

Carcassonne leaflets

Don't print this - the leaflet starts on the next page



It's not that publishers' rules are ambiguous or complicated.

It's not that I think I have a better way of putting things.

But it simply isn't always convenient to pass rules to and fro.

Players often want to consult the rules and to see ahead what their choices may be, or what restrictions apply to them ~ and waiting for Ferdinand to finish can be a fag!

Print for each player ...

- a rules resumé
- a guide to tiles and elements

Printing

They're created at A5 size, which is half of A4.

The easiest way to print, using A4 paper, may be to slice it in half first, then use it as A5 sheets.

Sheet 8:1 goes with 2:7 - and 4:5 goes with 6:3.

A4 is longer than **letter** size, but not so wide. I have not tried the leaflets out on letter sized paper.



Fun, popular games available from FunGames4CasualPlayers.com



[Palm Island](#)

A very small solo game, based on but seventeen cards - an island game that truly does fit into your palm.

[Jekyll vs Hyde](#)

For two players who enjoy the cut and thrust of a trick taking game, this is of incomparable value

[Merchants of Dunhuang](#)

A (*perhaps the best*) four player game set in a medieval market - inexpensive, but very rich in challenge and versatility.

[Maquis](#)

A solo game in which one must achieve two daring missions as a member of the French Resistance - the Maquis.

[Black Sonata - and the Fair Youth](#)

A solo searcher sets out to track down and unmask Shakespeare's "Dark Lady" as she traverses the streets of London. **Much** deductive thinking!

[Mr. Jack](#)

For two players, this game brings head scratching aplenty, and even the occasional fluttering heart - truly!

Ending the game

When the last tile has been placed, acted upon, and scored.

Scoring will have been taking place all the way through, as cities, roads, and monasteries have been completed.

What remains to be scored is just the incomplete ones, and the fields.

Meeples still matter

If there's only one meeples on the feature, that player scores the points. If more than one player has the same number of meeple on the feature, they each score the points.

If one has more meeple, they score the points. A large meeples 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 with an Abbot in residence scores 1 point per tile that is touching its sides.

They also score 1 point for the monastery or garden itself, as usual.

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

Take care to identify all the separate farms that are there.

Fields with field-sides adjoining are bigger farms. Roads and cities may split farms.

Fields with only corners touching are not continuous.

Farms may reach to the edges of the played area. They do not have to be fully enclosed.

Attending to one field and its farmers at a time, score 3 points for each completed city that the farm touches.

A city may be touched by more than one farm.

Carcassonne

Inns & cathedrals expansion



Each turn, do three things

First - collect and lay a tile

Take a single 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'.

The tile must continue the feature or landscape that's already showing on an existing tile.

It can join more than just one tile if its features can join up with them all.

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

Second - place or pick up

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

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

Abbots can be placed only into monasteries or gardens.

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

So, they cannot go onto linked roads, cities, or fields that are already occupied.

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

Third - score

Running scores arise if a feature (city, road, garden, monastery) is completed, or if an Abbot is called back.



Meeple

Meeple determine who will score, but they don't change the value of scores.

If there's only one meeples on the feature, that player scores the points. If more than one player has the same number of meeple on the feature, they each score the points.

If one has more meeple, they score the points. A large meeples is worth two small ones.

Scores – completed country roads

A road is completed when both ends reach a village, a city, a monastery, a 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 an inn upon it, a completed road is 2 points per tile.



Scores – 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 per coat of arms.



Scores – completed monasteries & gardens

There must be an Abbott or a Meeple in residence.

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 surrounds it).

An Abbot in the garden or monastery may be picked up before its completion, but Meeples only when it's completed.

Meeples may not be laid down immediately after an Abbott's pick-up.



Remember to pick up meeples

After scoring, take all meeples that were on a completed feature back into hand.

They cannot be used again in the same turn.

It is possible to put one down and pick it up immediately, if it was put onto a newly completed feature.

Setting up – and getting started

Determine who's going to go first.

Set aside the source and the final lake of the river - face up.

Mix up the other river tiles and place them face down in a pile.

Mix up the all the other tiles and put them into several piles: face down.

Place the source card of the river onto the playing area, ready to begin.

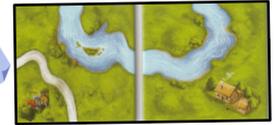
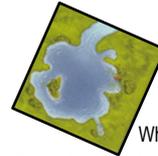
The first player now starts.

Play then goes on clockwise, each taking a tile from the top of the pile.

River tiles must be played before non-river tiles are accessed.



The river must not double back on itself in a U-turn.



When all river tiles are used up, place the lake - it's not counted as a move.

Thereafter, tiles from the main piles will be chosen and placed.

Tiles may be placed in any orientation.

Meeples may be placed as usual during the river's flow.



Gleaned from BoardGameGeek forums

Cathedral

This adds considerably to scores if the city is completed, but if it's standing proud within a city that doesn't get finished, there are no end-of-game scores at all for those who are within the city.

Having two within a completed city brings no extra scores.

Inns abounding

It makes no difference to scores if more than one inn is alongside a completed road.

The Publican - optional 'house rule'

When placing a tile that has an inn upon it, a meeple may jump into the lake - to become a rather damp Publican. This can happen even if there's already a meeple on the road.

If any road upon which the Inn stands is completed, the Publican gets 2 points per section of road. The meeple must be taken back when this happens - not before.

(Thanks to Ray Milner's BGG posting.)

Big Meeple musings

May lying down in a field be just up this meeple's street?

Cannot place a tile - with options

If a tile can be placed, it must be - even if it causes the player pain to do so.

If it's impossible to place a tile, either discard it from the game, or put it back into a pile.

Whichever you decide to apply at your table, the player then takes another tile - they do not miss a turn.

Rivers and farms

In the real world, rivers often wend their way gently through fields. In the Carcassonne world, however, a river is a separator of fields - in the same way as roads and cities.

The landscape - cities and cathedrals



The outer walls of two cities lie on this tile.

A meeple can be placed in either city.

Or it could go 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 bottom corner.

City segments join up when placed side to side ~ not at their corners.

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

- Fields or cities may adjoin the tile.



There are two cathedrals

The cathedral can only be placed within a city.

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

However, if the city is incomplete at the end of the game - it's not such good news at all.

Abbots do not settle down in cathedrals - only in Monasteries and Gardens.

- Only city areas may adjoin the cathedral tile.

The landscape - monasteries and gardens

Abbots or Meeples may occupy gardens and monasteries.

Ensure that monk-meeples cannot be mistaken for farmers or highwaymen.

Take Note



There are eight monasteries

This monastery stands alone - no roads in or out.

A farmer-meeple can lie down in the field, or go to the monastery.

- Only fields may adjoin this tile.

This monastery has two roads that end at its doors.

Meeples could be placed on it, or on either road, or a farmer-meeple laid down in either field.

- Open fields or fields with roads may adjoin the tile.



Plenty of gardens - eleven of them in fact



This garden is close to a city.

A meeple could go on it, or into the city, or as a farmer-meeple, relaxing in the field.

- Fields or cities may adjoin the tile.

This garden lies close to a road.

A meeple might do a spot of weeding, or step onto the road, or in either field as a farmer.

- Open fields or fields with roads may adjoin the tile.



The landscape - roads and inns

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

- Open fields and country roads may adjoin the tile.



Four roads terminate in the village, which lies beyond the cities' walls.

Only two roads can be ridden along by a highwayman meeple.

Those leading into the city are complete, since both ends already are established. They cannot have meeples.

A meeple can go into either city.

Or onto either incomplete road.

Or lying down as a farmer in any of the four fields.

- Cities and fields crossed by roads may adjoin the tile.



There are three roads into this village.

A meeple could be placed on any 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 six inn-tiles

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

Inns and their lakes lie alongside roads.

◀ Here, the roads to the left and right have the inn alongside, but the one below the junction does not.

A meeple could be placed on any of the three roads.

Or as a farmer into any of the three fields.

- Open fields or country roads may adjoin the tile.

