

# Quick Start Instructions

## My First Carcassonne (2-4 players)

How to play:

1. Shuffle all the little square tiles and **split them** into face down piles around the play area. Make sure there is enough space in the middle of the play area as the town can get big! **Give each player 8 'people' pawns** of the same colour. **Flip over 1 tile** and place it in the middle of the play area so that the first player can start building the town!



2. Decide who goes first. **Take turns flipping over the top tile** from any pile.

3. **Decide where to place your tile.** It can be placed next to any tile in the play area so that the **roads on both tiles connect**. This means that the tiles must always be touching at least 1 side of another tile! But watch out for the following things!
  - In this game, each player is trying to **close roads** that have a child on them **wearing the same colour clothes as their pawns**, because then they can put a pawn on this road. You want to be the first to put all your pawns on closed roads.



- **Closing roads** means that a road has something like a town or a pond at each end that closes the road off. A road can also be closed if it loops around onto itself.
- **So look carefully** before placing a tile! Does it have a **child** wearing the **same colour clothes that match your pawn**?
  - **Yes-clothes are the same colour!** Then you want to try to see if you can place it somewhere where you'll be able to **close the road** now or on a later turn. If or when you close this road, you can **put one of your coloured pawns on this road**.
  - **No-clothes are different!** This means another player with pawns of this colour will be able to put a pawn of theirs on this road if they close it later. So you may want to try to place this tile down somewhere where this will be harder for them to do!

4. The winner is the first to place all their pawns onto the roads! If there are no more tiles and everyone still has pawns, then the player with the highest number of pawns on the roads wins!

