Klaus-Jürgen Wrede

Carcassonne BigBox

Includes Base Game & 11 Expansions



Digital Tutorial

Find a fun interactive tutorial for Carcassonne at Dized! This tutorial will guide you step by step through your first game. Just visit the website below or download the Dized app to get started. Have fun playing Carcassonne!

DIZED™

iOS • ANDROID • DIZED.COM

INTRODUCTION

The complete starter set, including the base game and 11 expansions.

This big box is the perfect introduction to ***Carcassonne***. Don't be intimidated by the long rulebook, just start a game with the core rules, leaving the farmers out for now. For your second game, you can add the farmers. In future games, you can try some of the other expansions, starting with the first expansion (Inns & Cathedrals), then the second expansion (Traders & Builders). You can also choose to use only some elements from an expansion and not others; for instance, you could use only the large meeple from the first expansion and the builder from the second, without using any other elements.

The River and the Abbot are small expansions that you can add in any combination. If you already have some experience with ***Carcassonne***, you can add some of the mini-expansions as well. The mini-expansions are not individually complicated, but when combined together they can result in some more complicated situations to resolve. Finally, you can combine all the expansions together for the ultimate game of ***Carcassonne***. This will be an extremely long and demanding game, but once you have enough experience, it will be an unforgettable experience!

Have fun playing, experimenting, and combining!

THE BASE GAME

The Base Rules – 3

The Farmers– 8

EXPANSIONS

The River– 9

The Abbot – 9

Inns & Cathedrals– 10

Traders & Builders – 12

The Flying Machines – 15

The Messengers – 15

The Ferries – 17

The Gold Mines – 18

Magician & Witch – 19

The Robbers – 20

The Crop Circles – 21

APPENDIX

Tile List – 22

Other Pieces – 24

Turn Summary – 24

Credits – 24

Klaus-Jürgen Wrede

Carcassonne

The city of Carcassonne in southern France is famous for its unique walls and castles dating back to Roman and medieval times. You and your followers will travel across Carcassonne making your fortune. The development of the ever-changing landscape of roads, cities, monasteries, and fields is in your hands. Cleverly place your followers as travelers, knights, monks, and farmers to pave the way to victory!

THE BASE GAME

35 Min.

CONTENTS & SETUP

Welcome to ***Carcassonne***! This rulebook will quickly guide you through the simple rules of this modern classic. After this brief introduction, you will be able to explain the rules to your fellow players and immediately start playing. First, we will cover setting up the game, and go over the components at the same time.

First, let's take a look at the **land tiles**. The **84 land tiles** show **roads**, **cities**, and **monasteries**, all of which are surrounded by fields.



Tile with a city



Tile with a road



Tile with a monastery

12 tiles show a **river**. You don't need to worry about this or any other elements on tiles right now. We will explain these later. You can return the river tiles to the box for your first game.

All of the tiles have the same reverse sides, except for the **starting tile** and the **river tiles** which have a **dark back**, so that you can easily separate them.



Tile with a normal back



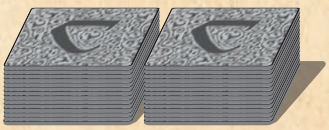
Tile with a dark back



First, place the **start tile (with a dark back)** in the middle of the table. Shuffle the remaining tiles and place them facedown in several stacks so that each player can easily reach at least one stack.



Start tile



Stacks of facedown tiles

Set the **8 points tiles with 50/100** aside for now. You may need them later for scoring.



Front



Back

Place the **scoreboard** near the play area.



Meeple

Finally, let's take a look at the **meeple ("meeple" comes from "my people". It is both singular and plural)**. The meeple represent your followers who will help you score points during the game. There are **48 Meeple**, 8 each in **black**, **red**, **green**, **pink**, **blue**, and **yellow**. Each player should choose a color and take **7 meeple** of that color to form their supply. Then, place the **8th meeple** on the "0" space of the scoreboard. Return all meeple of unused colors to the box.

OBJECT OF THE GAME

In ***Carcassonne***, you will be placing land tiles and creating long roads, building large cities, visiting monasteries, and cultivating the fertile land. While building, you will place your meeple as travelers, knights, monks, or farmers, which will earn you points. At the end of the game, players will resolve final scoring and the player with the most points wins the game!

GAMEPLAY

Carcassonne is played in clockwise order, starting with the youngest player. During your turn, do the following actions in order as listed, after which the next player takes their turn.

1. Place a land tile
You **must** draw **exactly 1** new **land tile** from a stack and place it faceup connected to a previously-placed tile.



2. Place a meeple
You **may** place **1 meeple from your supply** on the tile you just placed.



3. Score points
You **must** score **all** points from your tile placement.



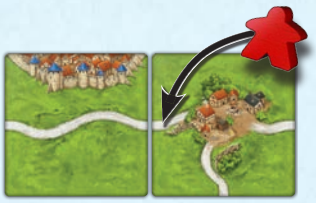
Roads

1. Place a land tile
The tile you drew shows 3 roads starting from a village. You place it adjacent to an existing tile, continuing the landscape illustrated on the tiles.

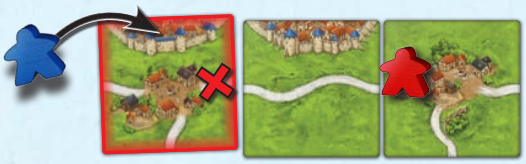


You place this tile, with the road and fields on the tile you placed continuing the road and fields on the existing tile.

2. Place a meeple as a traveler
After placing the tile, you may place 1 meeple **as a traveler on one of the road segments on this tile**. You can place a meeple **only if there are no meeple anywhere on that road**.
Because the road is not yet completed, no points are scored (nothing happens during **Step 3** of your turn) and the next player takes their turn. If a player places a tile that continues the road with your meeple, that player cannot place a meeple on that road, because there is already a meeple present.



After placing this tile, you place a meeple on this road, because there are no other meeple on this road.



Because the road to the right is already occupied, Blue places a meeple on the city instead.

3. Score points
When a road is **closed at both ends** (for example, if the road ends at a village, a city, or loops onto itself), the road is completed, and is scored during **Step 3** of the turn.
The road to the right is closed at both ends, so it is completed and scored. Even though another player placed the tile, the road is completed.



Each tile in a completed road is worth **1 point** for the player with their meeple on the road. This road consists of 3 tiles, so you score 3 points!



Your points are recorded on the scoreboard. Move your meeple forward on the scoreboard 1 space for each point you score.

After scoring any feature, **remove your meeple** from the scored feature and **return it to your supply**.



You scored 3 points from this road, so you move your meeple on the scoreboard forward 3 points. You return your meeple from the road to your supply. Blue's knight on the city remains on the city, because it was not involved in the scoring. The city has not yet been completed.

These are the most important concepts of ***Carcassonne***. Now that you understand these concepts, you can apply them to the other features in the game.

Cities

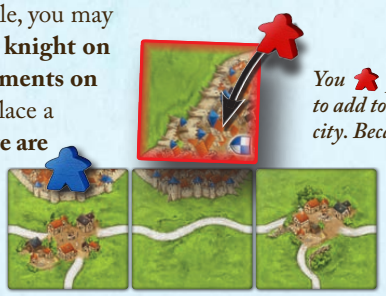
1. Place a land tile

You draw a land tile and place it, continuing the landscape. In this case, if you draw a tile with a city, the city illustration must continue an existing city.



2. Place a meeple as a knight

After placing the tile, you may place 1 meeple **as a knight on one of the city segments on this tile**. You can place a meeple **only if there are no meeple anywhere on that city**.



You placed this tile to add to an existing city. Because there are no meeple anywhere on this city, you can place your meeple on the city segment of the tile you placed.

3. Score points

A city is completed when it is **fully surrounded by walls** and **there are no gaps inside the city**. With a future tile placement, the city is completed, and you score points because you have a meeple in the city. **Each tile** in a completed city is worth **2 points**. In addition, **each coat of arms** shown in that city is worth **2 additional points**. Just like a road, you remove your meeple from the completed city and return it to your supply.



This city has 3 tiles, and has 1 coat of arms. (3 x 2 + 2 =) 8, so you score 8 points, then return your meeple to your supply.

Monasteries

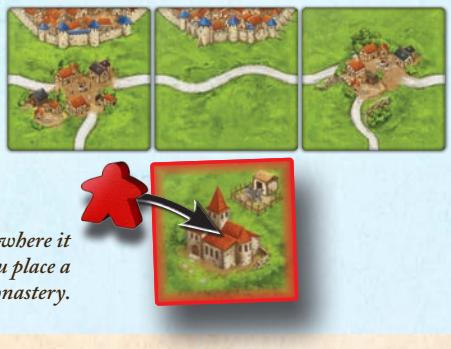
1. Place a land tile

You draw a land tile and place it, continuing the landscape. Monasteries are always located in the center of a tile, so when you place a monastery you must continue the existing other landscape features.



2. Place a meeple as a monk

After placing the tile, you may place 1 meeple **as a monk (or nun)** on a monastery.



You place this tile here, where it continues the landscape. You place a meeple on the monastery.

3. Score points

A monastery is completed and scored when is completely surrounded by other tiles. You score **1 point** for **each surrounding tile, as well as the monastery tile**.



You place this tile, which completes the monastery. You score 9 points, and return your meeple to your supply.



These are all the rules you need to start playing ***Carcassonne***! See below for a summary of the rules, and to help answer any questions that may arise.

Summary

1. Place a land tile

- You **must** place the tile you drew such that it continues the landscape.
- In the rare event that you cannot place the tile you drew to continue the landscape, return that tile to the box and draw a new tile.

2. Place a meeple

- You may place a meeple **only** on the tile you just placed.
- You cannot place a meeple on a feature that already has another meeple on it.

3. Score points

- A **road** is completed when both ends lead to a village, a city, a monastery, another feature, or the road forms a loop back onto itself. **Each road tile** scores **1 points**.
- A **city** is completed when it is fully surrounded by walls and there are no internal gaps within the city. **Each tile of a city** and **each coat of arms** in that city scores **2 points**.
- A **monastery** is completed when it is surrounded by 8 tiles. A completed monastery scores **9 points** (8 for the surrounding 8 tiles and 1 for the monastery tile itself.
- During step 3 of a player's turn, all features that were completed by that player's tile placement are scored. All players with meeple on completed features score points.
- After scoring a completed feature, return your meeple from the scored feature to your supply.
- If there are multiple meeple on a single scored feature, the player with the most meeple on the feature scores the full points for that feature. If multiple players are tied for the most meeple, all tied players score the full points. **Note:** If you are confused about how there can be multiple meeple on the same feature, see below.

Multiple Meeple on the Same Feature

The tile you drew could continue the road on the bottom-left tile, but because there is already a meeple on that road, you would not be able to place a meeple on that road. Instead, you place the tile such that it continues the landscape, but does not connect to that road.



The tile you drew could continue the road on the bottom-left tile, but because there is already a meeple on that road, you would not be able to place a meeple on that road. Instead, you place the tile such that it continues the landscape, but does not connect to that road.



You hope to take control of this city away from Yellow , so you place this city tile and place a meeple as a knight. You can do this because the city segment you placed is not connected to another city segment with a meeple on it.



You draw a tile that allows you to connect all city segments into a single, completed city.



Because you have more meeple in this city than Yellow , you and only you score the 10 points for the completed city

GAME END AND FINAL SCORING

The game ends when all of the land tiles have been placed and a player is unable to draw and place a tile during their turn. When the game ends, resolve **final scoring** to determine the winner.

During final scoring, all remaining meeple in play are scored. All completed features have already been scored, so only incomplete features are scored.

- Each **road** scores **1 point per road tile**, just like when scoring a completed road.
- Each **city** scores **1 point per city tile and coat of arms**, so it scores only half the points it would score during the game.
- Each **monastery** scores **1 point and 1 point per surrounding tile**, just like when scoring a completed monastery.
- Each **field** scores **3 points per adjacent, completed city**.
  *Fields and **farmers** are explained in the supplemental rules, the rules for final scoring are presented here as a complete reference. You can ignore fields and farmers for now and add them in after a few games.*

Final Scoring - City
Green scores 8 points for this large incomplete city with 5 city tiles and 3 coats of arms. Black does not score any points, because Green has the majority of meeple in the city.



Final Scoring - Monastery
Yellow scores 4 points for this incomplete monastery with 3 surrounding tiles in addition to the monastery tile.

Final Scoring - City
Blue scores 3 points for this incomplete city with 2 city tiles and 1 coat of arms.

Final Scoring - Road
You score 3 points for the incomplete road with 3 road tiles.

Once all final scoring has been resolved, the player with the most points wins!
After you have played 2 or 3 games, we recommend adding the fields and farmers from the supplemental rules, then start adding additional content to expand your game experience!

Once you reach 50 points, take a points tile with the "50" side up and place it in front of you, as a reminder to add 50 to your score on the scoreboard. If you reach 100 points, flip the tile over to the "100" side.



Points tile

1. Place a land tile

As always, you draw a land tile and place it, continuing the landscape. The green landscapes across ***Carcassonne*** are fields.



2. Place a meeple as a farmer

You may place a meeple lying down on a field as a farmer. Unlike travelers, knights, and monks, which are all placed standing up, farmers are placed lying down on their fields. This is a reminder that farmers and fields are scored only during final scoring, not during the game the way other meeple are.

As with other features, you can lay a farmer only on a field that does not already have another farmer on it. The fields are separated by cities, roads, the river, and other features that visually separate fields. For instance, the example to the right shows 3 separate fields.



You place a tile that adds to a large field stretching from your tile along the road all the way to a city where you already have a knight. You place a meeple lying down on this field as a farmer.

3. Score points

Unlike other features, fields are scored only during final scoring, not during the game. Thus, farmers will not return to your supply during the game.

During final scoring, each field is scored based on the number of completed cities touching that field. Each field scores **3 points** for **each completed city** touching that field.



This field occupied by red and blue is touching 3 completed cities A, B, and C. This field scores 9 points, and since red and blue are tied for the most meeple, both players score 9 points. City D is not completed, and does not count towards this field's scoring. Black and yellow both have farmers on this field . Black has the most meeple on this field, and scores the full 12 points for the 4 cities touching this field. Yellow has a farmer on this field in the corner, and scores 6 points for the 2 cities, A and B, touching that field.

Below is a summary of the rules for farmers:

- Farmers are placed **lying down**, not standing the way other meeple are placed.
- Farmers are not scored until **final scoring**, at the end of the game.
- Each **completed city touching a field** is worth 3 points.
- As with meeple on other features, multiple farmers can be present on a single field.
- As with other features, the players with the most farmers on a field scores the points from that field. If multiple players have the same number of farmers, all tied players score the full points.

The River

The River is the first mini-expansion for ***Carcassonne***. The River embellishes the landscape while also allowing for a variety of game setups.

Components

The River consists of **17 tiles with a dark back**. These tiles replace the normal start tile. When playing with the River, return the start tile to the box.

Setup

Set aside the double-wide **"source"** tile, as well as the 2 **"lake"** end tiles. Shuffle the remaining river tiles and stack them facedown. Then, place both lake tiles at the bottom of the river tile stack in a random order, and place the source tile on the table as the start tile.
During the game, the **"source"** tile counts as 2 tiles for all purposes (such as monastery scoring).

Playing the Game

At the beginning of the game, instead of drawing tiles from the normal land tile stacks, the players draw from the river tile stack until all the river tiles have been placed. River tiles must be placed to continue the landscape **and** you must place them such that they continue the river specifically. Thus, the river will continue to lengthen until it is capped by a lake on each end. You may place **a meeple following the normal rules**. Meeple cannot be placed on the river itself. Additionally, the tiles showing a bend in the river cannot be placed such that the river loops back in on itself; tiles showing a bend in the river cannot be placed in the same direction as a previously-placed bending tile.
After all river tiles have been placed, the game continues using the normal land tiles.



THE ABBOT

The Abbot is the second mini-expansion. This mini-expansion uses the abbot meeple, as well as the gardens, which you may have already noticed on some tiles.


Garden

Components and Setup

This mini-expansion uses the 5 abbots in the corresponding player colors. Each player takes the abbot in their color.



1. Place a land tile

As normal, you draw a land tile and place it to continue the landscape.

2. Place a meeple or your abbot

When you place a tile showing **a monastery or a garden**, you can place either a normal meeple **or** your abbot. The meeple is placed as normal, but the abbot must be placed either on a monastery or a garden. A normal meeple cannot be placed on a garden.

3. Score points

When a monastery or garden is surrounded by 8 tiles, you score 9 points with your abbot, just like in the base game. Thus, gardens are scored the same way as monasteries.
The abbot also has a special ability. If you did **not** place a meeple during **Step 2** of your turn, you can return your abbot from a tile to your supply. You immediately go to **Step 3** of your turn and score points from that monastery or garden based on the number of tiles surrounding it as normal. You resolve all other feature scoring during that step as normal. During final scoring, the abbot is scored as a normal monk.


You place a tile, but do not place a meeple. Instead, you return your previously-placed abbot and score 6 points.

Note on Expansion Rules

The next section will introduce you to the other expansions contained in the Carcassonne Big Box. Remember the three actions of a player's turn:

1. Place a Land Tile — 2. Place a Meeple — 3. Score Points

If one of these actions remains unchanged by the rules of a given expansion, that action will not be addressed in that expansion's rules, in order to keep the rules simple and clear. In some cases, player actions will be mentioned (but not described) to help rule out possible misunderstandings.

As you've seen, expansions can change the basic rules, and the rules of a given expansion will not always fit perfectly into the basic player actions. This rulebook will still attempt to classify them as such for simplicity.

INNS & CATHEDRALS

15 Min.

Contents & Setup

18 land tiles (marked with) including 6 inns and 2 cathedrals. Shuffle these tiles in with those from the base game.



Inn



Cathedral

6 large meeple

Each player adds the large meeple of their color to their supply.



New Features

3. Score Points

Scoring a Road with an Inn on it

When you complete a road with **one or more inns,** you receive **2 points per tile with a segment of this completed road** (instead of the normal 1 point per tile).





Inn

You score 10 points for this road, since there is an inn and five tiles.



Here, you also score 10 points, even though there are two inns on the road.

During final scoring, **incomplete roads with an inn on them do not score any points**. Even if that road would have normally scored, the presence of an inn will prevent it from scoring.



Final Scoring:
This road is incomplete. You do not score any points, because there is an inn on it.

Scoring a City with a Cathedral in it

When you complete a city with 1 or 2 cathedrals, you score **3 points per tile and segment with a coat of arms** of this completed city (instead of the normal 2).



You score 27 points for this city: 9 x 3 =27 (7 tiles & 2 coats of arms)

During final scoring, incomplete cities with a cathedral do not score any points. Even if the city would have normally scored, the presence of a cathedral will prevent it from scoring.



Final Scoring:
You do not score any points for this incomplete city, because there is a cathedral in it..

New Land Tiles

Here are some clarifications on the new land tiles in this expansion.



This tile shows 4 different city segments and 1 field with a garden in the center.



This tile splits the roads into 3 separate features. The inn counts for the roads going left and right, but not the road heading down.



The field ends at this point.



This monastery splits the road into 2 separate features.



Travelers cannot be placed on these road segments; they are there only to break up the fields. The road is split into 2 separate roads.

The Large Meeple

2. Place a Meeple

Instead of placing a normal meeple on your turn, you may place your large meeple, following the normal rules.

3. Score Points with a Large Meeple

When scoring a feature with a large meeple, the large meeple counts as 2 normal meeple for the purpose of determining who scores points from that feature.

Keep in mind that all players tied for meeple on a feature score all the points. If you have more meeple on a feature than any other player, you alone score all the points from that feature.

You place this tile, completing the city.



You have a large meeple on this city, while the blue player has a normal meeple, meaning you have the majority on this city and score 8 points. The blue player scores nothing.

The blue player places this tile, completing this city.



You have a large meeple on this city, while the blue player has 2 normal meeple. You are tied for control, and both score 12 points.

If you place the large meeple as a farmer, place it lying down on the field, as you would with a normal meeple. The large meeple counts as 2 farmers on that field.



You placed your large meeple on this field as a farmer. The blue player has only a normal meeple there. You have the majority, and score 9 points for the completed field.

Contents

24 land tiles (marked with 🐖) including 9 with **Wine**, 6 with **Corn**, 5 with **Cloth**



20 goods tokens (9x **Wine**, 6x **Corn** and 5x **Cloth**)



6 builders



6 pigs

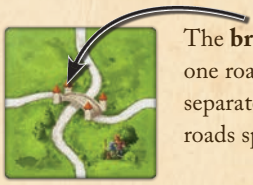


Setup

Shuffle the new land tiles in with those from the base game. Place the goods tokens within reach of all players. Each player takes the builder and pig of their color.

New Land Tiles

The new tiles have the following special rules:



The **bridge does not end or combine roads**; one road goes from left to right, while another, separate road goes from top to bottom. The roads split the field into 4 separate fields.



This monastery splits the roads and fields into 3 separate roads and 3 separate fields.



One road ends in the city, while the other ends at the cottage. The road splits the field into 3 separate fields.



This tile shows 3 different city segments and 1 field in the center.

The Goods Tokens

3. Score Points

Scoring a feature with goods symbols

Whenever a player completes a city showing goods tokens, the following occurs:

1.) The city is scored as normal.

2.) **The player who completed the city** (by placing the last tile) takes the goods tokens shown from the supply. **The player who completed the city takes 1 goods token from the supply for each matching symbol in the city.**

It does not matter if the player who completed the city has any knights in that city, or if any knights were present in the city at all; the player who placed the last tile receives the goods tokens from that city.

Place your collected goods tokens faceup in front of you.





You 🔴 completed the city. The blue player 🔵 scores 10 points for completing the city.
You 🔴 receive the goods tokens: 1 wine & 2 wheat.

Goods tokens during final scoring

During final scoring, the player with the most of each type of goods token (wine, grain, or cloth) scores 10 points. If there is a tie for a goods type, each tied player scores 10 points.



You score 20 points, while the blue player scores 30 points.

Builders & Pigs

Builders and pigs are special figures. These special figures have no effect on step 1. Place a tile.

The Builders

2. Placing a builder

Instead of placing a meeple, you may place your builder on the tile you just placed, but only on a road or city. You must already have a normal meeple on that feature in order to place a builder there.



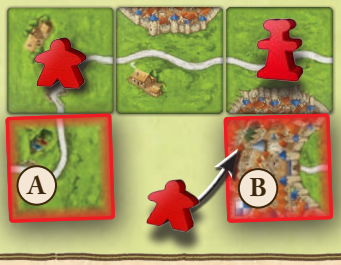
You can place your builder on the road tile you just placed, because you already have a traveler on it.

Your builder is always returned to your supply if you no longer have any meeple on that feature. This typically occurs after the feature has been scored, but some expansions introduce other ways this can happen.

Later in the game, the builder has the following effects:

1. Placing a tile and taking a double turn

If you place a tile that continues the road or city with your builder, you may immediately draw and place another tile. You must still follow all the normal rules while placing this tile.



(A) *You place this tile, continuing the road with your builder, but choose not to place a meeple.*

(B) *Continuing the same turn, you draw and place another tile, then place another meeple on it.*

Additional rules for the builder:

You can place a meeple on both the first and second tile of a double turn. If you complete a feature that is occupied by your builder on the first turn, you may place that builder on the tile you place during the second turn (see the example to the right).

- **You can only ever take one double turn at a time**. If you use the second tile to expand a feature occupied by your builder, you cannot draw and place a third tile.
- During a double turn, you resolve all 3 steps for the turn.
- Multiple builders can occupy the same feature.
- Features are scored after the placement of each tile of a double turn. You must still score any completed features.

This example shows how to resolve a double turn with your builder.



Turn (1) Place a traveler.

Turn (2) Place your builder



Turn (3a) You complete the road and place a knight on the city. You then score the road, returning your builder and traveler to your supply.

Turn (3b) You place a second tile and place your builder.

3. Scoring a feature

The builder does not affect scoring. Builders do not count for determining who has the majority on a feature. Your builder and all of your meeple are returned to your supply when the feature they occupy is scored.

The Pigs

2. Placing a pig

Instead of placing a meeple, you may place your pig on a field on the tile you just placed. However, that field must also contain at least one of your farmers.

You can place your pig even if another player's pig is also in that field.

If there are no farmers of your color remaining in the field with your pig, return your pig to your supply.



Because you have a farmer in this field, you can place your pig on it.

3. Final scoring fields with pigs

Once placed, your pig stays on its field until final scoring, like farmers. You score more points from a field with your pig when that field scores, if you have the majority in that field. Pigs do not count towards majorities in a field. If you have the majority of meeple in a field with your pig, each city adjacent to that field adds 4 points to the field's points total (instead of the normal 3). Pigs belonging to other players have no impact on your scoring.



You have the majority in this field. Because your pig is on this field, you will score 4 points per adjacent city. You score 8 points for the 2 completed adjacent cities. The blue player does not have a majority in this field, and scores no points.

Your pig still increases your score even if you and another player are tied for the majority in that field with your pig.



The blue player , the green player , and you are all tied for the majority in this field. Both the blue player and you have a pig on the field, so you both score 8 points (4 points per city). The green player does not have a pig on the field, so will score only 6 points (3 points per city).

THE FLYING MACHINES

10 Min

Humanity has always been fascinated with flight. Now, your meeple can take to the skies, though you never know where they'll land.

Contents

8 land tiles with flying machines (marked with)
1 flight die (with sides showing 1, 1, 2, 2, 3, & 3)

Setup

Shuffle the new land tiles in with the tiles from the base game. Place the die within reach of all players.

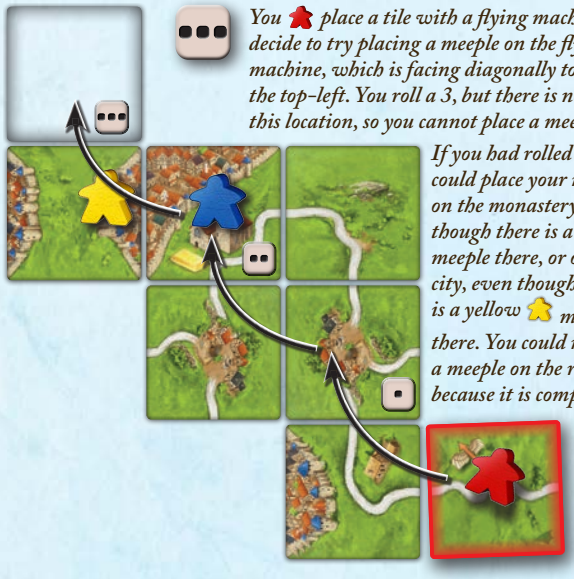
2. Place a meeple

After placing a tile with a flying machine on it, you may choose to either place a meeple normally, or on the flying machine.

When you place a meeple on the flying machine, your meeple will move in a straight line in the direction that flying machine faces. Roll the flight die and move your meeple a number of tiles equal to the number of pips on the die (1 to 3 tiles). Your meeple can be placed on any incomplete feature on the tile you land on, even if that feature is already occupied by other meeple. However, meeple placed by a flying machine cannot by placed on a field, even if that field is unoccupied.

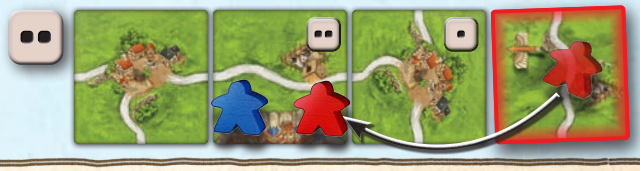
Meeple placed by a flying machine immediately become the appropriate type (traveler, knight, or monk).

If you cannot place your meeple on the tile you land on, either because there are only completed features and fields, or because there isn't a tile in the indicated location, the meeple is returned to your supply. You cannot place another meeple this turn.



You place a tile with a flying machine and decide to try placing a meeple on the flying machine, which is facing diagonally to the top-left. You roll a 3, but there is no tile in this location, so you cannot place a meeple there.

If you had rolled a 2, you could place your meeple on the monastery even though there is a blue meeple there, or on the city, even though there is a yellow meeple there. You could not place a meeple on the road, because it is complete.



You place a tile with a flying machine, which is facing left. This time, you roll a 2. You must place your meeple on the city, next to the blue meeple because you cannot place it on the field or on the completed road.

THE MESSENGERS

15 Min.

The queen dispatches her faithful subjects across the realm.
Wealth and prestige await any who make wise use of these messengers.

Contents

8 message tiles



Front *Back*

6 messengers



Setup

Shuffle the message tiles and stack them facedown within reach of all players. Each player places the messenger of their color on the "0" space of the scoreboard, so that each player has 1 meeple and 1 messenger on the scoreboard.

3. Score points

Whenever you score points, you must choose to move either your scoring meeple or your messenger forward along the scoreboard. If your scoring meeple or your messenger moves to and stops on either the "0" space or a multiple of 5 (5, 10, 15, etc.), Immediately draw and resolve one message. To resolve a message, you must either:

- Resolve the action shown on the message, or
- Score 2 points (as shown on the bottom right of the message tile).
- In both cases, the message tile is then place facedown on the bottom of the stack of messages.

The message tiles



1 **Shortest road:** Choose a road on which you have a traveler (you do not need to control the road). If you have a traveler on more than one road, you must choose the road that would be worth the fewest points. Determine the chosen road's score as you would during final scoring, and you score that many points. Your traveler remains on the road.



2 **Smallest city:** This resolves the same way as message 1, but for cities instead of roads.



3 **Smallest monastery:** This resolves the same way as message 1, but for monastery instead of roads.



4 **Add a land tile:** Draw 1 tile and place it, following the normal rules. You can place a meeple or another special figure on it, also following the normal rules.



5 **2 points per coat of arms:** For each coat of arms in cities where you have at least one knight (even if you do not have a majority in the city) you score 2 points.



6 **2 points per knight:** You score 2 points for each of your knights. The knights remain on their cities.



7 **2 points per farm:** You score 2 points for each of your farmers. Your farmers remain on their fields.



8 **Score a meeple and return it to your supply:** Choose a feature with one of your meeples on it, and score it as you would during final scoring. However, even if other players have a majority on the feature, only you score points, though you may choose not to. Then, return your meeple on the feature to the supply.

Additional rules

- When you score points, you must move either your scoring meeple or your messenger accordingly.
- You can draw only one message when scoring features. Even if both your meeple and your messenger land on a message space during a single turn (by scoring two features), you will still draw only one message tile.
- When tracking the points scored from a message tile earlier this turn, if either your meeple or your messenger lands on a message space, you can draw and resolve a second message.

You can draw a message tile only if **your meeple or messenger are alone**. If there is another player's meeple or messenger is on a message space when you land there, you do not draw a message tile.

Final scoring

At the end of the game, but before final scoring, total the score of both your scoring meeple and your messenger, then place your scoring meeple on the space corresponding to that total, and return your messenger to your supply. Proceed with final scoring as normal; message tiles are not drawn during final scoring.

Inns & Cathedrals:

Message 1: A road with an inn on it is worth 0 points if it is incomplete.
Message 2: A city with a cathedral in it is worth 0 points if it is incomplete.
Messages 6 & 7: The large meeple counts as only 1 knight or farmer.

Traders & Builders:

Taking a double turn with the builder: You can draw a message tile during each 3. Score Points action, as long as either your meeple or messenger is moving to and stopping on a message space each time.

THE FERRIES

15 Min

A vast array of roads surrounds the realms of Carcassonne.
New ferries along these roads alter paths, providing new opportunities to any of your enterprising travelers.

Contents

8 land tiles with a lake (marked with)
8 wooden ferries

Setup

Shuffle the new land tiles in with the base game tiles.
Place the ferries within reach of all players.

1. Place a land tile

If you draw a land tile with a lake, you place it following the normal rules.

2. Place a meeple and ferry

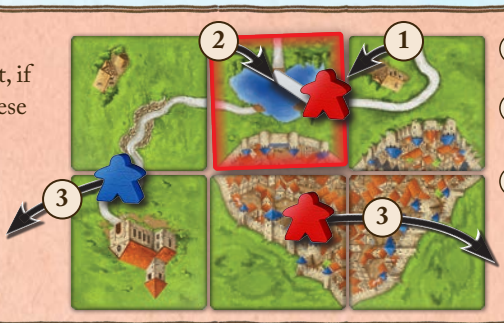
If you place a meeple as a traveler on a tile with a lake that you just placed, take a ferry from the supply and place it on the lake. You must place this ferry in such a way that it connects two of the road segments on that tile, but you choose which two are connected. Any remaining road segments on this tile end.



1 *You place a tile with a lake and your meeple as a traveler.*
2 *You place the ferry such that your road now connects the one with the blue traveler on it..*

3. Score points

When you place a tile with a lake on it, if you complete one or more features, these features are scored normally.



1 *You place a tile with a lake, then*
2 *place a ferry, completing both the road to the left and the city.*
3 *Blue scores 3 points, you score 8 points, and both players return their meeple to their supplies.*

After a ferry is placed, its position on the lake can change during the game:

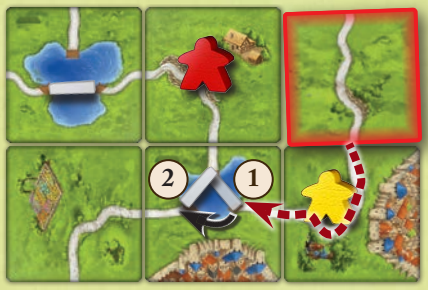
1. Extending a road with a ferry on it

If you extend a road with a ferry already on it by placing a tile, you may reposition that ferry on its tile. The ferry must always connect two road segments. You may choose to reposition the ferry in such a way that it is no longer part of the road that you extended when you placed that tile. If there are multiple ferries on the road you just extended, you can move only the ferry closest to the tile you just placed.

If you continue the road in more than one direction by placing a tile (such as a tile with a bridge), you may reposition the two closest ferries to the tile you just placed. Both ferries must have initially been part of the road you just extended.

By repositioning ferries, it is possible for a road that was previously completed and scored to now be incomplete.

Each ferry may be repositioned or placed only once per turn. If you continue a road that already had a ferry on it by placing a tile with a lake, you must first place the new ferry before you can reposition the existing one.



You place a tile, extending a road with a ferry on it. You move the ferry from 1 to 2. You and the yellow player no longer have meeple on the same road.

When playing with the ferries, the turn sequence is modified as follows:

1. Place a tile — 2. Place a meeple — 3. Place a ferry — 4. Move a ferry — 5. Score points

Inns & Cathedrals: The lakes in *Inns & Cathedrals* do not interact with the lakes in this expansion. Roads that have a ferry but no inn are still worth only 1 point per tile.

Traders & Builders: Repositioning a ferry to extend a road that your builder occupies does not grant you a double turn; you must actually place a new tile on that road in order to resolve the double turn.

THE GOLD MINES

10 Min

Gold is scattered throughout the realm, sought by everyone
The value of each ingot, however, remains unknown until the end of the game.

Contents

8 land tiles with gold (marked with ▬)



1 scoring token



16 wooden gold ingots

Setup

Shuffle the new land tiles with those from the base game. Place the ingots within each of all players.

1. Place a land tile

When you draw a tile with gold on it, place it normally. Then, place 1 gold ingot on it, and 1 gold ingot on an adjacent tile of your choice. Gold ingots are not placed on specific features.



You ▲ place the tile with a gold symbol. Then, you place 1 gold ingot on the tile you just placed and 1 on the nearby tile in the upper left.

2. Place a meeple

You then place a meeple following the normal rules.

3. Score points

When any feature on a tile with a gold ingot on it is completed, the gold on that tile is distributed while the feature is being scored. The player with control of the scored feature takes all the gold on that tile, as well as every other tile with connected segments of that feature. For roads and cities, every tile that is part of that road or city is included; in the case of monasteries, the monastery and each of its 8 surrounding tiles are all included.



You ▲ complete the city. Because you have the majority in the city, you receive the 3 gold ingots from it.



You ▲ complete the road. You and the blue player ▲ are tied for the majority, and are both entitled to the gold. Because it is your turn, you ▲ take 1 gold ingot first, then the blue player ▲ takes one, and then you ▲ take the last one.

When playing with the gold mines, the turn sequence is modified as follows:

1. Place a land tile— 2. Place 2 gold ingots — 3. Place a meeple — 4. Score points — 5. Take gold

Final Scoring

After the game ends, but before final scoring, set aside all the gold ingots that are still on tiles (the ones that have not yet been collected by a player).

During final scoring, count your collected gold ingots, and compare your final count to the values listed on the scoring tile to determine how many points each of your gold ingots is worth.



Example: You have collected 7 gold ingots, meaning that they are worth 3 points each. You score a total of 21 points from your collected gold ingots.

MAGE & WITCH

10 Min

Powerful magicians visit the realm of Carcassonne.
The mage's presence inspires the citizens, but the witch casts a sinister pall over everything she touches.

Contents

8 land tiles with magic symbols (marked with ▲)

1 purple mage figure

1 orange witch figure

Setup

Shuffle the new land tiles in with the tiles from the base game. Place the mage and witch figures (collectively called "magic figures") with reach of all players.

1. Place a land tile

If you draw a tile with the magic symbol on it, place it so that it continues the landscape. However, before continuing to placing a meeple, you must first place one of the magic figures. The magic figures can be placed only on incomplete cities or roads, and can never occupy the same feature (the mage and witch can never be on the same feature together). If both magic figures are already in play, then they must be moved, following the same rules as for placing them. The magic figures do not need to be placed on or moved to the tile you just placed.

If you cannot place or move either magic figure because there are no eligible locations, you must remove one of them from a tile and set it aside. The next time another tile with the magic symbol is placed, this figure can be placed again.

If you cause both magic figures to be occupying the same feature, you must immediately move one of the magic figures. If this same tile placement would also cause a feature to be scored, you move the magic figure before scoring.

2. Place a meeple

You then place a meeple or other figure following the normal rules.

3. Score points

When you complete a feature occupied by a magic figure, they modify the score:

- The mage is worth **1 point** per tile in the scored feature.
- The witch **halves the points** of the scored feature (rounded up).

When scoring roads with inns and cities with cathedrals where the witch is present, first add the bonus points, then halve the total. After modifying a scored feature, the magic feature is removed from the tile and set aside. The next time a tile with the magic symbol is placed, this figure can be placed again.



You complete this city. Normally, this city would be worth 20 points (8 tiles +2 coats of arms) x 2 = 20. However, because of the mage you and the blue player each score 28 points.



You complete two roads. The road on the right has 5 tiles, but the blue player will score only 3 points for it because of the witch (half of 5, rounded up, is 3). The road on the left has only 3 tiles, but will score 6 points because of the mage .

Final Scoring

During final scoring, the magic figures modify the value of the features they occupy as they did during the game.

***Inns & Cathedrals*:**

An incomplete road with both an inn and the mage on it will be worth 1 point per tile (the incomplete inn drops each tiles value to 0 points, but the mage still provides 1 point per tile in a scored feature it occupies). The mage does not grant points for coats of arms.

THE ROBBERS

10 Min

Robbers on the road demand tribute from wayward travelers.
When your meeple score points, another player's robber may steal some.

Contents

8 land tiles with a bag (marked with)



6 robber figures

Setup

Shuffle the new land tiles with those from the base game. Each player adds the robber of their color to their supply.

1. Place a land tile

Whenever you draw a tile with a bag, place it normally. Then, place your robber meeple on the scoreboard, choosing a space that is occupied by at least one other player's scoring meeple. Then, the next player in the turn order **whose robber is not on the scoreboard** places their robber on the scoreboard as well, following the same rules. If you draw a tile with a bag and your robber is already on the scoreboard, you may choose to move it to a different space.

Example: The turn order is you , blue , yellow , and green . You draw and place a tile with a bag, and place your robber on the scoreboard, on the same space as the blue meeple. The blue player's robber is already on the scoreboard, so the yellow player places their robber .



2. Place a meeple

You can place a meeple or another figure following the normal rules.

3. Score points

Stealing points

If your robber is on the same space as another player's scoring meeple when that meeple moves (from scoring points), the robber "steals" points. You score half the points that the other player scored (rounded up), which you track by moving your own scoring meeple accordingly on the scoreboard. The owner of the "robbed" meeple still gets the full points as normal. Then, return your robber to your supply.

Additional rules

- If your robber is on the same space as a scoring meeple that moves as a result of points gained from robbing another player, **you do not score any points**. Instead, your robber is placed on the same space as the scoring meeple that moved.
- If given the opportunity, your robber must steal points. You cannot choose to wait for a future feature that may score more points.
- If your robber is on the same space as multiple other meeple, and more than one is scoring points, you choose which one to steal from.
- If there are multiple robbers on the same space as a meeple that scores points, each robber on that space steals from that meeple.
- Your robber cannot steal from you.



You score 5 points, and the blue robber steals 3 from you. The blue meeple advances 3 spaces, and the blue robber is returned to the blue player's supply.

Because the yellow robber cannot steal points gained from a robber, it will move along with the blue meeple. It now has the opportunity to steal from both you and the blue meeple.



Blue scores 4 points, and you and green both steal 2 points. Both robbers are returned to their player's supply.

Final scoring

After the game ends, but before final scoring, if your robber is still on the scoreboard, you score 3 points, then return your robber to your supply.

***The Messengers*:** If either your messenger or your scoring meeple lands on a message space as a result of your robber stealing points from another player, draw a message tile.

THE CROP CIRCLES

10 Min

Mysterious shapes appear in the fields of Carcassonne, holding a strange power over the knights, travelers, and farmers of the realm.

Contents

6 land tiles with crop circles (marked with)

Setup

Shuffle the new land tiles in with the tiles from the base game.

Gameplay

When you draw a tile with a crop circle, resolve a standard turn, following the normal steps. Then, resolve a new action: 4. Crop Circle Actions.

The crop circles separate roads and fields. Meeple cannot occupy crop circles.

4. Crop Circle Actions

After placing a tile with a crop circle on it, you must choose 1 of the 2 following actions:

A Based on the crop circle, add a meeple to a feature where you already have a meeple.

or

B Based on the crop circle, remove one of your meeple from a feature and return it to your supply.

Then, all players, starting with the player to your left and proceeding clockwise, must resolve the action you chose, then you resolve that action.

Additional rules:

- The type of meeple that are added or removed is determined by the crop circle you placed.



Rake Crop Circles
Affects farmers on fields



Club crop circle
Affects travelers on roads



Shield crop circle
Affects knights on cities

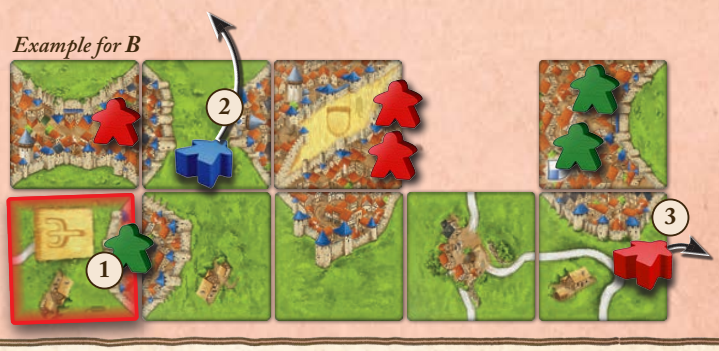
- If A was chosen, you can place the meeple only on a feature where at least one of your indicated meeple is already present.
- If you do not have any meeple of the indicated type in play, but you placed the tile, you must still choose A or B.
- If you do not have any meeple of the indicated type in play and did not place the tile, you do not resolve the chosen action
- Once all players have resolved the chosen action, play resumes starting with the player on your left.

Example for A



1. *You place a tile with the shield crop circle and place one of your meeple on it as a knight. You choose option A.*
2. *Green adds another knight.*
3. *Blue has no knights in play, and does nothing.*
4. *You place another knight on the same feature as the knight you placed earlier in the turn. You could not choose the city on the top-left side of the tile, because you did not already have a knight on that tile.*

Example for B



1. *The green player places a tile with the rake crop circle, and places a meeple on it as a knight. This completes the city, and green scores 4 points. Then, green chooses option B.*
2. *Blue removes a farmer.*
3. *You remove a farmer.*
4. *Green has no farmers, and does nothing.*

Carcassonne Base Game *(72 land tiles + 8 point tiles)*



V3-A *2×|(W)* V3-B *4×|(B;E)* V3-C *1×|(T)* V3-D *4×|(B;S)* V3-E *5×|(G;B;T)* V3-F *2×|(T)* V3-G *1×* V3-H *3×|(G;T)*



V3-I *2×|(G)* V3-J *3×|(W;B;K)* V3-K *3×|(W;B;E)* V3-L *3×* V3-M *2×|(G)* V3-N *3×|(G;T)* V3-O *2×|(B;K)* V3-P *3×|(W;T)*



V3-Q *1×* V3-R *3×|(G;T)* V3-S *2×|(T)* V3-T *1×* V3-U *8×|(G;W;W;B;S)* V3-V *9×|(G;W;W;B;S;S)* V3-W *4×* V3-X *1×*

V3-D: One of these is the starting tile (with a dark back).
Many of the tiles have a small illustration on them. The letters in brackets show which illustration is on each tile.



G|Garden



W|Wegelagerer (traveler)



B|Bauernhof (farmhouse)



S|Schweinestall (pigs)



K|Kuhstall (cows)



E|Eselstall (donkeys)



T|Wasserturm (water tower)



V3-50/100 *8x Front & Back*

The River *(12 river tiles)*



V3-F1 *1×* V3-F2 *1×* V3-F3 *1×* V3-F4 *1×|(E)* V3-F5 *1×|(T)* V3-F6 *1×*



V3-F7 *1×|(B)* V3-F8 *1×* V3-F9 *1×|(W)* V3-F10 *1×|(G)* V3-F11 *1×* V3-F12 *1×*

The Gold Mines *(1 scoring token)*



V3-GoldW *1×*

Inns & Cathedrals *(18 land tiles)*



V3-EA *1×|(W)* V3-EB *1×|(G)* V3-EC *1×|(S)* V3-ED *1×* V3-EE *1×|(B)* V3-EF *1×|(E)* V3-Korn1 *1×* V3-Korn2 *1×*



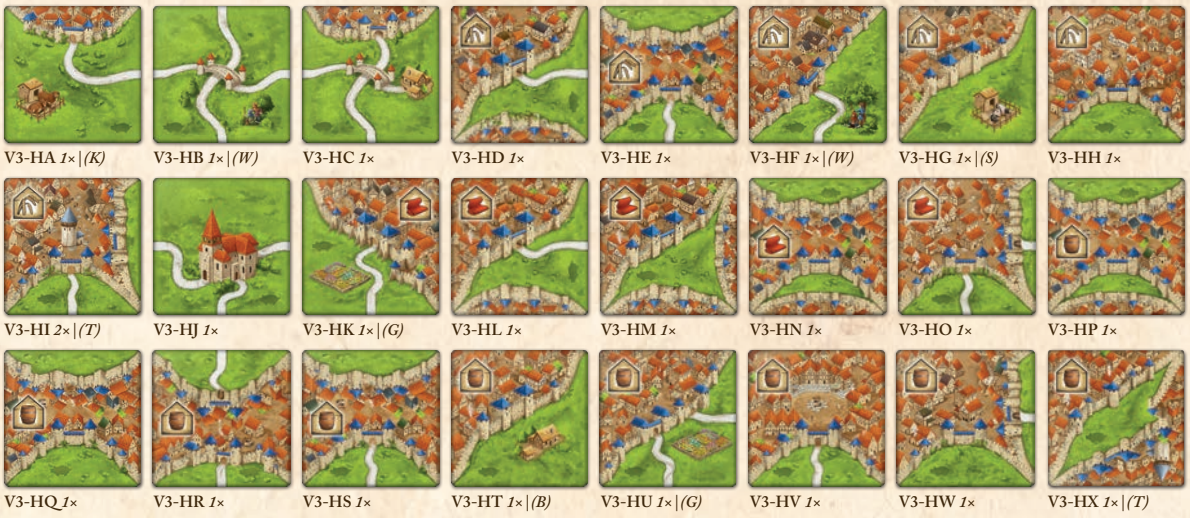
V3-EG *1×|(T)* V3-EH *1×|(G)* V3-EI *1×* V3-EJ *1×|(W)* V3-EKa *1×* V3-EKb *1×* V3-Korn3 *1×* V3-Korn4 *1×*



V3-EL *1×* V3-EM *1×* V3-EN *1×* V3-EO *1×|(B)* V3-EP *1×|(T)* V3-EQ *1×* V3-Korn5 *1×* V3-Korn6 *1×*

The Crop Circles *(6 land tiles)*

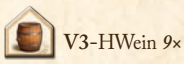
Traders & Builders *(24 land tiles + 20 goods tokens)*



V3-HA *1×|(K)* V3-HB *1×|(W)* V3-HC *1×* V3-HD *1×* V3-HE *1×* V3-HF *1×|(W)* V3-HG *1×|(S)* V3-HH *1×*

V3-HI *2×|(T)* V3-HJ *1×* V3-HK *1×|(G)* V3-HL *1×* V3-HM *1×* V3-HN *1×* V3-HO *1×* V3-HP *1×*

V3-HQ *1×* V3-HR *1×* V3-HS *1×* V3-HT *1×|(B)* V3-HU *1×|(G)* V3-HV *1×* V3-HW *1×* V3-HX *1×|(T)*



V3-HWein *9×* V3-HKorn *6×* V3-HTuch *5×*



Back

The Flying Machines *(8 land tiles)*



V3-FlugA *1×* V3-FlugB *1×* V3-FlugC *1×|(S)* V3-FlugD *1×*

V3-FlugE *1×* V3-FlugF *1×|(W)* V3-FlugG *1×|(B)* V3-FlugH *1×|(G)*

The Messengers *(8 messages)*



V3-DepA *1×* V3-DepB *1×* V3-DepC *1×* V3-DepD *1×*



V3-DepE *1×* V3-DepF *1×* V3-DepG *1×* V3-DepH *1×*

The Ferries *(8 land tiles)*



V3-FährA *1×* V3-FährB *1×* V3-FährC *1×* V3-FährD *1×*

V3-FährE *1×* V3-FährF *1×* V3-FährG *1×* V3-FährH *1×*

The Gold Mines *(8 land tiles)*



V3-GoldA *1×|(K)* V3-GoldB *1×|(T)* V3-GoldC *1×* V3-GoldD *1×*

V3-GoldE *1×* V3-GoldF *1×|(W)* V3-GoldG *1×* V3-GoldH *1×*

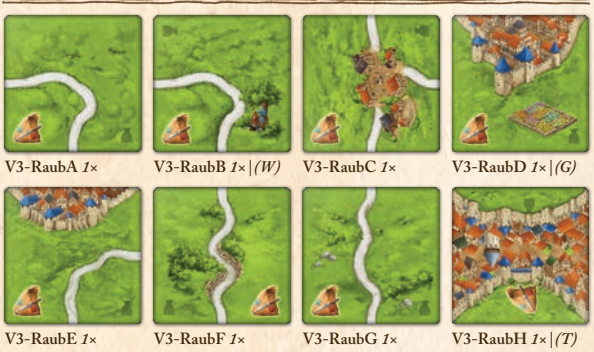
Mage & Witch *(8 land tiles)*



V3-MaHeA *1×* V3-MaHeB *1×* V3-MaHeC *1×|(T)* V3-MaHeD *1×*

V3-MaHeE *1×|(G)* V3-MaHeF *1×* V3-MaHeG *1×* V3-MaHeH *1×|(B)*

The Robbers *(8 land tiles)*



V3-RaubA *1×* V3-RaubB *1×|(W)* V3-RaubC *1×* V3-RaubD *1×|(G)*

V3-RaubE *1×* V3-RaubF *1×* V3-RaubG *1×* V3-RaubH *1×|(T)*

FIGURES



Meeple: Each of these figures is a meeple.



Special Figures are nor meeple



Neutral Figures/ Pieces do not belong to any player

TURN SEQUENCE

1. Place a tile



Place 2 gold ingots *(The Gold Mines)*



Place the Mage or Witch *(Mage & Witch)*



Place Robbers on the **scoreboard** *(The Robbers)*

2. Place a meeple



Meeple *(base game)* ***OR***  **Abbot** *(The Abbot)* ***OR***  **Large Meeple** *(Inns & Cathedrals)*

OR



Meeple ***OR***  **Large Meeple on the**  **flying machine** *(The Flying Machines)*

OR



Builder ***OR***  **Pig** *(Traders & Builders)*

OR



Remove and score Abbot *(The Abbot)*

THEN  **Place a Ferry** *(The Ferries)* ***THEN***  **Move a Ferry** *(The Ferries)*

3. Score points



Move your scoring Meeple *(base game)* ***OR***  **Messenger** *(The Messengers)* **on the scoreboard**

4. After scoring



Distribute Gold Ingots *(The Gold Mines)*



Draw Messages *(The Messengers)*



Rob Other Players *(The Robbers)*



Resolve Crop Circles *(The Crop Circles)*

PUBLISHED BY:



© 2021
Hans im Glück Verlags-GmbH
Birnauer Str. 15
80809 Munich
Germany

Z-MAN® games
1995 County Road B2 West
Roseville, MN 55113 USA
651-639-1905
info@ZManGames.com

Z-Man Games is a ® of Z-Man Games. Actual components may vary from those shown.

Designer: Klaus-Jürgen Wrede
Tile Art: Anne Pätzke & Marcel Gröber
Layout: Franz-Georg Stämmele

Z-Man Games Team
Producer: Michael Sanfilippo
Head of Studio: Sophie Gravel

Special thanks to Marion Haake, Maik Neumann, Dieter Hausdorf and the members of *www.carcassonne-forum.de*

Hans im Glück and Z-Man Games are committed to diverse representation and accessible gaming for all. If you have any concerns or suggestions, please contact Z-Man Games through our website, and please see https://www.hans-im-glueck.de/ueberuns.html for more information.