

# Carcassonne

Competitive

Ages 7+

Playing time: 35 minutes

2-5 players

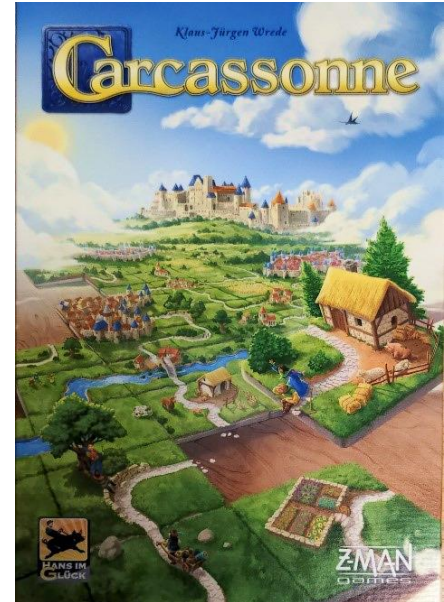
Reading required to play

Math required to score

☒ Double digit addition

Time to learn: 10-15 minutes

Strategy level:   
1 goal/strategy      2-3 goals/strategies      4+ goals/strategies



Build a town and score the most points! In Carcassonne, you will take turns placing tiles to expand roads, cities, and monasteries. After placing a tile, you can add one of your meeples to claim a feature on it. To complete a feature, close both ends of a road, wall in a city, or surround a monastery with 8 tiles. When a feature is completed, the player with a meeple on it scores points! After all the tiles are placed, you can also score points for any incomplete features. The player with the most points wins!