Klaus-Jürgen Wrede

Carcassonne Solo Variant

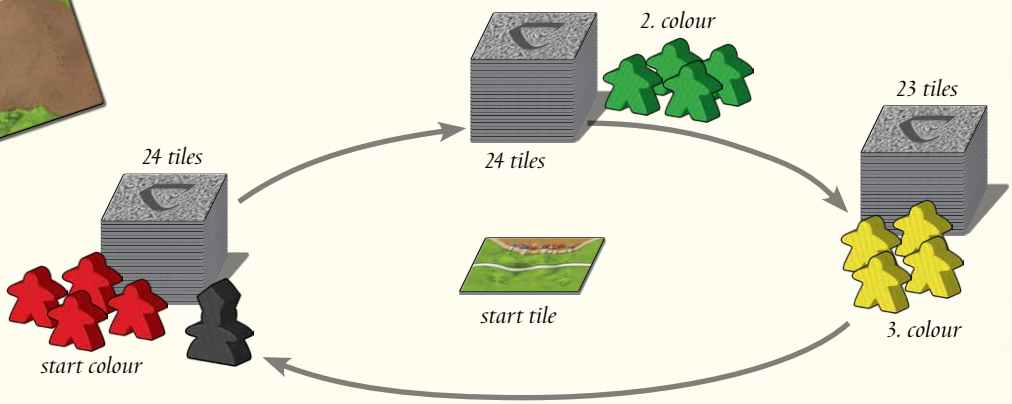
(also playable as team-challenge)

COMPONENTS AND SETUP

To play this solo variant, a copy of the **CARCASSONNE base game** is needed.
Choose **3 colours** and set aside **4 Meeples** each. Each turn, you will play with another colour clockwise, so in order not to get confused regarding the turn order, make the following preparations:
Put all the **meeples** of one colour to the **left**, those of another colour in the **middle** and the meeples of the third colour to the **right**. Place a **pile** of 1/3 of all the tiles shuffled and facedown next to each meeple colour (1. and 2. pile containing 24 tiles each, 3. pile containing 23 tiles).

Option: *Take an* ***abbot*** *(in a colour you have not already chosen) and put it next to the colour which you want to start with. After each turn the abbot moves clockwise to the next colour and shows you which colour you must use this turn. As some turns, with a scoring, can take longer and you might need to score the features for several colours, this can help you keep track.*

Continue by taking one additional meeple of each of the three colours from the box to use on the **scoreboard**. The Meeple of the first colour is placed on field 1, the meeple of the second colour on field 2 and the one of the third colour on field 3.



GAMEPLAY AND GOAL OF THE GAME

Each turn you will play with one of the three colours alternately and try to score as many points as possible. Continue to follow the procedure described below with each colour each turn, until the game ends. However, at the end of the game, only the points of the colour which is last on the scoreboard are counted. Therefore, you want to try to score points evenly distributed amongst each colour.

1. Placing a tile

Draw the top tile from the pile of the colour being used this turn and place it according to the usual rules.

2. Placing a meeple

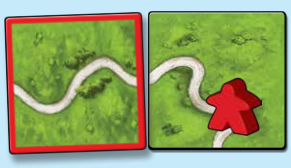
After having placed the tile, place **a meeple** of the respective colour. As opposed to the usual rules, you **must place a meeple**, if it is possible.

Hence if there is a **free feature** on your tile, you must place a meeple on it.

If there is **more than one free feature** on the tile, you can decide which one you want to place the Meeple on.

However, a meeple can **never be placed as a farmer**.

It is ***Green's*** *turn. Place a tile. You must place a meeple either on the city, the left road or the one below. The road on the right is already occupied.*



It is ***Green's*** *turn. Place a tile. As the road is already occupied by* ***Red****, you do not have to place a meeple this turn.*

ATTENTION: If you **have to place a meeple**, because there is a free feature on the tile, but **do not have any meeple**s of the respective colour left, **the game ends** (after a possible scoring).

3. Scoring a Feature

If you have completed a feature with a tile, score it.

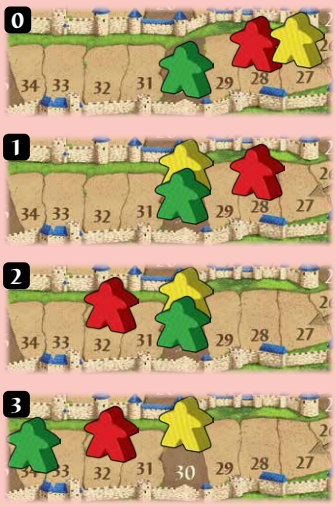
- If there are only **meeples** of **one colour** present in a completed feature, the points are only scored by this colour, if it is the one with **the least number of points** on the scoreboard.
- If **two or more colours** make up the majority in a completed feature, all of them score points, if at least **one of the colours** was **last** on the scoreboard (before this scoring).

More than one colour on the same lowest field on the scoreboard: In both cases, this also applies, if two colours have the least number of points (before the scoring) and also if all colours have the same number of points.

*In **Green's** turn you complete **Red's** city (and put a meeple on the monastery). As **Red** currently has the least number of points, **Red's** meeple moves up 3 fields on the scoreboard for the road.*

***Red's** and **Green's** city is completed. As **Red** currently has the least number of points, **Red's** and **Green's** meeples each move up 8 fields on the scoreboard for the city.*

If you complete **more than one feature** in a turn, each of them is scored separately, one after another and according to the abovementioned rules. You can decide which feature to score first.



*The tile completed three features. **Yellow's** city (3 points), **Green's** city (4 points) and **Red's** road (4 points).*
0 *Before the scoring **Yellow** has the least points, therefore* **1** ***Yellow's** road is scored first.* **2** *Next **Red's** road is being scored, because now **Red** has the least number of points on the scoreboard,* **3** *then **Green's** city.*
If you had conducted the scoring in a different order, you would not have scored points for all of the colours.

Tipp: You may also complete features, if the meeple colour does not have the least number of points on the scoreboard. In this case you do not receive points but get your meeple back. This can be important to prevent the end of the game.

Game End and Final Scoring

The game ends either after a turn in which you:

A) Have to place a meeple, but **cannot**
OR
B) Have placed the **last tile**.

The usual scoring is omitted in both cases. Instead this final scoring is conducted:
You receive **2 points per meeple** on tiles. Those points can, however, also only be scored if the respective colour of the meeple has the least number of points on the scoreboard. Here, too you can decide in which order you want to conduct the scoring.

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What is your highscore? Let us know via **Facebook** or **Instagram**!

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OPTIONS

If you find this solo mode **too hard** or **too easy**, try these options:

- It gets **easier** if you take **more meeples** of each colour.
- You can also try adding **another colour** with 4 meeples. This will make it **easier** to place more tiles (and score more points), but also **more challenging** to keep track and plan ahead.
- You can also try to use just **3 meeples** per colour, let's see how that works out.
- Of course you can add all sorts of meeples and tiles from other expansions, if you can stick it out.
- Adding special meeples and tiles is also possible, however, we haven't tried it yet, so you'd have to try that at your own risk!