Build the medieval city of Carcassonne!
Score points by claiming roads, cities, and monasteries.
The player with the most points at the end wins!

GETTING STARTED

1. Each player chooses a colour and takes 7 matching Meeples. **Do not take the Abbots for the base game.**
2. Set the scoreboard aside and place the last Meeple of each colour at the 0 space on the scoreboard.
3. Place the dark-backed start tile, which has no river, in the centre of the table.
4. Arrange the remaining tiles into several piles, face-down. **Do not use the dark-backed river tiles for the base game.**
5. Determine the starting player.

GAME MECHANICS

- **Roads and monasteries** earn 1 point per tile. **Cities** earn 2 points per tile, plus 2 points per shield.
  - Completed roads connect to villages, cities, or monasteries.
  - Completed monasteries are surrounded on all sides.
  - Completed cities have unbroken walls.
- Features can have many Meeples if they are later connected. **Only the player with the most Meeples on a feature earns points,** but ties are allowed.
- Gardens are not used for the base game, and other features like cottages and trees are decorative.

WINNING THE GAME

The game ends when the last tile has been drawn, placed, and scored.

- If you score **over 50 points,** lay down your scoring Meeple and start another lap of the scoreboard.
- **Score uncompleted features normally** after the last turn, but cities are worth half the normal points.

TIPS

- **You cannot reclaim Meeples until they earn points.**
- Place some Meeples on smaller features so you always have a good supply.
- Smaller features earn fewer points, but finishing them prevents other players from sharing the points with you.
- Monasteries and large cities earn many points, but they are hard to complete—sometimes **smaller is better.**
- Stop other players from scoring points by playing tiles that make completing features more difficult.
- **Unfinished features are still worth points at the end of the game.**
- Try using the River and Abbot mini-expansions!

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**TAKING YOUR TURN**

1. Draw and place one tile on the board.
   - You can place a tile anywhere on the board.
   - The game board must continue the landscape—roads cannot end at empty fields.
   - If you cannot place a tile anywhere, draw a different tile instead.
2. Place one of your Meeples. This is optional.
   - You can only place a Meeple on a tile you just placed.
   - You can place your Meeple on a road, in a monastery, or in a city.
   - You cannot place your Meeple on a feature that already has a Meeple.
   - Do not place your Meeples in fields for the base game.
3. Score points for completed sections.
   - Only the player with the most Meeples on a feature scores points, but ties are allowed.
   - Reclaim your Meeple once it scores points.
4. Play continues clockwise.

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