Objective

Score the most points by completing cities, roads, monasteries, and fields.

Setup

- Each player chooses a color and takes 8 meeples.
- Place the **starting tile** (marked with a darker back) face up in the center.
- Shuffle the remaining tiles and stack them face down.
- Players take turns in clockwise order.

Gameplay (On Your Turn)

Draw a Tile
Take one random tile and reveal it.

Place the Tile
Place the tile adjacent to one or more tiles already on the table. The landscape must match — roads connect to roads, cities to cities, etc.

Place a Meeple (Optional)
You can place **one** of your meeples on **one feature** of the tile you just placed:

Road: Place on a road segment.

City: Place on a city segment.

Monastery: Place on the monastery.

Field (Farms): Lay it down on the field.
You **can't place** a meeple on a feature already claimed (connected) by another meeple.

Score Completed Features
If your tile completes a:

Road: 1 point per tile.

City: 2 points per tile + 2 points per shield.

Monastery: 9 points if surrounded by 8 tiles. Return meeples from completed features to your supply.

End of Game Scoring

The game ends when all tiles are placed.

Final scoring includes:

Incomplete roads, cities, monasteries: 1 point per tile or feature.

Fields (Farms): 3 points per completed city that a field touches. Fields are scored **only at the end**.

Meeple Limits

You have **7 usable meeples**. One meeple is used on the score track.

Winning

The player with the **most points** wins.

IMAGE OF CARCASSONE BOARD