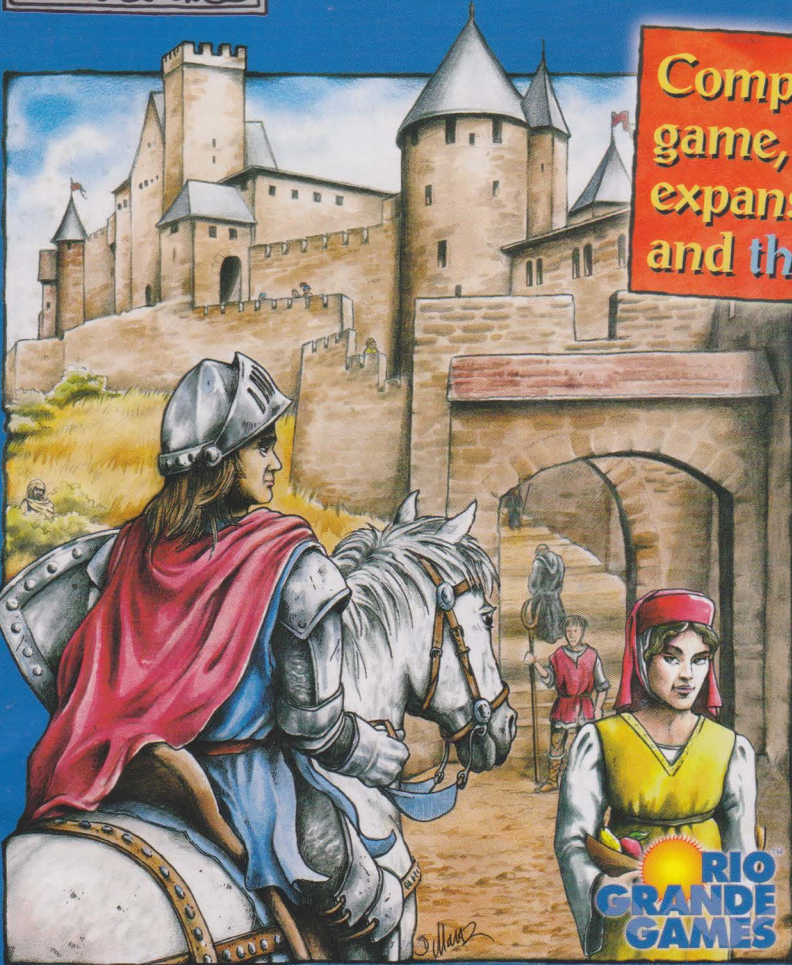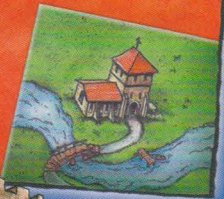Klaus-Jürgen Wrede

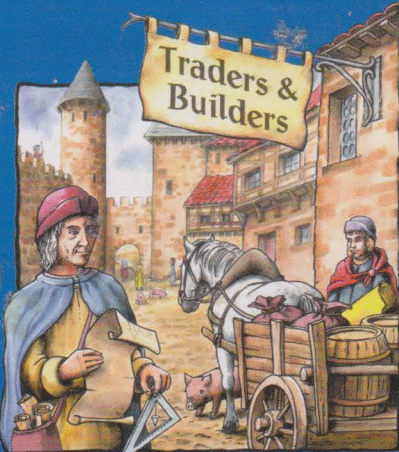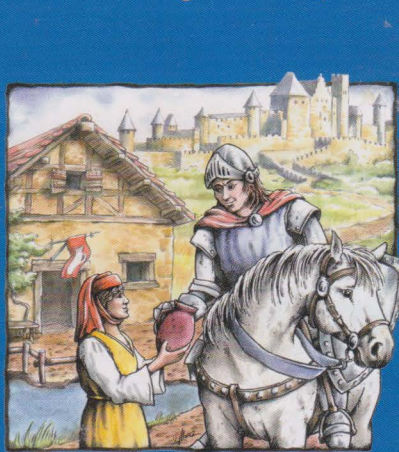# Carcassonne

Complete rules for basic game, 4 major expansions and the river.

RIO GRANDE GAMES

Basic game – Spiel des Jahres 2001

The Tower

Traders & Builders

Inns & Cathedrals

Traders & Builders

The Princess & the Dragon

Carcassonne

**A clever tile-laying game for 2 to 6 players aged 8 and up from Klaus-Jürgen Wrede**

The southern French city of Carcassonne is famous for its unique Roman and Medieval fortifications. It was an important city in southern France during medieval times. The players develop the area around Carcassonne and deploy their followers on the roads (as thieves), in the cities (as knights), in the cloisters (as monks), and in the fields (as farmers). The skills the players employ to develop the area and use their thieves, knights, farmers, and monks will determine who is victorious. But all will have fun playing!!

Contents

- **72 landscape tiles** (including 1 starting tile with a different back), which picture city, road, and field segments and cloisters. The 12 river tiles are NOT part of the basic game but do have the same back as the starting tile.
- **48 followers** in 6 colors:
  Each follower can be used as a knight, thief, monk, or farmer.
  One of each player's followers is used as his scoring marker.
- **1 scoring track**:
  This tracks the players' points.
- **1 rule booklet** and **1 rule summary**

back of starting tile

cloister　*city segments*
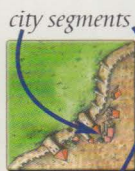
field segments　*road segments*　*crossings*

Overview

The players place land tiles turn by turn. As they do so, the roads, cities, fields, and cloisters emerge and grow. On these, the players can deploy their followers 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.

front of starting tile

Preparation

Place the starting tile face up in the middle of the table. Shuffle the remaining land tiles face down and stack them in several face-down stacks so that all players have easy access to them. Place the scoring track near one edge of the table to leave room for the players to place land tiles in the middle of the table. Each player takes the 8 followers 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 7 followers before him on the table as his supply. 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 **followers** from his supply to the land tile he **just placed**.
- ■ If, by placing the land tile, **cloisters**, **roads**, and/or **cities** 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. The new tile may not simply be placed corner to corner with a previous tile.
- The new tile must be placed so that all field, city, and road segments on the new tile continue to field, city, and road segments on all abutting tiles (cloisters are always complete within single tiles).

road and field segments are continued

city segment is continued

on one edge the city segment is continued and on the other edge the field 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 followers

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

- The player may only play 1 follower 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 follower on the tile, either as a:

thief		knight		monk		farmer

or

or

or

here

or here

on a road segment — *in a city segment* — *in a cloister* — *in a field segment*
lay farmers on their sides!

- The player may not deploy a follower on a field, city, or road segment if that segment connects to a segment on another tile (no matter how far away) that already has a follower (from any player, including himself) on it. See the following examples.

Blue can only deploy a farmer as there is already a knight in a connected city segment

Blue can deploy his follower as a knight or a thief, but only as a farmer in the small field where the red arrow points. In the larger field area, there is already a farmer on a connected field segment.

When a player has deployed all his followers, he continues to play land tiles each turn. Although a follower may not be recalled, followers are returned to players when cloisters, roads, and cities 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, cities, roads, and/or cloisters are completed, these are scored before moving on to the next player.

■ Scoring completed cloisters, roads and cities

■ A COMPLETED ROAD

A road is complete when the road segments on both ends connect to a crossing, a city segment, or a cloister, or when the road forms a complete loop. There may be many road segments between the ends.

The player who has a thief on a completed road scores one point for each tile in the completed road (count the number of tiles; separate segments on a tile count just once).

The player moves his scoring marker forward on the scoring track a number of spaces equal to the points earned (see also page 5).
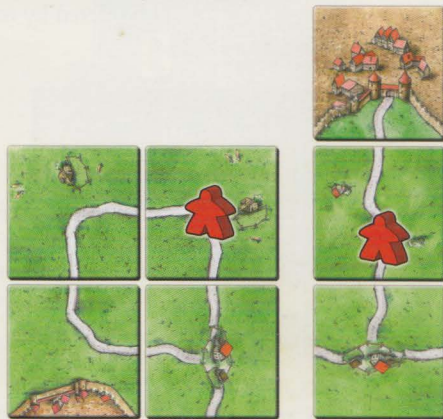
Red earns 4 points.

Red earns 3 points.

■ A COMPLETED CITY

A city is complete when the city is completely surrounded by a city wall and there are no gaps in the wall. A city may have many city segments. **The player who has a knight in a completed city scores two points for each tile in the city (count the tiles, not the segments). Each pennant on segments in the city earns the player 2 points.**

Red earns 8 points (3 city tiles and 1 pennant).

Red earns 8 points (4 city tiles, and no pennants)

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

What if a completed city or road has more than one follower?
It is possible through clever placement of land tiles for there to be more than one thief on a road or more than one knight in a city. In a completed road or city, the player with the most thieves (on a road) or the most knights (in a city) earns **all** the points.

When two or more players tie with the most thieves or knights, they each earn the total points for the road or city.

The new land tile connects separate city segments to complete a city.
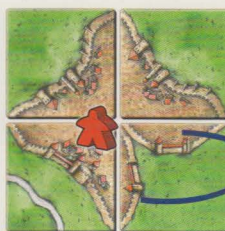
■ A COMPLETED CLOISTER

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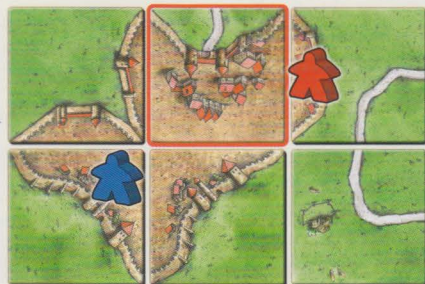
Red earns 9 points.

Red and Blue each score the full 10 points for the city as they tie with 1 knight each in the completed city.

RETURNING SCORED FOLLOWERS TO THE PLAYERS' SUPPLIES

After a road, a city, or a cloister is scored (and **only** then), the followers involved are returned to the appropriate players' supplies. The returned followers may be used by the players as any of the possible followers (thief, farmer, knight, or monk) in **later** turns.

It is possible for a player to deploy a follower, score a road, city, or cloister, and have the follower returned on the same turn (always in this order).

1. Complete a road, city, or cloister with the new tile.
2. Deploy a knight, thief, or monk.
3. Score the completed city, road, or cloister.
4. Return the knight, thief, or monk.

Red earns 2 points (exception: a 2 tile city does not get 2 points per tile)

Red earns 3 points

THE FARMS

Connected field segments are called farms. Farms are not scored. They exist only as places to deploy farmers. Farmers are only scored in the final scoring. **Farmers remain in the field segment where they are deployed for the entire game and are never returned to the players' supplies!** To emphasize this, place the farmer on its side on the field segment. Farms are bordered by roads, cities, and the edge of the area where the land tiles have been played.

Note: the player who played the new land tile may not deploy a farmer because the connected field segments already have farmers.

All 3 farmers have their own farms. The city and road segments separate the farms from each other.

With the placement of the new land tile, the 3 players each have 1 farmer on the farm.

THE SCORING TRACK

Record all points on the scoring track. The track is round with 50 spaces. Players can traverse the track several times if their scores exceed 50, 100, or more. When a player's scoring marker first passes the 50 space, he takes one of the point cards and places it in his play area with the "50" side showing. If his scoring marker passes the 50 space again, he turns the point marker over to the "100" side. If his scoring marker passes the 50 space again, he takes a second point marker and places it in his play area with the "50" side showing. If a players marker continues to pass the 50 space, he continues using the point markers as described above.


Game end

At the end of the player's turn (after the scoring of any completed cities, roads, and cloisters) during which the last land tile is placed, the game ends. Then follows the final scoring.

Final Scoring

SCORING OF INCOMPLETED ROADS, CITIES, AND CLOISTERS ➡

For each incomplete road and city, the player, who has a thief on the road or knight in the city, earns one point for each road or city segment. Pennants are worth 1 point each. For incomplete roads and cities with more than one follower, use the rules for completed roads and cities to determine who scores. For an incomplete cloister, the player with the monk on the cloister earns 1 point for the cloister and 1 point for each land tile surrounding it.
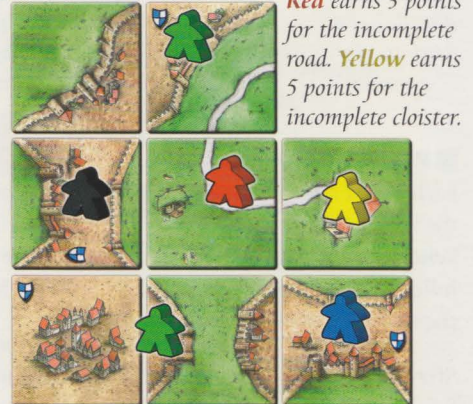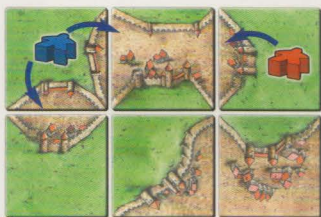

Red earns 3 points for the incomplete road. Yellow earns 5 points for the incomplete cloister.

FARMER SCORING (FOR SUPPLYING THE COMPLETED CITIES)

- Only completed cities are used for scoring farmers.
- The farmer must be in a farm that borders a city to supply it. The distance of the farmer to the city is unimportant.
- For each city a player's farmers supply, the player who deployed the farmer(s) earns 4 points, regardless of the size of the city.
- A farmer can supply (and score) several cities when they border his farm.
- Several farms can supply a single city. In such a case, the player with the most farmers in the farms supplying the city earns the 4 points. If two or more players tie with the most farmers, each of those tied for most earns 4 points
- Remove followers as you score the unfinished roads, cities, and cloisters. This will make scoring the farms easier.
- Place an unused follower on each city as it is scored to be certain all are scored, but just once!

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

Blue earns 8 points. Red earns 4 points. No farmer scores for the incomplete city.

Blue earns 8 points.

A further example of farmer scoring is on page 11.

X *Indicates the order the tiles were placed.*
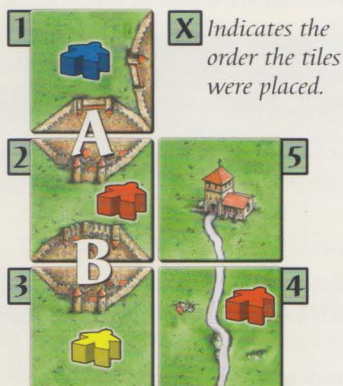
Red earns 4 points for supplying city A, as he has 2 farmers in farms supplying the city to 1 each for Blue and Yellow. Red also scores 4 points for city B, as he has 2 farmers to Yellow's 1.
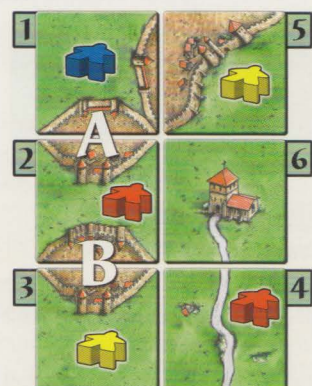
In this example, Red and Yellow each earn 4 points for each of the two cities (A & B), as each has 2 farmers supplying the cities. Blue earns no points for city A, as he has only 1 farmer supplying it.

When all completed cities 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.

about 15 minutes longer

additional material
- **18 new landscape tiles** (marked with ♟)   • **6 large followers** (1 per color)

Rule supplements
■ Placing landscape tiles
The new tiles are placed as before - field to field, road to road, and city section to city section.
Special features of some of the new tiles:

this tile has 4 separate city segments

this cloister separates the road into 2 segments

a player may not place followers on these 2 segments

this crossing separates the road into 2 segments

the inn lies only on the right road segment

this field ends at the arrow

■ Placing followers
Each player adds one large follower to his 7 normal followers. He may place the large follower in the same way as his normal followers.

When a road, city, or field is scored, a large follower counts as 2 normal followers when determining which player has the most followers in the completed road, city, or field.

*only **Blue** scores 3 points for the road*

After scoring, the player takes the large follower back and may place it on his next turn just as he does with normal followers. If a player places his large follower on a field, it will remain there until the end of the game just as normal followers placed on fields.

■ Completed cities and roads

■ A COMPLETED ROAD
Inn on the Lake (6 tiles)

If **one or more** of the segments of a **completed** road contain an Inn on the Lake, the thief earns **2 points** per road segment (number of tiles) for the player. If such a road is not completed by the end of the game, the thief scores 0 points for the player!

Blue scores 6 points

Blue scores 6 points

road incomplete at game end: Blue scores 0 points

■ A COMPLETED CITY
Cathedral (2 tiles)

If **one or both** Cathedral tiles are located in a **completed** city, the knight earns **3 points** per city segment (number of tiles) and pennant. If such a city is not completed by the end of the game, the knight scores 0 points for the player!

blue scores 21 points

city incomplete at game end: blue scores 0 points

additional material

- **24 new landscape tiles** (marked with 🐖) • **20 trade good tokens** (9 wine, 6 grain, 5 cloth)
- **6 builders** and **6 pigs** (1 each per color)

Rule supplements

■ Placing landscape tiles

The new tiles are placed as before – field to field, road to road, and city section to city section.
Special features of some of the new tiles:

*The bridge is **not a crossing**! One road rune from right to left across the tile and the other runs from top to bottom across the tile. The **filed segments** are all separated. The tile on the left has 4 field segments; the tile on the right has 3 field segments.*

*The cloister separates the road into **3 segments.***

One road ends at the city; the other ends at the village.

*The tile has **3 separate city segments.***

■ Placing followers

Instead of placing a small or large follower, the player can choose to place his **builder** or his **pig**, if he meets the placing criteria described below.
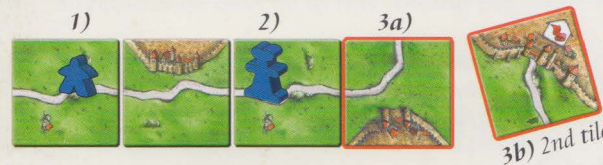
■ THE BUILDER

Placing: a player can only place his **builder** on the tile he just played and only on a road or city segment that is connected to a road or city segment where he has already placed a follower.

Thus, a player must first place a follower on a road or city. On a later turn, when he adds to the road or the city he can place his builder on the added road or city segment.

- The road or city may contain knights, thieves, and builders from other players.
- There may be any number of road/city segments between the thief/knight and the builder.
- A builder can be placed on a road or city and later (after it is scored) be placed on a city or road.
- A player may never place a builder on a field.

Using the builder: whenever a player places a landscape tile that adds to a city or road with his builder on it, he is allowed to take a **second** turn after he finishes the turn where he placed the tile that added to the road or city. Thus, after he places a follower (or not) and scores (if required), he takes another complete turn (places a tile, places a follower if he wishes, and scores if required). Then his turn ends. He may not take a third turn!

1) Place a thief.
2) Place the builder.
3a) Add to the road.
3b) Draw and place a 2nd tile.

- The player may not continue past the second turn! If the player adds to the city or road with his second tile placement, he may **not** take a third turn.
- As long as the city or road remains incomplete, the builder remains there. The player may not voluntarily remove it. When the city or road is completed and scored, the player takes back the builder and any followers from it.
- The player may place a follower on either or both tiles placed in a double turn. If the city or road is completed on the first turn, the player can place the returned builder on his second turn.
- The builder does not count as a follower for determining follower majority on a road or city.
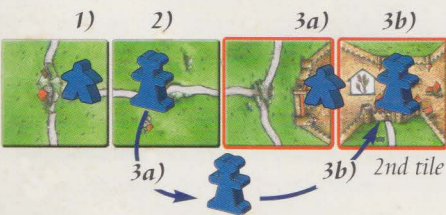
A player can, for example ...
1) Place a thief.
2) Place the builder.
3a) Complete the road and place a knight on the city segment on the new tile. (The road is scored and the player takes back his follower and builder).
3b) Draw and place a second tile, adding to the city and place the builder there.

Placing: a player can only place his **pig** on the tile he just played and only on a field segment that is connected to a field segment where he has already placed a follower.
• The field may contain farmers and pigs from other players.

Using the pig: the pig increases the value of the farmers when scored.
• When the last farmer for a player is removed from a field, he also removes his pig if it is there. Otherwise, a placed pig remains in the filed until the end of the game.
• During the **final scoring**, a player with a pig in a filed with his farmer will score 5 points instead of 4 points for each city he scores. If he does not earn points for a city, the pig adds nothing.
• The pig is not counted for determining which player feeds a city. It is not a follower!

■ Completed roads, cities, and cloisters

■ A COMPLETED CITY

A city with trade goods is completed
When a player places a tile that completes a city that has 1 or more trade good symbols pictured, the following occurs: the city is scored in the normal way. **The player, who placed the tile that completed the city,** takes a trade good token for each trade good pictured in the completed city (for the trade goods shown).
It matters **not,** whether this player has a knight in the city or scores points for the city!
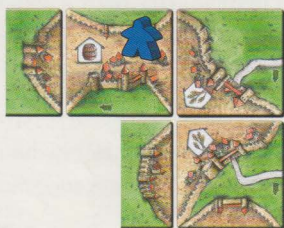
Red plays the tile to complete the city.
Blue earns 10 points and
Red takes 2 grain and 1 wine trade token.

Final scoring

Trade good tiles earn players additional points
At game end, the player with the most wine trade good tokens earns 10 points. The same happens for the player with the most grain and cloth tokens. If players tie with the most, each earns 10 points.

points: 10   0   10

points: 10   10   10

Example in a 2 player game:
Blue earns 20 points,
Red earns 30 points.

Blue has more farmers that "feed" the two completed cities. As he also has a pig in the field, he earns 5 points per city for a total of 10 points.

Red does not "feed" either city.
Even with a pig in the field, he scores 0 points.

additional material
• 30 new landscape tiles (marked with 🏁) • 1 wooden dragon • 1 wooden fairy

Rule supplements
■ Placing landscape tiles
The new tiles are placed as before – field to field, road to road, and city section to city section.
All new landscape tiles show a special symbol (volcano, dragon, princess, or magic portal), which can be used when placing followers (see below). The complete descriptions of the uses are described below.
Other special landscape tiles:

Tunnel
The tunnel does not break the road that runs over or through it.

Cloister in the City
*When a player places a follower here, he must choose between the **cloister** and the **city** (or other feature on the tile). When he chooses the cloister, it is scored when surrounded by 8 tiles, even if the city is not complete. He can place a follower on the cloister even when the city already has a follower (on a connected tile). The opposite is also true: if he places a monk on a the cloister, later, a player may play a knight in the city, if otherwise allowed.*

■ Placing followers

THE FAIRY
At the beginning of the game, the fairy stands off to the side on the table. Whenever a player places **no follower** on his turn, he may, instead, place the fairy on any tile where he has one of **his followers**. To place the fairy, the player moves it from the table (if it has not been placed) or from the tile where it stands. The Fairy has **3 effects**:
• The Dragon will not visit a tile that has the fairy. Thus, a follower on this tile is protected from the dragon.
• If a player starts his turn with a follower on the tile where the fairy is, he scores 1 point immediately! If a players uses his builder to take a second turn, he does not score 2 points for the fairy!
• When a feature (city, road, cloister, or farm) with the fairy is scored, the player whose follower stands on the tile with the fairy scores 3 points for standing there, and may score for the feature as normal. When scored, the follower returns to its owner, but the fairy remains.

THE VOLCANO (6 tiles)
Whenever a player draws a tile with a volcano, he places it as he would normally place a tile, but he may **not** place any followers (or any other figure, except the dragon) on the volcano tile. Instead, the **Dragon** immediately flies from his current location **directly to this volcano tile**, where he stops. No follower may share a tile with the dragon.

THE DRAGON (12 tiles)
Whenever a player draws a tile showing a dragon figure, he places it as he would normally place a tile, and may also place a follower on the tile as he normally could. If placement of the tile completes a feature, it is scored as normal. Then, the game is briefly interrupted while **the Dragon moves**!
Beginning with the player, who just placed the dragon tile, and continuing clockwise around the table, each player, on his turn, must move the Dragon to a new tile, that is either **horizontally or vertically adjacent** to the tile where the Dragon is. The dragon always moves 6 times, across **6 tiles**, regardless of the number of players (exception: dead end). The dragon will not "visit" the same tile twice on his 6 move journey, so the players must watch carefully to ensure he moves properly. Also, the dragon will never move to the tile where the fairy stands. Whenever the dragon visits a tile with a follower, a builder, or a pig, the player whose figure stands on the tile, takes the follower, builder, or pig from the tile, returning it to his supply. When a player's last thief, knight, or farmer is removed from a road or city with a builder, or field with a pig, the player takes take his builder or pig, putting it in his supply. After the dragon completes his journey, the game continues where it was paused.
Dead end: when the dragon is on a tile from which there is no legal move, he is not moved further on this journey.
Note: as long as no volcano tile is drawn, the dragon remains away from the game board, and will not be moved. In this situation, if a dragon tile is drawn, the player sets it aside and draws another to play in its stead. As soon as a volcano tile is drawn and placed, the dragon enters the game, the set-aside dragon tiles are shuffled face-down with the other tiles, and the game continues.

Example with 4 players:
The *dragon* starts in the lower right corner.
Anna draws a dragon tile and finishes her turn normally. Then she move the dragon to the tile **above** it. **Bob** is next and moves the dragon to the **left**. **Chris** is next and moves the dragon **downward**. **David** must move the dragon **left** - this is his only possible move. Then, it is **Anna's** turn again and she moves the dragon **up** again. Finally, **Bob** moves the dragon **up** again and the dragon's journey ends (6 moves).
The **blue** and the **red** followers are returned to their owners supplies as they were on tiles traversed by the dragon.

THE MAGIC PORTAL (6 tiles)

When a player draws and places a magic portal tile, he may place **a** follower **on this or any previously placed tile**. When doing so, he must follow all other placement rules, for example, not on a feature with another follower. In addition, he may not, place his follower on an already completed feature.

THE PRINCESS (6 tiles)

When a player draws and places a princess tile, he places it following the normal rules. If he places the tile so that it adds to a city with one or more knights, he must return **one** of those knights to its player (his choice, and he may choose a large or normal sized follower). In this case, he may not place a follower (or any other figure) on this tile, even on the field or the road. If he removes the last knight from the city that has a builder of the same color, he removes the builder, as well. If he places the tile so that it adds to an empty city, or only starts a new city, he may place a follower (or other figure) in the normal ways.

4 The Tower
about 10 minutes longer

additional material
- **18 landscape tiles** each with a tower place (marked with ▌)   • **30 wooden tower parts** in one color
- **1 tile tower** to hold the tiles – We recommend that you not disassemble the tile tower. When using the tile tower, shuffle all tiles face-down on the table and then load them into the tower face-down without looking at them. You can draw tiles from either the top or the bottom, but we suggest you draw them from the top to reduce the chance of tiles falling when you draw from the bottom.

Preparation
Each player takes the number of wooden tower pieces shown below, placing them in his play area:
2 players: 10 pieces   **3 players:** 9 pieces   **4 players:** 7 pieces   **5 players:** 6 pieces   **6 players:** 5 pieces

▌ Placing landscape tiles
The new tiles are placed as before – field to field, road to road, and city section to city section. Except for the tower building places, the new tiles offer no new elements.

tower building place
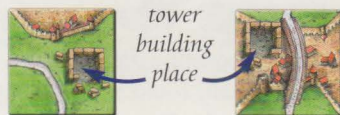
The road separates the fields on both sides of the bridge.

▌ Placing followers
Instead of placing a follower, builder, pig, or fairy, a player may choose to place: one of his tower pieces on **any** already placed landscape tile **with an empty tower place**, one of his tower pieces on top of **any already placed tower** (without a guard), or close a tower by placing one of his followers on top of it.

Place a tower piece and take a prisoner
Whenever a player places a tower piece, he may immediately take **one small or large** follower as prisoner. Builders and pigs may **not** be taken as prisoners.

Which followers the player may take prisoner depends on the height (which story) at which he places his tower piece on the tower. When the player places a his tower piece as the 1st story of the tower, he can choose from just 5 landscape tiles to take a prisoner: the tile on which the tower stands and each tile that is orthogonally adjacent (not diagonal!) to the tile with the tower.

*Red places the first tile piece and takes the **blue follower** from tile 4 as prisoner.*

When the player places a his tower piece as the 2nd story, he can choose from just 9 landscape tiles to take a prisoner.

With each higher tower story, the player adds 4 possible tiles to his reach for taking a prisoner. This reach can extend over empty spaces in the board and over other towers of any height. A tower may be built to any height.


*Red places the second tile piece on the tower and can take as prisoner either the **green follower** on tile 1, the **blue follower** on tile 6, or the **yellow follower** on tile 9.*

When a player takes an opponent's follower as prisoner, he places it in his play area. When a player takes his own follower as prisoner, he places it in his supply. When a player's last thief, knight, or farmer is taken from a road or city with his builder or a field with his pig, he removes the builder or pig, returning it to his supply.

Place a follower on a tower

When a player places a follower on a tower, the tower is completed and may not be further heightened. This follower remains on the tower until the end of the game, unless it is removed by the dragon or is taken prisoner by another player when he places a tower piece on another tower. A player takes this action to protect other followers of his in the area of the tower.
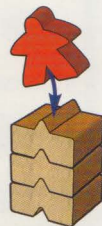
The prisoners

Whenever 2 players each have a prisoner of the other, the prisoners are immediately **exchanged** and returned to their owners. No negotiation is necessary or allowed. The exchange is automatic! If a player has more than one follower of another as prisoner when an exchange occurs, the player who gets his follower back decides which of the followers he wants.

Instead of waiting for an exchange, during his turn a player may ransom **one** of his followers (large or small) from **one** opponent. To pay the ransom, the paying player moves his scoring marker **3 spaces** backward on the scoring track and the opponent he pays moves his scoring marker 3 spaces forward on the scoring track. If a player does not have enough points to pay a ransom, he may not ransom a follower. A player may place a ransomed follower on the turn it is ransomed.

Example for farmer scoring:

The following is an example of scoring for farms at game end. The rules for scoring farms can be found on page 5.
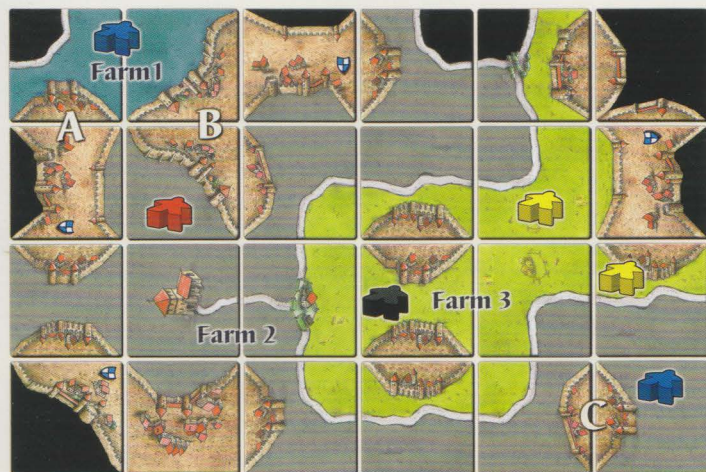
Cities A & B: Blue has 2 farmers that supply each city – 1 each on farm 1 and farm 2. **Blue** scores 8 points, 4 for each city. **Red** has just 1 farmer supplying and so does not score.

City C: Red and **Blue** each supply the city with 1 farmer, both in farm 2. Thus, each scores 4 points for City C.

4 Cities supplied by Farm 3: with 2 farmers to **Black's** 1, **Yellow** owns the farm, and, thus, scores 16 points for the 4 completed cities. **Black** scores nothing.

Please note: the city on the lower left is not complete, and, thus, scores no points for any player. Farms are separated from each other by roads, cities, and the edge of the map.

Rules for using the river expansion tiles

 Remove the starting tile from the game. Begin the game by laying the spring that starts the river. Set aside the lake tile and shuffle the remaining 10 river tiles face down and draw from these before drawing from the tiles from the normal game. Place these tiles so that the river on each connects to the river on the previous tile. Do not place a river tile so that the river makes a "U" turn. Play followers on these tiles as in the normal game. Do not place followers on the river. When the 10 river tiles have been played, the next player plays the lake and then play continues with the normal tiles. The field space on the lake and spring tiles wraps around those features.

Rule clarifications

Turn sequence

1 DRAW AND PLACE LANDSCAPE TILE

2 "MOVE" WOOD

place a small follower (basic game) **or** place a large follower (Inns & Cathedrals)

or

place a builder **or** place a pig (Traders & Builders)

or

place or move the fairy **or** remove knight due to princess (the Princess & the Dragon)

or

place tower piece (the Tower)

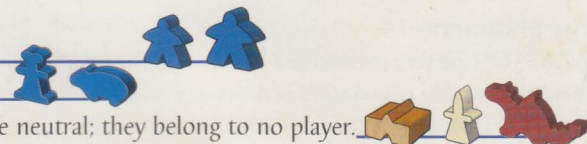if necessary **DRAGON JOURNEY** (the Princess & the Dragon)

3 SCORE

GAME FIGURES

Followers: each large or small follower is **one** follower.
Special figures: the builder and pig are not followers.
Neutral figures: the dragon, fairy, and tower pieces are neutral; they belong to no player.

Scoring summary

<table>
<tr><th colspan="2">DURING the game</th><th></th><th colspan="2">AFTER the game</th></tr>
<tr><td>Road (thief)
Road with Inn</td><td>1 point/tile
2 points/tile</td><td></td><td>Road (thief)
Road with Inn</td><td>1 point/tile
0 points/tile</td></tr>
<tr><td>City (knight)

City with Cathedral</td><td>2 points/tile +
2 points/pennant
3 points/tile +
3 points/pennant</td><td></td><td>City (knight)

City with Cathedral</td><td>1 point/tile +
1 point/pennant
0 points/tile +
0 points/pennant</td></tr>
<tr><td>Cloister (monk)</td><td>9 points</td><td></td><td>Cloister (monk)</td><td>1 point/tile
(cloister and each
tile around it)</td></tr>
<tr><td></td><td></td><td></td><td colspan="2">Farmer majority (more farmers feed the city)
4 points / completed city
Farmer majority with pig
5 points / completed city</td></tr>
<tr><td>fairy
fairy with scoring</td><td>1 point at turn begin
3 points/scoring</td><td></td><td colspan="2">trade good tokens
10 points/majority</td></tr>
</table>

(left margin: completed features / right margin: incomplete features)