# Carcassonne

A clever tile-laying game for 2-5 players aged 8 and up by Klaus-Jürgen Wrede

The southern French city of Carcassonne is famous for its unique Roman and Medieval fortifications. The players develop the area around Carcassonne and deploy their followers on the roads, in the cities, in the cloisters, and in the fields. The skills of the players to develop the area and use their thieves, knights, farmers, and monks will determine who is victorious.

Contents

- 72 land tiles (including 1 starting tile with a different back), which picture city, road, and field segments and cloisters. The 12 river tiles are NOT part of the basic game (see below), but do have the same back as the starting tile.

- 40 followers in 5 colors.
  Each follower can be used as a knight, thief, farmer, or monk.
  One of each player's followers is the player's scoring marker.

- 1 scoring track, used to track players' scores.

- rule booklet and summary sheet

back of starting tile   *cloister*   *city segment*

crossings   *road segments*   *field segment*
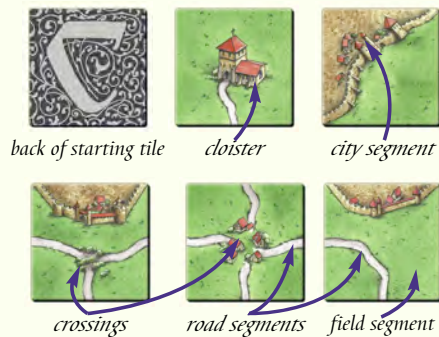
Overview

The players place land tiles turn by turn. As they do so, the roads, cities, fields, and cloisters emerge and grow. On these, the players can deploy their followers to earn points. Players score points during the game and at the end. The player with the most points after the final scoring is the winner.

front of starting tile
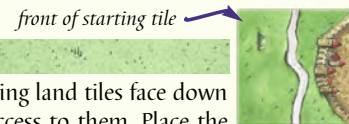
Preparation

Place the starting tile face up in the middle of the table. Shuffle the remaining land tiles face down and stack them in several face-down stacks so that all players have easy access to them. Place the scoring track near one edge of the table to leave room for the players to place land tiles in the middle of the table. Each player takes the 8 followers in his color and places one as his scoring marker in the large space at the lower left of the scoring track. Each player places his remaining 7 followers before him on the table as his supply. The players decide among themselves who will be the starting player, using any method they choose.

Playing the game

Players take turns in clockwise order beginning with the starting player. On a player's turn, he executes the following actions **in the order shown**:
- The player **must** draw and place a new **land tile**.
- The player **may** deploy **one** of his **followers** from his supply to the land tile he **just placed**.
- If, by placing the land tile, **cloisters**, **roads**, and/or **cities** are completed, they are now scored.
The player's turn is over and the next player, in clockwise order, takes his turn in the same manner.

■ Placing land tiles

First a player **must** draw a land tile from one of the face-down stacks. He looks at it, shows it to his fellow players (so they can advise him on the "best" placement of the tile), and places it on the table, using the following rules:
- The new tile (with **red** borders in the examples) **must** be placed with at least one edge adjacent and abutting one previously placed tile. The new tile may not simply be placed corner to corner with a previous tile.
- The new tile must be placed so that all field, city, and road segments on the new tile continue to field, city, and road segments, respectively, on all abutting tiles (cloisters are always complete within single tiles).

1

road and field segments are continued

city segment is continued

on one edge the city segment is continued and on the other edge the field segment is continued

This is an invalid placement

In the rare circumstance where a drawn tile has no legal placement (and all players agree), the player discards the tile from the game (into the box) and draws another tile to place.

■ Deploying followers

After the player places a land tile, he **may** deploy one of his followers, using the following rules:

- The player may only play 1 follower on a turn.
- The player must take it from his supply.
- The player may only deploy it to the tile he just placed.
- The player must choose where to deploy the follower on the tile, either as a:
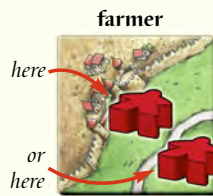
knight	**thief**	**farmer**	**monk**

in a city segment or *on a road segment* or *here* *or here* *in a field segment* (lay farmers on their sides) or *in a cloister*
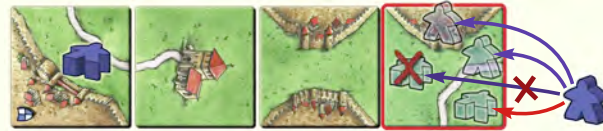
- The player may not deploy a follower on a field, city, or road segment if that segment connects to a segment on another tile (no matter how far away) that already has a follower (from any player, including himself) on it. See the following examples.

Blue can only deploy a farmer as there is already a knight in a connected city segment

Blue can deploy his follower as a knight or a thief, but only as a farmer in the small field where the *red* arrow points. In the larger field area, there is already a farmer on a connected field segment.

When a player has deployed all his followers, he continues to play land tiles each turn. Although a follower may not be recalled, followers are returned to players when cloisters, roads, and cities are scored.

The player's turn is over and the next player in clockwise order takes his turn, and so on.

Remember: If, through the placement of the tile, cities, roads, and/or cloisters are completed, these are scored before moving on to the next player.

■ Scoring completed cloisters, roads and cities

■ A COMPLETED ROAD

A road is complete when the road segments on both ends connect to a crossing, a city segment, or a cloister, or when the road forms a complete loop. There may be many road segments between the ends.

The player who has a thief on a completed road scores one point for each tile in the completed road (count the number of tiles; separate segments on a tile count just once).

The player moves his scoring marker forward on the scoring track a number of spaces equal to the points earned. If you pass 50 on the scoring track, lay your marker down to indicate a score greater than 50 and continue along the track.

Red earns 4 points.

Red earns 3 points.

■ A COMPLETED CITY

A city is complete when the city is surrounded by a city wall with no gaps in the wall nor holes in the city. A city may have many city segments. **The player who has a knight in a completed city scores two points for each tile in the city (count the tiles, not the segments). Each pennant on segments in the city earns the player 2 points.**

Red earns 8 points (3 city tiles and 1 pennant).

Red earns 8 points (4 city tiles, and no pennants)

When a tile has 2 segments in a city, it still counts for just 2 points (1 tile).

What if a completed city or road has more than one follower?
It is possible through clever placement of land tiles for there to be more than one thief on a road or more than one knight in a city. In a completed road or city, the player with the most thieves (on a road) or the most knights (in a city) earns **all** the points.
When two or more players tie with the most thieves or knights, they each earn the total points for the road or city.

The new land tile connects separate city segments to complete a city.

■ A COMPLETED CLOISTER

A cloister is complete when the tile it is on is completely surrounded by land tiles. **The player with a monk in the cloister earns 9 points** (1 for the cloister tile and 1 each for the other tiles).

Red earns 9 points.

Red and Blue each score the full 10 points for the city as they tie with 1 knight each in the completed city (which consists of 5 tiles).

RETURNING SCORED FOLLOWERS TO THE PLAYERS' SUPPLIES

After a road, a city, or a cloister is scored (and **only** then), the followers involved are returned to the appropriate players' supplies. The returned followers may be used by the players as any of the possible followers (thief, farmer, knight, or monk) in **later** turns.

It is possible for a player to deploy a follower, score a road, city, or cloister, and have the follower returned on the same turn (always in this order).

1. Complete a road, cloister, or city with the new tile.
2. Deploy a knight, thief, or monk.
3. Score the completed city, road, or cloister.
4. Return the knight, thief, or monk.

Red earns 4 points

Red earns 3 points

THE FARMS

Connected field segments are called farms. Farms are not scored when completed during the game. Players may deploy farmers on field segments, but they only score at the end of the game. **A farmer remains in the field segment where it is deployed for the entire game and is never returned to the player's supply!** To emphasize this, place the farmer on its side on the field segment. Farms are bordered by roads, cities, and the edge of the area where the land tiles are played.

All 3 farmers have their own farms. The city and road segments separate the farms from each other.

*With the placement of the new land tile, the 3 players each have 1 farmer on the farm. **Note:** the player who played the new land tile may not deploy a farmer because the connected field segments already have farmers.*

Game End

At the end of the player's turn during which the last land tile is placed, the game ends. Then follows the final scoring.

Final Scoring

SCORING OF INCOMPLETED ROADS, CITIES, AND CLOISTERS ➞

For each incomplete road and city, the player, who has a thief on the road or knight in the city, earns one point for each road or city segment. Pennants are worth 1 point each. For incomplete roads and cities with more than one follower, use the rules for completed roads and cities to determine who scores. For an incomplete cloister, the player with the monk on the cloister earns 1 point for the cloister and 1 point for each land tile surrounding it.

FARMER SCORING (for supplying the completed cities)
- Only completed cities are used for scoring farmers.
- The farmer must be in a farm that borders a city to supply it. The distance of the farmer to the city is unimportant.
- For each city a farm supplies, the player who deployed the most farmer(s) in the farm earns 3 points, regardless of the size of the city. If players tie with the most farmers, each scores 3 points.
- A farm can supply (score) several cities if they border the farm.
- Several farms can supply a single city. In such a case, each farm is scored separately, as descibed above

When all completed cities are scored in this way, the scoring and the game is over.

The player with the most points is the winner. If players tie with the most, they rejoice in their shared victory.

Red earns 3 points for the incomplete road. Yellow earns 5 points for the incomplete cloister..

Blue earns 3 points for the incomplete city on the lower right. Green earns 8 points for the larger incomplete city on the left. Black earns nothing, as Green has more knights in the city than black.

Blue earns 6 points. Red earns 3 points. No farmer scores for the incomplete city.

Blue earns 9 points.

X *Indicates the order the tiles were placed.*
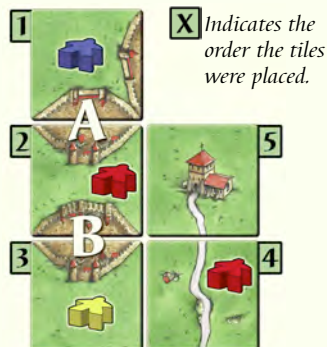
Red earns 6 points for supplying cities A and B, as he has 2 farmers in the lower farm to Yellow's 1. Blue also earns 3 points for city A, for his farmer in the upper farm.

In this example, Red and Yellow each earn 6 points each for the two cities (A & B), as each has 2 farmers in the lower farm. Blue earns 3 points for city A, for his farmer in the upper farm.

Tips:
- To make scoring easier, remove followers as you score the unfinished roads, cities, and cloisters.
- To learn about variants for playing and scoring, please visit our website: www.riograndegames.com.
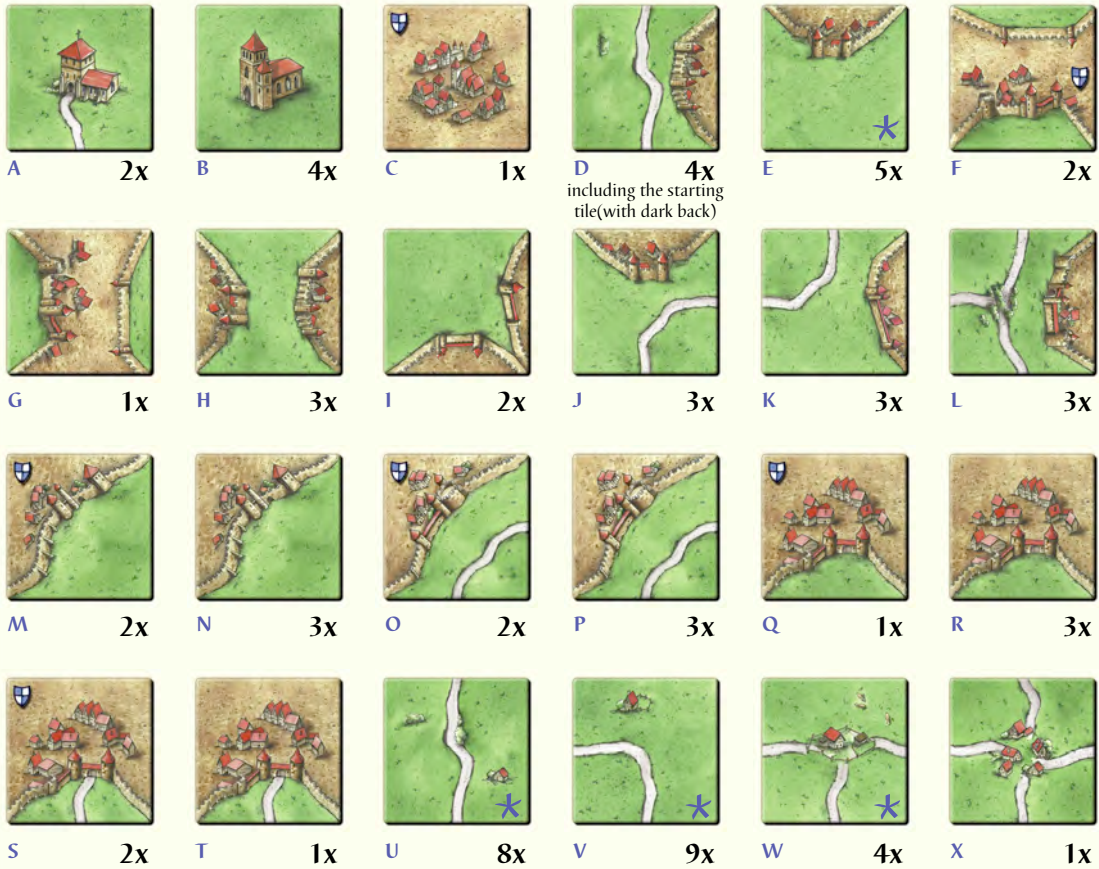
Rules for using the 12 expansion river tiles

Remove the starting tile from the game. Begin the game by laying the spring that starts the river. Set aside the lake tile and shuffle the remaining 10 river tiles face down and draw from these before drawing from the tiles from the normal game. Place these tiles so that the river on each connects to the river on the previous tile. Do not place a river tile so that the river makes a "U" turn. Play followers on these tiles as in the normal game. Do not place followers on the river. When the 10 river tiles have been played, the next player plays the lake and then play continues with the normal tiles.

These are the tiles in the basic game (and number of each)

A	2x	B	4x	C	1x	D	4x including the starting tile(with dark 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

✳ These tiles may have small graphic differences (sheep, houses, etc.).

Scoring summary

Completed features during the game

Incomplete features at game end

| **Road** (thief)	1 point per tile		**Road** (thief)	1 point per tile
City (knight)	2 points per tile + 2 points per pennant		**City** (knight)	1 points per tile + 1 points per pennant
Cloister (Monk)	9 points		**Cloister** (Monk)	1 point for each tile (cloister tile and each surrounding tile)

Farm for completed Cities

3 points for the player who has the most farmers in each farm supplying each completed city

Example for Farmer scoring:

The following is an example of scoring for farms at game end. The rules governing the scoring of farms can be found on page 4 under **FARMER SCORING**.
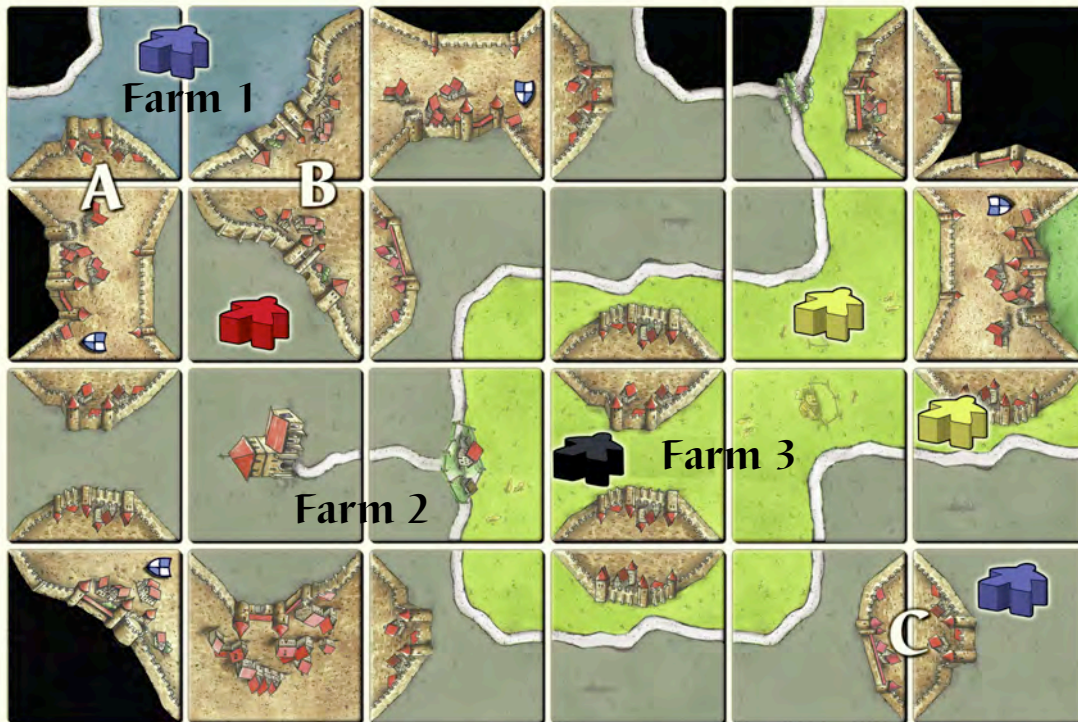
Farm 1: **Blue** has 1 farmer in **Farm 1** that supplies completed **Cities A&B**. **Blue** scores 6 points, 3 for each city.

Farm 2: **Red** and **Blue** each have 1 farmer in **Farm 2** that supplies the three completed cities (**Cities A, B, &C**). Thus, each scores 9 points, 3 for each city.

Farm 3: with 2 farmers to **Black's** 1, **Yellow** controls **farm 3**, and, thus scores 12 points for the 4 completed cities. **Black** scores nothing.

Please note: the city on the lower left is not complete, and, thus, scores no points for any player.

Also note: farms are separated from each other by roads, cities, and the edge of the map.

How can there be more than 1 farmer on a farm?

The two fields are not connected when they touch only at the corner!
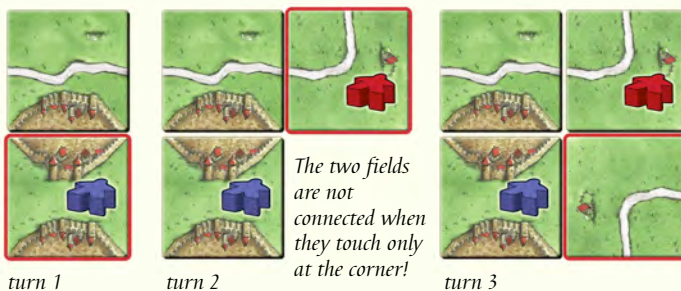
turn 1   *turn 2*   *turn 3*

□ = **newly placed tile**

Turn 1: **Blue** places a farmer on the field.
Turn 2: **Red** places a tile so this it just diagonal to the tile just placed by **Blue**. He may do this as the two fields are not yet connected.
Turn 3: here, the two fields are connected to make this a larger field. So now the field has 2 farmers.

In the same way, players can have 2 or more knights in a City and 2 or more thieves on a road.