

# Carcassonne

A clever tile-laying game for 2 to 6 players aged 8 and up from Klaus-Jürgen Wrede

The southern French city of Carcassonne is famous for its unique Roman and Medieval fortifications. It was an important city in southern France during medieval times. The players develop the area around Carcassonne and deploy their followers on the roads (as thieves), in the cities (as knights), in the cloisters (as monks), and in the fields (as farmers). The skills the players employ to develop the area and use their thieves, knights, farmers, and monks will determine who is victorious. But all will have fun playing!!

## Contents

- 72 landscape tiles (including 1 starting tile with a different back), which picture city, road, and field segments and cloisters.

- 48 followers in 6 colors:



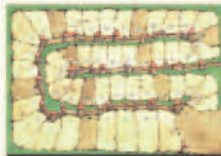
Each follower can be used as a knight, thief, monk, or farmer.

One of each player's followers is used as his scoring marker.

- 1 scoring track:

This tracks the players' points.

- 1 rule booklet and 1 rule summary



back of starting tile



cloister



city segments



field segments



road segments



crossings

## 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 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 on all abutting tiles (cloisters are always complete within single tiles).



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:

thief



on a road segment

or

knight



in a city segment

or

monk



in a cloister

or

farmer



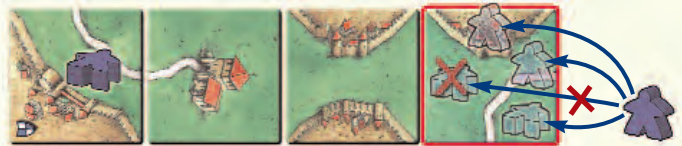
in a field segment

lay farmers on their sides!

- 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 roads, cities, and cloisters

#### 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 (see also page 5).



Red earns 4 points.



Red earns 3 points.



### A COMPLETED CITY

A city is complete when the city is completely surrounded by a city wall and there are no gaps in the wall. 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)

### 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.



**Red** and **Blue** each score the full 10 points for the city as they tie with 1 knight each in the completed 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.

### 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).**



**Red** earns 4 points

1. Complete a road, city, or cloister 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 3 points

### THE FARMS

Connected field segments are called farms. Farms are not scored. They exist only as places to deploy farmers. Farmers are only scored in the final scoring. **Farmers remain in the field segment where they are deployed for the entire game and are never returned to the players' supplies!** 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 have been played.



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

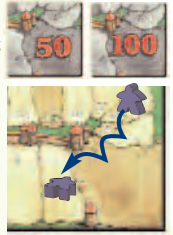


With the placement of the new land tile, the 3 players each have 1 farmer on the farm.

**Note:** the player who played the new land tile may not deploy a farmer because the connected field segments already have farmers.

## THE SCORING TRACK

Record all points on the scoring track. The track is round with 50 spaces. Players can traverse the track several times if their scores exceed 50, 100, or more. When a player's scoring marker first passes the 50 space, he takes one of the point cards and places it in his play area with the "50" side showing. If his scoring marker passes the 50 space again, he turns the point marker over to the "100" side. If his scoring marker passes the 50 space again, he takes a second point marker and places it in his play area with the "50" side showing. If a player's marker continues to pass the 50 space, he continues using the point markers as described above.



## Game end

At the end of the player's turn (after the scoring of any completed cities, roads, and cloisters) 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.



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

### 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 completed 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 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 described above



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



**Blue** earns 9 points.

A further example of farmer scoring is on page 15.



**Red** owns the large farm as he has the most farmers there. Thus, he scores 6 points for cities **A** and **B**. **Blue** owns the small farm and scores 3 points for city **A**.



In this example, **Red** and **Yellow** tie with the most farmers in the large farm and each earn 6 points for the two cities (**A** & **B**). **Blue** earns 3 points for city **A**, as he owns the small farm.

- Remove followers as you score the unfinished roads, cities, and cloisters. This will make scoring the farms easier.

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.**





## additional material

- 18 new landscape tiles (marked with )
-  6 large followers (1 per color)

## Rule supplements

### ■ Placing landscape tiles

The new tiles are placed as before - field to field, road to road, and city section to city section.  
Special features of some of the new tiles:



this tile has 4 separate city segments



this cloister separates the road into 2 segments



this crossing separates the road into 2 segments

a player may not place followers on these 2 segments



the inn lies only on the right road segment



this field ends at the arrow

### ■ Placing followers



Each player adds one large follower to his 7 normal followers. He may place the large follower in the same way as his normal followers.

When a road, city, or field is scored, a large follower counts as 2 normal followers when determining which player has the most followers in the completed road, city, or field.



only blue scores 3 points for the road

After scoring, the player takes the large follower back and may place it on his next turn just as he does with normal followers. If a player places his large follower on a field, it will remain there until the end of the game just as normal followers placed on fields.

## ■ Completed cities and roads

### ■ A COMPLETED ROAD

#### Inn on the Lake (6 tiles)



If **one or more** of the segments of a **completed** road contain an Inn on the Lake, the thief earns **2 points** per road segment (number of tiles) for the player. If such a road is not completed by the end of the game, the thief scores 0 points for the player!



Blue scores 6 points



Blue scores 6 points



road incomplete at game end:  
Blue scores 0 points

### ■ A COMPLETED CITY

#### Cathedral (2 tiles)



If **one or both** Cathedral tiles are located in a **completed** city, the knight earns **3 points** per city segment (number of tiles) and pennant. If such a city is not completed by the end of the game, the knight scores 0 points for the player!




Blue scores  
24 points



city incomplete at game end:  
Blue scores 0 points



## additional material

- 24 new landscape tiles (marked with )
- 20 trade good tokens (9 wine, 6 grain, 5 cloth)
- 6 builders and 6 pigs (1 each per color)

## Rule supplements

### ■ Placing landscape tiles

The new tiles are placed as before - field to field, road to road, and city section to city section.

Special features of some of the new tiles:



The bridge is **not a crossing!** One road runs from right to left across the tile and the other runs from top to bottom across the tile. The **field segments** are all separated. The tile on the left has 4 field segments; the tile on the right has 3 field segments.



The cloister separates the road into **3 segments**.



One road ends at the city; the other ends at the village.



The tile has **3 separate city segments**.

### ■ Placing followers

Instead of placing a small or large follower on the tile, the player can choose to place his **builder** or his **pig**, if he meets the placing criteria described below.

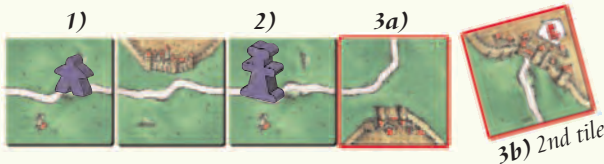
#### ■ THE BUILDER

**Placing:** a player can only place his **builder** on the tile he just played and only on a road or city segment that is connected to a road or city segment where he has already placed a follower.

Thus, a player must first place a follower on a road or city. On a later turn, when he adds to the road or the city he can place his builder on the added road or city segment.

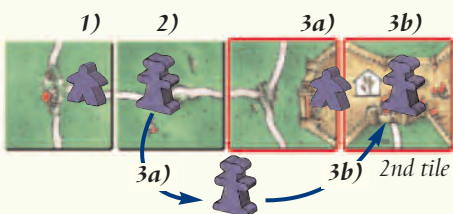
- The road or city may contain knights, thieves, and builders from other players.
- There may be any number of road/city segments between the thief/knight and the builder.
- A builder can be placed on a road or city and later (after it is scored and removed) be placed on a city or road.
- A player may never place a builder on a field.

**Using the builder:** whenever a player places a landscape tile that adds to a city or road with his builder on it, he is allowed to take a **second** turn after he finishes the turn where he placed the tile that added to the road or city. Thus, after he places a follower (or not) and scores (if required), he takes another complete turn (places a tile, places a follower if he wishes, and scores if required). Then his turn ends. He may not take a third turn in a row!



- 1) Place a thief.
- 2) Place the builder.
- 3a) Add to the road.
- 3b) Draw and place a 2nd tile.

- The player may not continue past the second turn in a row! If the player adds to the city or road with his second tile placement, he may **not** take a third turn.
- As long as the city or road remains incomplete, the builder remains there. The player may not voluntarily remove it. When the city or road is completed and scored, the player takes back the builder and any appropriate followers.
- The player may place a follower on either or both tiles placed in a double turn. If the city or road is completed on the first turn, the player can place the returned builder on his second turn.
- The builder does not count as a follower for determining follower majority on a road or city.



**A player can, for example ...**

- 1) Place a thief.
- 2) Place the builder.
- 3a) Complete the road and place a knight on the city segment on the new tile.  
(The road is scored and the player takes back his follower and builder).
- 3b) Draw and place a second tile, adding to the city and place the builder there.

## THE PIG

**Placing:** a player can only place his **pig** on the tile he just played and only on a field segment that is connected to a field segment where he has already placed a follower.

- The field may contain farmers and pigs from other players.

**Using the pig:** the pig increases the value of the farmers when scored.

- During the **final scoring**, a player with a pig in a field with his farmer will score 4 points instead of 3 points for each city he scores. If he does not earn points for a city, the pig adds nothing.
- The pig is not counted for determining which player feeds a city. It is not a follower!
- If the last farmer for a player is removed from a field (due to the effect of a Dragon or other expansion feature), he also removes his pig if it is there. Otherwise, a placed pig remains in the field until the end of the game.

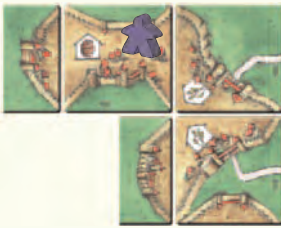
## Completed roads, cities, and cloisters

### A COMPLETED CITY

**A city with trade goods is completed**

When a player places a tile that completes a city that has 1 or more trade good symbols pictured, the following occurs: the city is scored in the normal way. **The player who placed the tile that completed the city** takes a trade good token for each trade good pictured in the completed city (for the trade goods shown).

**It does not matter whether this player has a knight in the city or scores points for the city!**



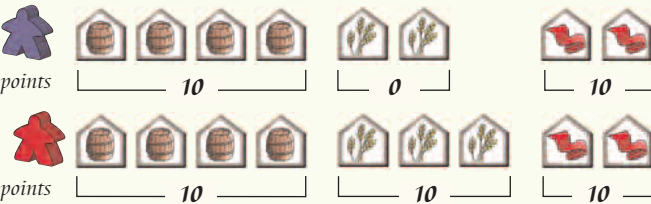
*Red* plays the tile to complete the city. *Blue* earns 10 points and *Red* takes 2 grain and 1 wine trade token.



## Final scoring

**Trade good tiles earn players additional points**

At game end, the player with the most wine trade good tokens earns 10 points. The same happens for the player with the most grain and cloth tokens. If players tie with the most, each earns 10 points.



*Blue* has more farmers that "feed" the two completed cities. As he also has a pig in the field, he earns 4 points per city for a total of 8 points.

*Red* does not "feed" either city. Even with a pig in the field, he scores 0 points.

## 3 the Princess & the Dragon

about 20 minutes longer



### additional material

- 30 new landscape tiles (marked with )
- 1 wooden dragon 
- 1 wooden fairy 

### Rule supplements

#### ■ Placing landscape tiles

The new tiles are placed as before - field to field, road to road, and city section to city section.

All new landscape tiles show a special symbol (volcano, dragon, princess, or magic portal), which can be used when placing followers (see below). The complete descriptions of the uses are described below.

Other special landscape tiles:



#### **Tunnel**

The tunnel does not break the road that runs over or through it.



#### **Cloister in the City**

When a player places a follower here, he must choose between the **cloister** and the **city** (or other feature on the tile). When he chooses the cloister, it is scored when surrounded by 8 tiles, even if the city is not complete. He can place a follower on the cloister even when the city already has a follower (on a connected tile). The opposite is also true: if he places a monk on a the cloister, later, a player may play a knight in the city, if otherwise allowed.

#### ■ Placing followers



#### THE FAIRY

At the beginning of the game, the fairy stands off to the side on the table. Whenever a player places **no follower** on his turn, he may, instead, place the fairy on any tile where he has one of **his followers**. To place the fairy, the player moves it from the table (if it has not been placed) or from the tile where it stands. The Fairy has **3 effects**:

- The Dragon will not visit a tile that has the fairy. Thus, a follower on this tile is protected from the dragon.
- If a player starts his turn with a follower on the tile where the fairy is, he scores 1 point immediately! If a player uses his builder to take a second turn, he does not score 2 points for the fairy!
- When a feature (city, road, cloister, or farm) with the fairy is scored, the player whose follower stands on the tile with the fairy scores 3 points for standing there, and may score for the feature as normal. When scored, the follower returns to its owner, but the fairy remains.



#### THE VOLCANO (6 tiles)



Whenever a player draws a tile with a volcano, he places it as he would normally place a tile, but he may **not** place any followers (or any other figure, except the dragon) on the volcano tile. Instead, the **Dragon** immediately flies from his current location **directly to this volcano tile**, where he stops. No follower may share a tile with the dragon.



#### THE DRAGON (12 tiles)



Whenever a player draws a tile showing a dragon figure, he places it as he would normally place a tile, and may also place a follower on the tile as he normally could. If placement of the tile completes a feature, it is scored as normal. Then, the game is briefly interrupted while **the Dragon moves!**

Beginning with the player who just placed the dragon tile, and continuing clockwise around the table, each player, on his turn, must move the Dragon to a new tile that is either **horizontally or vertically adjacent** to the tile where the Dragon is. The Dragon always moves 6 times, across **6 tiles**, regardless of the number of players (exception: dead end). The Dragon will not "visit" the same tile twice on his 6 move journey, so the players must watch carefully to ensure he moves properly. Also, the dragon will never move to the tile where the fairy stands. Whenever the Dragon visits a tile with a follower, a builder, or a pig, the player whose figure stands on the tile takes the follower, builder, or pig from the tile, returning it to his supply. When a player's last thief, knight, or farmer is removed from a road or city with a builder, or field with a pig, the player takes his builder or pig, putting it in his supply. After the Dragon completes his journey, the game continues where it was paused.

**Dead end:** when the Dragon is on a tile from which there is no legal move, he is not moved further on this journey.

**Note:** as long as no volcano tile is drawn, the Dragon remains away from the game board, and will not be moved. In this situation, if a Dragon tile is drawn, the player sets it aside and draws another to play in its stead. As soon as a volcano tile is drawn and placed, the Dragon enters the game, the set-aside Dragon tiles are shuffled face-down with the other tiles, and the game continues.





### Example with 4 players:

The **Dragon** starts in the lower right corner.

**Anna** draws a Dragon tile and finishes her turn normally. Then she moves the Dragon to the tile **above** it. **Bob** is next and moves the Dragon to the **left**. **Chris** is next and moves the Dragon **downward**. **David** must move the Dragon **left** - this is his only possible move.

Then, it is **Anna's** turn again and she moves the Dragon **up** again. Finally, **Bob** moves the Dragon **up** again and the Dragon's journey ends (6 moves).

The **blue** and the **red** followers are returned to their owners supplies as they were on tiles traversed by the Dragon.



### THE MAGIC PORTAL (6 tiles)

When a player draws and places a magic portal tile, he may place a follower **on this or any previously placed tile**. When doing so, he must follow all other placement rules, for example, not on a feature with another follower. In addition, he may not place his follower on an already completed feature.



### THE PRINCESS (6 tiles)





When a player draws and places a princess tile, he places it following the normal rules. If he places the tile so that it adds to a city with one or more knights, he must return **one** of those knights to its player (his choice, and he may choose a large or normal sized follower). In this case, he may not place a follower (or any other figure) on this tile, even on the field or the road. If he removes the last knight from the city that has a builder of the same color, he removes the builder, as well. If he places the tile so that it adds to an empty city, or only starts a new city, he may place a follower (or other figure) in the normal ways.

## Abbey & Mayor

about 10 minutes longer



### additional material

- 12 new landscape tiles (marked with ) • 6 wooden mayors  • 6 wooden barns 
- 6 abbey landscape tiles • 6 wooden wagons 

### Rule supplements

#### Preparation

Each player takes **1 abbey landscape tile**, **1 mayor**, **1 barn**, and **1 wagon**, which he places in his play area along with his followers.

#### ■ Placing landscape tiles

The new tiles are placed as before - field to field, road to road, and city section to city section.

Special features of some of the new tiles:



This tile shows 2 separate segments. The city with the pennant ends in the meadow. This is especially important for the farmer scoring.



The road ends in the field.



The road touches the city, so that there are 3 separate field segments on each tile.



This tile shows 2 separate segments.



The road is not terminated, but continues in all 3 directions.



The road is not interrupted. On the lower part, it does not separate the field segment, on the upper part, it does separate the field segments. This is especially important for the farmer scoring.

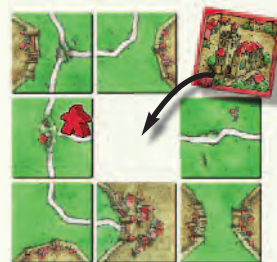


### Abbey

When a player wants to use his abbey, he draws no tile to begin his turn and places the abbey tile. The player may only place the abbey tile in an empty space on the table completely surrounded on four sides (not the diagonals) by other tiles, thus filling a "hole" in the map. If there is no such place on the table, the player may not place his abbey tile. The player may place a follower as a monk on the abbey tile. In this case, the same rules apply as for a monk in a cloister - that is, it is scored in the same way. If one or more players have not yet placed their Abbey tiles when the last landscape tile is drawn and placed, they may now do so, if possible, in clockwise order starting from the left of the person who placed the last tile. Then, the game ends.

After a player places his Abbey tile (and, perhaps, placed one of his followers on it as a Monk), all four features adjacent to the Abbey tile are considered closed on this side. If this results in the completion of a road, city, or cloister it is now scored.

*Blue places the abbey and completes the road from the left with the red follower. The city below the abbey and the road to the right of the abbey are still uncompleted.*



## ■ Placing the new figures

### Mayor

On his turn, a player may place his mayor instead of a follower. He may only place his mayor in a city which has no knight or follower. The usual follower placing rules apply.

**When a city is scored, the mayor counts for as many followers as there are pennants in the city.** For example, if the city has 3 pennants, the mayor counts as 3 followers. If the city has no pennants, the mayor counts as no followers. A normal follower counts as 1 follower. The large follower from Inns & Cathedrals counts as 2 followers. The value of the city is not changed by the presence of a mayor. After scoring the city, the player takes his mayor back.

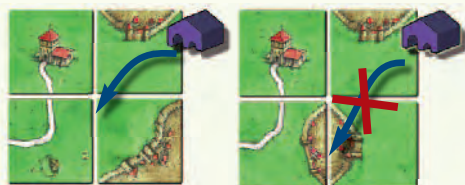


*The mayor has a strength of 3 followers (3 pennants). Therefore, Blue earns the 18 points for the city.*

### Barn

#### Placement

When a player places a tile that creates a junction of four tiles where each of the four tiles has only a field segment at the junction, the player may place his barn instead of a follower. He places his barn at the junction of the four tiles. The player may place his barn even if there are farmers on field segments connected to the place where he places the barn. The barn remains on this place for the rest of the game.



*A Barn may be placed on the left, but not as in the example on the right. The two lower tiles have city segments at the junction along with field segments. The barn may only be placed where there are only field segments at the junction.*

#### Scoring when placing the barn

When a player plays a barn, the farm it is placed on is immediately scored. The player with the most farmers in the field earns **3 points** for each completed city connected to the farm. It does not matter whether the owner of the barn has farmers on the farm or not.

After scoring the farm, the players with followers on the farm return them to their supplies. The barn, however, remains.

When playing with Traders & Builders, a player with a pig on the farm scores **4 points** per city instead of 3, if he scores points for the farm. The player takes his pig back afterwards, placing it into his supply.

#### Scoring when connecting farms

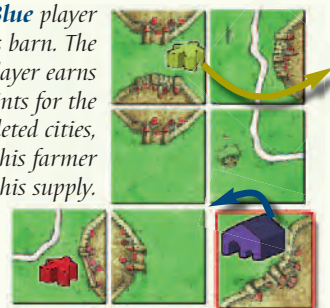
A player may not place a follower on a farm segment connected to the junction with a barn. There may only be one barn on each farm. Of course, connecting two farms, each with a barn, is quite legal. If a player places a tile that connects a farm without a barn to one with a barn, the new large farm is immediately scored and the players take back their followers from the farm. With this scoring, however, a player earns only **1 point** per completed city (with a pig from Traders & Builders, **2 points** per completed city).

#### Scoring at game end

At the **end** of the game, the player with a barn on a farm scores 4 points for all completed cities that touch the farm, regardless of their distance from the barn. If there are several barns on a farm, each scores the full points.

A barn may not be removed, either by the Dragon (from Princess & Dragon) nor by a tower from The Tower.

*The Blue player places his barn. The yellow player earns 6 points for the 2 completed cities, and takes his farmer back into his supply.*

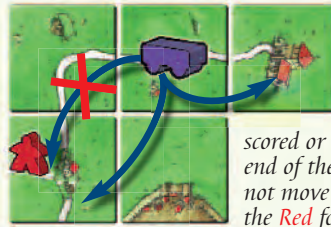


*Placing the tile connects the red farmer to the large farm owned by the blue player (barn). Red scores 2 points for the completed cities and takes back his follower.*

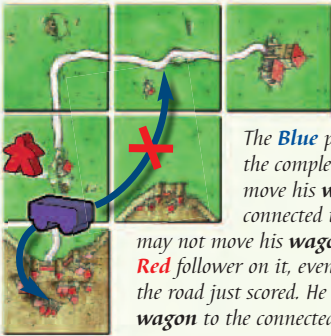


## Wagon

On his turn, a player may place his wagon instead of a follower. The player may place his wagon on a road, a city, or a cloister that has no other wagon or follower. The player may **not** place a wagon on a field segment. The player may **not** place a wagon on a field segment. When a road with a wagon is scored, the wagon counts just like a follower for scoring purposes. After scoring, the player may return his wagon to his supply. Alternatively, he may **move** his wagon to an uncompleted road, city, or cloister that is connected to the feature just scored with the wagon on it. When moving his wagon to a road, city, or cloister, the road, city, or cloister may not already have followers or other wagons on it. A wagon always counts as though it were a follower during scoring. If there is no available connected road, city, or cloister, the player must return his wagon to his supply. If several wagons are involved in scoring a feature, the players move the wagons starting with the player who placed the tile and moving clockwise around the table.



The **Blue** player earns 4 points for the completed road. He may then move his wagon to the cloister connected to the road just scored or to the road just below the end of the road just scored. He may **not** move his wagon to the road with the **Red** follower on it, even though it is connected to the road just scored.



The **Blue** player earns 2 points for the completed road. He may then move his wagon to the city connected to the road just scored. He may **not** move his wagon to the road with the **Red** follower on it, even though it is connected to the road just scored. He may also **not** move his wagon to the connected completed road.





The **Blue** player earns 14 points for the completed city. He may then move his wagon to the road connected to the right of the city just scored. He may also **not** move his wagon to the connected completed road.

## River II, Count, King, and Cult

about 20 minutes longer



### additional material

• 36 new landscape tile (marked with ) • 1 wooden Count 

This is a compilation of parts of four small expansions, which can be used together or separately.

### Preparation

#### River II (12 tiles)

The game starts with the river being played instead of the normal starting tile. Remove it from the game. First, sort out the **spring**, the **branch**, and the **lake with the volcano** and set them aside face-up. Shuffle the remaining river tiles face down. Place the spring in the middle of the table. The players choose a starting player who places the branch next to the spring.



spring



branch



volcano

The other players continue in clockwise order, drawing and placing river tiles following one or the other of the river branches. After all the face down river tiles have been placed, the next player places the lake/volcano tile. The river tiles may be placed as normal tiles with the following two exceptions:

• no U-turns • the two branches may not be joined

When he places a river tile, the player may place a follower on the tile using the normal follower placing rules. The players may not place followers on river segments. The player who places the lake/volcano tile may not place a follower on it, but immediately places the first normal tile and may place a follower on it, again using normal follower placement rules. When you play without the corresponding expansions, the inn on the lake, the pig herd, and the volcano have no effect.

**Note:** When players use "the Count" and "River II" together for a game, it is possible that when placing river tiles they come too close to the city and a tile cannot be placed. If this occurs, river tiles which cannot be placed are removed from the game. Even if the river cannot be laid out completely, the game is continued in normal the way.





**The pig herd** earns the farmer in that field 1 additional point per city he feeds, if he scores for any cities. If the player has the pig herd and the pig (Traders & Builders expansion rules page 8) he earns 2 additional points



**Inn on the lake**  
See Inns & Cathedrals rules, page 6



**Volcano**  
See Princess & Dragon rules, page 9. Also, the player placing this tile plays no follower on it, but does, immediately, play an additional tile.

## ■ Placing landscape tiles

The new tiles are shuffled with the other tiles and placed as before - field to field, road to road, and city section to city section.

Special new landscape tile:

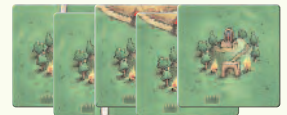


This card shows 2 separate city segments. They can be connected of course during the game by other tiles.



### the Cult & Heretic

Shuffle the 5 "cult place" landscape tiles with the landscape tiles you are playing with. The cult place is used and scored exactly like a cloister. If the player places a follower on the cult place, this follower is called a heretic.



### Placing the cult place

A player may not place a cult place adjacent to more than one cloister, nor may a player place a cloister adjacent (horizontally, perpendicularly or diagonally) to more than one cult place.

When a player puts a cult place directly (horizontally, perpendicularly or diagonally) adjacent to a cloister occupied by a monk of another player and puts a heretic on it, then the heretic must challenge the monk. The same applies if a player places a cloister and monk directly (horizontally, perpendicularly or diagonally) adjacent to a cult place occupied by a heretic of another player. That is, the monk must challenge the heretic.

### The challenge

Once a challenge has been declared, the player (of those two involved in the challenge) who first completes his cult place or cloister scores 9 points as normal. The other player scores nothing and both followers are returned to their players.

If a challenge is not resolved by the end of the game, both players receive the usual points as described in the scoring of cloisters at game end.

When a player places a tile with a cult place, he need not place a follower on the cult place. He may place a follower on the field, or the city or road when present. Also, he may choose to place no follower at all on the tile.

## ■ Placing figures



### The Count of Carcassonne

Before the game, place the 12 Carcassonne city cards next to each other in the middle of the table as shown. This city is now the starting point for the game. Remove the normal starting tile from the game as it will not be used. There are 4 quarters in the city:

1. the Castle
2. the Market
3. the Blacksmith
4. the Cathedral

Place the wooden figure, the count of Carcassonne, on the castle quarter and begin the game as normal.

### Followers in the city

When a player places a tile that causes at least one of his opponents to score at least 1 point **while the placing player scores nothing**, the placing player, at the end of his turn, may place **one follower** from his supply on **the city quarter** of his choice. This placement is in addition to any follower he may place as part of his normal turn, but he may place only one follower in Carcassonne per tile placed, regardless of how many scoring opportunities this placement causes.



Later, during the game, when a city, road, cloister, or farm is scored, all players with followers in the appropriate quarter of Carcassonne (see below), may move their followers from Carcassonne to the scoring feature before the majority is determined in the feature being scored, unless the count is standing in that quarter of Carcassonne. At game end, when any feature is scored (including farms), players may move their followers in the same way. After the players have moved their followers, the feature is scored.

### Where and when may players move followers from the city:

- from the castle to a scoring city
- from the blacksmith to a scoring road
- from the cathedral to a scoring cloister
- from the market to a scoring farm (only during game-end scoring)

### How are the followers moved?

Starting with the player to the left of the player who placed the tile that caused the scoring and moving once clockwise around the table (the placing player goes last), each player may move 0 to all of his followers from the appropriate quarter of Carcassonne to the feature being scored. Then, the feature is scored.

Followers not moved, remain in Carcassonne. The followers in Carcassonne may only be moved as described above. They may not be moved in or removed from Carcassonne in any other way (e.g. returned to the players' play areas).

### The Count



When (and **after**) a player places a follower in Carcassonne, he may move the count to any of the four quarters in Carcassonne. No player may move a follower to or from the quarter where the count stands.

*Example: a city is being scored and the count stands in the castle (castle --> city). No player may move his follower(s) from the castle to the scoring city.*

The followers in the quarter remain there until the count is moved to another quarter. The count will always be in one of the four quarters - he never leaves Carcassonne!

### Special cases with the other expansions

**Inns & Cathedrals:** the large followers may also be placed in Carcassonne. When a large follower is moved from Carcassonne, he counts as two followers.

**Traders & Builders:** if a player is allowed a second tile placement due to his builder and he causes opponent scoring (and not his own) with both placements, he may place a follower in Carcassonne for each placement.

**Princess & Dragon:** the Dragon may not move onto any of the 12 tiles of the city and, thus, may not remove the Count or any follower in the city.

**Abbey & Mayor:** a player may also move his mayor (castle only) and his wagon (castle, blacksmith, or cathedral only) into Carcassonne. If they are used when scoring, each counts as two followers.

**River II:** after placing the 12 Carcassonne city tiles, place the spring so the river flows from the edge of Carcassonne. Players should try to place the river tiles so the river flows away from Carcassonne. Placing river tiles such that it flows around the city may cause placing problems later.

## ■ Scoring completed roads, cities, and cloisters



### King & Robber Baron



At the start of the game, set the **king tile** to the side. When a player places a tile that completes the first city, he takes the king and places it in his play area. Later in the game, if another player completes a **larger city** than any so far in the game, he takes the king. At the end of the game, the player who has the king, scores 1 point for each completed city in the game.



The **robber baron** works like the king. In this case, the robber baron always goes to the player who completed the **longest road**. At the end of the game, the player who has the robber baron, scores 1 point for each completed road in the game.



© 2008 Hans im Glück Verlags-GmbH  
Birnauer Straße 15 | 80809 München  
Fax: 0 89/30 23 36  
If you have questions, comments, or suggestions, please write us at:  
PO Box 45715, Rio Rancho, NM 87174 or  
RioGames@aol.com or visit us at  
[www.riograndegames.com](http://www.riograndegames.com)



Illustrationen: Doris Matthäus,  
Rules layout: Christof Tisch  
We especially thank Karen & Andreas "Leo" Seyfarth, who are responsible for a substantial proportion of the creation of the rules had and also made many suggestions contributing to the success of the game.  
You can find more about Carcassonne at:  
[www.carcassonne.de](http://www.carcassonne.de)

## Example for farmer scoring:

The following is an example of scoring for farms at game end. The rules for scoring farms can be found on page 5.



**Farms have borders:** farms are separated from each other by roads, cities (when they are not completely within a farm), and the edge of the map.

**Farm 1:** **Blue** owns farm 1. There are 2 adjacent 2 completed cities (A and B). For each completed city **Blue** earns 3 points (regardless of their sizes). **Blue** earns 6 points.

**Farm 2:** **Red** and **Blue** own Farm 2 together. There are 3 completed cities (A, B, and C) adjacent to or lying within this farm. **Red** and **Blue** each earn 9 points.

**Please note:** cities A and B earn **Blue** 3 points each for Farm 1 and both **Red** and **Blue** 3 points each for Farm 2, as the cities are adjacent to both farms. The city on the lower left is not complete, and, thus, scores no points for any player.

**Farm 3:** **Yellow** owns Farm 3, as she has more farmers there than **Black**. 4 completed cities are adjacent or within Farm 3. **Yellow** earns 12 points.

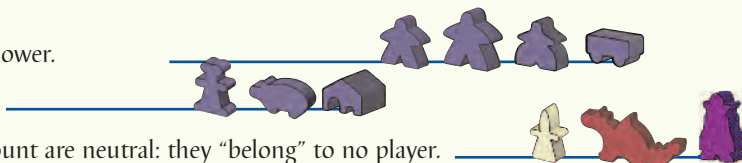
## Rule overview

### FIGURES

**Followers:** each of these figures is a follower.

**Special figures** are not followers.

**Neutral figures:** Dragon, Fairy, and Count are neutral: they “belong” to no player.



### Turn sequence

#### 1. DRAW AND PLACE LANDSCAPE TILE

#### 2. “MOVE” WOOD

place small follower (basic game) **or** place large follower (Inns & Cathedrals)

**or**

Place Mayor **or** Wagon, **or** Barn (Abbey & Mayor)

**or**

Place Builder **or** Pig (Traders & Builders)

**or**

Place **or** move Fairy **or** remove knight due to princess (the Princess & the Dragon)

if necessary, **DRAGON JOURNEY** (the Princess & the Dragon)



#### 3. SCORE

#### 4. AFTER THE SCORING












if appropriate, place follower in Carcassonne and move Count

if necessary, move wagons

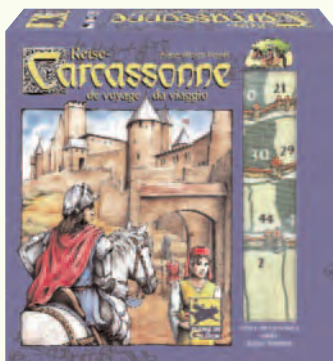




## Scoring overview

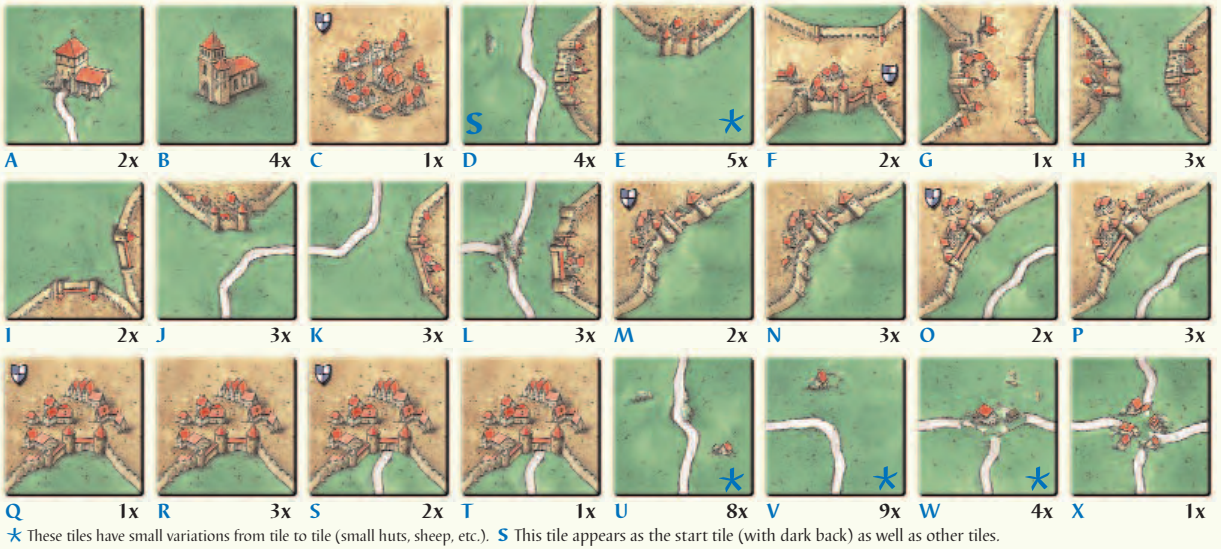
DURING the game			AFTER the game			
completed features	Road (thief)	1 point/tile			Road (thief)	1 point/tile
	Road with Inn	2 points/tile			Road with Inn	0 points/tile
	City (knight)	2 points/tile + 2 points/pennant			City (knight)	1 point/tile + 1 point/pennant
	City with Cathedral	3 points/tile + 3 points/pennant			City with Cathedral	0 points/tile + 0 points/pennant
	Cloister (monk)	9 points			Cloister (monk)	1 point/tile (cloister and each tile around it)
farms					Farmer majority	3 points / completed city
	Barn	farmer majority as at game-end farmers when connecting to barn			Farmer majority with pig or pig herd	4 points / completed city
					Farmer majority with pig and pig herd	5 points / completed city
					Barn	4 points / completed city adjacent to farm
	Fairy	1 point / turn begin				
	Fairy at scoring	3 points / scoring				
					Ware tiles	10 points / majority

## Others in the family:

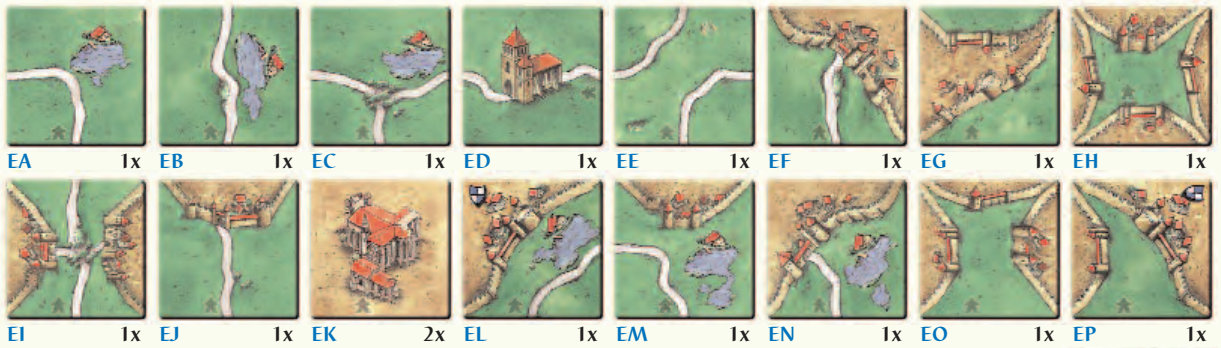


More information at [www.Carcassonne.de](http://www.Carcassonne.de)

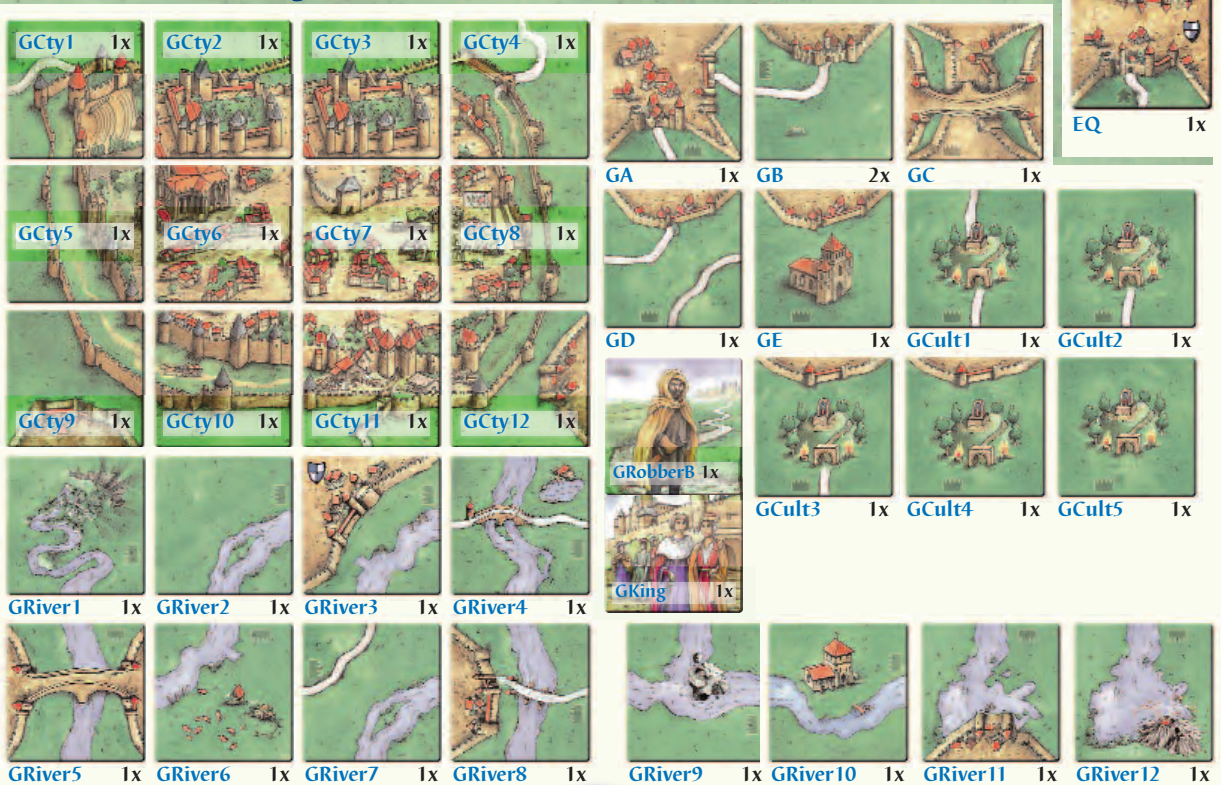
## Carcassonne basic game (72 tiles including the starting tile)



## Inns & Cathedrals (18 tiles)

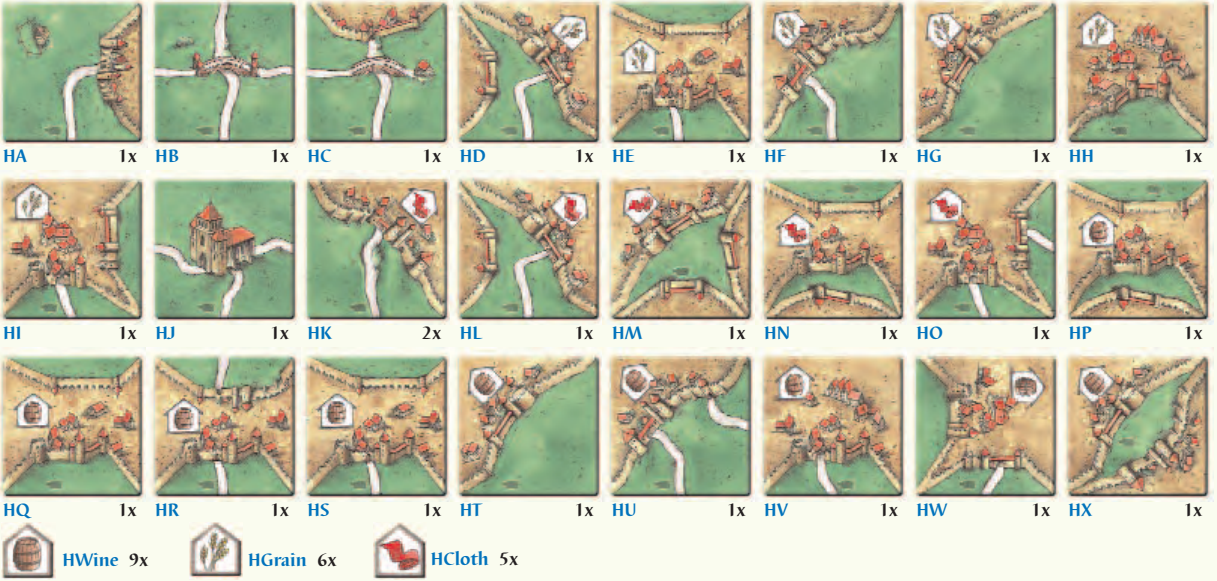


## River II, Count, King, and Cult (36 Karten)

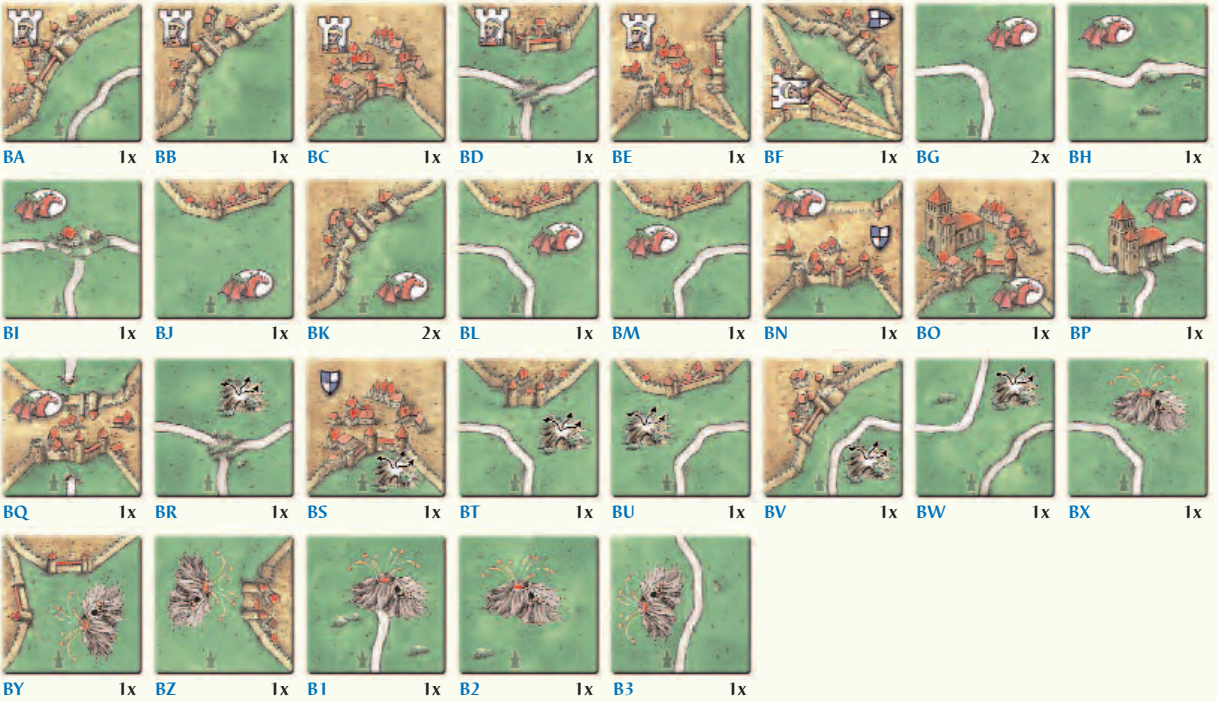




## Traders & Builders (24 tiles)



## Princess & Dragon (30 tiles)



## Abbey and Mayor (18 tiles)

