Carcassonne

A tile laying game for 2 to 5 players, by Klaus-Jürgen Wrede. Ages 8 and up.

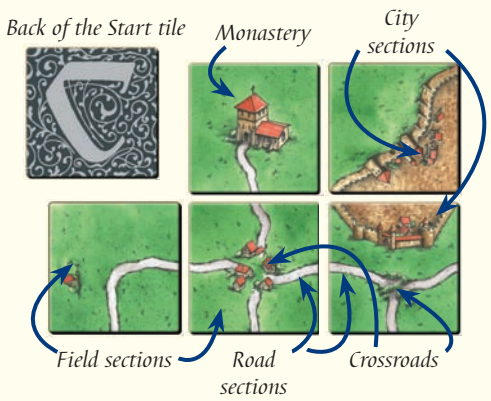
Carcassonne, the world-famous French city, known for its imposing fortifications erected during the Antiquity and the Middle Ages. This fortress, surrounded by magnificent walls, still stands today as one of the most unique French cities.

In this game, players must develop the area around Carcassonne. They will place their followers onto roads and into cities, monasteries and fields. Only those who make the most judicious placements will gain the points required to win the game.

Game components

- 72 Land tiles (including 1 Start tile with a darker back) showing roads, cities, fields and monasteries. The 12 River tiles are not part of the basic game but have the same back as the Start tile.
- 40 followers in 5 colors:

  Each follower can become a thief, a knight, a monk or a farmer. Each player will use one of their followers as a score marker.
- 1 scoreboard:
  To track the players' scores.
- 1 rulebook and 1 player aid



Game overview

On their turn, players place one tile. This is how roads, cities, monasteries and fields will be created, one tile at a time. To score points, players will need to place followers on these tiles. Points are scored throughout the game and at the end of the game. After the final scoring, the player who scored the most points is the winner.

Game setup

The Start tile is placed face-up in the center of the table. Shuffle the other tiles and place them in various face-down stacks to allow easy access for every player. Place the scoreboard close to the edge of the table to give players enough room to play their tiles in the middle of the table. Each player takes the 8 followers of his color and puts one (called marker thereafter) on the space numbered 0 of the scoreboard (it is the space located in the lower right-hand corner). Each player then keeps their remaining 7 followers in front of themselves: this is their personal supply. Players choose how the first player is designated, or simply let the youngest player begin.

Playing the game

Players take their turn one after the other, starting with the first player and then proceeding clockwise: on their turn, a player must do the following actions and **follow the order listed below**:

- **1. Draw** and place one new **Land tile.**
- **2.** Then, the player **can** take one (1) of his **followers** from his supply and put it on the tile **he has just placed**.
- **3.** If by placing a Land tile one or more **roads**, **cities**, and/or **monasteries** are completed, these features are scored **immediately**.

The player's turn is now over and the next player takes her turn by following the same rules.

1. Placing Land tiles

At the beginning of their turn, a player **must** draw one of the face-down Land tiles. He looks at it and shows it to the other players (allowing them to "help" him). Then, he places that tile on the table according to the following rules:

- The new tile (the one with a **red** border in the examples) must be placed in such a way that at least one of its sides touches one of the previously placed tiles. The new tile **cannot** only be connected by a **corner**.
- New tiles must always continue fields, cities and/or roads.

The new tile continues the road and field sections.

The new tile continues the city section.

One side of the new tile continues the city and the other continues the field.

*This placement is **not allowed.***

In the unlikely situation where a drawn tile cannot be placed (all players must agree), the player returns the tile to the box (it will no longer be used for this game) and draws another tile.

2. Placing new followers

Once a player has placed her tile, she **can** put one of her followers on that tile according to these rules:

- A player may only place 1 follower per turn.
- The player must take the follower from her supply.
- The player may only put the follower on the tile she has just placed.
- The player must choose where she will place her follower. As such, the follower can become a...

thief

on a road section

or

knight

in a city section

or

monk

in a monastery

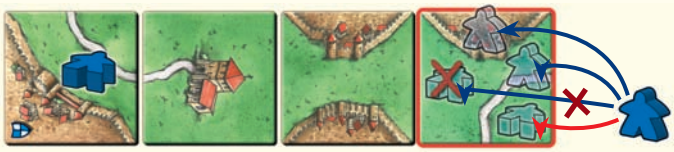
or

farmer

in a field.
Lay down your farmers!

- The player may not place her follower on a road, in a city or in a field if that section is connected to another tile where there already is a follower (no matter which player owns that follower).
  For example:

***Blue** can only place a farmer in the field since there already is a knight in the continued city.*



***Blue** can place his follower as a knight, a thief or a farmer. However, if he wants to place a farmer, he must put it on the small field (red arrow) since the other field is occupied.*

If a player has placed all of his followers, he keeps placing one tile each turn. A player is never allowed to retake one of his followers from a tile. However, a follower is returned to its supply when the road, city or monastery it occupies is scored. **Then, the player's turn is over. After, in clockwise order, the next player takes his turn, followed by the next one, etc.**
IMPORTANT: If, after placing a tile, one or more roads, cities and/or monasteries are completed, they are **immediately scored** before the next player's turn.

3. Scoring completed roads, cities and monasteries

A COMPLETED ROAD

A road is complete once both ends of the road are connected to a crossroad, a city section, a monastery or the road loops onto itself. There can be any number of road sections between both ends.
A player who owns a thief on a completed road scores 1 point per tile used in the completed road (make sure that you only count the number of tiles, since a single tile can be used for more than one section of the road).
The player moves his marker a number of spaces on the scoreboard equal to the number of points scored. If you move beyond space 50 of the scoring track, put your marker on its side to indicate that you now have more than 50 points and keep moving your marker as usual on the scoring track.

***Red** scores 4 points.*

***Red** scores 3 points.*

A COMPLETED CITY

A city is complete when it is surrounded by walls and there are no gaps in the walls or the city. There can be any number of sections in a city. **A player who owns a knight in a completed city scores 2 points per tile in the city (count the tiles and not the sections). Each banner in the scored city also gives the player 2 points.**

Red scores 8 points (3-tile city and 1 banner).

Red scores 8 points (4-tile city and no banners).

When 2 city sections are on the same tile, it is still worth only 2 points since it counts as 1 tile.

What if there are more than one follower on a completed road or city? With some clever tile placements, it is possible to connect road and city sections, resulting in a road with more than one thief or a city with more than one knight. **The player with the most thieves or knights scores the totality of the points. In case of a tie, the tied players each score the points.**

The new Land tile connects the city sections to create one larger city.

Blue and Red both score 10 points for this city (made out of 5 tiles) since they have one knight each in that completed city.

A COMPLETED MONASTERY

A monastery is complete when it is surrounded by tiles. **The player who owns a monk in a completed monastery scores 9 points.** (1 point per tile, including the tile with the monastery).

Red scores 9 points.

FOLLOWERS GO BACK INTO THEIR PLAYER'S SUPPLY

After scoring a road, a city or a monastery – **and only then** – the followers used in the scoring are returned to their player's supply. These returned followers may become thieves, knights, monks and farmers during the **following turns**.

It is possible for a player to place a follower, score a road, a city or a monastery and see this same follower return into their supply on the same turn. The order must always be as follows:

Red scores 4 points.

1. Complete a road, a city or a monastery with the new tile.
2. Place a thief, knight or monk.
3. Score the completed road, city or monastery.
4. Return the thief, knight or monk to its supply.

Red scores 3 points.

THE FIELDS

Connected field sections create a larger field. Fields are not scored during the game. Players are allowed to place farmers into a field section, but those are only scored at the end of the game. **A farmer remains in the field where it was placed until the end of the game and is never returned to its player's supply!** (To show this, lay the farmer on the tile instead of placing it standing up.) Fields are separated from one another by roads, cities and the edge of the board. (This is particularly important during the final scoring!)

All three farmers have their own field. The road sections and the city divide the field into three distinct fields.

By placing this new tile, the three fields become one single field where each player has one follower.
***Note:** The player who placed this new tile cannot put a new farmer in the field since there already is at least one farmer (three in this case) in the connected fields.*

Game end

When a player places the last tile, the game ends after his turn.
Then, players proceed with the final scoring.

Final scoring

SCORING INCOMPLETE CITIES, ROADS OR MONASTERIES

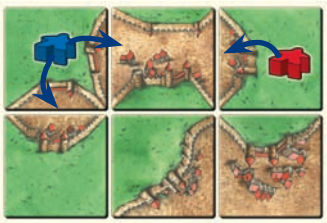
During the final scoring, **incomplete** roads, cities or monasteries are scored**.** A player who has a follower on an incomplete road, city or monastery scores **1 point per tile**. For cities, **each banner is also worth only 1 point**. In case of a tie, use the same rules as for **completed** features.
Once a feature is scored, return the follower to its supply. This should prevent any potential mistakes during the final scoring.

Red *scores 3 points for the incomplete road.* ***Yellow*** *scores 5 points for the incomplete monastery.*

Blue *scores 3 points for the incomplete city in the lower right-hand corner.* ***Green*** *scores 8 points for the large incomplete city to the left.* ***Black*** *scores nothing as* ***Green*** *has more knights than her in the city.*

SCORING FARMERS

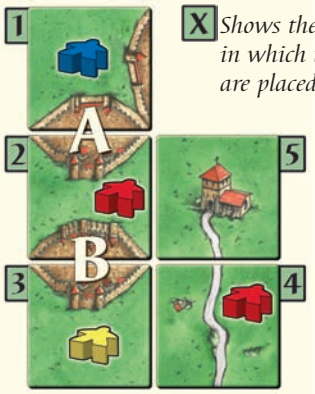
- When scoring the farmers, only **completed cities** are counted.
- The farmer must be in a field that touches one or more completed cities. The distance between the farmer and the city does not matter.
- **For each city** that the field touches, the player with the most farmers in that field scores **3 points**. The size of the city does not matter. If some players are tied for the most farmers, they each score the points for that field.
- A field is only worth points if it touches at least one completed city. More than one field may touch and score the same city. Each field is scored by following the rules below.



Blue *scores 6 points.* ***Red*** *scores 3 points. No one scores points for the incomplete city.*

Blue *scores 9 points.*

The player aid also has a detailed farmer scoring example.



X *Shows the order in which the tiles are placed.*

Red *owns the large field since he has the most farmers. He scores 6 points (3 for each city,* ***A*** *and* ***B****).* ***Blue*** *owns the small field. He also scores 3 points for city* ***A****.*

In this example, ***Red*** *and* ***Yellow*** *both have 2 farmers and score 6 points each (3 points each for cities* ***A*** *and* ***B****).* ***Blue*** *scores 3 points for city* ***A*** *with his farmer in the field in the top left-hand corner.*

Once all the fields have been scored, the final scoring and the game are over.
The player with the most points is the winner. In case of a tie, play another game to determine the winner!

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Rules for the River mini-expansion (12 tiles)
Remove the Start tile from the game. Begin the game by placing the source of the river face-up in the center of the table and set aside the tile with the lake. Shuffle the 10 remaining River tiles, face down, and start the game by drawing the River tiles before using the regular tiles. Lay these tiles in order to continue the river, making sure that you **never place 2 bends (turns) in the same direction one after the other**. Players are allowed to place followers on these tiles, just like in the basic game. However, no followers are allowed on the river. Once the last of the 10 River tiles has been placed, the next player places the lake and then the game continues normally. **Note:** Players should always keep in mind where the river is heading to ensure that it ends.

These tiles are included in the game (plus the 12 River tiles, not shown)

A 2x

B 4x

C 1x

D 4x
includes the Start tile (darker back)

E 5x

F 2x

G 1x

H 3x

I 2x

J 3x

K 3x

L 3x

M 2x

N 3x

O 2x

P 3x

Q 1x

R 3x

S 2x

T 1x

U 8x

V 9x

W 4x

X 1x

* There can be cosmetic differences on these tiles (sheep, houses, etc.).

Scoring Summary

Features completed DURING the game			Incomplete features at the END of the game	
Road (thief)	**1** point per tile		**Road** (thief)	**1** point per tile
City (knight)	**2** points per tile + **2** points per banner		**City** (knight)	**1** point per tile + **1** point per banner
Monastery (monk)	**9** points		**Monastery** (monk)	**1** point per tile (monastery tile and each surrounding tile)

Farmers, only at the END of the game

3 points per completed city in the field or adjacent to the field

More examples for scoring farmers

Here is another example for scoring farmers (followers placed in fields). The full explanation for scoring farmers can be found on page 4 of the rules, under **SCORING FARMERS**.

Field 1: **Blue** is alone in Field 1. This field touches **2 completed cities** (A and B). **Blue** scores 3 points for each city (no matter the size), for a total of **6 points**.

Field 2: **Red** and **Blue** both have 1 farmer in Field 2. Both players score **3 points per completed city** (of which there are three: A, B and C). Thus, **Red** and **Blue** both score a total of **9 points** for Field 2.

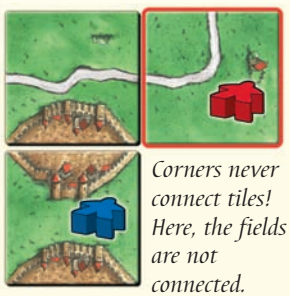
Note: Cities A and B touch both Field 1 and Field 2. As such, for these cities, **Blue** gains points in Field 1 and both **Red** and **Blue** score points in Field 2. The city in the lower left-hand corner is incomplete and is not worth any points.

Field 3: **Yellow** is the sole player to score Field 3 since he has more followers than **Black**. There are **4 completed cities** touching Field 3, so **Yellow** scores **12 points**.

Note about field demarcations: Fields are separated from one another by roads and cities as well as the edge of the board.

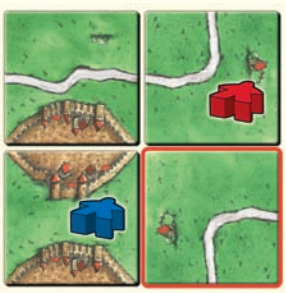
How can more than one follower occupy the same field?

Turn 1



Corners never connect tiles! Here, the fields are not connected.

Turn 2



Turn 3

= **last tile placed**

Turn 1: **Blue** puts a farmer in the field.
Turn 2: **Red** places a tile diagonally adjacent to the one that **Blue** has just placed. **Red** can put his farmer in the illustrated field since both fields are not connected at that time.
Turn 3: The two fields are now **combined into a larger field**. There are now two farmers in the same field.

Using similar tactics, it is possible for **two thieves to be on the same road** or **two knights to be in the same city**.