Carcassonne Big Box

Rulebook

Carcassonne

TABLE OF CONTENTS

With the *Carcassonne Big Box*, we welcome all fans of the classic game!

This is the perfect starter set for the **Carcassonne** world. Though there's a lot in here, don't worry! Simply start with the Base Game and leave the expansions in the box.

In your second game, you should add the farmers. In future games, you should first add **Inns & Cathedrals**, and then **Traders & Builders**. It is also possible to only use parts of the expansions, like the big meeple or the builder.

The River and **The Abbot** are parts of the basic game that can be used as you like. Experienced groups may also want to add the mini-expansions (***The Flying Machines***, ***The Messengers***, ***The Ferries***, ***The Gold Mines***, ***Mage & Witch***, ***The Robbers***, and ***The Crop Circles***). The mini-expansions are not complicated on their own, but combining them can create complex game situations.

It is also possible to play the game with every expansion contained in this Big Box. Be prepared for a much tougher, much longer game!

We hope you enjoy playing, testing, and building your own ***Carcassonne***!

Carcassonne

Klaus-Jürgen Wrede

A tile laying game for 2 to 6 players, ages 7 and up

The southern French city of Carcassonne is famous for its unique fortifications dating from the time of the Romans. The players set out to find their fortunes with their meeples in the streets, cities, monasteries, and meadows surrounding Carcassonne. The development of the landscape is in their hands, and the clever use of their meeples as highwaymen, knights, monks, or farmers paves the way to success.

Carcassonne	35 Minutes

Components and Setup

Welcome to *Carcassonne*! This rulebook will teach you the game quickly, and when you are done, you will be able to teach and play the game. The first step is setup, which will also introduce you to the components of the game.
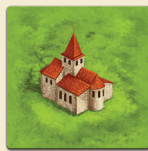
The 72 **LANDSCAPE TILES** show roads, cities, and monasteries, in a field.

City tile   *Road tile*   *Monastery tile*

The backs of all the tiles are the same, but the **START TILE** has a darker colored back, so you can recognize it easily.
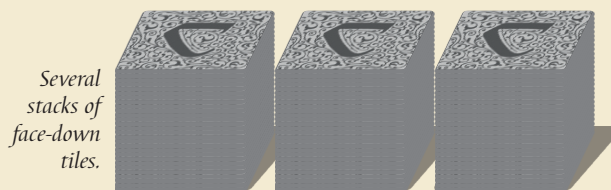

Normal back   *Dark back of the Start tile*   *Front of the Start tile*

Begin setup by placing the **START TILE** (with the dark back) faceup in the center of the table. Shuffle the remaining tiles and place them facedown in several stacks on the table, so that each player can easily reach them.

Several stacks of face-down tiles.

Set aside the eight **POINT TILES** with 50 and 100 sides. You will need them later for scoring.

Front   *Back*

Place the **SCORING BOARD** off to the side of the game table.

To finish setup, players gather their meeples. The BIG BOX comes with **48 meeples**, with eight of each of the colors Yellow, Red, Pink, Green, Blue and Black.

Each player takes seven meeples of their chosen color to form their supply. Place each player's eighth meeple on the 0 space on the scoreboard. These will be used to track each player's score throughout the game.

Meeples

Game Overview

In *Carcassonne*, players take turns placing tiles and expanding the landscape of roads, cities, monasteries and fields, one tile at a time. Players may place their meeples on the individual features of tiles as well (roads, cities monasteries, and fields), where they will become highwaymen, knights, monks, and farmers. Points are earned throughout the game, and the player with the highest score at the end is the winner!

Gameplay

The first turn in *Carcassonne* always starts with the youngest player, then proceeds clockwise around the table. On your turn, you will perform each of the player actions in order (explained below). Once you've completed all three actions, the player on your left takes his turn.

1 **Placing a tile:**
You **must** draw exactly one **landscape tile** from a stack and place so that its edges match the edges of adjacent tiles (i.e., field to field, road to road, etc.).

2 **Placing a meeple:**
You **may** place a meeple from your supply on a feature on the tile you just placed.

3 **Scoring a feature:**
You **must** score any feature (road, city, or monastery) completed by your tile placement.

◼ The Roads

1. Placing a Tile

You draw the shown tile with three road segments leading to a village. You must place it in such a way that the edges match the edges of the tiles already in play.

You place the tile here. The road and fields continue the existing landscape.

#### 2. Placing a Meeple as a Highwayman

After placing a tile with a road, you may place a meeple as a **highwayman** on one of that tile's road segments, but only if that road is not already occupied by another highwayman.

In the example, the tile you placed did not complete any roads, so no scoring occurs (see action **3. Scoring a Feature**), and play proceeds to the next player.

The next player draws a road tile and uses it to complete the road you started. He may not place a meeple on the road to the right of the village since your highwayman already occupies that road. Instead, he places his meeple as a knight in the segment of that tile.
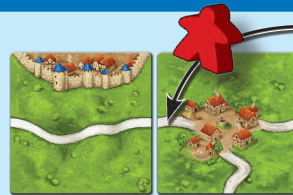
You use your meeple as a highwayman on this road. This is possible because no other meeple occupies it.
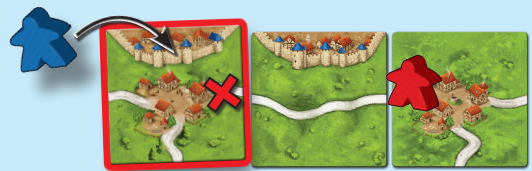
*Since the road to the right is occupied, the **blue** player decides to place his meeple in the city.*

3. Scoring a Road

When both ends of a road are closed, that road is completed and scored. The end of a road is closed when it meets a village, city, monastery, or loops back onto itself by meeting the other end.

In the example, since both ends of the road are now closed, it is now scored. Since you had a highwayman on the feature, you will receive points.

Even though your opponent placed the tile, the road is still completed. When scoring a road, **each tile** with a segment of that road is worth **1 point**. Here, since the road was in three tiles, it is worth **3 points**.
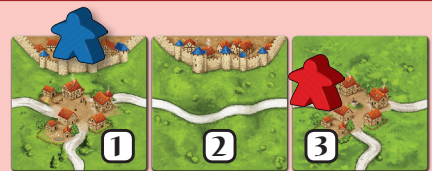
Scoring is tracked with the meeples placed on the scoreboard during setup. You move your meeple 3 spaces forward, to reflect the **3 points** you just scored.

Whenever your scoring meeple reaches or passes the 0 space, take a point tile, and place it in front of you with the 50 side face-up, flipping the tile to the 100 side if you reach or pass the 0 space again. Continue to take and flip point tiles as necessary if you reach or pass the 0 space additional times.

After scoring, **return any meeples** that occupy the road that was just scored to their players' supply.

*After **you** score **3 points** for your highwayman, return it to your supply. The **Blue** meeple stays in place, since it was not part of a scored feature.*
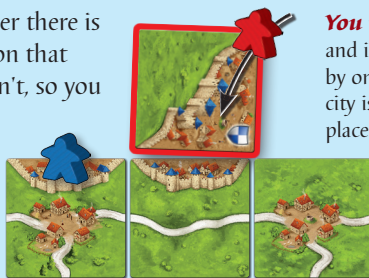
The Cities

1. Placing a Tile

You first draw a tile that you use to expand the landscape. As before, you must place it so that its edges match the edges of tiles already in play (in this case, city to city).

2. Placing a Meeple as a Knight

First, check whether there is already a meeple on that city. Here, there isn't, so you can place one of your meeples on the city as a **knight**.

*You placed this tile, and it expands the city by one tile. Since the city is unoccupied, **you** place a meeple there.*

3. Scoring a City

After a few more turns, you draw this tile and use it to continue your city (note that the tile is placed so that both the city and field edges match). A city is completed when it is surrounded by walls and there are no gaps inside the city. Since the tile you just placed completes this city, it must now be scored. Because you have a meeple inside the city, you will score points.

When scoring a city, **each tile with a part of that city is worth 2 points.** Furthermore, **each coat of arms** (the blue and white shields in the corner of the tile) **is worth an additional 2 points.** For this city, you score 8 points. As before, the meeple in the scored city is **returned to your supply**.
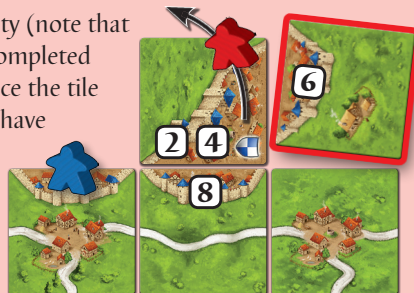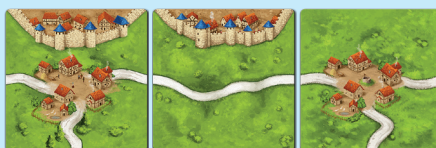
The Monasteries

1. Placing a Tile

You first draw a tile, and place it so that its edges match the edges of tiles already in play. Tiles with monasteries often have fields for their edges (though some will have roads as well).

2. Placing a Meeple as a Monk

You can place a meeple on the monastery as a **monk**.

Monasteries are always in the center of their tile.

3. Scoring a Monastery

A monastery is scored when it is surrounded by other tiles. A completed monastery is worth **9 points** (1 point for the tile with the monastery, and 1 point for each tile surrounding it).

*With this tile, **you** have completed the monastery. **You** score **9 points** and return your meeple to your supply.*

Use a Meeple, Score a Feature, and Get the Meeple Back

You can place a meeple in a feature you just completed, immediately score it, and then return the meeple to your supply.

To do so, follow these steps:

- 1. Place a tile, completing a feature (such as a road, city, or monastery).
- 2. Place a meeple as a highwayman, knight, or monk on the feature you just completed.
- 3. Score the completed road, city, or monastery and return the meeple to your supply.

*1.) **You** place a tile.*

*2.) **You** place your meeple on the road.*

*3.) **You** score **3 points** for the road. Return your meeple to your supply.*
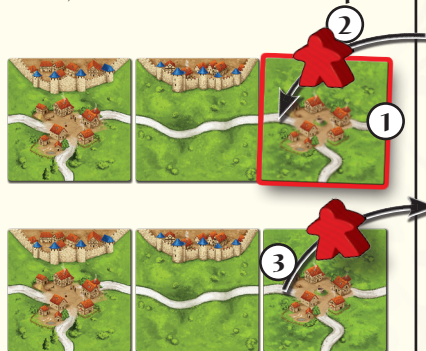
Now you are ready to play your first game!

📘 Summary

1. Placing a Tile

- You must place your drawn tile in such a way that its edges match the edges of tiles already in play.
- In rare cases, it may be impossible to place the tile you just drew. If that happens, simply return the tile to the box (remove it from the game) and draw a new one.

2. Placing a Meeple

- You can place a meeple only on a feature of the tile you just placed.
- You **cannot** place a meeple on a feature that is already occupied by one or more meeples.

3. Scoring a Feature

- A **road** is completed when both ends lead to a village, a monastery, or the road loops onto itself. The tiles with a part of a completed road are worth **1 point each**.
- A **city** is completed when it is surrounded by walls and there are no gaps inside the city. The tiles with a part of a completed city are worth **2 points each**, plus an additional **2 points for each coat of arms**.
- A **monastery** is completed when it is surrounded by 8 tiles. The monastery's tiles (the 8 surrounding tiles and the one with the monastery itself) are worth **1 point each**.
- Scoring always occurs at the end of a player's turn. At that moment, each player with a meeple in a completed feature scores points.
- After each feature is scored, all players return the meeples that occupied that feature to their supply.
- If there are multiple meeples in a single scored feature, the player with the most meeples is scores full points, and all other players score nothing. In the case of a tie, both players score full points. **The conditions in which multiple meeples could occupy the same feature are described on the next page.**

▣ Multiple Meeples Occupying the Same Feature

**1a.** *The tile **you** drew could extend the road. However, since there is already a **blue** highwayman on the road, **you** decide to position the tile so that the roads are not directly connected to each other.*
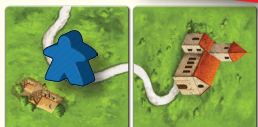
1b. *On a later turn, **you** draw this tile, and decide to continue the road with it. Both roads, each with a highwayman, are now connected. Since this completes the road, it is now scored, and both **you** and the **blue** player score **4 points**, as you are tied for control. Both **you** and the **blue** player return your meeples to your respective supplies.*
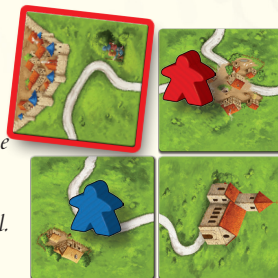
2a. ***You** are trying to take control of the city away from **blue** and place your tile as shown with a knight on it. **You** can place a knight there because the city segment is not connected to any other city segment with a knight on it. If **you** succeed in linking your two city segments, your two knights will allow you to take control of the city away from **blue**.*
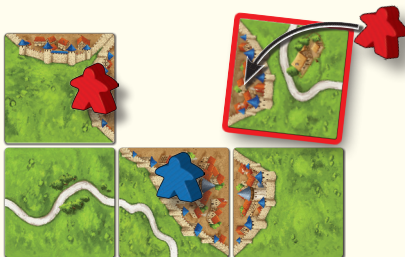
2b. ***You** draw the exact tile you needed to complete the city. Since **you** now have the most knights in the city, you have control, and only **you** get to score the **10 points** awarded for completing this city. Then, both **you** and the **blue** player return your meeples to your respective supplies.*

Game End and Final Scoring

The game ends immediately after the turn in which the last tile is placed. Players proceed to a final scoring:

- Each occupied but incomplete **road** is worth **1 point per tile**, just like during the game.

- Each occupied but incomplete **city** is worth **1 point per tile and 1 point per coat of arms**, half of their value during the game.

- Each occupied but incomplete **monastery** is worth **1 point**, plus **1 point per adjacent tile**, again, just like during the game.

To increase accuracy during final scoring, remove meeples from the landscape as soon as they are scored.

*Final Scoring - City: **Green** is the only one to score **8 points** (5 tiles and 3 coat of arms). **Black** does not score any points since **Green** has control of the city.*

*Final Scoring - Monastery: The **Yellow** player scores **4 points** for the incomplete monastery (3 points for the surrounding tiles, and 1 for the monastery tile).*

*Final Scoring - City: **Blue** scores **3 points** for this incomplete city (2 tiles and 1 coat of arms).*

*Final Scoring - Road: **Red** scores 3 points for this incomplete road (3 tiles).*

After the final scoring has been resolved, players compare scores. The player with the highest score is the winner.

The Farmers

After your first game, we recommend playing with farmers.
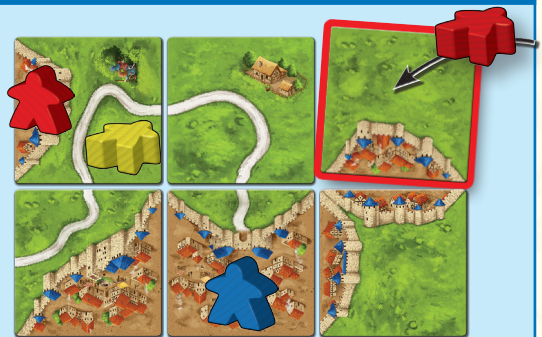
1. Placing a Tile

You draw the tile shown, and must place it in such a way that the edges of the tile match the edges of the tiles already in play. On the tile shown to the right, there are three field segments.

2. Placing a Meeple as a Farmer

A **farmer** is a meeple that you place in a field. Unlike highwaymen, knights, and monks (which are all placed standing up), farmers are placed laying down because they are scored only at the end of the game. Once placed, farmers remain on their tiles until the end of the game.

As with other features, you can only place a meeple as a farmer if there are no other farmers already in the same field. Fields are separated by roads and cities. The example to the right features three distinct fields.

*The field in which **you** are placing a farmer goes from the tile **you** just placed to the city with your knight. The* *yellow* *farmer occupies a different field.*

3. Scoring Fields

Farmers are not scored during the game and do not return to your supply, so place them wisely.

In the example, the game is over, and final scoring has begun. A field is worth **3 points** for each **completed city** that touches it, regardless of how many city segments are in that city. In other words, any time a city is completed, **all fields** touching that city will be worth 3 additional points during final scoring.
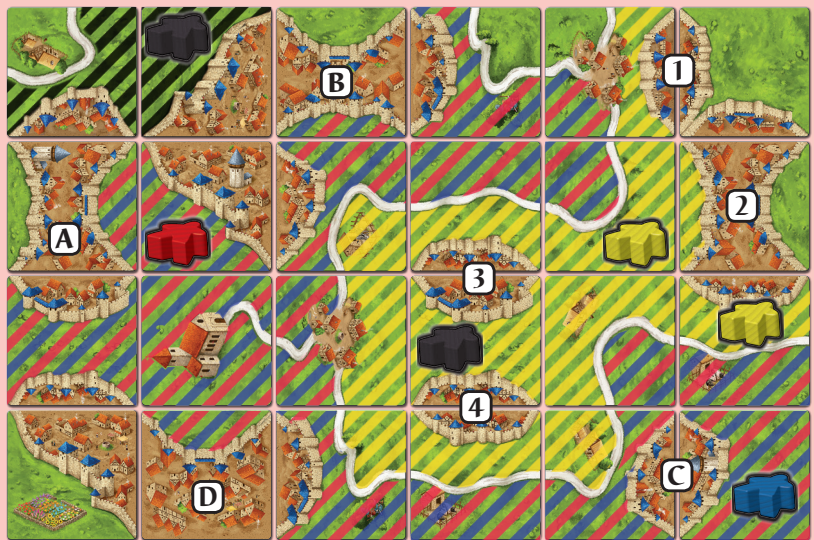
*Three completed cities touch the large field occupied by a **red** farmer and a **blue** farmer. Both players score **9 points** for the three completed cities: (A), (B) and (C). Neither of them scores any points for city (D), since that city is incomplete.*
Both the *yellow* *and **black** players have farmers in the same field, but* *yellow* *has control, so the* *yellow* *player will be the only one scoring the field's **12 points** for completed cities (1) – (4).*
*The **black** player in the small field scores 3 points per completed city touching the field ((A) and (B)) for a total of **6 Points**.*

A brief summary the most important details about farmers:
- Farmers are placed laying down, not standing up.
- Farmers are only scored during the **final scoring**, not during the game.
- Each completed city next to a field you occupy is worth **3 points**.
- Each completed city can be worth points for any number of different fields.
- Similar to roads and cities, if there is more than one farmer in the same field, only the player with the most farmers in that field scores its points. In the case of a tie, each tied player scores full points.

The River

The River modifies the beginning of the game by having players place a set of specific river tiles before the normal tiles.

Components

The River contains 12 river tiles, each with with a dark back, which replace the start tile. When playing with *The River*, return the normal start tile to the box before starting setup.

Setup

Set aside the **source** and **lake** tiles. Shuffle the remaining river tiles and stack them facedown. Add the **lake** tile to the bottom of the stack, and place the **source** tile faceup as the starting tile.

Gameplay

Starting with the first player and continuing clockwise, players place tiles normally. However, players **must** draw and place all river tiles before they can draw normal tiles. The river is not a feature; meeples cannot be placed on it, and it cannot be scored.

1. Placing River Tiles

You draw a river tile and place it in a way that its edges match the edges of tiles already in play. However, the river **cannot** turn in the same direction twice in a row, as this risks forcing the river to loop onto itself.

Watch out!

2. Placing a Meeple on a River Tile

Like any other tile, you may place a meeple on other features of a river tile you just placed. Meeples cannot be placed on the river itself.
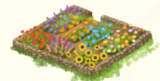
Source

Completed river example.

Lake

The Abbot

The Abbot introduces the abbot meeple and garden features.

Components

• 6 abbots, one in each player color.

Garden

Setup

Each player adds the abbot of their color to their supply.

1. Placing a Tile

When placing a tile with a garden, you must place it so that it its edges match the edges of tiles already in play.

2. Placing a Meeple OR the Abbot

When you place a tile with a monastery or garden, you may **either** place a normal meeple **or** your abbot meeple. If you place an abbot, you **must** place it on the monastery or garden you just placed.

3. Scoring with the Abbot

When the monastery or garden occupied by your abbot is surrounded by eight tiles, you score **9 points** (just like a regular monastery scoring). During final scoring, incomplete monasteries occupied by abbots are scored the same way as those occupied by monks.

On your turn, you may decide to **not place a meeple**, and may instead return your already-placed abbot to your supply. If you do so, you score as many points as the garden or monastery your abbot occupied is worth **at that time**, exactly like how monasteries are scored during the final scoring.
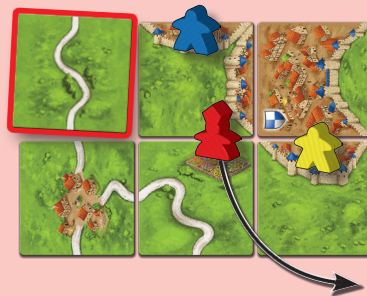
You place this tile, but choose to not place a meeple. Instead, you return your abbot to your supply, which you placed on a previous turn. You score 6 points (1 for the garden, and 5 for the tiles surrounding it).

A Note on the Expansion Rules:

The next section will introduce you to the other expansions contained in the **Carcassonne Big Box**. Remember the three actions of a player's turn:

🟩 **1. Placing a Tile**, 🟦 **2. Placing a Meeple** and 🟥 **3. Scoring a Feature**.

If one of these actions remains unchanged by the rules of a given expansion, that action will not be addressed in that expansion's rules, in order to keep the rules simple and clear. In some cases, player actions will be mentioned (but not described) to help rule out possible misunderstandings.

As you've seen, expansions can change the basic rules, and the rules of a given expansion will not always fit perfectly into the basic player actions. This rulebook will still attempt to classify them as such for simplicity.

Inns & Cathedrals   +15 Minutes

Components

• **18 landscape** tiles (identified with 🁢) including 6 **inns** and 2 **cathedrals**.

• **6 large meeples**

Setup

Shuffle the new landscape tiles in with those from the basic game and stack them normally. Each player adds the large meeple of their color to their supply.
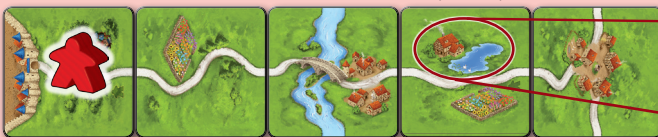
Inns & Cathedrals

3. Scoring a Feature

Scoring a Road with an Inn on it

When you complete a road with **one or more inns**, you receive **2 points per tile with a segment of this completed road** (instead of the normal 1 point per tile).

You score **10 points** for this road, since there is an inn and five tiles.

Here, **you** also score 10 **points**, even though there are two inns on the road.

CAUTION: During final scoring, **incomplete roads with an inn on them do not score any points**. Even if that road would have normally scored, the presence of an inn will prevent it from scoring.

Final Scoring:
*This road is incomplete. **You** receive no points, because there is an inn on it.*

Scoring a City with a Cathedral in it

When you complete a city with **one or both cathedrals**, you receive **3 points per tile and coat of arms with a segment of this completed city** (instead of the normal 2).

You *score 27 points for this city:* **9 x 3 = 27** *(7 tiles and 2 coat of arms).*

CAUTION: During final scoring, i**ncomplete cities with a cathedral in them do not score any points**. Even if that city would have normally scored, the presence of a cathedral will prevent it from scoring. €

Final Scoring:
*This city is incomplete.* **You** *score no points, because there is a cathedral in it.*

Clarifications for New Landscape Tiles:

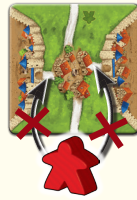This tile shows four different city segments and one field with a garden in the center.

This crossroads tile splits the roads into three separate features. The inn counts for the road heading left **and** the road heading right, but not the road heading down.
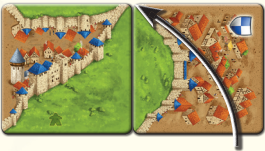
The field ends here.

This monastery splits the road into 2 separate features.

Highwaymen may not be placed on the small road segments; they are only there to limit the fields. The crossroads splits the road into two separate features.

The Large Meeple

2. Placing a Meeple

Instead of placing a normal meeple on your turn, you may place your large meeple, following the normal rules.

3. Scoring a Feature with a Large Meeple

When scoring a feature where a large meeple is present, the large meeple counts as 2 normal meeples for the purposes of determining which player has control.

Remember that all players tied for control of a feature score all the points. If you have more meeples in a feature than any of the other players, you score all of that feature's points, and the other players score nothing.

After scoring, any large meeples in the scored feature are returned to their owner's supply.

You place this tile, completing the city.

The black player places this tile, completing the city.

You have a large meeple in the city, while the **black** meeple is normal, giving **you** control. The city scores, and you score **8 points**, but the **black** player scores no points.

You have a large meeple in the city, while the **black** player has two normal meeples. You both have control, and both score **12 points** for scoring the city.

If you use the large meeple as a farmer (as seen on page 8), place it lying down in the field, as you would with a normal meeple. The large meeple then counts as 2 farmers in that field.

Final Scoring:
You placed your large meeple in this field as a farmer. The **blue** player only has one normal meeple there, meaning **you** have control of the field. **You** score **9 points** for the three completed cities.

Traders & Builders

Components

- **24 landscape tiles** (identified with 🐷), including 9 with **Wine**, 6 with **Corn**, and 5 with **Cloth**

- **20 goods tokens** (9x **Wine**, 6x **Wheat** and 5x **Cloth**)

- **6 pigs**

- **6 builders**

Setup

Shuffle the new landscape tiles with those from the basic game and stack them normally. Place the goods tokens as a general supply within easy reach of all players. Each player adds the builder and pig of their color to their supply.

The New Landscape Tiles

The new tiles have a few special features that are important to note:

The bridge **does not end the roads** displayed on it, nor does it combine them; one road continues from left to right, while the other continues from top to bottom. The roads split the field into **four separate fields**.

The monastery splits the roads and fields into **three separate roads** and **three separate fields**.

One road ends in **the city**, while the other ends at the **small cottage**. The roads splits the field into **three separate fields**.

This tile shows **three different city segments** and one field in the center.

The Goods Tokens

3. Scoring a Feature

Scoring a Feature with Goods Symbols

Whenever you or another player completes a city featuring goods tokens, the following occurs:

1. The city is scored as normal.

2. The player who **completed the city** (by placing the last tile) takes the depicted goods tokens from the supply. This can be any player, and who has control of the city has no impact on this step. **The player receives one goods token from the supply for each corresponding symbol in the city**.

It does not matter if the player who completed the city had any knights in the city, or if any knights were present in the city at all; it is always the player who placed the last tile that receives the goods tokens from that city.

Place your collected goods tokens **faceup** in front of you.

You complete the city.
The **blue** player scores **10 points** for scoring the city.
You receive **1 wine** and **2 wheat** tokens.

Goods Tokens During Final Scoring

During final scoring, the player who has collected the most of each type of goods token (Wine, Grain, or Cloth) is awarded **10 points**. In the case of a tie for a type, each tied player receives **10 points**.

Points: ____10____ ____0____ ____10____

Points: ____10____ ____10____ ____10____

Final Scoring:
You *score* **20 points**, *while the* **blue** *player scores* **30 points**.
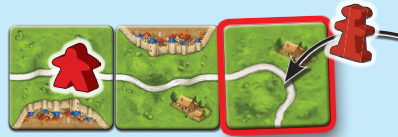
Builders and Pigs

Builders and pigs are special figures. These special figures have no impact on action **1. Placing a Tile**.

The Builder

2. Placing a Builder

Instead of placing a meeple, you may place your builder on the tile you just placed, but only on a road or city. Note that **you must already have one normal meeple on the feature** in order to place a builder there.

You *may place your builder on the road tile* **you** *just placed, because* **you** *already have a highwayman on it.*

Your builder is always returned to your supply if you no longer have meeples on that feature. This typically occurs after the feature has been scored, but some expansions introduce other ways in which this can happen.

Later on in the game, the builder has the following effect:

1. Placing a Tile and Getting a Double Turn

If you place a tile that continues the road or city that **your** builder occupies, you may immediately draw and place another tile. You must still follow all the normal rules while placing this tile.

Ⓐ You *place this tile, extending the road your builder occupies, but decide not to place a meeple.*

Ⓑ *Continuing the same turn,* **you** *draw and place another tile, and place a meeple on it.*

More Information on the Builder

You **may** place a meeple on both the **first** and **second tile** of a double turn. If you complete a feature that is occupied by your builder on the first turn, you may place that builder on the tile you place during the second turn (see the example to the right).

The builder can only ever grant one double turn at a time. If you use the second tile to expand a feature occupied by your builder, you **do not** get to draw and place a third tile.

Turn ① *: Place a highwayman*

Turn ② *: Place your builder.*

Second tile

Turn ③ₐ *:* **You** *complete the road, on which you also place a knight. Then,* **you** *score the road, and return your builder and highwayman to your supply.*

Turn ③ᵦ *:* **You** *place your second tile and your builder.*

- **As long as the feature is incomplete, the builder will remain,** allowing you to get a double turn the first time you expand that feature each turn.
- **As long as there is one of your meeples on the feature, your builder will remain**. When you have no meeples on the feature, return your builder to your supply.
- During a double turn, you may: **1. Place a Tile**, **2. Place a Meeple**, and **3. Score a Feature**.
- Multiple builders may occupy the same feature.
- There can be any number of tiles between your builder and your highwayman or knight.
- You may place your builder onto a road or city. You may never place your builder onto a monastery or field.
- Features may be scored after the placement of each tile of a double turn. Remember that you **must** score any features you completed during your turn, even if you don't want to.

3. Scoring a Feature

The builder has no impact when scoring a feature. **Builders are never counted when determining who has control of a feature**. Your builder and your meeples are all returned to your supply (as well as any other players' builders or meeples) when the feature they occupy is scored.

The Pig

2. Placing a Pig

Instead of placing a meeple, you may place your pig on the field segment of a tile you just placed. However, that field must also contain at least one of your farmer meeples.

*Since **you** have a farmer in this field, you may place your pig in it.*

You may place your pig even if another player's pig is also in that field.

If your pig is removed from the field, return it to your supply.

3. Final Scoring - Scoring Fields with Pigs

Once placed, your pig stays in its field until final scoring (like farmers). Your pig allows you to score more points for the field it occupies during final scoring, if you control that field. **Pigs are never counted when determining who has control of a field**. If you have control of the field that your pig occupies, each city that touches that field is worth 4 points (instead of the normal 3). Pigs belonging to other players have no impact on your score.

*__You__ have control of this field. Since your pig is in this field, **you** will score 4 points per bordering city. You score **8 points** for two completed cities. **Blue** does not have control of the field, and scores no points.*

Note: Your pig will still increase your score, even if you and another player are tied for control of the field your pig occupies.

*__You__, the **blue** player, and the **green** player are all tied for control of the field. Both **you** and the **blue** player have a pig on the field, so you both score **8 points** each (4 points per city). The **Green** player does not have a pig on the field, and will only score **6 points** (3 points per city).*

The Flying Machines

Humanity has always been fascinated with flight. Now, your meeples can take to the skies, though you never know where they'll land.

Components
• **8 landscape tiles** with flying machines (identified with ◀)   • **1 flight die** (sides 1, 1, 2, 2, 3, and 3)

Setup
Shuffle the new landscape tiles with those from the basic game and stack them normally. Place the die within easy reach of all payers.
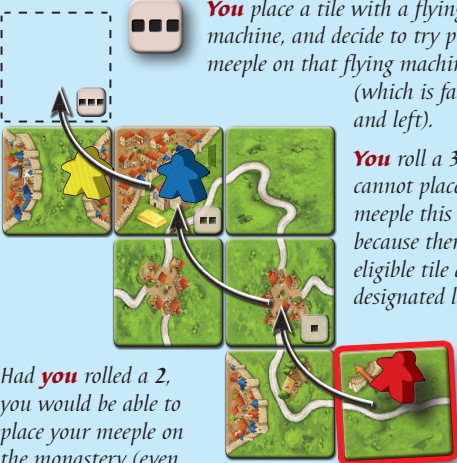
2. Placing a Meeple

After placing a tile with a flying machine on it, you may choose to place a meeple either normally (and then follow all normal rules of placement) **or** on the flying machine.

When you place a meeple on the flying machine, your meeple will move in a straight line in the direction that flying machine faces. Roll the flight die and move your meeple a number of tiles equal to the number of pips on the die (one to three tiles). Your meeple may be placed on **any incomplete feature** on that tile, **even if that feature is already occupied by other meeples**. However, **meeples placed by a flying machine can never be placed in a field**, even if that field is unoccupied.

Meeples placed by a flying machine immediately become the appropriate type (highwayman, knight, or monk).

If you cannot place your meeple on the designated tile (either because there are only complete features and fields, or because there simply isn't a tile in the designated location), the meeple is returned to your supply. You do not get to place another meeple this turn.

You place a tile with a flying machine, and decide to try placing a meeple on that flying machine (which is facing up and left).

*You roll a **3**. You cannot place a meeple this turn, because there is no eligible tile at the designated location.*

*Had **you** rolled a **2**, you would be able to place your meeple on the monastery (even though a **blue** meeple occupies it) or the city (even though a **yellow** meeple occupies it). You could not have placed on the road, because it is already completed.*
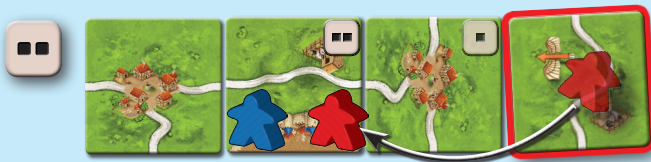
*You place a tile with a flying machine (which is facing left), this time rolling a **2**. You must place your meeple on the city (next to the **blue** meeple), since **you** cannot place on the field or on the already-completed road.*

The Messengers

The King dispatches his faithful subjects into the realm.
Wealth and prestige awaits any who make wise use of these messengers.

Components
• **8 message tiles** Front Back   • **6 messengers**

Setup
Shuffle the message tiles and stack them facedown within easy reach of all players. Each player places the messenger of their color on the 0 space on the scoreboard. Each player should now have one meeple and one messenger on the scoreboard.

3. Scoring a Feature

Whenever you score points, you must choose to move either your scoring meeple or your messenger forward along the scoreboard. If, during your turn (**and only during your turn**), your scoring meeple or your messenger moves to and stops on one of the dark spaces (0, 5, 10, 15, etc.), immediately draw and resolve one message. To resolve a message, you must either:

- Perform the **action** shown on the message.
- Score **2 points** (as shown in the bottom-right of the message tile).

In both cases, the message tile is then placed facedown at the bottom of the stack.

The Message Tiles:

1 Shortest Road: Choose a road on which you have a highwayman (you do not need to control the road). If you have a highwayman on more than one road, you **must** choose the road that would be worth the fewest points. Determine the chosen road's score as you would during final scoring, and you score that many points. Your highwayman remains on the road.

2 Smallest City: The same as Message 1, but for cities, instead of roads.

3 Smallest Monastery: The same as Message 1, but for monasteries, instead of roads.

4 Add a Landscape Tile: Draw one tile and place it, using normal rules. You may also place a meeple (or other special figure) on it, also using normal rules.

5 2 Points per Coat of Arms: For each coat of arms in cities where you have at least one knight (you do not need to control the city), you score 2 points.

6 2 Points per Knight: You score 2 points for each of your knights. Your knights remain on their cities.

7 2 Points per Farm: You score 2 points for each of your farmers. Your farmers remain on their fields.

8 Score a Meeple and Return it to your Supply: Choose a feature with one of your meeples on it, and score it as you would during final scoring. However, even if other players have control of the feature, **only you score points**, though you may choose not to. Then, return **your** meeple that was on that feature to your supply.

Other Rules:

- When you score points, you **must** move either your scoring meeple or your messenger accordingly.
- You can only draw **one** message when scoring features. Even if both your meeple and your messenger land on dark spaces during one turn (by scoring two features), you will still only draw one message tile.
- Whenever tracking the points scored from a message tile earlier this turn, if either your meeple or your messenger lands on a dark space, you may draw and resolve a second message.

CAUTION: You can only draw message tiles **when your meeple and messenger are alone**. If another player's meeple or messenger is on a dark space when you land there, you **do not** draw a message tile.

Final Scoring

At the end of the game but before starting final scoring, total the score of both your scoring meeple and your messenger, then place your scoring meeple on the space corresponding to that total. Then, return your messenger to your supply and proceed with final scoring as normal. No message tiles are drawn during final scoring.

Inns & Cathedrals:

Message 1: A road with an inn on it is worth 0 points if it is incomplete.

Message 2: A city with a cathedral in it is worth 0 points if it is incomplete.

Messages 5 and 6: The large meeple is counted as only 1 knight or farmer.

Traders & Builders:

Getting a double turn with the builder: You can draw a message tile during each **3. Scoring a Feature** action, so long as either your meeple or messenger is moving to and stopping on a dark space each time.
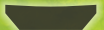
A vast array of roads surrounds the realms of Carcassonne.
New ferries along these roads alter paths, providing new opportunities to any of your enterprising thieves.

Components
• **8 landscape tiles** with a lake (identified with ⬛) • 8 wooden ferries

Setup
Shuffle the new landscape tiles with those of the basic game and stack them normally. Place the ferries within easy reach of all players.

## 2. Placing a Meeple and Ferry

If you place a meeple as a highwayman on a tile with a lake that you just placed, take one ferry from the supply and place it on the lake. You must place this ferry in such a way that it connects two of the road segments on that tile, but you may choose which two are connected. Any remaining road segments on this tile **end**.

❶ *You place the tile with a lake and your meeple as a highwayman.*
❷ *You place the ferry so that your road now connects to the one with the* ***blue*** *highwayman on it.*

3. Scoring a Feature

When you place a tile with a lake on it, if you complete one or more features, these features are scored normally.
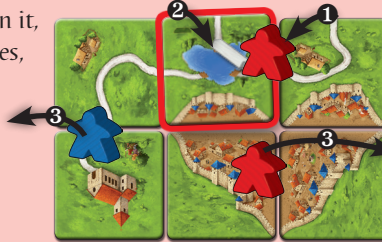
❶ *You place the tile with a lake and* ❷ *then place a ferry, completing both the road to the left and the city.*
❸ ***Blue*** *gains* ***3 points***, ***you*** *score* ***8 points***, *and both players return their meeples to their respective supplies.*

After a ferry is placed, its position on its lake can change during the game:

1. Extending a Road with a Ferry on it

If you extend a road with a ferry already on it by placing a tile, you may reposition that ferry on its tile. The ferry must always connect two road segments. You may choose to reposition the ferry in such a way that it is no longer part of the road that you extended when you placed your tile. If there are multiple ferries on the road you just extended, you may only move **the ferry closest to the tile you just placed**.

If you continue the road in more than one direction by placing a tile (such as a tile with a bridge), you may reposition the **two** closest ferries to the tile you just placed. Both ferries must have initially been part of the road you just extended.

By repositioning ferries, it is possible for a road that was previously completed and scored to now be incomplete.

Each ferry may only be repositioned or placed once per turn. If you continue a road that already had a ferry on it **by placing a tile with a lake**, you must first place the new ferry before you may reposition the existing one.
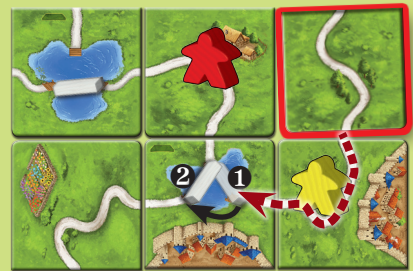
You place a tile, extending a road with a ferry on it. You move the ferry from ❶ *to* ❷. *You and the* yellow *player no longer have meeples on the same road.*

When playing *The Ferries*, the **turn sequence** is now as follows:

🟩 **1. Place a Tile** 🟦 **2. Place a Meeple** 🟦 **3. Place a Ferry** 🟦 **4. Move a Ferry** 🟥 **5. Score a Feature**

Inns & Cathedrals: the lakes in *Inns & Cathedrals* do not interact with the lakes of *The Ferries*. Roads that have a ferry but no inn are still only worth 1 point per tile.

Traders & Builders: Repositioning a ferry to extend a road that your builder occupies does not grant you a double turn; you must actually place a new tile on that road in order to receive the double turn.

The Gold Mines

Gold is scattered throughout the realm, sought by everyone.
The value of each ingot, however, remains unknown until the end of the game.

Components
- **8 landscape tiles** with gold (identified with ▰)
- **16 wooden gold ingots**
- 1 scoring token

Setup
Shuffle the new landscape tiles with those of the basic game and stack them normally. Place the ingots within easy reach of all players.

1. Placing a Tile

When you draw a tile with gold on it, place it normally. Then, place one gold ingot on it, and one gold ingot on an adjacent tile of your choice. Gold ingots are not placed on specific features.

There is no limit to how many ingots may be placed on a given tile.

You place the tile with a gold symbol. Then, you place one gold ingot on the tile you just placed and the nearby tile in the upper left.

3. Scoring a Feature

When any feature on a tile with a gold ingot on it is completed, the gold on that tile is distributed while the feature is being scored. The player with control of the scored feature takes **all of the gold** on that tile, as well as every other tile with connected segments of that feature. For **roads** and **cities**, every tile that is part of that road or city is included; in the case of **monasteries**, the monastery and each of its 8 surrounding tiles are all included.

If multiple players are tied for control of a feature with gold ingots on one or more of its tiles, then **each tied player** (starting with the player currently taking their turn and proceeding clockwise) takes one gold ingot at a time from the tiles of the scored feature. This continues until there are no gold ingots remaining on those tiles.

*You complete the city. Because you have control of the city, you receive the **three gold ingots** from it.*

*You complete the road. You and the **blue** player both have control, and are both entitled to the gold. Because it is your turn, you take **one gold ingot** first, then the **blue** player takes one, and then you take the last one.*

When playing with *The Gold Mines*, the **turn sequence** is as follows:
🟩 **1. Place a Tile**   🟩 **2. Place Two Gold Ingots**   🟦 **3. Place a Meeple**
🟥 **4. Score a Feature**   🟥 **5. Take Gold**

Final Scoring
After the game ends but before final scoring, set aside all the gold ingots that are still on tiles (the ones that have not yet been collected by a player).

During final scoring, count your collected gold ingots, and compare your final count to the values listed on the scoring tile to determine how many points each of your gold ingots is worth.

🟡	%
1 – 3	1
4 – 6	2
7 – 9	3
10+	4

*You have collected **seven gold ingots**, meaning that they are worth **3 points** each. You score a total of **21 points** from your collected gold ingots.*

Mage & Witch
+10 Minutes

Powerful magicians visit the realm of Carcassonne.
The mage's presence inspires the citizens, but the witch casts a sinister pall over everything she touches.

Components
• **8 landscape tiles** with magic symboles (identified with ▲) • 1 purple mage figure • 1 orange witch figure

Setup
Shuffle the new landscape tiles with those of the basic game and stack them normally. Place the mage and witch figures (collectively called "magic figures") within easy reach of all players.

1. Placing a Tile

If you draw a tile with the magic symbol on it on your turn (the icon on the right), place it so it matches. However, before continuing to **2. Place a Meeple**, you **must first place one of the magic figures**. The magic figures can be placed only on incomplete cities or roads, and they can never occupy the same feature as each other (the mage can never be on the same feature as the witch, and vice-versa). If both magic figures are already placed, then they must be moved, following the same rules as for placing them. The magic figures **do not** have to be placed on or moved to the tile you just placed.

If you cannot place or move either magic figure (because there are no eligible locations), you **must** remove one of them from a tile and set it aside. The next time another tile with a magic symbol is placed, this figure can be placed again.

If you cause both magic figures to be occupying the same feature, you **must** immediately move one of the magic figures. If this same tile placement would also cause a feature to be scored, you **must** move the magic figure before scoring the feature.

3. Scoring a Feature

Whenever you complete a feature occupied by a magic figure, they modify the score:
• The mage is worth **1 point** per tile in the scored feature.
• The witch **halves the points** of the scored feature (rounded up).

When scoring roads with inns and cities with cathedrals where the witch is present, first add the bonus points from the inn or cathedral, then halve the sum.

After modifying a scored feature, the magic figure is removed from the tile and set aside. The next time another tile with a magic symbol is placed, this figure can be placed again.

*You complete the city. Normally, this city would be worth **20 points** (8 tiles + 2 coats of arms) x 2 = 20. However, because of the mage, **you** and the **blue** player each score **28 points**.*

*You complete two roads. The road on the right has five tiles, but the **blue** player will only score **3 points** for it because of the witch (half of 5, rounded up, is 3). The road on the left only has 3 tiles, but will award **you 6 points** because of the mage.*

Final Scoring
During final scoring, the magic figures modify the value of features they occupy, as they did during the game.

Inns & Cathedrals: An incomplete road with both an inn and the mage on it will be worth 1 point per tile (the incomplete inn drops each tile's value to 0 points, but the mage still provides 1 point per tile in a scored feature it occupies. The mage does not grant points for coat of arms.

The Robbers

Robbers on the road demand tribute from wayward travelers. When your meeples score points, another player's robber may steal some.

Components
- **8 landscape tiles** with a bag (identified with 🎒) • 6 robber figures 🎒🎒🎒🎒🎒🎒

Setup
Shuffle the new landscape tiles with those of the basic game and stack them normally. Each player adds the robber of their color to their supply.

1. Placing a Tile

Whenever you draw a tile with a bag, place it normally. Then, place your robber meeple on the **scoreboard**, choosing a space that is occupied by at least one other player's scoring meeple. Then, in turn order, each player places their robber on the scoreboard, also choosing spaces occupied by other player's meeples. If your robber is already on the scoreboard, you may choose to move it to a different space.

*Turn order is **you**, the **blue** player, the **yellow** player, then the **green** player. **You** draw and place a tile with a bag, and place your robber on the scoreboard, on the same space as the **blue** meeple. The **blue**, **yellow**, and then **green** players may then place their robbers on the scoreboard, in order.*

3. Scoring a Feature

Stealing Points

If your robber is on the same space as another player's scoring meeple when it moves (from scoring points), the robber "steals" points. You score half the points that the other player scored (rounded up), which you track by moving your own scoring meeple accordingly along the scoreboard. The owner of the "robbed" meeple still gets all of their points. Then, return your robber to your supply.

Additional Rules

- If your robber is on the same space as a scoring meeple that moves as a result of points gained from robbing another player, **you do not score any points**. Instead, your robber is placed on the same space as the scoring meeple that moved.
- If given the opportunity, your robber must steal points. You cannot wait for a later feature that might be worth more points.
- If your robber is on the same space as more than one meeple, and more than one of them is scoring points, you may choose which one to steal from.
- If there are multiple robbers on the same space as a meeple that scores points, each robber on that space steals from that meeple.
- Your robber cannot steal from you.

You score **5 points**, and the **blue** robber steals 3 from **you**. The **blue** meeple advances 3 spots, and the **blue** robber is returned to the **blue** player's supply. Because the **yellow** robber cannot steal points gained from a robber, it will move along with the **blue** meeple. It now has the opportunity to steal from both **you** and the **blue** meeple.
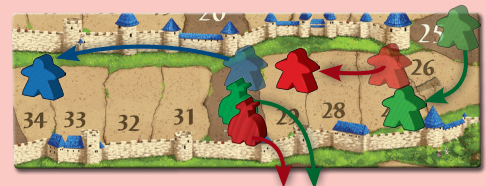
Blue scores **4 points**, and **you** and **green** each steal **2 points**. Both robbers are returned to their player's supply.

Final Scoring

After the game ends but before final scoring, if your robber is still on the scoreboard, you score **3 points**, then return your robber to your supply.

The Messengers: If either your messenger or your scoring meeple lands on a dark space as a result of your robber stealing points from another player, draw a message tile.

Mysterious shapes appear in the fields of Carcassonne, holding a strange power over the knights, thieves, and farmers of the realm.

Components
• **6 landscape tiles** with crop circles (identified with ⌇⚟⚟⚟)

Setup
Shuffle the new landscape tiles with those of the basic game and stack them normally.

Gameplay
When you draw a tile with a crop circle, perform a standard turn, following the normal order of **1. Place a Tile**, **2. Place a Meeple**, and **3. Score a Feature**. Then, perform to the new action: **4. Crop Circle Action**.

Note: The crop circles separate roads and fields. Meeples cannot occupy crop circles.

4. Crop Circle Action

After you place a tile with a crop circle on it, you **must** choose one of the following actions:

A) Based on the crop circle, add a meeple to a feature where you already have a meeple.

OR

B) Based on the crop circle, remove one of your meeples from a feature and return it to your supply.

Then, all players (starting with the player to your left and proceeding clockwise) **must** perform the action you chose, and then **you** perform that action.

Additional Rules:

• The type of meeples that are added or removed is determined by the crop circle you placed:

|		
Rake Crop Circle This affects farmers (in a field).	**Club Crop Circle** This affects highwaymen (on a road).	**Shield Crop Circle** This affects knights (in a city).

• If **A** was chosen, you may only place the meeple in a feature where at least one of your indicated meeples is already present (farmer to farmer, highwayman to highwayman, knight to knight).

• If you do not have any meeples of the indicated type in play, **but you placed the tile**, you must still choose **A** or **B**.

• If you do not have any meeples of the indicated type in play and **did not place the tile**, you do not perform the chosen action.

• Once all players have performed the chosen action, play resumes, starting with the player on your left.

Example for A

① **You** place a tile with the Shield crop circle and place one of your meeples on it as a knight. **You** choose action **A**.

② The **Green** player adds another knight.

③ The **Blue** player has no knights in play, and does nothing.

④ **You** place another knight on the same feature as the knight **you** placed earlier in the turn. **You** could not have chosen the city on the upper-left side of the tile, because **you** did not already have a knight there.
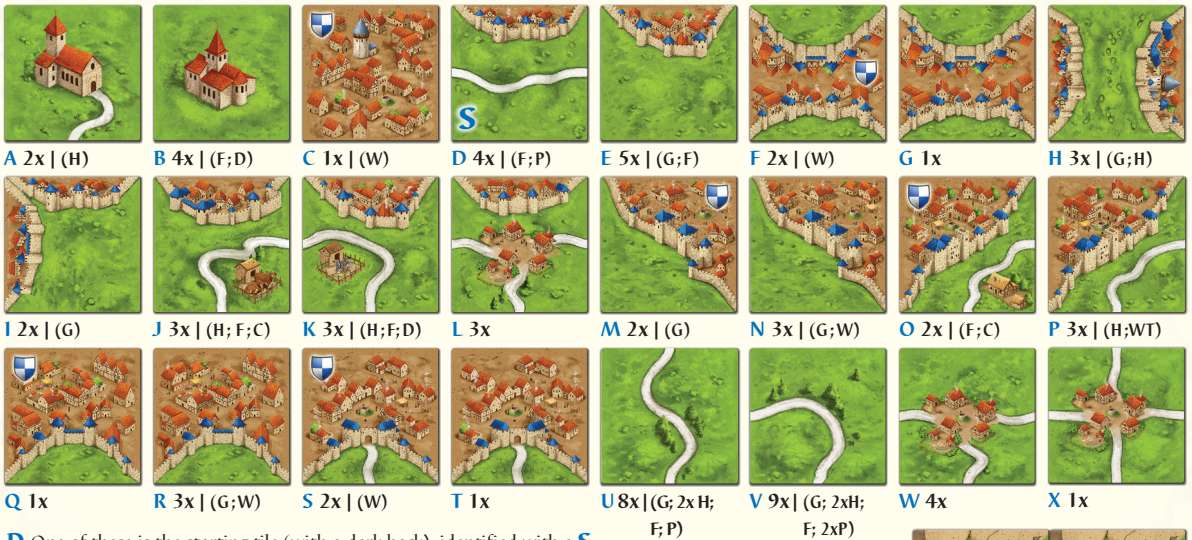
Example for B
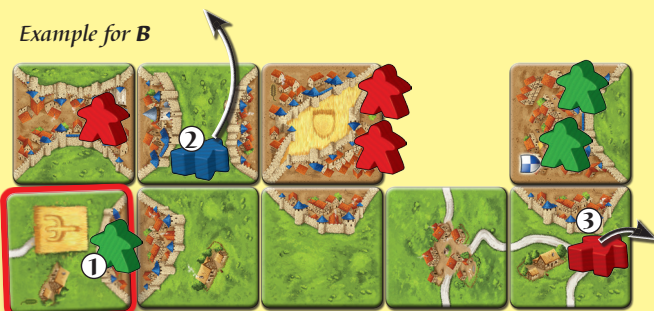
① The **Green** player places a tile with the Rake crop circle, and places a meeple on it as a knight. This completes the city, awarding **green** with **4 points**. Then, the **green** player chooses action **B**.

② The **Blue** player removes a farmer.

③ **You** remove a farmer.
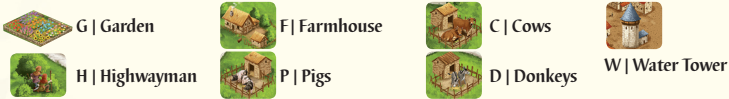
④ The **Green** player has no farmers, and does nothing.

Carcassonne (72 landscape tiles + 8 point tiles)

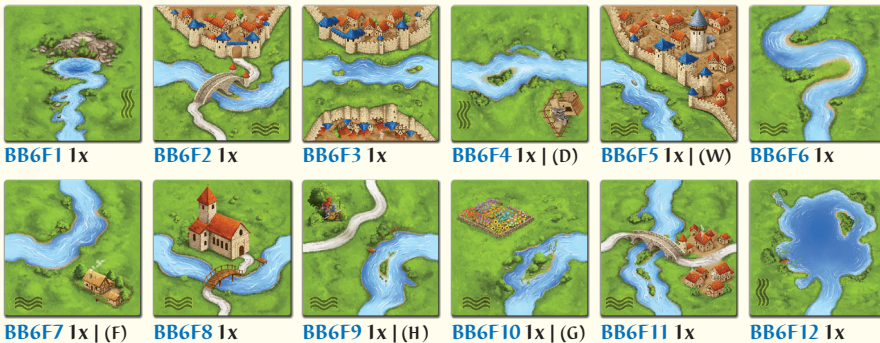**A** 2x | (H) **B** 4x | (F;D) **C** 1x | (W) **D** 4x | (F;P) **E** 5x | (G;F) **F** 2x | (W) **G** 1x **H** 3x | (G;H)

I 2x | (G) **J** 3x | (H;F;C) **K** 3x | (H;F;D) **L** 3x **M** 2x | (G) **N** 3x | (G;W) **O** 2x | (F;C) **P** 3x | (H;WT)

Q 1x **R** 3x | (G;W) **S** 2x | (W) **T** 1x **U** 8x | (G; 2x H; F; P) **V** 9x | (G; 2x H; F; 2x P) **W** 4x **X** 1x

D One of these is the starting tile (with a dark back), identified with a **S** .

Many of the tiles have a small illustration on them. The letters in brackets show which illustration is on each tile:

G | Garden   **F | Farmhouse**   **C | Cows**

H | Highwayman   **P | Pigs**   **D | Donkeys**   **W | Water Tower**

50 8x **Front and Back**

The River (12 river tiles)

BB6F1 1x **BB6F2** 1x **BB6F3** 1x **BB6F4** 1x | (D) **BB6F5** 1x | (W) **BB6F6** 1x

BB6F7 1x | (F) **BB6F8** 1x **BB6F9** 1x | (H) **BB6F10** 1x | (G) **BB6F11** 1x **BB6F12** 1x

The Gold Mines
(1 scoring token)

1–3	1
4–6	2
7–9	3
10+	4

GoldW 1x

Inns & Cathedrals (18 landscape tiles)

EA 1x | (W) **EB** 1x | (G) **EC** 1x | (S) **ED** 1x **EE** 1x | (B) **EF** 1x | (E)

EG 1x | (T) **EH** 1x | (G) **EI** 1x **EJ** 1x | (W) **EK** 2x **EL** 1x

EN 1x **EM** 1x **EO** 1x | (B) **EP** 1x | (T) **EQ** 1x
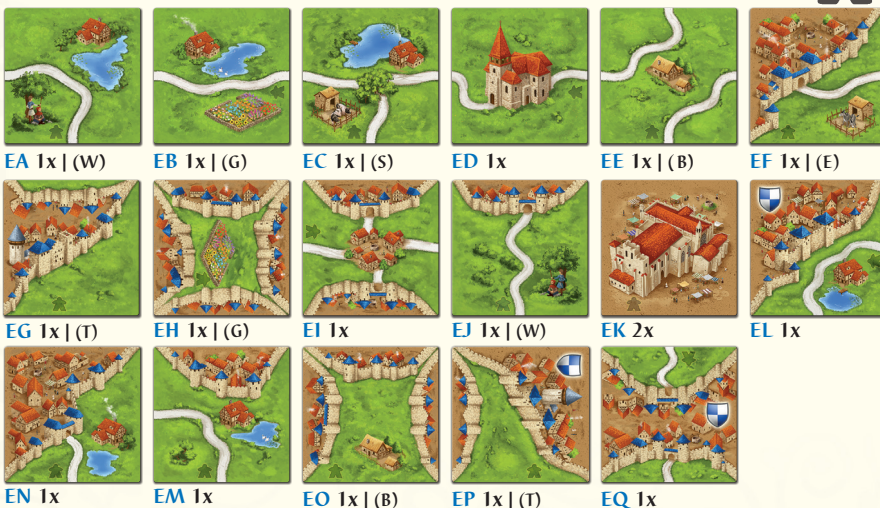
The Crop Circles
(6 landscape tiles)

Korn1 1x **Korn2** 1x

Korn3 1x | (B) **Korn4** 1x

Korn5 1x **Korn6** 1x
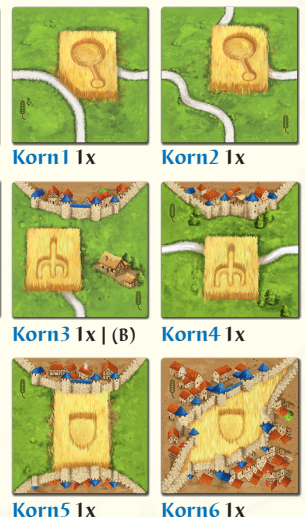
Traders and Builders (24 landscape tiles + 20 goods tokens)

HA 1x | (K) HB 1x | (W) HC 1x HD 1x HE 1x HF 1x | (W) HG 1x | (S) HH 1x

HI 1x | (T) HJ 1x HK 1x | (G) HL 1x HM 1x HN 1x HO 1x HP 1x

HQ 1x HR 1x HS 1x HT 1x | (B) HU 1x | (G) HV 1x HW 1x HX 1x | (T)

HWein 9x   HKorn 6x   HTuch 5x
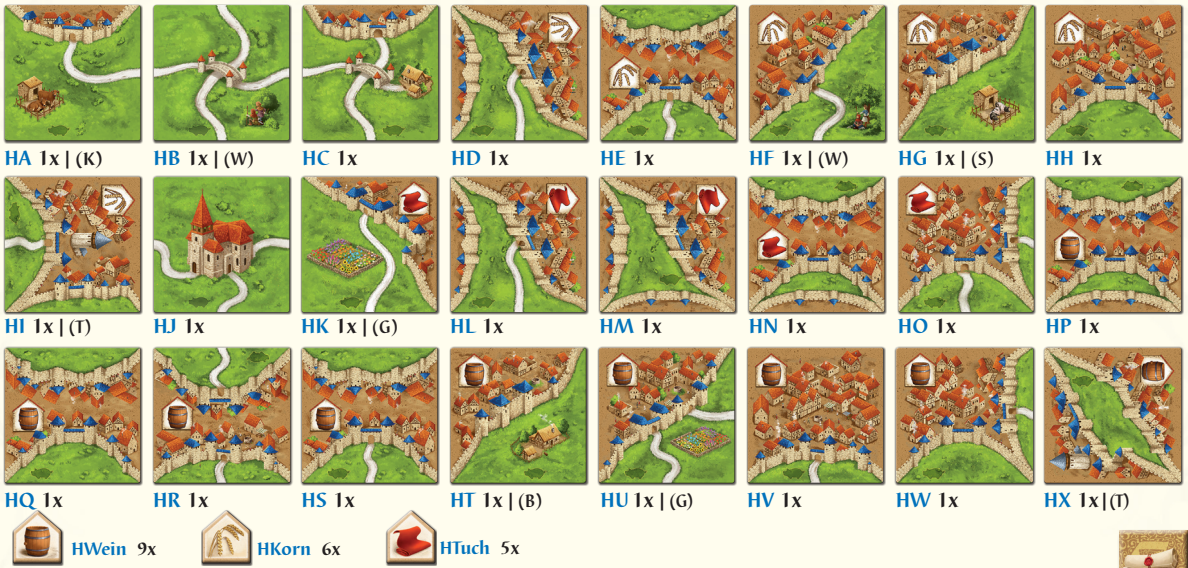
The Flying Machines (8 landscape tiles)

FlugA 1x FlugB 1x FlugC 1x | (S) FlugD 1x

FlugE 1x | (W) FlugF 1x | (W) FlugG 1x | (B) FlugH 1x | (G)

The Messengers (8 messages)

DepA 1x DepB 1x DepC 1x DepD 1x

DepE 1x DepF 1x DepG 1x DepH 1x

Back

The Ferries (8 landscape tiles)

FährA 1x FährB 1x FährC 1x FährD 1x

FährE 1x FährF 1x FährG 1x FährH 1x

The Gold Mines (8 landscape tiles)

GoldA 1x | (K) GoldB 1x | (T) GoldC 1x GoldD 1x

GoldE 1x GoldF 1x | (W) GoldG 1x GoldH 1x

Mage & Witch (8 landscape tiles)

MaHeA 1x MaHeB 1x MaHeC 1x | (T) MaHeD 1x

MaHeE 1x | (G) MaHeF 1x MaHeG 1x MaHeH 1x | (B)

The Robbers (8 landscape tiles)

RaubA 1x RaubB 1x | (W) RaubC 1x | (S) RaubD 1x | (G)

RaubE 1x RaubF 1x RaubG 1x RaubH 1x | (T)
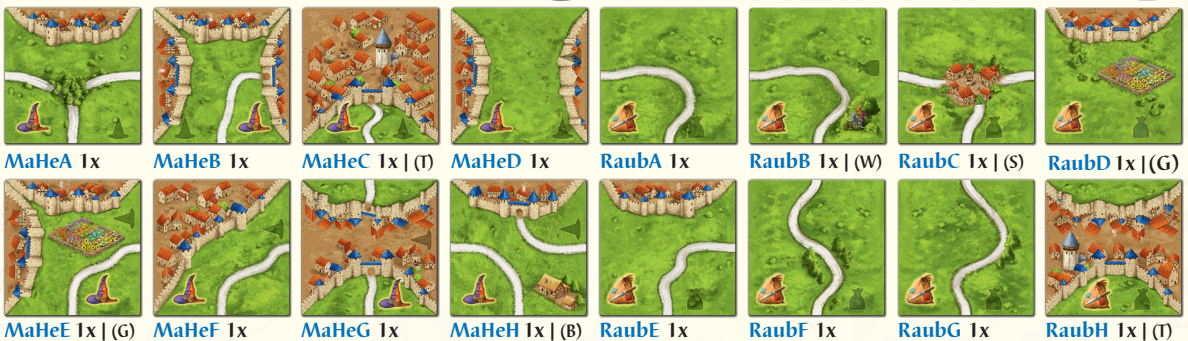
FIGURES

Meeple: Each of these figures is a meeple. —————————

Special Figures are not meeples. —————————

Neutral Figures/ Pieces do not belong to any player. —————————

TURN SEQUENCE

1. PLACE A TILE

PLACE 2 GOLD INGOTS (*The Gold Mines*)

PLACE THE MAGE OR WITCH (*Mage & Witch*)

PLACE ROBBERS on the **SCORE BOARD** (*The Robbers*)

2. PLACE A MEEPLE

Place a meeple (*Carcassonne*) **or** abbot (*The Abbot*) **or** large meeple (*Inns & Cathedrals*)

or

place a meeple **or** large meeple on the flying machine (*The Flying Machines*)

or

place the builder **or** the pig (*Traders & Builders*)

or

remove and score the abbot (*The Abbot*).

Then **PLACE A FERRY** (*The Ferries*)   **Then** **REPOSITION A FERRY** (*The Ferries*)

3. SCORE A FEATURE

Move your scoring meeple (*Carcassonne*) **or** messenger (*The Messengers*) along the scoreboard.

4. AFTER SCORING

DISTRIBUTE GOLD INGOTS (*The Gold Mines*)   **DRAW MESSAGES** (*The Messengers*)

ROB OTHER PLAYERS (*The Robbers*)   **PERFORM CROP CIRCLE ACTION** (*The Crop Circles*)

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