Klaus-Jürgen Wrede

Carcassonne

Carcassonne Big Box = One box, hours of fun!
Basic game + 9 expansions

+ mini expansion The Crop Circles

1 The Flying Machines

2 The Messengers

3 The Ferries

4 The Gold Mines

5 Magic & Witch

6 The Robbers

Inns & Cathedrals

Traders & Builders
A tile laying game for 2 to 5 players, by Klaus-Jürgen Wrede. Ages 13 and up.

Carcassonne, the world-famous French city, known for its imposing fortifications erected during the Antiquity and the Middle Ages. This fortress, surrounded by magnificent walls, still stands today as one of the most unique French cities.

In this game, players must develop the area around Carcassonne. They will place their followers onto roads and into cities, monasteries and fields. Only those who make the most judicious placements will gain the points required to win the game.

Game components

• 72 Land tiles (including 1 Start tile with a darker back) showing roads, cities, fields and monasteries.

• 48 followers in 6 colors:
  Each follower can become a thief, a knight, a monk or a farmer.
  Each player will use one of their followers as a score marker.

• 1 scoreboard:
  To track the players’ scores.

• 1 rulebook and 1 player aid.

Game overview

On their turn, players place one tile. This is how roads, cities, monasteries and fields will be created, one tile at a time. To score points, players will need to place followers on these tiles. Points are scored throughout the game and at the end of the game. After the final scoring, the player who scored the most points is the winner.

Game setup

The Start tile is placed face-up in the center of the table. Shuffle the other tiles and place them in various face-down stacks to allow easy access for every player. Place the scoreboard close to the edge of the table to give players enough room to play their tiles in the middle of the table. Each player takes the 8 followers of his color and puts one (called marker thereafter) on the space numbered 0 of the scoreboard (it is the space located in the lower right-hand corner). Each player then keeps their remaining 7 followers in front of themselves: this is their personal supply. Players choose how the first player is designated, or simply let the youngest player begin.

Playing the game

Players take their turn one after the other, starting with the first player and then proceeding clockwise: on their turn, a player must do the following actions and follow the order listed below:

1. Draw and place one new Land tile.
2. Then, the player can take one (1) of his followers from his supply and put it on the tile he has just placed.
3. If by placing a Land tile one or more roads, cities, and/or monasteries are completed, these features are scored immediately.

The player’s turn is now over and the next player takes her turn by following the same rules.

1. Placing Land tiles

At the beginning of his turn, a player must draw one of the face-down Land tiles. He looks at it and shows it to the other players (allowing them to “help” him). Then, he places that tile on the table according to the following rules:

• The new tile (the one with a red border in the examples) must be placed in such a way that at least one of its sides touches one of the previously placed tiles. The new tile cannot only be connected by a corner.
• New tiles must always continue fields, cities and/or roads.
In the unlikely situation where a drawn tile cannot be placed (all players must agree), the player returns the tile to the box (it will no longer be used for this game) and draws another tile.

2. Placing new followers

Once a player has placed her tile, she can set one of her followers on that tile according to these rules:

- A player may only place 1 follower per turn.
- The player must take the follower from her supply.
- The player may only put the follower on the tile she has just placed.
- The player must choose where she will place her follower. As such, the follower can become a...

thief

or

knight

or

monk

or

farmer

in a road section

in a city section

in a monastery

in a field.

Lay down your farmers!

- The player may not place her follower on a road, in a city or in a field if that section is connected to another tile where there already is a follower (no matter which player owns that follower).

For example:

Blue can only place a farmer in the field since there already is a knight in the continued city.

Blue can place his follower as a knight, a thief or a farmer. However, if he wants to place a farmer, he must put it on the small field (red arrow) since the other field is occupied.

If a player has placed all of his followers, he keeps placing one tile each turn. A player is never allowed to retake one of his followers from a tile. However, a follower is returned to its supply when the road, city or monastery it occupies is scored. Then, the player’s turn is over. After, in turn order, the next player takes his turn, followed by the next one, etc.

IMPORTANT: If, after placing a tile, one or more roads, cities and/or monasteries are completed, they are immediately scored before the next player’s turn.

3. Scoring completed roads, cities and monasteries

A road is complete once both ends of the road are connected to a cross-road, a city section, a monastery or the road loops onto itself. There can be any number of road sections between both ends.

A player who owns a thief on a completed road scores 1 point per tile used in the completed road (make sure that you only count the number of tiles, since a single tile can be used for more than one section of the road).

The player moves his marker a number of spaces on the scoreboard equal to the number of points scored. See page 5 for more details on scoring points.
A COMPLETED CITY

A city is complete when it is surrounded by walls and there are no gaps in the walls or the city. There can be any number of sections in a city. A player who owns a knight in a completed city scores 2 points per tile in the city (count the tiles and not the sections). Each banner in the scored city also gives the player 2 points.

What if there are more than one follower on a completed road or city? With some clever tile placements, it is possible to connect road and city sections, resulting in a road with more than one thief or a city with more than one knight. The player with the most thieves or knights scores the totality of the points. In case of a tie, the tied players each score the points.

A COMPLETED MONASTERY

A monastery is complete when it is surrounded by tiles. The player who owns a monk in a completed monastery scores 9 points. (1 point per tile, including the tile with the monastery.)

FOLLOWERS GO BACK INTO THEIR PLAYER'S SUPPLY

After scoring a road, a city or a monastery – and only then – the followers used in the scoring are returned to their player’s supply. These returned followers may become thieves, knights, monks and farmers during the following turns.

It is possible for a player to place a follower, score a road, a city or a monastery and see this same follower return into their supply on the same turn. The order must always be as follows:

1. Complete a road, a city or a monastery with the new tile.
2. Place a thief, knight or monk.
3. Score the completed road, city or monastery.
4. Return the thief, knight or monk to its supply.

THE FIELDS

Connected field sections create a larger field. Fields are not scored during the game. Players are allowed to place farmers into a field section, but those are only scored at the end of the game. A farmer remains in the field where it is placed until the end of the game and is never returned to its player’s supply! (To show this, lay the farmer on the tile instead of placing it standing up.) Fields are separated from one another by roads, cities and the edge of the board. (This is particularly important during the final scoring!)

Note: The player who placed this new tile cannot put a new farmer in the field since there already is at least one farmer (three in this case) in the connected fields.
**50/100 Point Tiles (6 Tiles)**

These tiles allow players to keep track of their score once they have collected more than 50 points. When a player first passes space 50 of the scoreboard, he takes a Point tile and puts it in front of himself, side “50” face-up. If this same player passes space 50 a second time, he flips his Point tile, side “100” face-up. In 2-player games, it is very likely that either or both players will go around the scoreboard more than twice during the game; if this occurs, the player simply takes another Point tile and puts it side “50” face-up in front of himself.

**Game end**

When a player places the last tile, the game ends after his turn. Then, players proceed with the final scoring.

**Final scoring**

**Scoring Incomplete Cities, Roads and Monasteries**

During the final scoring, incomplete roads, cities and monasteries are scored. A player who has a follower on an incomplete road, city or monastery scores 1 point per tile. For cities, each banner is also worth only 1 point. In case of a tie, use the same rules as for completed features.

Once a feature is scored, return the follower to its supply. This should prevent any potential mistakes during the final scoring.

**Scoring Farmers**

- When scoring the farmers, only completed cities are counted.
- The farmer must be in a field that touches one or more completed cities. The distance between the farmer and the city does not matter.
- The player with the most farmers in a field scores 3 points for each city touched by that field. The size of the city does not matter. If some players are tied for the most farmers, they each score the points for that field.
- A field is only worth points if it touches at least one completed city. More than one field may touch and score the same city. Each field is scored by following the above rules.

Once all the fields have been scored, the final scoring and the game are over.

The player with the most points is the winner. In case of a tie, play another game to determine the winner!
**Inns & Cathedrals**

**Additional components:**
- 18 Land tiles (identified with 🌱)
- 6 large followers

**Rule changes**

1. **Placing Land tiles**
   The new Land tiles are played like the other ones. Some tiles have specific visual features.

   - This tile shows 4 different city sections.
   - This monastery cuts the road in 2 sections.
   - The intersection cuts the road in 2 sections.
   - Thieves may not be placed on these two road sections.
   - The inn is on the rightmost section of the road.
   - The field ends here.

2. **Placing new followers**

   Players now have a large follower that is added to their 7 normal followers. It is played exactly like the normal followers, but it counts as two followers when counting followers for majorities. Accordingly, the player will act as if he had 2 followers in the same place during scoring (see example to the right). When the feature occupied by the large follower is completed, the large follower is returned to its owner’s supply, like a normal follower and can be played in a following turn. If it is played as a farmer, the large follower will remain in the field until the final scoring at the end of the game.

   - Blue is the only one to score the 3 points for the road.

**Farmer scoring example**

Here is another example for scoring farmers (followers placed in fields). The full explanation for scoring farmers can be found on page 5 of the rules, under **SCORING FARMERS**.

**Field 1:** Blue is alone in Field 1. This field touches 2 completed cities (A and B). Blue scores 3 points for each city (no matter the size), for a total of 6 points.

**Field 2:** Red and Blue both have 1 farmer in Field 2. Both players score 3 points per completed city (of which there are three: A, B and C). Thus, Red and Blue both score a total of 9 points for Field 2.

**Note:** Cities A and B touch both Field 1 and Field 2. As such, for these cities, Blue gains points in Field 1 and both Red and Blue score points in Field 2. The city in the lower left-hand corner is incomplete and is not worth any points.

**Field 3:** Yellow is the sole player to score Field 3 since he has more followers than Black. There are 4 completed cities touching Field 3, so Yellow scores 12 points.
### Additional components:
- **24 Land tiles** (identified with 🏚️)
- **20 Goods tokens** (9 Wine, 6 Wheat, 5 Fabric)
- **6 builders** and **6 pigs** (1 of each per color)

### Rule changes

#### 1. Placing Land tiles

The new Land tiles are played like the other ones. Some tiles have specific visual features.

- **The bridge is not a crossroad.** One road is going from left to right and the other from the top of the tile to the bottom. The fields are separated by the bridge. The tile on the left has 4 separated field sections whereas the tile with a Monastery on the left has 3 field sections.
- One road ends at the city and the other at the small cottage.

#### 2. Placing new followers

Players can now place a **builder** or a **pig**. A player places one or the other *instead of a normal follower*. The following rules must be observed.

### THE BUILDER

Placing a builder: A builder may only be placed on a tile that continues a road or a city where that player already owns a follower. Thus, a player must first place a follower onto a road or into a city, then continue that feature with another tile to finally be able to place his builder there.

- The road or the city in which the builder is placed may already contain thieves, knights and/or builders belonging to other players.
- There can be any number of road sections between a thief and a builder.
- A builder may be placed on a road, then in a city, and so forth.
- A builder may never be placed into a field.

### A COMPLETED ROAD

**Inn by the lake (6 tiles)**

If there is **at least one inn** on a completed road, a thief that is present on that road will score **2 points** (instead of 1) per road sections (number of tiles). However, if it is not completed at the end of the game, the road will not be worth any points.

- **Blue** scores 6 points.
- If this road is not completed for the final scoring, **Blue** will score 0 points.

### A COMPLETED CITY

**The Cathedral (2 tiles)**

If there is **at least one cathedral** on a completed city, a knight that is present in that city will score **3 points** (instead of 2) per section (number of tiles) and banner in that city. However, if it is not completed at the end of the game, the city will not be worth any points.

- **Blue** scores 24 points.
- If this city is not completed for the final scoring, **Blue** will score 0 points.

### Traders & Builders

**about 13 minutes longer**
Effect: When a player places a tile that continues the road or the city with his builder, that player gets a double turn. This means that the player continues his turn (placing a follower and scoring), and then draws a second tile on which he can place another follower, after which there can be another scoring. That player’s turn is then over.

A player may…
1) Place a thief during one turn.
2) Place a builder during another turn.
3a) On a following turn, continue the road...
3b) which allows you to draw a 2nd tile and place it as usual.

• A player cannot play more than two turns in a row. As such, if the player continues his builder’s road with his second tile (during his double turn), he will not get a 3rd turn.
• As long as the road is not completed, the builder stays in place and will allow the player to obtain double turns when he continues that road. When the road is completed and scored, the player returns his thief and builder to his supply.
• If a builder finds itself without a follower of his color on the road, because the associated thief was removed from the board in some way, the builder is immediately returned to its owner’s supply.
• During a double turn, the player can place followers on one or both tiles. If the player completes the road where the builder is present with his 1st tile (the thief and the builder return to their supply), the player can place his builder on the 2nd tile played.
• There can be any number of sections between the thief and the builder.
• Any rule that applies to roads also applies to cities. Simply change the words road and thief with city and knight.
• A builder may be placed onto a road, then into a city, and so forth. However, a builder may never be placed into a field.
• Builders are not taken into consideration when determining majorities.

A player may…
1) Place a thief.
2) On a later turn, place her builder.
3a) Later in the game, she places a tile to complete the road and place a knight onto the city section of that tile. (The road is scored and the thief and the builder are returned into the player’s supply).
3b) Place a 2nd tile and place her builder again.

THE PIG

Placing a pig: A pig may only be placed onto a tile that continues a field where that player has at least one farmer.
• There can be farmers and pigs belonging to other players in the field.

Effect: A pig increases the value of cities when scored with farmers.
• If the last farmer of the owner of the pig is removed from the field, the pig is immediately removed from the field as well. Otherwise, the pig stays in play until the end of the game.
• During the final scoring, a player scores 4 points per completed city adjacent to the field with the pig, instead of 3. The pig grants its bonus only if its owner has the majority in that field.
• Pigs are not taken into consideration when determining majorities.

3. Scoring completed roads, cities and monasteries

A COMPLETED CITY

Completed city with goods
Whenever a city with 1 or more Goods symbol is completed, that city is scored normally. The player who placed the last tile, and thus completed the city, takes a Goods token of the matching Goods symbol for each symbol present in the city that he has just completed (that player is, in a way, the city’s trader). The player takes the tokens and puts them in front of himself. Knights have no impact on the trader (whether or not they are of his color) and the token he acquires.
**The Flying Machines**

**Followers can finally soar into the sky... without knowing exactly where they will land.**

**Additional components:**
- 8 tiles featuring a flying machine (identified with 🛰️)
- 1 special die (1, 1, 2, 2, 3, 3)

**Rule changes**

2. Placing new followers

Whenever a player draws a tile with a flying machine, he places it as usual. Then, the player can, just like in the basic game, place a follower on the road, or in the field...

Or he places his follower on the flying machine, hoping to land on another tile in play. Once the tile is placed, the flying machine shows the trajectory that the follower’s flight will follow (horizontal, vertical, or diagonal). The player then rolls the die. The result determines the exact number of tiles that the follower will travel in a straight line (1 to 3 tiles).

The follower must be placed on the tile designated by the die, if possible. The active player (the one who owns the follower) then chooses where on the designated tile he places his follower.

The following rules must be observed:

A flying follower...

... may only land (be placed) on an incomplete feature (road, city, or monastery).

... may be placed on an occupied feature, no matter the owner(s) and number of followers that are present. For instance, two followers could find themselves in the same monastery or city section.

... cannot be placed into a field, even if the field is still unoccupied (no followers in it).

... may not be placed somewhere where there is no tile.

If the follower cannot land (because every feature has already been scored, because it could only land into a field, or because there is no tile present), the player returns his follower to his supply. That player may not place another follower during this turn.

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**Final scoring**

The Goods tokens (bonus points)

At the end of the game, the player with the most Wine tokens scores **10 points**. The same applies for the player with the most Wheat tokens and the one with the most Fabric tokens. When players are tied for majority for a token type, the tied players each score 10 points.

**Example in a two-player game:**

Blue scores 20 points and Red scores 30 points.

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Blue has the majority in the field. Since his pig is in that field, he scores 4 points per adjacent city instead of 3. Blue thus scores 8 points. Since Red does not have the majority in that field, she does not score any points (0) and her pig provides no advantages.

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**Points:**

Blue: 10

Red: 0

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**Example in a two-player game:**

Blue scores 20 points and Red scores 30 points.

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**Red** placed the tile with the flying machine, determining the flight’s trajectory. He plays a follower on the flying machine and rolls a 3. The follower cannot be placed as there is no tile where it lands.

A 2 would have allowed him to land on the monastery (even though it is occupied by Blue), or in the city (despite Yellow having a knight in that city). The flying follower would not have been able to land on the road since it was completed during a previous turn.

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**The Flying Machines**

Mankind has always been fascinated by flight, wings and flying machines.
Red places his tile, determining the flight’s trajectory. He rolls a 2. He places his follower into the city (with Blue), since he could not place it into the field or onto the completed road.

The Messengers
The King has dispatched messages to his loyal subjects who have expanded his territory. Messengers are hurrying to deliver the King’s gifts.

Additional components:
- 8 Message tiles
- 6 messengers (1 per color)

Rule changes

■ Game setup
Shuffle the Message tiles, face-down, and stack them near the scoreboard. Each player puts the messenger of his color onto space “0” of the scoreboard, next to his marker. As such, every player now has two pawns on the scoreboard.

■ 3. Scoring completed roads, cities and monasteries
Each time a player scores points, he chooses whether he will move his messenger or his marker. Only the active player can receive a Message tile when either his messenger or his marker ends its movement on a dark number (0, 5, 10, 15...). When this occurs, the active player reveals the first Message tile from the stack. He then has two options:
- He uses the Message tile
- He scores 2 points (as shown in the lower right-hand corner of the tile).

In both cases, the Message tile is then placed face-down under the stack.

The Message tiles:

1.) Value of the shortest road:
You choose a road on which you have a follower (it only has to be on the road, your having the majority is not mandatory). If you own a follower on more than one road, you must choose the road that would be worth the fewest points at the end of the game. You score that number of points and your follower remains on the road.

2.) Value of the smallest city:
Same as Message 1, but for a city.

3.) Value of the smallest monastery:
Same as Message 1, but for a monastery.

4.) 2 points per banner:
You score 2 points for each banner found in the cities where you have at least one follower (majority is not mandatory).

5.) Each knight scores 2 points:
You score 2 points for each of your knights (followers placed in a city). Your knights remain in play.

6.) Each farmer scores 2 points:
You score 2 points for each of your farmers (followers placed in a field). Your farmers remain in play.

7.) Play 1 more tile: Draw 1 more tile and play it as usual. You may then place a follower on it, just as you would on your regular turn.

8.) Score a follower and return it to your supply: Choose one of your followers in a feature where you have the majority. Score the chosen feature (the one occupied by your follower) as you would at the end of the game. You are the only one to score points. The chosen follower returns to your supply after scoring the feature.

Note: During a turn where more than one feature is scored, each completed feature is scored individually. For each completed feature, the player scoring points decides if he moves his marker or his messenger. The active player can receive a maximum of one Message tile when scoring at the end of his turn, even if he completed more than one feature during his turn. However, a player scoring points with a Message tile (either by using the tile or taking the 2 points) can get more Message tiles in this way.
A vast array of roads surrounds Carcassonne.

The ferries along these roads mean that paths can change, making the thieves’ job that much more fruitful...

Additional components:
• 8 Land tiles with a lake (identified with )
• 8 wooden ferries

Rule changes
1. Placing Land tiles

Placing a tile with a lake – Whenever a player draws a tile with a lake on it, he places it and can put a follower on it, as per the normal rules. If he decides to place his follower on the road, he must put it on one of the three or four road sections. Then, this player (the active player) takes a ferry from the supply and sets it on the lake to connect two road sections, regardless of whether or not he placed a follower. The two sections connected by the ferry create a continuous road on the tile. The lake ends the other road sections. If, by placing a tile with a lake, one or more features are completed, these are scored as usual.

Example 1: Red places the tile with a lake. He also sets a follower and places a ferry on the lake. This completes the road with the Blue thief. Blue scores 4 points.

Example 2: Red places the tile with the lake. He also sets a follower on it and places a ferry on the lake to create a different connection. Red and Blue are now on the same road.

Continuing a road with a ferry – If, by placing a tile, a player continues a road where there is a ferry, that player may move the ferry. Moving the ferry is optional; a player has the choice to move the ferry or not. The ferry must always connect two road sections. The ferry may be moved in such a way that it is no longer part of the road that was continued. Starting from the new tile, only the first ferry encountered on that road can be moved.

Two particular cases: 1. If, by a placing a tile, you continue the road in more than one direction, you may move the first ferry encountered in each continued direction. 2. By moving ferries, it is possible to reopen a closed road.

Additional rules: A ferry may only be placed (or moved) once per turn. If by placing a tile with a lake you continue a road with a ferry, you will first place the new ferry, and then you will be able to move the ferry (or more than one if that is the case) or not.

The turn sequence is now as follows with The Ferries mini expansion:
1. Place a tile (with or without a lake)
2. Place a follower or not
3. Set a ferry (if the placed tile has a lake)
4. Move the ferry (if the placed tile continued a road with a ferry)
5. Score completed features (if at least one feature was completed)

With Inns & Cathedrals: Lakes (onto which ferries are placed) are not inns. A road that only contains a ferry and no inns is only worth 1 point per tile.

With Traders & Builders: A player only gets a double turn with his builder when he places a new tile. Thus, a road that is only continued by moving a ferry will not allow a player who has a builder on that road to obtain a double turn.

Example 3: Green places this tile (red border). She can move the first ferry on this road (see green dashed line). She moves the ferry from 1 to 2. As a result, Green and Yellow are no longer on the same road.

Important: Only the active player may receive Message tiles, even if other players’ markers/messengers end their movement on a dark space.

Final scoring
At the end of the game, but before proceeding with the final scoring, each player adds the score of his marker and messenger. Each player then places his marker on the space corresponding to the sum of his two pawns and returns the messenger to the box. During the final scoring, no Message tiles are distributed when a marker lands on a dark space.

The Ferries

A vast array of roads surrounds Carcassonne.

Final scoring

The ferries along these roads mean that paths can change, making the thieves’ job that much more fruitful...

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Important: Only the active player may receive Message tiles, even if other players’ markers/messengers end their movement on a dark space.

Final scoring
At the end of the game, but before proceeding with the final scoring, each player adds the score of his marker and messenger. Each player then places his marker on the space corresponding to the sum of his two pawns and returns the messenger to the box. During the final scoring, no Message tiles are distributed when a marker lands on a dark space.

The Ferries

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Example 2: Red places the tile with the lake. He also sets a follower on it and places a ferry on the lake to create a different connection. Red and Blue are now on the same road.

Continuing a road with a ferry – If, by placing a tile, a player continues a road where there is a ferry, that player may move the ferry. Moving the ferry is optional; a player has the choice to move the ferry or not. The ferry must always connect two road sections. The ferry may be moved in such a way that it is no longer part of the road that was continued. Starting from the new tile, only the first ferry encountered on that road can be moved.

Two particular cases: 1. If, by a placing a tile, you continue the road in more than one direction, you may move the first ferry encountered in each continued direction. 2. By moving ferries, it is possible to reopen a closed road.

Additional rules: A ferry may only be placed (or moved) once per turn. If by placing a tile with a lake you continue a road with a ferry, you will first place the new ferry, and then you will be able to move the ferry (or more than one if that is the case) or not.

The turn sequence is now as follows with The Ferries mini expansion:
1. Place a tile (with or without a lake)
2. Place a follower or not
3. Set a ferry (if the placed tile has a lake)
4. Move the ferry (if the placed tile continued a road with a ferry)
5. Score completed features (if at least one feature was completed)

With Inns & Cathedrals: Lakes (onto which ferries are placed) are not inns. A road that only contains a ferry and no inns is only worth 1 point per tile.

With Traders & Builders: A player only gets a double turn with his builder when he places a new tile. Thus, a road that is only continued by moving a ferry will not allow a player who has a builder on that road to obtain a double turn.

Example 3: Green places this tile (red border). She can move the first ferry on this road (see green dashed line). She moves the ferry from 1 to 2. As a result, Green and Yellow are no longer on the same road.

Important: Only the active player may receive Message tiles, even if other players’ markers/messengers end their movement on a dark space.

Final scoring
At the end of the game, but before proceeding with the final scoring, each player adds the score of his marker and messenger. Each player then places his marker on the space corresponding to the sum of his two pawns and returns the messenger to the box. During the final scoring, no Message tiles are distributed when a marker lands on a dark space.
The Gold Mines

GOLD! It drives everyone mad! All are trying to get their hands on this precious metal, even though its value is only known at the end...

Additional components:
• 8 tiles with a gold ingot (identified with 🨿)
• 16 wooden gold ingots

Rule changes

1. Placing Land tiles
Whenever a player draws a tile with a gold ingot on it, he places it as usual. He then sets a gold ingot on that tile and on an adjacent tile (even diagonally). As such, a player will always place 2 gold ingots after placing a tile with an ingot. An ingot may be placed on a tile where there already is one or more ingots. A gold ingot counts for every feature on the tile; it is not assigned to a specific feature. After placing 2 gold ingots, the player can set a follower as usual.

2. Scoring completed roads, cities and monasteries
When a feature is completed, the gold ingots on the tiles forming the completed feature are taken by the player. The player with the most followers takes all the gold ingots from the tiles forming the completed feature. This means every tile that the road runs through or those used to build the city. For monasteries, count the tile with the monastery and the 8 adjacent tiles that complete it.
If more than one player has the majority on a completed feature, or if multiple features with gold ingots are completed at the same time, gold ingots are distributed as follows: Starting with the active player and followed by the other players in turn order, each player that can receive gold ingots takes one ingot. Proceed accordingly until all gold ingots have been distributed amongst the players.
The turn sequence is now as follows with The Gold Mines mini expansion:
1. Place a tile with a gold ingot
2. Place 2 gold ingots
3. Place a follower or not
4. Score completed features
5. Distribute gold ingots

Final scoring

Players’ gold ingots are never hidden. At the end of the game, gold ingots that are still on a tile are removed from the game. Farmers do not receive gold ingots.
After the final scoring, consult the table on the right. Players score points depending on the number of gold ingots they collected during the game. In short, the more gold a player has collected, the more points his gold will be worth.
Example: During the game, Red scored 102 points and collected 7 gold ingots. He obtains an extra 21 points (7x3) for his gold ingots, for a total of 123 points.
Illustrious magic users are visiting Carcassone.
The mage’s presence inspires the citizens, whereas the witch undermines the value of their hard work.

Additional components:
- 8 Magic tiles (identified with 🕵️
- 1 purple wooden mage 🧙
- 1 orange wooden witch 🧙

Rule changes

1. Placing Land tiles
Whenever a player draws a Magic tile (with the icon on the left), he places it as usual. Before placing one of his followers, the player must place or move either the mage or the witch (collectively called “magic pawns”). He must place either of the magic pawns on an incomplete road or an incomplete city. The mage and the witch can never occupy the same city or road. If both the mage and the witch are already in play, one of them must be moved according to the rules mentioned above. Once the magic pawn placement is resolved, the player can place one of his followers.

As mentioned above, whenever a Magic tile is placed, either the mage or the witch must be placed or moved; if this is not possible (for instance, because the magic pawn cannot be placed in any city or road), the player must remove one of the two magic pawns from play. When another Magic tile is placed, this magic pawn will be able to come back into play.

Special case: If after placing a tile the mage and the witch end up in the same city or on the same road, the active player must move one of them. If this same placement also results in scoring completed features, the magic pawn is moved before scoring the feature(s).

3. Scoring completed roads, cities and monasteries
When a road or city occupied by the mage or the witch is completed, the magic pawn affects scoring as described below:
- The mage gives 1 point per tile in the scored feature.
- The witch divides in half the points of the scored feature (rounded up, in favor of the player).
After affecting a scored feature, the magic pawn is removed from the board and will be able to return into play when another Magic tile is placed.

The effect of the mage and the witch still applies during the final scoring.

This city is scored.
It would normally be worth 20 points (8 tiles + 2 banners, both worth 2 points each). However, the mage adds 8 points to the value of this city (because it contains 8 tiles).
Both Red and Blue score 28 points.

Two roads are completed. The road occupied by Blue is made out of 5 tiles. However, Blue only scores 3 points since the witch is also on the road.
The road where Red is is comprised of 3 tiles.
Red scores 6 points, thanks to the mage.

Final scoring

An incomplete road with an inn, or an incomplete city with a cathedral are usually worth 0 points. However, if the mage is placed on such a feature, each tile will be worth 1 point (in this situation, a banner in a city is still worth 0 points).
The Robbers

Robbers have taken over the roads and stolen the travellers’ gold. When followers score points, robbers are never far behind.

Additional components:
• 8 tiles with a bag (identified with • 6 wooden robbers

Rule changes
Each player takes the robber of his color and sets it in front of himself.

1. Placing Land tiles

Using robbers: Whenever a player draws a tile with a bag (symbol to the left), he places it as usual. Immediately after placing the tile, the active player can place his robber on the scoreboard. The robber is placed on a space occupied by at least one marker belonging to another player. Then, in turn order, each other player may place their robber on the scoreboard. If the active player’s robber is already on the scoreboard, the active player may move it.

Example: Turn order is: Blue, Red, Yellow and Green. Blue draws a tile with a bag. After placing her tile, she places her robber on a scoreboard space occupied by another player’s marker. The Red and Yellow robbers are already on the scoreboard. Green finally places her robber.

3. Scoring completed roads, cities and monasteries

« Robbing » points: If one or more robbers are on the same space as a marker that is scoring points, the owner of the robbers scores half of these points (rounded up), which he adds to his score by moving his own marker on the scoreboard. The owner of the “robbed” marker scores all the points, as usual. Then, the player returns his robber back in front of himself.

Reminder: Each feature is scored individually and the robber “robs” the points for one feature, not for all the points scored during a turn.

Additional rules
• If a player’s robber is on the same space as a marker that moves because it “robbed” another maker, the robber does not score any points. Instead, the robber will follow the marker in order to “rob” him later. There is honor amongst robbers after all.
• A robber must always steal the next points that are scored (with the exception of “robbed” points). A player may not wait for a scored feature that may be worth more points.
• If a robber is on a space occupied by more than one marker and more than one of them is scoring points, the robber chooses from which player he is “robbing” half the points.
• If more than one robber are on a space of a marker that is scoring points, all of them score half the points.
• A robber may not “rob” the marker of his own color.

The Crop Circles

Curious circles are appearing in the fields of Carcassonne. They hold mysterious powers over knights, thieves and farmers.

Additional components: • 6 Land titles with a crop circle (identified with •)

Rule changes
1. Placing Land tiles

Whenever a player draws a tile with a crop circle on it, he places it and completes his turn as per the normal rules. He then decides for every player, starting with the player to his left, if:

A) ... they can place another follower on a tile where they already have a follower of the type designated by the crop circle, OR

B) ... they must return one of their followers of the type designated by the crop circle to their supply.
Players must respect the following rules:

- The active player must choose either effect A or B, even if he did not place a follower. The type of follower concerned by the effect is designated by the crop circle on the placed tile.

<table>
<thead>
<tr>
<th>Crop Circle — Fork</th>
<th>Crop Circle — Club</th>
<th>Crop Circle — Shield</th>
</tr>
</thead>
<tbody>
<tr>
<td>Farmers (followers in fields) are affected by these tiles.</td>
<td>Thieves (followers on roads) are affected by these tiles.</td>
<td>Knights (followers in cities) are affected by these tiles.</td>
</tr>
</tbody>
</table>

- With option A, the player must place the new follower with another one of his followers of the same type (a farmer with a farmer, a thief with a thief, a knight with a knight).
- If a player is unable to do the action, because he does not have a corresponding follower, his turn is simply skipped and the effect moves onto the next player to his left.
- The active player is last to apply A or B. Play then resumes its normal course with the next player.

**Example for A)**

1. Red places the tile with a Crop Circle - Shield and places a follower on the tile (a knight). Red then chooses effect A. Every player can now place a knight (because of the shield) with one of their knights that is already on the board.
2. Green places a knight with one of his that is already in play.
3. Blue does not have a knight in play so he does not place a follower.
4. Red places a knight with the one she placed in 1. She cannot place a knight in the top section of that tile since she does not have a knight there. (She could also have added a knight in the leftmost city since she already has a knight in that city.)

**Example for B)**

1. Green plays the tile with a Crop Circle - Fork symbol and plays a follower there (in the city). That city is then scored and the player scores 4 points and takes his knight back. Green then chooses effect B: each player must now return one farmer to his supply (Fork = farmers).
2. Blue takes his farmer back.
3. Red takes her farmer back.
4. Green does not have a farmer, so he cannot take one back.

### PLAYING THE GAME

#### 1. PLACE TILES AND SPECIAL PIECES

- PLACE TWO GOLD INGOTS (The Gold Mines)
- PLACE OR MOVE THE MAGE or THE WITCH (Mage & Witch)
- PLACE THE ROBBERS on THE SCOREBOARD (active player may move his) (The Robbers)

#### 2. PLACE PLAYER PAWNS

- A normal follower (Basic Game) or a large follower (Inns & Cathedrals)
- Normal follower or large follower on a flying machine to enter play (The Flying Machines)
- Builder or pig (Traders & Builders)

After
- PLACE A FERRY (The Ferries)
- MOVE A FERRY (The Ferries)

#### 3. SCORING

- With your normal follower (Basic Game) or your messenger (The Messengers) on the scoreboard

#### 4. AFTER SCORING

- DISTRIBUT Gold Ingots (The Gold Mines)
- USE Message Tiles (The Messengers)
- THE ROBBER IS RETURNED TO ITS PLAYER’S SUPPLY (The Robbers)
### THE PAWNS

**Followers:** Each of these pawns is a follower. The special pawns are not counted as followers. Neutral components and pawns do not belong to any players.

### SCORING SUMMARY

<table>
<thead>
<tr>
<th>Completed during the game</th>
<th>Incomplete at the end of the game</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Road</strong> (thief)</td>
<td>1 point / tile</td>
</tr>
<tr>
<td>Road with inn</td>
<td>2 points / tile</td>
</tr>
<tr>
<td>Road with mage</td>
<td>+1 point / tile</td>
</tr>
<tr>
<td>Road with witch</td>
<td>1/2 points / tile (rounded up)</td>
</tr>
<tr>
<td>City (knight)</td>
<td>2 points / tile</td>
</tr>
<tr>
<td>City with cathedral</td>
<td>2 points / banner</td>
</tr>
<tr>
<td>City with mage</td>
<td>+1 point / tile</td>
</tr>
<tr>
<td>City with witch</td>
<td>1/2 points / tile (rounded up after counting the total)</td>
</tr>
<tr>
<td>Monastery (monk)</td>
<td>9 points</td>
</tr>
<tr>
<td>City (knight)</td>
<td>1 point / tile</td>
</tr>
<tr>
<td>City with cathedral</td>
<td>1 point / banner</td>
</tr>
<tr>
<td>City with mage</td>
<td>0 points / tile</td>
</tr>
<tr>
<td>City with witch</td>
<td>0 points / banner</td>
</tr>
<tr>
<td>City with witch</td>
<td>1/2 points / tile (rounded up after counting the total)</td>
</tr>
<tr>
<td>Message tile</td>
<td>Points for the Message tile or 2 points</td>
</tr>
<tr>
<td>Robber</td>
<td>1/2 the points scored by the &quot;robbed&quot; follower</td>
</tr>
<tr>
<td>Most farmers</td>
<td>3 points / completed city in the field</td>
</tr>
<tr>
<td>Most farmers with pig</td>
<td>+1 point / completed city in the field</td>
</tr>
</tbody>
</table>

### THE GOLD INGOTS

<table>
<thead>
<tr>
<th>Number of gold ingots</th>
<th>Points per gold ingot</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 – 3</td>
<td>1</td>
</tr>
<tr>
<td>4 – 6</td>
<td>2</td>
</tr>
<tr>
<td>7 – 9</td>
<td>3</td>
</tr>
<tr>
<td>10+</td>
<td>4</td>
</tr>
</tbody>
</table>
Basic game tiles (72 tiles, including the Start tile)

Inns & Cathedrals (18 tiles + 6 Point tiles)

The Flying Machines (8 tiles)

The Messengers (8 tiles)