

Third - calculate running scores

Scores arise during play when a feature (city, road, garden, monastery) is completed, or when an Abbot is called back. Fields score only at the end.

Meeples

Meeples determine who will score: they don't change scores' values.

If there's just one meeple on the feature, that player scores the points.

If more than one player has the same number of meeples on the feature, they each score the points.

If one has more meeples, only they score the points.

► A large meeple is worth two small ones.

How to score completed country roads

A road is completed when each end reaches a village, city, monastery, road junction, or even its own 'other end'.

If there is not an inn alongside the road, the road scores 1 point per tile.

With one or more inns on it, a road's value rises to 2 points per tile.

How to score completed cities

Each tile containing a segment of a fully walled city is worth 2 points.

Each coat of arms within it scores an additional 2 points.

If there's a cathedral (or even two) in the city, the scores rise to 3 points per tile and coat of arms.

How to score completed monasteries & gardens

These are complete when the tile is surrounded by eight others: scoring 9 points (*1 for the feature-tile, and 1 for each tile that touches it*).

► If the Abbot is on the garden or monastery tile, he may be picked up before its completion - scoring 1 point, plus 1 for each touching-tile.

Remember to pick up meeples

After scoring, take all meeples on the completed feature back into hand, for use in later turns: not in the same turn. It's possible to put one down, and pick it up immediately, if it was put onto a newly completed feature.

Meeples that cannot be placed have to go unused: for that turn.

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Cities & cathedrals (2)



The outer walls of two cities lie on this tile. A meeple can be placed in either one.

... or on either of the two incomplete roads, or as a farmer-meeple in one of the four fields.

Cities or roads may adjoin the tile.

There are two cities on this tile, one of which also has a coat of arms shield, which gives extra scores.

They do not join and become one city at the corner.

A meeple could be placed in either one, or lie down as a farmer in the field.

Fields or cities may adjoin the tile.



The cathedral can only be placed within a city.

It brings extra scores during play if the city is completed and fully walled around.

Only city areas may adjoin the cathedral tile.

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Fun games, for casual players

Carcassonne is two things, as a game. It's fun and it is within reach of casual players.

Fun needs no explanation.

Rules reminders - compliments of
FunGames4CasualPlayers

Casual means that the rules and the way that the game is played are not so demanding as to need deep study or substantial practice. They can be picked up fairly quickly.

They'll need a bit of learning, attention, and thought, as in any good game. But they're within reach of ordinary people.

Even games for casuals can't be played well without watching what's going on, so they will be a bit 'demanding' - all decent games are!

Knowing how a game 'works' does not mean that we'll be instantly able to become champions. Others, perhaps also novices, are taking actions and decision that mean things don't go quite the way we'd like.

How **dare** they!

Carcassonne is very much like that. Experts may win more games over time, but that doesn't mean that they're going to win this one - not if I can help it!



More good games at FunGames website

Jekyll vs Hyde

competitive and good fun trick-taking card game for just two players.

Palm Island

challenging & re-playable, a game designed for one ... can be played by two.

Merchants of Dunhuang

goods-gathering game for four players that's full of opportunity to make profitable decisions (and mistakes) as everyone enjoys the challenge of trying to become the merchant with the mostest.

7

Monasteries (8) & gardens (11)



This monastery stands alone - no roads in or out.

A meeple (monk) or Abbot can be placed upon it, or a farmer-meeple can lie down in the field.

Only fields may adjoin the tile.

This monastery has two roads that end at its doors.

An Abbot or meeple can be placed on it, or a meeple on either road, or a farmer-meeple in either field.

Fields or roads may adjoin the tile.



This garden is close to a city.

An Abbot or a meeple can be placed on it, or a meeple in the city, or a farmer-meeple in the field.

Fields or cities may adjoin the tile.

This garden is close to a road.

An Abbot or meeple can be placed on it, or a meeple on the road, or a farmer-meeple in either field.

Fields or roads may adjoin the tile.



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Setting up - and getting started

1. Determine who's going to go first.
2. Set aside the source and the final lake of the river.
3. Mix up the other ten river tiles and place them face downwards in a pile.
4. Mix up the other tiles and put them into several piles: face down.
5. Place the source card of the river onto the playing area, ready to begin.
6. The first player now starts (page 1 - number 1). It goes on clockwise from then on, each taking a tile from the top of a pile.
7. **NOTE** - river tiles must be played before the remaining tiles are accessed.
8. The river must not double back on itself in a U-turn. When its tiles are used up, place the lake - it's not counted as a move.
9. Tiles can only join at their sides: not their corners.
10. Tiles may be placed in any orientation.

Over 50 and over 100

If a player exceeds these scores, use the markers to indicate the fact on the scoreboard.

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End of game scores

Carcassonne ends immediately after the last tile has been placed, acted upon, and scored.

Meeples

Meeples determine who will score: they do not change scores' values. If there's only one meeple on the feature, that player scores the points.

If more players than one have the same number of meeples on the feature, they each score the points.

If one has more meeples, only they score the points.

► A large meeple is worth two small ones.

Country roads

Each incomplete road which does not have an inn anywhere beside it scores 1 point per tile along its route.

Incomplete roads with inns on them score nothing.

Cities

Each incomplete city scores 1 point per tile, and 1 for each coat of arms.

But if there is a cathedral within it, there is no score!

Monasteries and gardens

Each incomplete monastery or garden scores 1 point per tile that is touching its sides.

Fields with farmers in them ... they're farms

Take care to identify all the farms there are. Fields with sides adjoining make larger farms. Fields with only corners touching are not continuous. Farms may finish at the edges of the played area, and they can be split apart by roads and by cities.

Take one field with farmer(s) at a time and score 3 points for each completed city that the farm touches.

A city may be touched by more than one farm.

6



Inns and Cathedrals expansion

Setup and getting started - see page 8

► **each turn, you do three things**
... in this order

First - 1 - collect and lay a tile

Take a tile from any pile, then choose where to place it. One side must join with at least one other tile. Touching corners do not count as 'joining'.

It can join more than one other tile if its features can join them all. Bigger scores may arise as a result.

To fit in, a new tile must continue the feature or landscape that's already showing on an existing tile. The tile can be in any orientation.

There's no rule or restriction about sides that are not touching other tiles.

If it's impossible to place a tile, put it back and take another.

Second - 2 - place or pick up

Either place a meeple or Abbot on a tile just laid, or pick up the Abbot

Meeples can be placed on roads (highwaymen), cities (knights), fields (lying down - resting farmers), gardens, or monasteries (as monks - not Abbots).

Abbots can be placed only into monasteries or gardens.

Meeples cannot be placed on a feature where there already is one.

So, not onto linked roads, or cities, or fields that are already occupied.

Rather than placing a meeple, you can pick up your Abbot who was placed into a monastery or garden earlier. *You cannot also play a meeple.*

Third - 3 - calculate the running scores

See page 2

1

Roads & inns (6)

Roads END at villages, cities, junctions or monasteries.

This tile can take a meeple (as a farmer) into either field, or as a highwayman on the road.

Fields and country roads may adjoin the tile.



Four roads terminate in the village. Only two can be ridden along by a highwayman meeple - those leading into the city are complete and cannot have meeples.

A meeple can go into either city, or onto either incomplete road, or (as a farmer) into any of the fields.

Cities and roads may adjoin the tile.

There are three roads into this village.

A meeple could be placed on one of the three roads, or in the city, or as a farmer into any of the three fields.

Cities and country roads may adjoin the tile.



There are three roads here, each of which ends at the tree-junction.

Inns lie alongside roads - the inns' buildings, that is. So the road on the right has an inn, but the ones to the left and below the junction do not.

A meeple could be placed on one of the three roads, or as a farmer into any of the three fields.

Fields or roads may adjoin the tile.

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