

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 one for each player ...

- a rules resumé
- a guide to tiles and elements
- scoring reminders

Printing

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



Ending the game

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

Scoring will take place all the way through, as cities, roads, and monasteries are 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 or their lakes 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 or meeples 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 great care to identify all the separate farms that are there, and all the farmers that are in them.

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

Score 3 points for each **completed** city that the farm touches.

A city may be touched by more than one farm.



Carcassonne

with Inns & cathedrals

Scores accumulate during play, with final scores and the outcome being worked out at the end.

Each turn, do three things - in order

First - play a tile



Take a tile from any pile and 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 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 - meeple

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 - they're **not** Abbots).

Abbots can be placed **only** into monasteries or gardens.

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

They cannot go onto roads, cities, or **fields** (*take special care with fields*) that are linked to others 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 then play a meeples.

Third - score

Running scores arise if a feature (city, road, garden, monastery) is completed, **or** if an Abbot is called back. Only **at this step** can you take back meeple.

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 come to a full stop by reaching 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 one or more inns upon it, a completed road is 2 points per tile.



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.

Completed monasteries & gardens

Of course, 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 a garden or a monastery may be picked up **before** its completion. Meeples can be retrieved **only** when it's completed.

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

- Gardens or monasteries may become completed as a 'spin off' when other tiles are being placed - perhaps not intentionally, even.
- Their occupiers need to be constantly alert - don't miss out because you don't notice. *(It's up to you game-players whether missing a completion means 'tough luck', or whether kindness will prevail.)*

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 a meeple or Abbott was put onto a feature that was completed and occupied in that same turn.

Getting started

Determine who's going to go first.

Set aside the source and final lake of the river - face up. **River version 2** - branch also.

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.

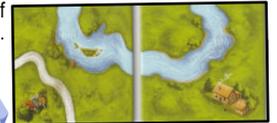
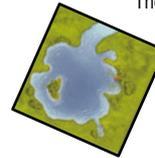
River 2 - first player starts, by laying the **river-branch** tile. They may put down a farmer but nothing else.

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.

River 2 - one branch of the river will previously have ended at a city's walls.

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

Tiles may be placed in any orientation.

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

Note

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 within the city.

Having two within a completed city brings no extra scores.

Inns in abundance

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 always 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 and plays it.

Rivers and farms

In the real world, rivers often wend their way gently through fields, and cattle may gently cross in peace.

In the Carcassonne world, however, a river is a surging **separator** of fields - in the same way that roads and cities are.

The landscape

Cities



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 as a highwayman, or as a farmer in one of the four fields.

- Cities or roads may adjoin the tile.

Here are two cities, one of which has a coat of arms, giving 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.



Cathedrals - of which there are two

Cathedrals 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.

If a cathedral is placed in a city area where no other meeples are in occupation, a meeple may be placed upon it, and become a city resident.

- Only city areas may adjoin the cathedral tile.

The landscape

Abbotts or Meeples may occupy gardens and monasteries.



There are eight monasteries



This monastery stands alone - no roads in or out.

A farmer-meeple can lie down in the field, or a meeple or Abbott can 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 could be laid down in either field.

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

Plenty of gardens - eleven of them in fact



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

An Abbott could go to the garden, since it's owned by the monastery.

- Fields or cities may adjoin the tile.

This garden lies close to a road.

Meeples or the Abbott might go there to do a spot of weeding.

Or a meeple might step onto the road, or flake out in either field as a farmer.

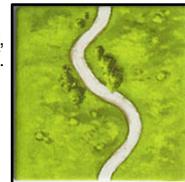
- Open fields or fields with roads may adjoin the tile.



Roads

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, where they all stop.

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 - how else would they get business?



◀ Here, the roads to the left **and** right have the inn and its lake 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.

Abbeys

An Abbey is **exactly** like a monastery or monastery garden so far as **scoring** is concerned.

Like them, it may be inhabited by either meeple or Abbots, and these behave in exactly the same way in the Abbey as they do in the other monastic properties.

It may be placed **instead of** taking a landscape tile.



It can **only** be built where each of its four **sides** is in contact with another tile.

It matters not at all what is showing on the sides of those other four tiles. It's so powerful that it acts as an "end point" for whatever is on them.

So, it will end a road or a city, or establish a border for a field. It may even **complete** them. If it does, they will be immediately scored.

Abbeys score exactly as monasteries and gardens do.

Mayors, barns, and wagons

Mayors

Mayors may be placed in unoccupied city areas.

When scoring, they have **no strength** as meeple **unless** there are coats of arms in the city. If there **are** coats of arms, they gain one 'strength' for each one.

Barns - no farmers allowed

Barns can be placed on **four** adjoining field **corners**, provided no other barns are in the field.

If there are **farmers** in the field when the barn is placed, they score 3 points per complete city, exactly as at the end of the game, and all are removed.

If a later tile is laid which joins farmers to fields with a barn in it, they immediately score in the usual way, receiving only 1 point per complete city.

At the end of the game, barns score just as do farmers - but with **4 points** per completed city.

Wagons

Wagons can go wherever a meeple can go.

When the feature is **completed**, the wagon may roll to any adjacent feature (touching sides or corners) that is not yet occupied or completed.

If there are no such features, it's returned to the supply.

If more than one wagon's affected by a feature's completion, players go clockwise from the active player in deciding what they want to do with their wagons - scoring as appropriate.

Carcassonne

Abbey and Mayor expansion

The landscape

New land tiles - these are a bit different

There are two cities here. One has an internal bridge to link its two sections.

The other, separate, city lies beneath the bridge, and is not bisected by it.

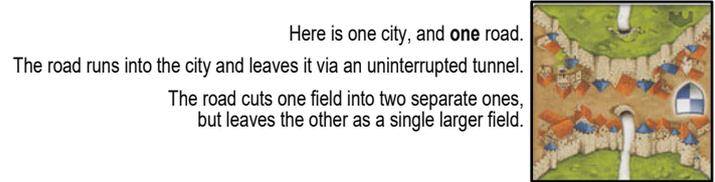


Here, there are two cities.

One has a bridge that links it to a field at the city gate.

The city stops there, and so does the field.

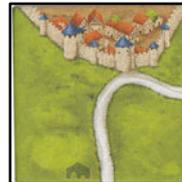
Another city lies beneath the bridge, and is not bisected by it.



Here is one city, and **one** road.

The road runs into the city and leaves it via an uninterrupted tunnel.

The road cuts one field into two separate ones, but leaves the other as a single larger field.



Here is one city, and one road.

The road abuts the city wall, and that splits the fields into three separate areas.