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Carcassonne



Digital Tutorial

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Carcassonne

The city of Carcassonne in southern France is famous for its unique walls and castles dating back to Roman and medieval times. You and your followers will travel across Carcassonne making your fortune. The development of the ever-changing landscape of roads, cities, monasteries, and fields is in your hands. Cleverly place your followers as travelers, knights, monks, and farmers to pave the way to victory!

CONTENTS & SETUP

Welcome to *Carcassonne*! This rulebook will quickly guide you through the simple rules of this modern classic. After this brief introduction, you will be able to explain the rules to your fellow players and immediately start playing. First, we will cover setting up the game, and go over the components at the same time.

First, let's take a look at the **land tiles**. The **84 land tiles** show **roads**, **cities**, and **monasteries**, all of which are surrounded by fields.



Tile with a city



Tile with a road



Tile with a monastery

12 tiles show a **river**. You don't need to worry about this or any other elements on tiles right now. We will explain these later. You can return the river tiles to the box for your first game.



All of the tiles have the same reverse sides, except for the **start tile** and the **river tiles** which have a **dark back**, so that you can easily separate them.



Tile with a normal back



Tile with a dark back



First, place the **start tile (with a dark back)** in the middle of the table. Shuffle the remaining tiles and place them facedown in several stacks so that each player can easily reach at least one stack.



Start tile



Stacks of facedown tiles

←← Place the **scoreboard** near the play area.

Finally, let's take a look at the **meeple** ("meeple" comes from "my people"; it is both singular and plural). The meeple represent your followers who will help you score points during the game. There are **40 meeple**, 8 each in **black** ♣, **red** ♥, **green** ♣, **blue** ♠, and **yellow** ♣.

There are also **5 abbots (and abbesses)** ♣ ♠ ♣ ♠ ♣ in the same 5 colors. Each player should choose a color and take **7 meeple** of that color to form their supply. Then, place the **8th meeple** on the "0" space of the scoreboard.

Return all meeple of unused colors to the box. For your first game, return the 5 abbots as well.



Meeple

OBJECT OF THE GAME

In *Carcassonne*, you will be placing land tiles and creating long roads, building large cities, visiting monasteries, and cultivating the fertile land. While building, you will place your meeple as travelers, knights, monks, or farmers, which will earn you points. At the end of the game, players will resolve final scoring and the player with the most points wins the game!

GAMEPLAY

Carcassonne is played in clockwise order, starting with the youngest player. During your turn, do the following actions in order as listed, after which the next player takes their turn:

1. Place a land tile

You **must** draw **exactly 1** new **land tile** from a stack and place it faceup connected to a previously-placed tile.



2. Place a meeple

You may place **1 meeple from your supply** on the tile you just placed.



3. Score points

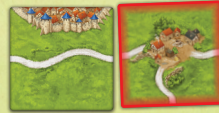
You **must** score **all** points from your tile placement.




Roads

1. Place a land tile

The tile you drew shows 3 roads starting from a village. You place it adjacent to an existing tile, continuing the landscape illustrated on the tiles.

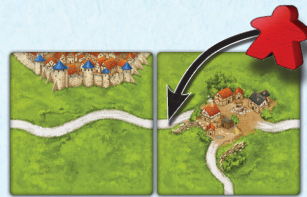



You  place this tile, with the road and fields depicted on it continuing the road and fields on the start tile.

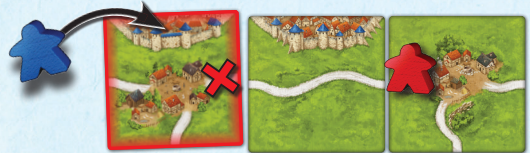
2. Place a meeple as a traveler


After placing the tile, you may place 1 meeple as a **traveler on one of the road segments on this tile**. You can place a meeple **only if there are no meeple anywhere on that road**.

Because the road is not yet completed, no points are scored (nothing happens during **Step 3** of your turn) and the next player takes their turn. If a player places a tile that continues the road with your meeple, that player cannot place a meeple on that road, because there is already a meeple present.



After placing this tile, you  place a meeple on this road, because there are no other meeple on this road.



Because the road to the right is already occupied, Blue  places a meeple on the city instead.

3. Score points

When a road is **closed at both ends** (for example, if the road ends at a village, a city, or loops onto itself), the road is completed, and is scored during **Step 3** of the turn.

The road to the right is closed at both ends, so it is completed and scored. Even though another player placed the tile, the road is completed.

Each tile in a completed road is worth **1 point** for the player with their meeple on the road. This road consists of 3 tiles, so you score 3 points!





Your points are recorded on the scoreboard. Move your meeple forward on the scoreboard 1 space for each point you score. After scoring any feature, **remove your meeple** from the scored feature and **return it to your supply**.



You scored 3 points from this road, so you move your meeple on the scoreboard forward 3 spaces. You return your meeple from the road to your supply. Blue's knight on the city remains on the city, because it was not involved in the scoring. The city has not yet been completed.

These are the most important concepts of *Carcassonne*. Now that you understand these concepts, you can apply them to the other features in the game.

Cities

1. Place a land tile

You draw a land tile and place it, continuing the landscape. In this case, if you draw a tile with a city, the city illustration must continue an existing city (if you don't just continue the fields).



2. Place a meeple as a knight

After placing the tile, you may place 1 meeple as a knight on one of the city segments on this tile. You can place a meeple **only if there are no meeple anywhere on that city**.



You placed this tile to add to an already existing city. Because there are no meeple anywhere on this city, you can place your meeple on the city segment of the tile you placed.

3. Score points

A city is completed when it is **fully surrounded by walls** and **there are no gaps inside the city**. With a future tile placement, the city is completed, and you score points because you have a meeple in the city.

Each tile in a completed city is worth **2 points**. In addition, **each coat of arms** shown in that city is worth **2 additional points**. Just like a road, you remove your meeple from the completed city and return it to your supply.



This city has 3 tiles, and has 1 coat of arms. $3 \times 2 + 2 = 8$, so you score 8 points, then return your meeple to your supply.

Monasteries

1. Place a land tile

You draw a land tile and place it, continuing the landscape. Monasteries are always located in the center of a tile, so when you place a monastery you must continue the existing other landscape features.



2. Place a meeple as a monk

After placing the tile, you may place 1 meeple as a monk (or nun) on a monastery.




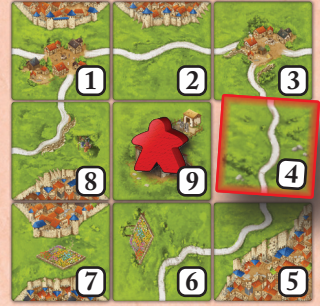
You place this tile here, where it continues the landscape. You place a meeple on the monastery.

3. Score points

A monastery is completed and scored when it is completely surrounded by other tiles. You score **1 point** for **each surrounding tile**, as well as the **monastery tile**.



You  place this tile, which completes the monastery. You score 9 points, and return your meeple to your supply.



These are all the rules you need to start playing *Carcassonne*! See below for a summary of the rules, and to help answer any questions that may arise.

Summary

1. Place a land tile

- You **must** place the tile you drew such that it continues the landscape.
- In the rare event that you cannot place the tile you drew to continue the landscape, return that tile to the box and draw a new tile.


2. Place a meeple

- You may place a meeple **only** on the tile you just placed.
- You cannot place a meeple on a feature that already has another meeple on it.


3. Score points



- A **road** is completed when both ends lead to a village, a city, a monastery, another feature, or the road forms a loop back onto itself. **Each road tile** scores **1 point**.
- A **city** is completed when it is fully surrounded by walls and there are no internal gaps within the city. **Each tile of a city** and **each coat of arms** in that city scores **2 points**.
- A **monastery** is completed when it is surrounded by 8 tiles. A completed monastery scores **9 points** (8 for the surrounding 8 tiles and 1 for the monastery tile itself).
- During step 3 of a player's turn, all features that were completed by that player's tile placement are scored. All players with meeple on completed features might score points.
- After scoring a completed feature, return your meeple from the scored feature to your supply.
- If there are multiple meeple on a single scored feature, the player with the most meeple on the feature scores the full points for that feature. If multiple players are tied for the most meeple, all tied players score the full points.
Note: If you are confused about how there can be multiple meeple on the same feature, see below.

Multiple Meeple on the Same Feature



The tile you  drew could continue the road on the bottom-left tile, but because there is already a meeple on that road, you would not be able to place a meeple on that road. Instead, you place the tile such that it continues the landscape, but does not connect to that road.




On a future turn, you  draw this tile and attach it to the open road.

There are now 2 meeple on the connected road. Since the road is closed at both ends, a scoring takes place in which Yellow  and you  each score 4 points. Then you both take your meeple back into your personal supply.




You  hope to take control of this city away from Yellow , so you place this city tile and place a meeple as a knight. You can do this because the city segment you placed a meeple on is not connected to another city segment with a meeple on it.



You  draw a tile that allows you to connect all city segments into a single, completed city.



Because you have more meeple in this city than Yellow , you and only you score the 10 points for the completed city.


GAME END AND FINAL SCORING


The game ends when all of the land tiles have been placed and a player is unable to draw and place a tile during their turn. When the game ends, resolve **final scoring** to determine the winner.

During final scoring, all remaining meeple in play are scored. All completed features have already been scored, so only incomplete features are scored.


- Each **road** scores **1 point per road tile**, just like when scoring a completed road.
- Each **city** scores **1 point per city tile and coat of arms**, so it scores only half the points it would score during the game.
- Each **monastery** scores **1 point and 1 point per surrounding tile**, just like when scoring a completed monastery.
- Each **field** scores **3 points per adjacent, completed city**.


Fields and farmers are explained in the supplemental rules, the rules for final scoring are presented here as a complete reference. You can ignore fields and farmers for now and add them in after a few games.


FINAL SCORING - CITY
Green  scores 8 points for this large incomplete city with 5 city tiles and 3 coats of arms.

Black  does not score any points, because Green has the majority of meeple in the city.



FINAL SCORING - ROAD
You  score 3 points for the incomplete road with 3 road tiles.

FINAL SCORING - MONASTERY
Yellow  scores 4 points for this incomplete monastery with 3 surrounding tiles in addition to the monastery tile.

FINAL SCORING - CITY
Blue  scores 3 points for this incomplete city with 2 city tiles and 1 coat of arms.

Once all final scoring has been resolved, the player with the most points wins! (In case of a tie, there are multiple winners.) After you have played 2 or 3 games, we recommend adding the fields and farmers from the supplemental rules, then start adding additional content to expand your game experience!

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