



Klaus-Jürgen Wrede

Carcassonne



Includes
the mini expansions



The River + The Abbot





Klaus-Jürgen Wrede

Carcassonne

A clever tile-laying game by Klaus-Jürgen Wrede
for 2 to 5 players aged 7 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.

COMPONENTS AND SETUP

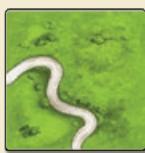
Welcome to the Carcassonne universe! This rule book was conceived to allow you to learn to play the game as fast as possible. After reading it, you will be able to explain and play the game. You are going to take your first step into the universe of the modern classic that is Carcassonne.

To begin, we need to set up the game, something that only takes a few brief moments. We will also take this opportunity to present the components:

The first and most important pieces of Carcassonne are the **Land tiles**: there are **84 tiles** which depict roads, cities, and monasteries, all of which are generally surrounded by fields.



Tile showing a city



Tile showing a road



Tile showing a monastery

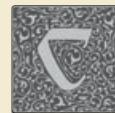
Twelve (12) of these tiles show a river. These are explained in the supplementary rules. Other graphical elements such as houses, people, or animals have no impact on the game.



Every tile shares the same **back**, with the exception of the **start tile** and the twelve **River tiles**. The back of those tiles is darker, making them easy to set them aside.

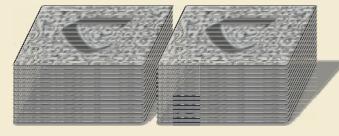


Regular back

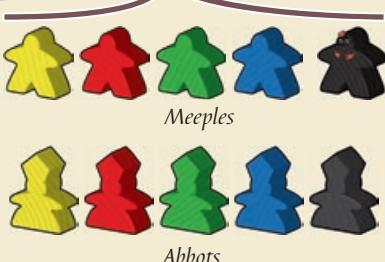


Dark back

Place the start tile (the one with a dark back) in the middle of the table. Shuffle the remaining tiles and set them as different facedown stacks that are easily accessible to all players.



Then comes the scoreboard, which you set to the side of your playing surface (table, floor, etc.).



Finally, we have the meeples. You will find in the box **40 regular meeples**, including 8 meeples in each of these colors: **yellow, red, green, blue, and black**. In addition, there are also **5 abbots**, including 1 in each of the same colors.

Start by distributing 7 meeples of the color of their choice to each player (don't forget to give yourself some as well). These meeples constitute each player's personal supply.

Then, each of you takes the remaining meeple in their color and sets it on space 0 of the scoreboard. Return to the box any unused meeples and, for your first game, the abbots.

Determine a first player (for example, the youngest).

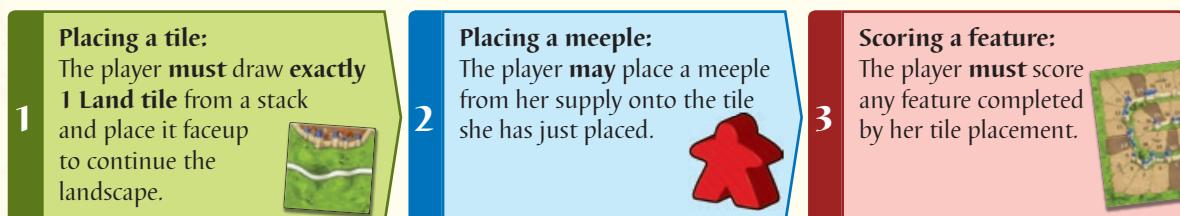
OVERVIEW AND GOAL OF THE GAME

Before diving into the explanation of this game, you should know what the goal is in Carcassonne. One after the other, players will place tiles. This is how, one tile at a time, a landscape of roads, cities, monasteries, and fields will be created and expanded. You may place your meeples on these tiles, where they will become highwaymen, knights, monks, and farmers and hopefully allow you to score as many points as possible. Points are not only earned during the game, but also at the very end. After the final scoring the player with the highest score is proclaimed the winner. And now, we are ready to begin!

GAMEPLAY

A game of *Carcassonne* is played in clockwise order. Starting with the first player, the current player does the following actions in the order listed below, after which it is the next player's turn, and so on and so forth.

First, we'll give you a brief description of the actions you have to do during one of your turns. These actions will be detailed as we present the roads, the cities, and finally the monasteries. So what are these actions?



The roads

1. Placing a tile

You draw the depicted tile with three road segments starting from a village. You must place it in such a way that it continues the existing landscape (the tiles already in play).



You place the tile here. The road and fields continue the existing landscape. Excellent!

2. Placing a meeple as a highwayman

After placing the tile, you may place a **meeple as a highwayman** on one of that tile's road segments, but only if the road is unoccupied by another highwayman.

In our example, since the road is not yet completed, no scoring occurs (see action 3) and play moves on to the next player.

The other player draws a tile that he places to continue the landscape. He may not place a meeple on the road to the right since your highwayman is already present on that road. Instead, he chooses to place his meeple as a knight in the city segment of that tile.



You use your meeple as a highwayman on this road. This is possible because no other meeple is present on it.



Since the road to the right is occupied, the blue player decides to put his meeple in the city.

3. Scoring a road

When both ends of a road are closed, that road is completed and scored. The end of a road is closed when it meets a village, a city, a monastery, or it loops onto itself by meeting the other end.

So let's see if there is a scoring here... Huzzah! There is one because both ends of the road are closed.

Even though it is your opponent that placed the tile, this still completes your road. How many points do you score? When scoring a road, **each tile** of that road grants you **1 point**. Here, since you scored a road that is made out of 3 tiles, you score 3 points. Well done!





It is now time to note your score. You keep track of your score with the meeple you placed on the scoreboard before starting the game. Continuing our example, you move it forward 3 spaces to show that you've scored 3 points. Note: if your score passes 50 points, lay down your scoring meeple to show your 50+ points.

After each scoring, **return to your supply** the meeple that was just scored.



You return to your supply the highwayman that earned you 3 points.

The **blue** meeple stays in place since it was not part of a scored feature.

That's it! We've already seen the most important parts of the game. Now, we will further expand on those actions by showing you how they apply to the other features, namely the cities and the monasteries:

The cities

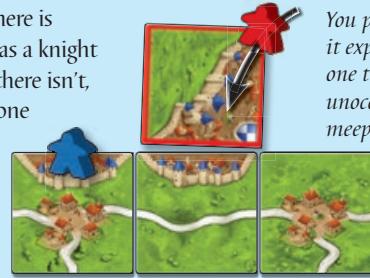
1. Placing a tile

As usual, you draw a tile that you use to continue the landscape. Of course, the illustration must be continued as well. For example, a city segment must be connected to an open city.



2. Placing a meeple as a knight

Then, you see if there is already a meeple as a knight in the city. Here, there isn't, so you can place one of your meeples as a knight in this city.



You placed this tile and it expands the city by one tile. Since the city is unoccupied, you place a meeple there.

3. Scoring a city

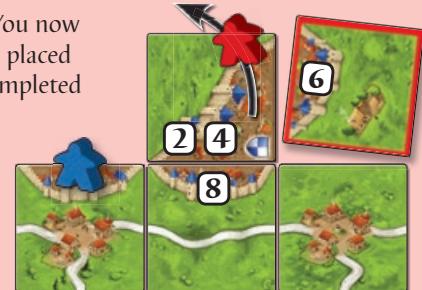
Let's continue our example and assume that a few turns have passed. You now draw this tile that you place to continue your city. Since the tile you've placed completes a feature (here, the **city**), it must now be scored. A city is completed when it is surrounded by walls and there are no gaps inside the city.

Since you have a meeple in the completed city, you are the player to score it.

Each tile in a completed city is worth 2 points.

In addition, each coat of arms is worth 2 more points.

For this city, you score 8 points! As usual, the meeple that was in the scored feature **returns to your supply**.



The monasteries

1. Placing a tile

Once more, you draw a tile to continue the landscape. Monasteries are always depicted in the center of a tile. When placing such a tile, you must, as usual, make sure that it continues the illustration.



2. Placing a meeple as a monk

You can place a meeple on a monastery as a monk. Of course, that meeple must come from your supply.



A **monastery** is always in the middle of a tile. You may place this tile here because the **monastery** on it is surrounded by fields.

3. Scoring a monastery

A monastery is completed when it is surrounded by tiles. During scoring, the monastery is worth **1 point** per tile that completes it (including the monastery itself).

Perfect! By placing this tile, you complete your monastery. It earns you 9 points and allows you to **take your meeple back**.



And voilà! We have already seen most of the rules for *Carcassonne*. There are only a few points left to see, but first, here is a summary of what we've seen so far:

Summary

1. Placing a tile

- You must place your drawn tile in such a way that it continues the landscape and the illustration.
- In some very rare cases, it may be impossible to place the tile. In those cases, simply return the tile to the box and draw a new one.

2. Placing a meeple

- You may place a meeple on the tile you've just placed.
- You may not place a meeple in a feature where there already is at least one other meeple.

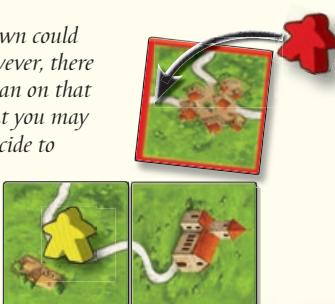
3. Scoring a feature

- A road is completed when both ends lead to a village, a city, a monastery, or the road forms a loop. Each tile in a completed road is worth 1 point.
- A city is completed when it is surrounded by walls and there are no holes inside the city. Each tile in the completed city is worth 2 points. Each coat of arms in the completed city is worth an extra 2 points.
- A monastery is completed when it is surrounded by 8 tiles. Each of the monastery's tiles (the 8 surrounding tiles and the one with the monastery itself) is worth 1 point.
- Scoring always occurs at the end of a player's turn. At that moment, each player with a meeple in a scored feature earns points.
- After each scoring, return to your supply the scored meeples.
- If there are multiple meeples in a single scored feature, the player with the most meeples is awarded full points and all other players receive nothing. When more than one player have the most meeples in a scored feature, the tied players all score full points.

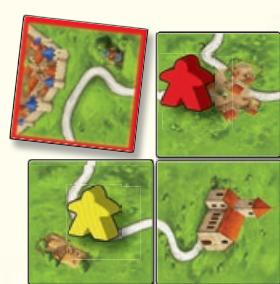
(Note: How can there be more than one meeple in the same feature? More on that right below...)

Many meeples in the same feature

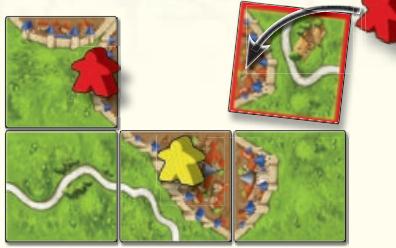
The tile you've just drawn could continue the road. However, there already is a highwayman on that road, which means that you may not place yours. You decide to place your tile, and a highwayman, so that it is not connected.



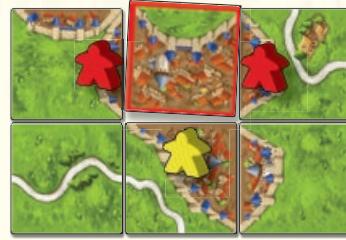
During a following turn, you draw this tile and decide to continue the road with it. Both roads, each with a highwayman, are now connected. Since this completes the road, it is now scored and both you and the other player score 4 points. Then, you both take your meeple back.



You wish to take control of the city away from **yellow** and place your tile as pictured with a knight on it. You are allowed to place a knight there because the city segment is not connected to another city segment with a knight on it. If you succeed in linking your two city segments, your two knights will allow you to take the city from **yellow**.



Lucky you! That is exactly the tile you needed to connect the city segments. Since you now have the most knights in the city, only you get to score the 10 points awarded for completing that city. Then, both you and the other player take back your meeples.



GAME END AND FINAL SCORING

Sadly, all good things must come to an end, and the same goes for a game of *Carcassonne*. You may wish that it were otherwise, but there must be a winner! Thus, the game ends immediately after the turn of the player who placed the last tile. Then, players proceed to a final scoring, after which the winner will be known to all!

Once the game is over, all meeples still in play are scored:

- Each incomplete road is worth 1 point per tile, just like during the game.
- Each incomplete city is worth 1 point per tile and 1 point per coat of arms, which is only half the points.
- Each incomplete monastery is worth 1 point plus 1 point per adjacent tile, just like during the game.
- Each field is worth 3 points per adjacent completed city.

This is how farmers are scored, which is only shown here to present all the aspect of the final scoring. Farmers are presented in the supplementary rules. We recommend playing a few games before introducing farmers and fields.

Final scoring - city:
Green is the only one to score 8 points (5 tiles and 3 coat of arms). Black does not score any points since Green has the most meeples in this city.



Final scoring - monastery:
Yellow scores 4 points for this incomplete monastery (3 points for the adjacent tiles and 1 point for the monastery itself).



Final scoring - road: Red scores 3 points for this incomplete roads (3 tiles).



Final scoring - city:
Blue scores 3 points for this incomplete city (2 tiles and 1 coat of arms).

Once the final score is known, the winner is the player with the most points. Congratulations on winning your first game of *Carcassonne*!

After a few games, start playing with the fields and the farmers in order to increase your strategic possibilities.

Farmers and fields are but the first step into this brave new world of *Carcassonne*.

We'd also like to take this opportunity to thank you for playing *Carcassonne* and we hope that you will find many hours of enjoyment with this game. If you have any questions, do not hesitate to contact us at the address listed below.



© 2001, © 2014
Hans im Glück Verlags-GmbH
English version:
© 2014 F2Z Entertainment Inc.
31 rue de la Coopérative
Rigaud QC J0P 1P0
Canada
info@zmangames.com
www.zmangames.com



Designer: Klaus-Jürgen Wrede
Illustrator - tiles: Anne Pätzke
Illustrator - cover: Chris Quilliams
Graphic design: Christof Tisch and Andreas Resch
English text: Jean-François Gagné
Special thanks to Michael Young for that very important last-tile placement.

CARCASSONNE — SUPPLEMENTARY RULES

Welcome again! If you are reading this, it means that you've already played a few games of *Carcassonne* and that you wish to increase the strategic options at your disposal.

What would life be without agriculture? We try to answer part of this question by introducing the hard-working farmers who spend long hours in the fields of Carcassonne. As we did for the roads, cities, and monasteries, the farmers will be presented using the actions of a game turn.

The farmers

1. Placing a tile

As you are now used to, you must place your tile in such a way that it continues the landscape and illustration. Fields always refer to the green spaces found in the landscape of Carcassonne. On the tile shown to the right, there are three field segments.



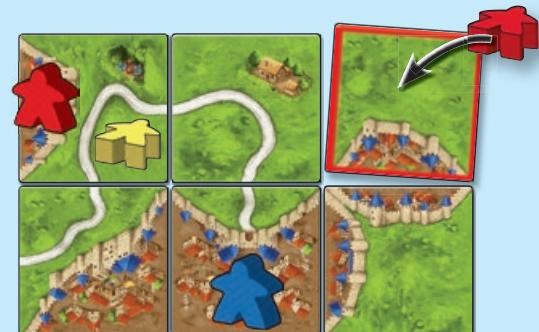
2. Placing a meeple as a farmer

A farmer is a meeple that you place “laying down” in a field segment.

“Laying down?” Yes. Unlike highwaymen, knights, and monks that are all placed standing up, farmers are laid down on a tile because they are only scored at the end of the game. Consequently, they are not returned to your supply after scoring. Laying farmers down ensures that you remember to leave them on the board.

As always, you can only place your farmer if there are no other farmers in the field.

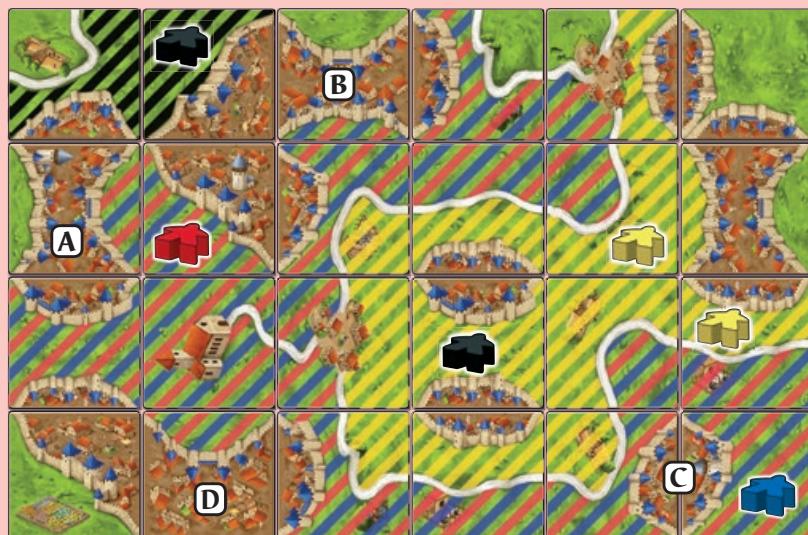
The fields of Carcassonne are divided by roads and cities. Pictured right are three separate fields.



The field in which you are placing a farmer goes from the tile you just placed to the city with your knight. The yellow farmer has not impact since he occupies another field.

3. Scoring fields

As mentioned previously, farmers are not scored during the game and, consequently, they do not return to your supply. So place your farmers wisely. Now, let's assume the game is over and that we are conducting the final scoring. Unlike other features, it is not the field tiles that are counted, but the number of completed cities that border a field. Each completed city that touches a field adds **3 points** to the value of that field. All fields touched by a city will see their value increased by 3 points.



Three completed cities touch the large field occupied by a red farmer and a blue farmer. Both players will score a total of **9 points** for the three completed cities: **(A)**, **(B)**, and **(C)**. Neither of them scores any points for city **(D)** since that city was incomplete at the end of the game.

Let's see if anyone else is scoring points. The yellow and black players are both present in the same field. Since yellow has more farmers in that field, she is the only one to score the **12 points** for the four completed cities.

Finally, the black player in the small field scores 3 points per completed city (**(A)** and **(B)**), for a total of **6 points**.

You now know how to play with farmers! Here is a summary of the most important rules concerning farmers:

- Farmers are placed “laying down” on the board.
- Farmers are only scored during the final scoring.
- Each completed city adjacent to a field you occupy gives you 3 points.
- As is the case with roads and cities, there may be more than one farmer in the same field.
- Once again, the same scoring rules apply to farmers. Only the player with the most farmers in a fields scores the points for that field. In case of a tie, the tied players each score full points.

The River

The River is the first mini expansion you will discover in the *Carcassonne* universe.

It embellishes the landscape while also varying the starting situation.

Components

The River is comprised of **12 River tiles with a dark back** that replace the start tile.

When playing with *The River*, return the start tile to the box.

Setup

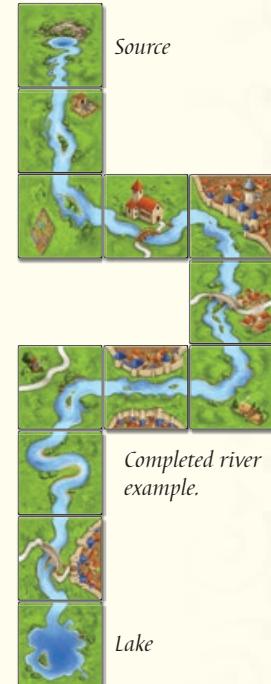
Set aside the “**source**”  and “**lake**”  tiles. The remaining River tiles are shuffled and stacked facedown. Finally, slide the **lake** tile under that stack and set the **source** tile as the starting point.

Gameplay

Starting with the first player and continuing clockwise one after the other, players place tiles as usual (including the possibility of placing a meeple), with the exception that they must draw tiles from the River tile stack. You must continue drawing from the River stack until it runs out of tiles.

As usual, you must continue the illustration. Furthermore, you must continue the river illustration, and the river **cannot** turn twice in the same direction because this would create a u-turn.

You may place meeples along the river following the normal rules.



The Abbot

The Abbot is the second mini expansion presented in this box.

It introduces gardens, which you may have already noticed on the tiles, and abbots.

Components and setup

This mini expansion includes 5 abbots in the player colors.

Each player receives the abbot in their color.

Gameplay

1. Placing a tile

When you place a tile with a monastery or a garden, follow the normal rules.

2. Placing a meeple OR your abbot

When placing a tile with a monastery or a garden, you may place **either** a meeple **or** your abbot.

The meeple is placed as usual whereas the abbot must be placed on the monastery or garden you've just placed.

3. Scoring an abbot

If the monastery or garden occupied by your abbot is surrounded by eight tiles, you score 9 points just like during a regular monastery scoring. As you can see, gardens are scored exactly like monasteries, with the exception that only an abbot may be placed on them.

The abbot also has another special ability. On your turn during action 2 (Placing a meeple), if you decide **not to place a meeple**, you are allowed to take back your abbot.

If you do so, you score as many points as the abbot is worth at that time, exactly like an end game monastery final scoring. During final scoring, abbots are scoring in the same manner.

You are now truly ready to embark on the grand voyages that the *Carcassonne* universe has in stores for you! More expansions can be found here: www.zmangames.com. See you soon!



You place this tile and choose not to place a meeple. Instead, you decide to take your abbot, which you placed earlier, and score 6 points.