

Quick Tips (use along with the original instructions)

Carcassonne (2-4 players)

Setup:

- **Flip over the start tile** and place it in the middle of the play area (see Instructions pg. 2)
- **Shuffle the remaining square tiles** and **split them** into face down piles around the play area. Make sure there is enough space in the play area as the town can get big!
 - **Notice** that each tile has different features on them! There are tiles with roads, cities, rivers, fields, and monasteries.
- **Give each player 8 meeples of the same colour.** There are also 5 abbots/abbesses in the same colours! We recommend not using the abbots during your first time playing (see Supplemental Rulesheet pg. 2, if you would like to include them in future games!)
- Layout the **scoreboard** near the play area. Each player should **place 1 of their meeples** on the **0 space**. This is your scoring meeple.

How to Play:

- Decide who goes first. There are 3 steps you should take on a turn.
 1. **Place a tile:** Flip over a tile and place it face-up next to a previously placed tile so that the **features on both tiles connect**.
 - **Pay attention** to the features on the tile. If you can complete and score a feature that one of your meeple is already on, try and do so! (see feature scoring below)
 2. **Place a meeple:** You may place 1 meeple from your hand on a feature that is on the tile you placed.
 - You **cannot** place a meeple on a feature that another meeple is already on!
 3. **Score a feature:** If your tile placement **completes** a feature then move your meeple on the scoreboard by the number of points you earned this turn.
 - Earn points by **closing a road** on both ends. Each tile in a road is worth **1 point**.
 - **Cities** must be **fully surrounded by walls** and have **no gaps inside**. Each tile in a completed city is worth **2 points**. Some city tiles also have shields on them – each of these is worth an additional **2 points** (i.e., these tiles are worth **4 points** total)!
 - **Monasteries** are buildings in the center of fields. A monastery is completed when it is **surrounded** by 8 other tiles. You will earn **9 points**.
 - For a more complicated game, Meeples can also be played on farmland (see Supplementary Rulesheet pg. 1)
- If you place a tile that completes another player's feature, they will score points.
- **After scoring a feature**, you can take back your meeples and use them again next turn!

Game End:

- When there are no more tiles to draw from, each player will score additional points from incomplete features their meeple are still on (see Instructions pg. 6).
- The player with the most points wins!