. You may place the planet here, because outer space will be lying against outer space as a result.

There is one more way to use a Conqueror on a planet. When you place your tile on one of the 8 free fields surrounding a planet. In other words: If you place a tile next to a planet (next to one of its sides, or even next to it diagonally), you may place one of your Meeples either on the placed card (as usual) or **directly on the planet**. Unlike the trading route or the asteroid field, you may also place a Meeple on a planet that is already occupied. This is an exception in **Carcassonne *Star Wars*** and will be explained in greater detail later (page 15).



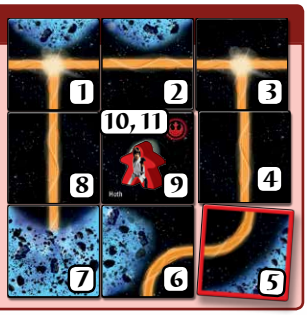
You place a tile next to the planet. Instead of placing your Meeple on this tile, you place it directly on the planet.

3. Time for battle

When Meeples from different players are positioned on one single planet, a battle will always ensue (see page 13).

4. Calculating points

You calculate the score for a planet as soon as it is surrounded by tiles on all sides. Here, each tile (including the planet itself) counts as 1 point. In addition, the faction symbol on the planets counts as 2 additional points. The type of faction symbol doesn't matter. The faction symbols on the 8 tiles positioned around the planet will not be counted, since they are counted in the other realms (trading routes or asteroid fields).



With these tiles you have completely surrounded the planet, earned 11 points, and you get to withdraw your Meeple.

Multiple Meeples in one realm

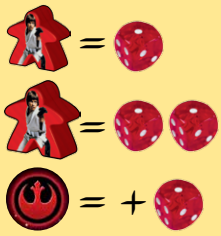
Placing Meeples on trading routes and asteroid fields that are already occupied by other Meeples is not allowed. However, it is possible that more than one Meeple ends up on the same realm due to a "merging" of the realms, or when Meeples are placed on an already-occupied planet. In ***Star Wars* Carcassonne**, however, only Meeples of the same colour may occupy the same realm. When realms with different-coloured Meeples are merged, **a battle will ensue** and will be fought out with dice.

3. Time for battle

FACTIONS: Together with your Meeple, you obtained a character card with an illustration of a faction symbol. These are the three different factions. These symbols are also illustrated on the tiles.

Rebel Alliance **Empire** **Bounty Hunters**

WHEN DOES A BATTLE TAKE PLACE? As soon as multiple Meeples from different players stand in one realm (trading route, asteroid field or planet), a battle will take place immediately. The battle will always be carried out as the 3rd action, before the calculation of points. Even if the player who merged the realms is not involved in the battle.



HOW MANY DICE IS A PLAYER GIVEN? For **every one** of your small **Meeples** participating in the battle, you will receive **1 dice**. If you fight with your **large Meeple**, you will receive **2 dice** for it. If one or more **symbols from your faction** belong to the contested realm, you will receive **1** additional **dice**. No matter how many of your Meeples or symbols are involved in a battle, you can only receive a **maximum of 3 dice** for the battle.

THE BATTLE: All players participating in the battle roll their dice. To determine who has won the battle, only **the dice with the highest value** for each player will be considered. The other dice become irrelevant. The person who rolled the highest number wins.

TIE: Each time that the highest number is tied, all players **who are part of the tie** will receive **1 point**. The players who rolled lower numbers will withdraw from the battle. The players who tied will roll the dice once again, until a new result is obtained.

LOSS: If a player loses the battle (even if others are still in combat), he will withdraw his Meeple and place it back in his reserve. **He will receive 1 point for every dice that he rolled.** The winner will leave his Meeple standing (or will calculate the score for the realm, in case it was completed).

The faction symbols are independent from the planets shown on the tiles and relate to a separate element of gameplay.

We will now learn how battles are initiated in the individual realms and how they can be fought.

The battle for trading routes

1) *The tile that you have drawn could extend the trading route. Since another player's Merchant is already placed on the trading route, however, you cannot place one of your own Meeples there. You therefore decide to place your tile in a manner that does not connect the trading routes.*

2) *In one of the next rounds you place this tile on the open trading route. You cannot place any more Meeples on the trading route itself, but you may on the asteroid field or the planet. After placement, a battle for the now-linked trading routes will ensue.*

*Both the **white** player and you will take one dice each. (The Rebel Alliance symbol next to the planet does not earn you any extra dice because it only counts for the planet). As a member of the Rebel Alliance faction you take the red dice; the Empire takes the green dice.*

Red

*versus **white***

***White** lost and must withdraw his Meeple and place it back in his reserve. He will receive 1 point since he fought with 1 dice. Since the trading route is now completed, a score is calculated, for which you receive 4 points.*

1

2

The battle for asteroid fields

1) *In the hope of being able to snatch the asteroid field away from **black** and **white**, you lay down the asteroid field tile and position one of your Meeples as an Explorer. This is allowed since the asteroid field is not linked to any other asteroid field on which there is already an Explorer. If you draw the appropriate tile in a later move, you can attack the asteroid fields of **black** and **white** with your Explorer.*

2) *You are lucky and, in a later move, you draw the right tile to merge all tiles into one large, completed asteroid field.*
A battle ensues.

*Since you have 1 Meeple and the symbol of your faction appears on one of the asteroid fields, you may use a total of 2 dice. **White** may use 1 dice for 1 Meeple. **Black** has one large Meeple and therefore may use 2 dice. The faction symbol on the trading route does not belong to the asteroid field. Therefore, black and white will not receive any additional dice.*

1st throw:

Red

*versus **black***

*versus **white***

***White** rolls a 3 and is thus lower than you or **black**. **White** loses and withdraws his Meeple. Since **white** had 1 dice in play, he receives 1 point. There is a tie between you and **black** since you both rolled a 4. You both receive 1 point and roll the dice again.*

2nd throw:

Red

*versus **black***

*By rolling a 6, **black** gets the highest number and wins the battle. You lose and remove your Meeple. Since you used 2 dice, you receive 2 points. The asteroid field is now completed. **Black** receives 12 points for this field (5 tiles are worth 2 points each, the faction symbol is worth another 2 points). After the points calculation, **black** withdraws his Meeple.*

1

2

The battle for planets

The fight for dominance of planets plays a special part in ***Star Wars* Carcassonne**; thus, a player can also attack a planet directly. As already mentioned, you may place a Conqueror on a planet if you place a tile on one of the 8 free fields surrounding a planet. This is also allowed when a Meeple from another player already stands on this planet.
Then you can decide whether you want to make use of the tile's actual function (as a trading route, asteroid field or planet), or attack the occupied planet.

Here, you will also receive dice in accordance with the same rules: 1 dice for one small Meeple, 2 for a large Meeple, and 1 dice for **your own** faction symbol on the planet. If faction symbols are illustrated on the 8 tiles surrounding the planet, this will have no significance regarding such battle for the planet.
These symbols do not count toward the planet's value. Here, too, players may use a maximum of 3 dice in battle.

1) *You place the tile with the trading route within the 8 fields surrounding the planet. Instead of using the Meeple as a Merchant on the trading route, you attack* ***white's*** *large Meeple which is on the planet.*
You will receive 1 additional dice for your faction symbol on the planet.
Thus, you may attack with 2 dice.
White *also receives 2 dice since he is fighting with his large Meeple.*
None of the faction symbols on the tiles with the trading routes will earn you any additional dice. Only the symbol on the planet counts.

1st throw

Red *versus* ***white***

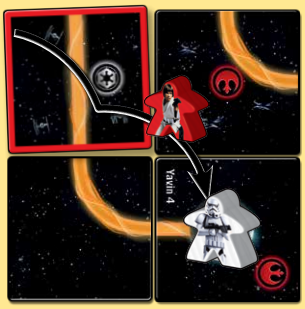
In the first throw, you both rolled a ***5*** *as the highest number. You are tied.*
As a result, you each earn 1 point. Then you will roll the dice again.

2nd throw

Red *versus* ***white***

2) *Your* ***5*** *beats the white player's* ***4****.* ***White*** *withdraws his Meeple. Since he had 2 dice in play, he receives 2 points. You place your Meeple on the planet you have just conquered, and it is now the next player's turn.*

1



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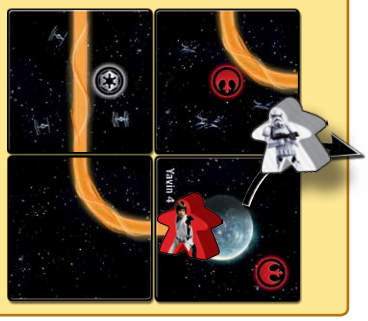

That's it. Now you know the most important rules and you can play ***Star Wars* Carcassonne**. We will now summarise the important parts once again, and will mention a couple of small details that you should know:

Summary

1. Putting your tile in place

- The tile that you have drawn must always be placed in such a manner that it fits next to one displayed tile, at least.
- In the very rare case that you can't position your tile anywhere, put your tile back in the stack and draw a new one.

2. Positioning a Meeple

- You can only position a Meeple on the tile that you have just put in place.
- You must make sure that no other Meeple is standing in this area.
- If you place your tile next to a planet, however, you may then attack the neighbouring planet and position your Meeple on this planet (even if another Meeple is already there).

3. Time for battle

- In a battle between 3 or more different-coloured Meeples, all players will roll the dice at the same time. If you don't have enough dice, you will roll the dice one after another and take note of the results. In the case of a tie between 2 or more players who rolled the highest numbers, those players who rolled lower numbers will withdraw from the battle.
- In this game, it is possible that players from the same faction may battle one another.

4. Calculating points

- A **trading route** will always be completed when both ends meet in an intersection, in an asteroid field, in a planet, or they meet one another. Every trading route tile earns you 1 point.
- An **asteroid field** is always completed when it is no longer possible to place an additional tile in conformity with the rules, and it offers no more openings. Every asteroid field tile will earn you 2 points.
- In addition, you earn 2 points for every **faction symbol** (regardless of which faction).
- A **planet** is always completed when it is completely surrounded by 8 tiles. Every planet then earns you 11 points (9 points for the tiles and 2 points for the planet's faction symbol).
- Points are always calculated at the end of a move. Here, all players who have placed Meeples in completed realms may earn points.
- After every points calculation, each player withdraws the Meeple for which he earned points.

END OF GAME AND FINAL CALCULATION

Unfortunately, ***Star Wars* Carcassonne** must come to an end. The good news is that we can now determine a winner. The game ends as soon as one player cannot draw or play any more tiles. Next, a **final calculation** is carried out and the winner is determined.

As soon as the game ends, there are points remaining for all realms in which there are Meeples:

- Every **trading route earns 1 point** for every trading route tile, exactly as during the game.
- Every **asteroid field earns 1 point** for every tile. Only half, in comparison.
- Every **planet** earns **1 point** and another **additional point for every tile surrounding it**.
- In each realm (trading routes, asteroid fields and planets), every **faction symbol earns 2 points**.

Final score, asteroid fields: ***Green*** *earns 5 points (3 tiles + 1 faction symbol) for the large asteroid field.* ***Black*** *earns 1 point (1 tile).*

Final score, planet: ***Orange*** *earns 6 points for the non-completed planet (4 points for the surrounding tiles and the planet tile + 2 points for the faction symbol).*

Final score, asteroid field: ***White*** *earns 2 points (2 tiles) for the open asteroid field.*

Final score, trading route: For the open trading route, ***red*** *earns 3 points (3 tiles).*

As soon as you have entered the final calculation into the scoring board, the player with the most points will be the winner of your first ***Star Wars* Carcassonne** party. Congratulations!

TEAM VARIATIONS – may the force be with you

If you play ***Star Wars* Carcassonne** with 4 players, you can also play the game in teams. In this case, the players sitting diagonally from each other would form a team, so that the players of the different factions can alternate having turns. The figures are distributed as follows:

- The players in the **Rebel Alliance team** receive the **red** and **green** Meeples.
- The players in the **Empire team** receive the **black** and **white** Meeples.

Since the players in a team collect points jointly, you can only place one Meeple per team on the scoring board. The extra Meeple in the other colour will be placed back in the box.

The players in a team may never battle each other. A battle will only take place when Meeples from different factions stand on the same realm. During the battle, only one player per team will roll the dice. He may use 1 dice for each Meeple in his faction. As usual, he will obtain additional dice for a large Meeple and for his own faction symbol. Teams may only combat with a maximum of 3 dice per team, however. The course of the game is identical to that of a normal game, otherwise.

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Hans im Glück Verlags-GmbH
Birnauer Str. 15
80809 Munich
info@hans-im-glueck.de
www.hans-im-glueck.de

Spare parts, mini-expansions and much more at:
www.cundco.de

Designer: Klaus-Jürgen Wrede
Rules layout: Christof Tisch

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