

Carcassonne

Carcassonne must be taught table side.

Set the Scene: Carcassonne is a tile laying game where you build the game board and work on projects to score points. Have players choose a colour and make sure they have 8 Meeples each, placing one on the 0 spot. Gather the tiles into face down piles and locate the starting tile (Opposite colour backing) and place it in the middle of the table. Load some example tiles on top of the stack, generally aim for two road ends, a city cap, a city piece with a shield and a Monastery.

Overall Goal: Score the most points.

Specific Mechanics: On your turn you draw a tile from the top of the pile. Tiles will have features such as roads, cities and abbeys. When you place the tile it has to match the other tile, road to road, city to city, and field to field. (Provide examples with the tiles you loaded on the top of the stack). When you place a tile you can choose to, but aren't required to, place down a Meeple on a single feature, like the road or the city. That is now your road or your city, if another player places a tile connected to it, they can't place their Meeple on your road or city.

Odd Ball Rules: Roads when they have a beginning and an end tile completes it, the player takes their Meeple back and scores one point per tile that makes up the road. Cities when they have a wall all around it and are filled in completely you will score 2 points per tile. If the City has bonus Shield icons you will get a bonus 2 points for each icon. The Monastery when claimed will be finished when there are tiles completely surrounding it, which gets you 9 points. It's a good idea to build these beside other people's projects so they inadvertently help you finish it. (*Generally we tend not to teach people the Farmers but its good to offer if they would like to learn about them). If a player builds INTO your project you end up both earning the full points for it. Meaning, you can steal projects from other players by out numbering them, if I have 2 Meeples and you have 1, this is now my project. Make note you only have 7 Meeples to play the game, which means if you start too many projects you don't finish you won't be able to do more. If the board ever hits the table edge no more tiles get placed. Very rarely will you draw a tile and not be able to place it, in this case it's discarded and you draw again.

* Farmers are placed in fields laying down and will score points at the end of the game for the finished cities in their field. The farmer will never come back to your supply until the very end. Fields are broken up by roads and city walls. For each finished city that the field touches, the player with the most farmers in that field scores 3 points per finished city. If there's a tie for the most farmers, they each score the points for that field.

Victory Conditions: When the tiles are on gone, you count up your unfinished projects, ignoring the bonus shields and a single point for the abbey whoever has earned the most points win.