



# The Black Rider

*Compatibility Guide for playing The  
Black Rider with Carcassonne*

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[WWW.TABLETOPJOURNEYS.NL](http://WWW.TABLETOPJOURNEYS.NL)

[INFO@TABLETOPJOURNEYS.NL](mailto:INFO@TABLETOPJOURNEYS.NL)

The Black Rider can be played with the board game Carcassonne using this free compatibility guide.

## **Required Materials**

- Carcassonne base game
- The Black Rider - a Regents Journey
- 1 standard 6-sided die

## **Rule clarifications**

The following changes need to be applied to the Black Rider ruleset to make it playable with Carcassonne:

### **2. Restricted Play Area**

If a tile cannot be placed:

- The player must show it to the group.
- Place the tile at the bottom of the pile.
- The player may draw a new tile in exchange for 2 points (minimum score = 0).
- If that tile also cannot be placed, return it to the bottom of the pile and end the turn.

The game ends when no playable tiles remain or when the map is full.

### **4. The Black Rider**

If the rider lands on a tile with a Meeple:

The current player may place two meeples this turn—one on the newly placed tile and one on the now-vacant tile.

### **5. Endgame Scoring**

At the end of the game all tiles directly adjacent to the Black Rider (3×3 grid) are excluded from scoring:

Any unfinished cities, roads, or cloisters within this area score no points.

Completed cities within this zone also don't contribute to farmer scoring.