**Front:** A player completes a road

**Back:**

* Road segments on both ends connect to a:
  + Crossing
  + City segment
  + Monastery
  + Road forms a complete loop
* Player has a thief on the road
  + Scores one point for each tile

**Front:** Player completes a city

**Back:**

* City is completely surrounded by a city wall with no gaps
* Player has a knight in completed city
  + Scores two points for each tile
  + If there is a pennant on segments in city, player earns 2 points

**Front:** Completed city is shared with both players

**Back:**

* Player with most thieves or knights scores all the points
* If tied, both share all the points

**Front:** A monastery is fully surrounded

**Back:**

* Completely surrounded by land tiles
* Player has a monk on the monastery
  + Player earns 9 points

**Front:** Field has two farmers

**Back:**

* For each city a farm supplies
  + Player with most farmers score 3 points
  + If tie, both earn 3 points