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Carcassonne



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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 are travelling through Carcassonne, along its roads and across its fields, visiting its towns and monasteries in search of your fortune. The development of this ever-changing landscape is in your hands. Cleverly place your followers as travelers, knights, monks, and farmers to pave your 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. We'll start with how to set up the game, and will explain a bit about the components as we go along.

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



City tile



Road tile



Monastery tile

12 tiles show a **river**. You don't need to worry about this or any other decorative elements on the tiles for the moment: These will be explained later. You won't need the river tiles for your first game, so return those tiles to the box.



All of the tiles are the same on the back, except for the **starting tile** and the **river tiles**, which have a **dark back**, so that you can easily separate them from the other land tiles.



Tile with a normal back



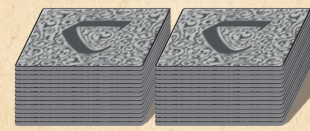
Tile with a dark back



First, place the pictured **starting tile** (with a **dark back**) in the middle of the table. Shuffle the remaining tiles and place them face down in several stacks in easy reach of all players.



Starting tile



Stacks of facedown tiles

← This is the **scoreboard**. Place it near the play area.

Finally, let's take a look at the **meeple**, which represent your followers in the game and will help you score points. ("meeple" is a combination of 'my people', and is both singular and plural.) There are **40 meeples**, 8 each in **black** (♣), **red** (♥), **green** (♠), **blue** (♦), and **yellow** (★). There are also **5 abbots (or abbesses)** (♠, ♥, ♣, ♦, ★), one in each of the colors. Each player chooses a color and takes **7 meeples** of that color to form their supply. Then place your **8th meeple** on the "0" space on the scoreboard. Return all the meeples of unused colors to the box. For your first game, return the 5 abbots as well.



Meeple

OBJECT OF THE GAME

In *Carcassonne*, you place down land tiles to create long roads, build large cities, visit monasteries and cultivate the fertile land. While building, you place your meeple as travelers, knights, and monks, or later as farmers. This will earn you points. At the end of the game, players will resolve the 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 the order 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 face up, continuing a previously placed tile.



2. Place a meeple

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



3. Score points

Finally, you **must** score **all** points arising from your tile placement.



Roads

1. Place a land tile

You've drawn a tile that shows 3 roads leading out of a village. You place it adjacent to an existing tile, making sure the landscape matches up.



You place this tile so the road and fields continue from the previously placed tile. That's great!

2. Place a meeple as a traveler

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

Because the road is not yet complete, no points are scored (nothing happens during **Step 3** of your turn), and the next player takes their turn.

That player draws a land tile and places it. The road to the right is **already occupied** by another meeple. Therefore, that player cannot place a meeple on that road. Instead, that player places a meeple as a knight on the city.



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



As 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, is visually obstructed in some way or loops into itself), the road is complete, and is scored during **Step 3** of the turn.

Let's check whether this road can be scored: Yes, it's closed at both ends, so it must be scored. Even though another player placed the tile, the road you are on is now complete. **Each tile** in your completed road is worth **1 point** for you.

This road consists of 3 tiles, so you score 3 points.



Your points are recorded on the scoreboard. Move your meeple forward 1 space on the scoreboard for each point you score.

After scoring a feature, **return all meeple from the scored feature** to your respective supplies.



You scored 3 points from this road, so you move your meeple forward 3 points on the scoreboard. Return your meeple from the road to your supply. Blue's knight remains on the city, because it was not involved in the scoring. The city is not complete, so you do not score it yet.

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

Cities

1. Place a land tile

Draw a land tile as usual, and place it, making sure the landscape matches up. Incomplete cities can only be continued by another city tile.



2. Place a meeple as a knight

First, check whether there are **any meeple anywhere in the city**. If there aren't, you may place one of your meeple **as a knight** on one city segment on this tile.



The tile you ★ have just placed extends this incomplete city by 1 tile. As there are no meeple anywhere in this city, you can place your meeple on the city segment of the tile you placed.

3. Score points

Let's fast-forward a little, and assume that you have drawn the tile pictured in the next round. Fortunately, you're able to add it to your city, and it completes the feature (a city, in this case). A city is complete when it is **entirely surrounded by walls** and there are **no gaps inside the city**.

As you have a meeple in this city, you now score some points.

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



This city has 3 tiles and 1 shield. 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. As usual, you have to make sure the landscape matches up. Monasteries are always located in the center of a tile, so when you place a monastery you must make sure you match up the landscape features along the edges of the tile (as usual).



2. Place a meeple as a monk

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



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



3. Score points

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



Well done! You ★ have placed a tile that completes your monastery. You score 9 points, and return your meeple to your supply.



That's all you need to know to start playing *Carcassonne*!
We've summarized the main points below, and explained a couple more details:

Summary

1. Place a land tile

- You **must** place the tile you drew, making sure the landscape matches up.
- In the rare event that you cannot place the tile you drew in a way that continues the landscape, return that tile to the box and draw a new tile.

2. Place a meeple

- You may place 1 of your 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 complete when both ends lead to another feature, or the road forms a loop back into itself.
Each road tile scores 1 point.
 - A **city** is complete when it is fully surrounded by walls and there are no gaps inside the city.
Each tile of a city and each shield in that city scores 2 points.
 - A **monastery** is complete 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, all features that were completed by that player's tile placement are scored. All players with meeple on complete features score points.
 - After scoring a feature that has been completed, return all meeple from the scored feature to the players' supplies.
 - 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're unsure how that might happen, see the detailed example below.

Multiple Meeple on the Same Feature

The tile you  have just drawn could complete 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 it. Instead, you place the tile so that it matches up with the landscape, but does not connect to that road.



On your next turn, you  draw this tile and place it next to the incomplete roads. There are already 2 meeple on those roads. Your tile completes the road so it is now scored: You  and the yellow player  both score 4 points each. Then you both return your meeple to your supplies.



You  would like 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 is not connected to another city segment with a meeple on it. If you draw a tile that fits in a later turn, your two meeple will take control of the city.



What a stroke of luck! You  draw a tile that allows you to connect all city segments and create a single, completed city.



As you have more meeple on this city than Yellow , you alone score the 10 points for the completed city. You both return your meeple to your supplies.

GAME END AND FINAL SCORING

Unfortunately, Carcassonne needs to end as well... but we still want to know who won! 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 the **final scoring** to determine the winner.

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

- Each **road** scores **1 point per road tile**, just like when a complete road is scored.
- Each **city** scores **1 point per city tile and shield**, so it scores only half the points it would score during the game.
- Each **monastery** scores **1 point plus 1 point per surrounding tile**, just like when a complete monastery is scored.
- 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 shields. Black 🟡 does not score any points, because Green has 2 meeple in the city, and therefore has the majority.



FINAL SCORING – ROAD

You 🟡 score 3 points for the incomplete road of 3 road tiles.

FINAL SCORING – MONASTERY
Yellow 🟡 scores 4 points for this incomplete monastery with 3 tiles surrounding the monastery, plus the monastery tile itself.

FINAL SCORING – CITY
Blue 🟡 scores 3 points for this incomplete city with 2 city tiles and 1 shield.

Once all final scoring has been resolved, the player with the most points wins. Congratulations! If there is a draw, you are joint winners.

After you played 2 or 3 games, we recommend adding in the fields and farmers from the supplemental rules.

Note: If a player reaches or crosses 50/0 on the scoreboard, you can either make a note of it or simply lay down the scoring meeple. This indicates they have scored over 50 points. All players whose scoring meeple is lying down then have 50 points plus the points on which the Meeple is located. This makes it easy to see immediately how many points each player has.

If you wish to extend your game experience, you can take a look at the strategy tips and expansions on the supplemental rule sheet. Have fun!

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