

Carcassonne

A clever tile-laying game for 2-5 players aged 8 and up by Klaus-Jürgen Wrede

The New World has been discovered! Now it is time to explore and settle it. The players explore and develop the New World beginning on the east coast and moving ever westward, and deploy their settlers on the trails, in the towns, in the farms, and on the plains. The skills of the players to develop the area and use their robbers, shopkeepers, trappers, and farmers will determine who is victorious.

Contents

- 95 land tiles, with town, trail, and plains segments, and farms.

- 30 settlers in 5 colors.



Each can be used as a shopkeeper, robber, trapper, or farmer. One of each player's settlers is the player's scoring marker.

- 1 game board with scoring track and east coast starting spaces.



- 2 surveyors, which are used to track the players' movement westward.



- rule booklet and summary sheet



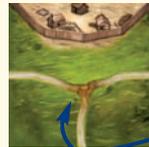
back of tiles



farm



town segment



crossings



trail segments



plains segments

Overview

The players place land tiles turn by turn. As they do so, the trails, towns, plains, and farms emerge and grow. On their turns, the players can deploy their settlers on these features to earn points. Players score points during the game and at the end. The player with the most points after the final scoring is the winner.

Preparation

Place the game board on one side of the table so that the starting spaces face toward the middle of the table. Shuffle the land tiles face down and stack them in several face-down stacks so that all players have easy access to them. Each player takes the 6 settlers in his color and places one as his scoring marker in the large space at the lower left of the scoring track. Each player places his remaining 5 settlers before him on the table (his play area) as his supply. Place the two surveyors on any two of the starting spaces on the game board. The players decide among themselves who will be the starting player, using any method they choose.

Playing the game

Players take turns in clockwise order beginning with the starting player. On a player's turn, he executes the following actions **in the order shown**:

- The player **must** draw and place a new **land tile**.
- The player **may** deploy **one** of his **settlers** from his supply to the land tile he **just placed**.
- If, by placing the land tile, **farms**, **trails**, and/or **towns** are completed, they are now scored. The player's turn is over and the next player, in clockwise order, takes his turn in the same manner.

■ Placing land tiles

First a player **must** draw a land tile from one of the face-down stacks. He looks at it, shows it to his fellow players (so they can advise him on the "best" placement of the tile), and places it on the table, using the following rules:

- The new tile (with **red** borders in the examples) **must** be placed with at least one edge abutting one previously placed tile or abutting one of the starting spaces on the game board. The new tile may not simply be placed corner to corner with a previous tile or starting space.

- The new tile must be placed so that all plains, town, and trail segments on the new tile continue to plains, town, and trail segments on all abutting tiles, respectively.



trail and plains segments are continued



town segment is continued



on one edge the town segment is continued and on the other edge the plains segment is continued



This is an **invalid** placement

In the rare circumstance where a drawn tile has no legal placement (and all players agree), the player discards the tile from the game (into the box) and draws another tile to place.

■ Deploying settlers

After the player places a land tile, he **may** deploy one of his settlers, using the following rules:

- The player may only play 1 settler on a turn.
- The player must take it from his supply.
- The player may only deploy it to the tile he just placed.
- The player must choose where to deploy the settler on the tile, either as a:

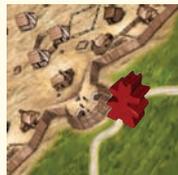
shopkeeper



in a town segment

or

robber



on a trail segment

or

trapper



in a plains segment

(lay trappers on their sides)

or

farmer



in a farm

- The player may not deploy a settler on a plains, town, or trail segment if that segment connects to a segment of the same feature on another tile (no matter how far away) that already has a settler (from any player, including himself) on it. See the following examples.



Blue can only deploy a trapper as there is already a shopkeeper in a connected town segment.



Blue can deploy his settler as a shopkeeper or a robber, but only as a trapper in the small plains segment where the red arrow points. In the larger plains segment there is already a trapper on a connected plains segment.

When a player has deployed all his settlers, he continues to play land tiles each turn. Although a settler may not be recalled, settlers are returned to players when farms, trails, and towns are scored.

The player's turn is over and the next player in clockwise order takes his turn, and so on. Remember: if, through the placement of the tile, towns, trails, and/or farms are completed, these are scored before moving on to the next player.

■ Scoring completed farms, trails and towns

■ A COMPLETED TRAIL

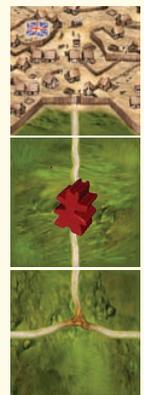
A trail is complete when the trail segments on both ends connect to a crossing, a town segment, or a farm, or when the trail forms a complete loop. The trail may have many segments between its ends.

The player who has a robber on a completed trail scores one point for each tile in the completed trail (count the number of tiles; separate segments on a tile count just once) and 2 points for each trading post along the trail.

The player moves his scoring marker forward on the scoring track a number of spaces equal to the points earned. If you pass 50 on the scoring track, lay your scoring marker down to indicate a score greater than 50 and continue along the track.



Red earns 8 points, 4 extra for the 2 trading posts.



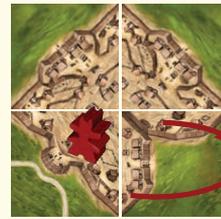
Red earns 3 points.

■ A COMPLETED TOWN

A town is complete when the town is completely surrounded by a town wall and there are no gaps in the wall. A town may have many segments.

The player who has a shopkeeper in a completed town scores two points for each tile in the town (count the tiles, not the segments). Each flag on segments in the town earns the player 2 points.

Red earns 8 points (3 town tiles and 1 flag).



Red earns 8 points (4 town tiles, and no flags)

When a tile has 2 segments in a town, it still counts for just 2 points (1 tile).

What if a completed town or trail has more than one settler?

It is possible through clever placement of land tiles for there to be more than one robber on a trail or more than one shopkeeper in a town. In a completed trail or town, the player with the most robbers (on a trail) or the most shopkeepers (in a town) earns **all** the points.

When two or more players tie with the most robbers or shopkeepers, they each earn the total points for the trail or town.

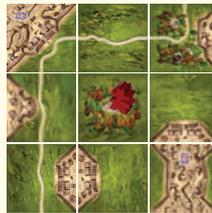
The new land tile connects separate town segments to complete a town.



Red and **Blue** each score the full 12 points for the town as they tie with 1 shopkeeper each in the completed town.

■ A COMPLETED FARM

A farm is complete when the tile it is on is completely surrounded by land tiles. **The player with a farmer in the farm earns 9 points** (1 for the farm tile and 1 each for the other tiles).



Red earns 9 points.

RETURNING SCORED SETTLERS TO THE PLAYERS' SUPPLIES

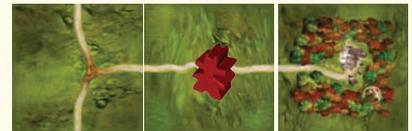
After a trail, a town, or a farm is scored (and **only** then), the settlers involved are returned to the appropriate players' supplies. The returned settlers may be used by the players as any of the possible settlers (robber, farmer, shopkeeper, or farmer) in **later** turns.

It is possible for a player to deploy a settler, score a trail, town, or farm, and have the settler returned on the same turn (always in this order).



Red earns 4 points

1. Complete a trail, farm, or town with the new tile.
2. Deploy a shopkeeper, robber, or farmer.
3. Score the completed town, trail, or farm.
4. Return the shopkeeper, robber, or farmer.



Red earns 3 points

■ THE SURVEYORS: THEIR BONUSES AND THE LIMITS THEY IMPOSE

After each feature is scored (there may be more than one in a turn), the player whose turn it is moves **one** surveyor one column to the west (away from the coast). It matters not which tile the player places the surveyor on as long as it is in the correct column. The player **must** move the eastern-most surveyor if the surveyors are not in the same column. Thus, the two surveyors will never be more than one column apart in their westward trek. If the surveyors are both in the western-most column of tiles (no tiles to their west) neither moves. They will remain there until a feature is scored and there are tile(s) to their west. If a feature is completed, but not scored, the player does **not** move a surveyor.

BONUS: when a settler is scored that is standing on the same column with one (or two) surveyor(s), the player scoring the settler gets a +4 points for each surveyor! (*note: an surveyor is moved **after** the settler is scored!*)

REMOVING fallen-behind settlers: whenever the eastern-most surveyor is moved from a column with one (or more) standing settlers (**not** trappers - they remain lying down until the end of the game), remove these settler(s) and all settlers "east" of this column from the tiles and return them to their owners. A player may place a settler on a just-placed tile in columns "east" of the surveyors, but it is dangerous as such a settler (not a trapper) will be removed immediately after the next scoring!

See surveyor movement and scoring example on B2.

THE PLAINS

Connected plains segments are called plains. Plains are not scored if completed during the game. Players may deploy trappers on plains segments, but they only score at the end of the game. **A trapper remains in the plains segment where it is deployed for the entire game and is never returned to the player's supply!** To emphasize this, place the trapper on its side on the plains segment. Plains are bordered by trails, towns, and the edge of the area where the land tiles are played.

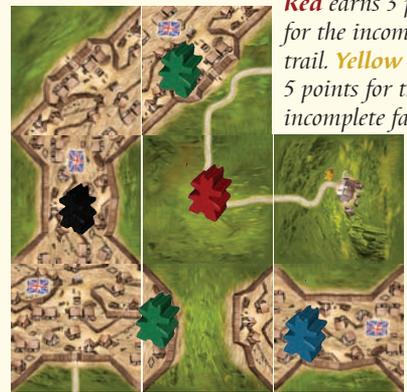
Game End

At the end of the player's turn during which the last land tile is placed, the game ends. If the player completes one or more features, these are scored as normal and then the game proceeds to the final scoring.

Final Scoring

SCORING OF INCOMPLETED TRAILS, TOWNS, AND FARMS

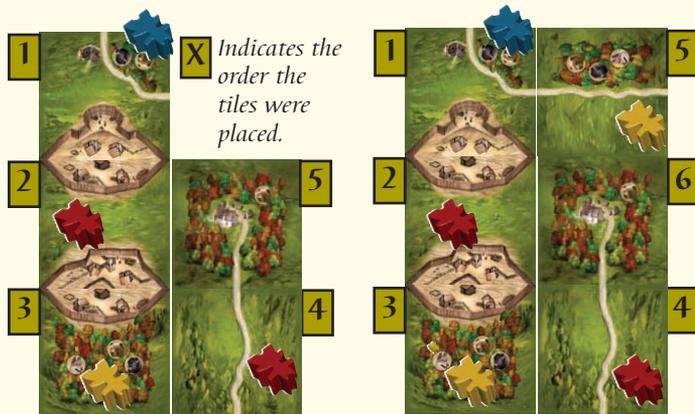
For each incomplete trail and town, the player, who has a robber on the trail or shopkeeper in the town, earns one point for each trail or town segment. Flags are worth 1 point each. For incomplete trails and towns with more than one settler, use the rules for completed trails and towns to determine who scores. For an incomplete farm, the player with the farmer on the farm earns 1 point for the farm and 1 point for each land tile surrounding it.



Red earns 3 points for the incomplete trail. **Yellow** earns 5 points for the incomplete farm.

TRAPPER SCORING (for the animals in the plains)

In each plains area at the end of the game, the player with the most trappers in the area scores 1 point for each animal shown on plains segments in the area. As with trails and towns, if several players tie with the most trappers in the area, each scores 1 point for each animal shown on the plains segments in the area.



Red earns 4 points for the animals in the lower plains area, as he has 2 trappers in the area to **Yellow's** 1. **Blue** earns 2 points for the animals in the upper plains area.

In this example, **Red** and **Yellow** each earn 4 points for the animals in the lower plains area, as each has 2 trappers in the area. **Blue** earns 5 points for for his trapper in the upper plains area.

Blue earns 3 points for the incomplete town on the lower right. **Green** earns 8 points for the larger incomplete town on the left. **Black** earns nothing, as **Green** has more shopkeepers in the town than **black**.



Blue earns 2 points.
Red earns 3 points.

When all completed plains areas are scored in this way, the scoring and the game is over.

The player with the most points is the winner. If players tie with the most, they rejoice in their shared victory.

Tip: to make plains scoring easier, remove settlers as you score the unfinished trails, towns, and farms.



© 2008 Hans im Glück Verlags-GmbH

If you have comments, questions, or suggestions, please write Rio Grande Games at:

PO Box 45715

Rio Rancho, NM 87174 or RioGames@aol.com or visit our website at

www.riograndegames.com



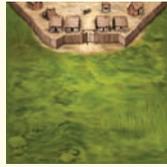
These are the tiles available in the game (and number of each)



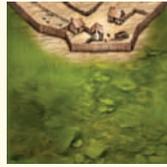
A 2x



B 3x



C 3x



D 2x



E 1x



F 1x



G 1x



H 3x



I 2x



J 1x



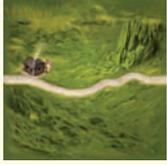
K 4x



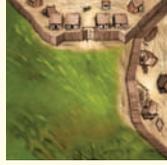
L 3x



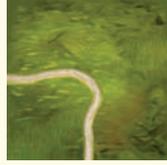
M 1x



N 3x



O 2x



P 3x



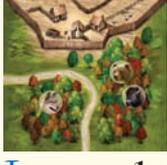
Q 4x



R 4x



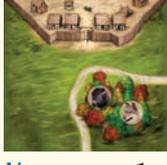
S 1x



T 1x



U 3x



V 1x



W 1x



X 1x



Y 1x



Z 3x



AA 2x



AB 1x



AC 2x



AD 2x



AE 1x



AF 1x



AG 2x



AH 3x



AI 1x



AJ 3x



AK 3x



AL 1x



AM 3x



AN 2x



AO 1x



AP 1x



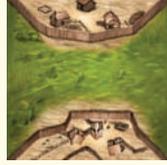
AQ 1x



AR 1x



AS 1x



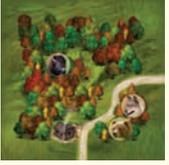
AT 3x



AU 1x



AV 2x



AW 1x

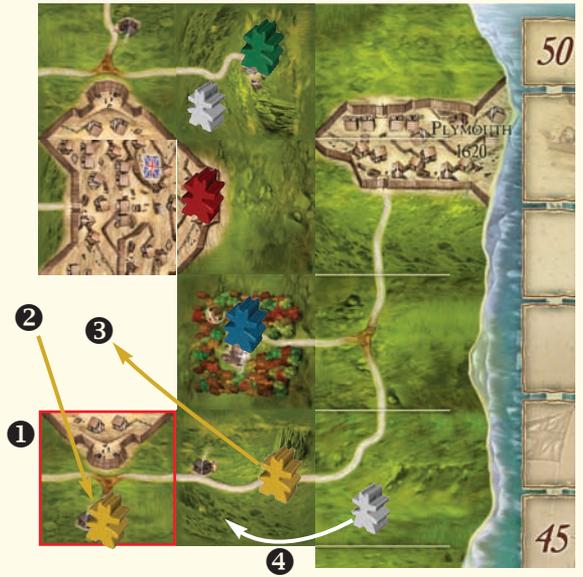


AX 1x

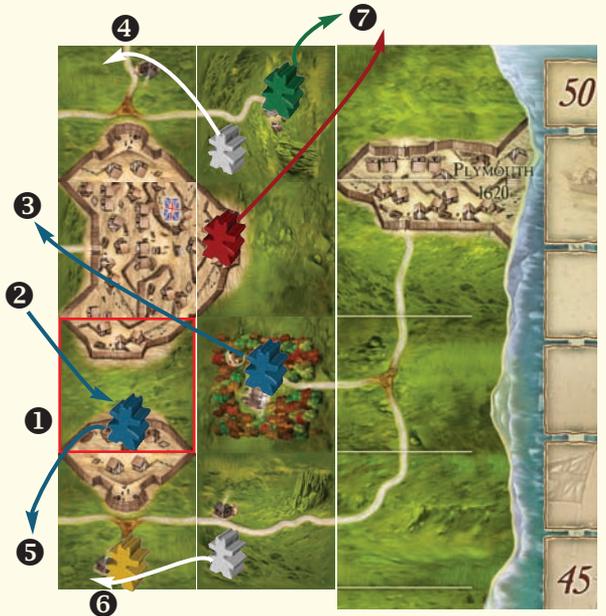
Example for movement and scoring of surveyors:

See description of their movement and scoring on page 3 of the rules.

In the first few turns the players played the settlers as shown in the graphic and scored the 2-tile trail on the north, removing the settler there and moving the top-most surveyor. Now, **Yellow** ① places the **red-bordered** tile and ② her settler on the trail leading south. She scores her completed trail for 10 points (4 tiles + 1 trading post + 1 surveyor), ③ removes her settler from that trail and ④ moves the bottom-most surveyor westward one



Next, **Blue** ① plays the **red-bordered** tile and ② his settler on the small town, completing **three** features: **Red's** city to the north, **Blue's** farm, and **Blue's** small town. **Blue** scores his farm for 17 points (9 + 2 surveyors), ③ removes his settler from the farm, and ④ moves the top-most surveyor. Then, he scores his small town for 8 points (4 + 1 surveyor), ⑤ removes his settler from the town, and ⑥ moves the bottom-most surveyor, ⑦ forcing the **Green** and **Red** settlers out of the surveyor-vacated column. Thus, the "**Red**" town is not scored, as the **Red** settler is no longer there!



Scoring summary

Completed features during the game

Trail (robber) 1 point per tile + 2 points per trading post



Town (shopkeeper) 2 points per tile + 2 points per flag



Farm (farmer) 9 points



Surveyor +4 points when in the same column as scoring settler



Incomplete features at game end

Trail (robber) 1 point per tile + 2 points per trading post

Town (shopkeeper) 1 points per tile + 1 points per flag

Farm (farmer) 1 point for each tile (farm + surrounding)

Plains (trapper) 1 point for each animal in the plains area