The return of followers to their owners

After a path, tower, or house is completed and scored - **and only then** - the players take back their followers from the feature scored, putting them in their supplies. **The followers are returned to the player's supply at the end of the turn. Thus, they are available on the player's next turn and may be used in any roll.**



Black scores 1 point for the completed path.

It is possible in a single turn for a player to place a follower, score the feature it is on, and take it back into his supply. To do this, a player must (always in this order):

1. Place a new castle tile, completing a path, a tower, or a house.
2. Place a follower on the completed path, tower, or house.
3. Score the completed path, tower, or house.
4. Take back the follower from the scored path, tower, or house.



Black scores 4 points for the completed tower.

The wall tiles

When, as a result of scoring, a player moves his scoring marker to **exactly** one of the two spaces on a corner tower of the castle wall scoring track, he takes the wall tile lying there (if it is still there) and places it **face up** in his play area. When a player moves his scoring marker past the corner tower, he does **not** take a wall tile as he passes. A player may use a wall tile taken on this turn on his next turn or any later turn, depending on which it is. On his turn, a player may use one or more wall tiles. Once played, a wall tile is removed from the game.
The wall tiles are described on page 6.



Black scores 2 points, moves his scoring marker 2 spaces to space 33, and takes the wall tile lying there.

When taking a wall tile, the following is important:
When the placement of a castle tile results in more than one completed feature, the player placing the tile scores his completed features first. If there are more than one to score for him or his opponent, the placing player decides the order.

The court

Courts are separated from each other by paths, towers, and houses. When a player places a merchant on a court, he places it on its side to emphasize that it **cannot** be returned to the player during the game. Courts are scored at the end of the game.



3 separate courts

After scoring and taking appropriate wall tiles from the scoring track, the player's turn is over and his opponent takes his turn.

Game end

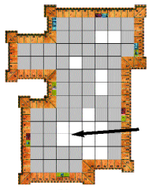
The game ends at the end of the turn when the last castle tile is placed.
Remove all remaining wall tiles from the castle wall and then perform the final scoring.

Final scoring (scoring the keep, the courts, and wall tiles)

During final scoring, the players score the largest keep and the courts. Also, the players can now use wall tiles 4 through 9. **Uncompleted paths, towers, and houses are not scored!**
Exception: players who have wall tiles 4, 5 or 6.

Scoring the largest keep

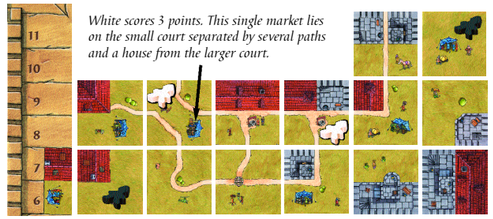
The player with the largest keep (the player with the largest completed house), scores the following points:
There will be at least 16 empty spaces within the castle walls at the end of the game. The players determine which connected area of empty spaces is the largest and count the number of castle tiles that would fit in this area. The player with the largest keep scores this number as points by moving his scoring marker on the scoring track. If both players tie for largest keep, neither scores for it. **Note:** wall tile 8!



The white spaces show where no castle tiles were placed. The largest connected area of empty spaces in this example has 11 spaces. Thus, the player with the largest keep scores 11 points.

Scoring the courts

The player with the most merchants on a court scores **3 points for each market on the court**. If both players have the same number of merchants on a court, neither scores points for the court.



White scores 3 points. This single market lies on the small court separated by several paths and a house from the larger court.

There are 5 markets on the large court (including the one on the start space next to the castle wall). Black has the most merchants on the large court. He scores 15 points and moves his scoring marker on the scoring track. White scores nothing for this court. If black could place wall tile 7, he would score 4 points for each market on the court for a total of 20 points.

Finally, players score points for **wall tiles 4, 5, 6 (for uncompleted features), and 9**, if they have them.

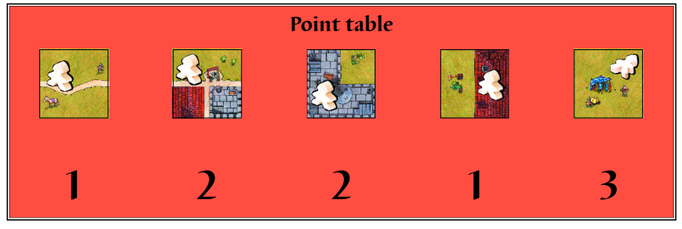
The player with the most points is the winner.

Description of wall tiles

1. The player takes another complete turn (during the game).
2. The player doubles the score of 1 completed tower when scoring it (each tile = 4 points).
3. The player doubles the score of 1 completed house when scoring it (each tile = 2 points).
4. The player scores 1 point per tile (2 with fountain) for 1 uncompleted path (at game end).
5. The player scores 2 points per tile for 1 uncompleted tower (at game end).
6. The player scores 1 point per tile for 1 uncompleted house (at game end).
7. The player scores 4 points for each market on 1 court (at game end).
8. The player enlarges his keep by 2 tiles (at game end). For example, a keep of 5 tiles is counted as a keep of 7 tiles.
9. The player scores 5 points (at game end).

To play wall tiles 2 – 7, the player must have more followers on the feature than his opponent.

Point table



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If you have questions, comments, or suggestions, please write us at
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The publisher and author thank the following people for their help in playtesting this game: Iain Adams, André and Alex, Chris Bowyer, Martin Higham, Dieter Hornung, Ross Inglis, Kevin Jacklin, Chris Lawson, Karl-Heinz Schmiel, Schorsch, and especially Andreas Seyfarth.

You can also play Carcassonne online at www.brettspielwelt.de.

Carcassonne the Castle

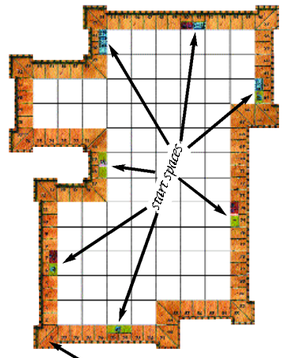
Klaus Jürgen Wrede · Reiner Knizia

for 2 players by Reiner Knizia based on the Carcassonne game system from Klaus Jürgen Wrede

The imposing silhouette of the city of Carcassonne sits like a throne in the light of the setting sun. Knights guard the towers, the squires live in houses, merchants loudly tout their wares, and the heralds carry the news throughout the city. Over all of this bustle, the high castle looms behind its impenetrable walls.

Contents

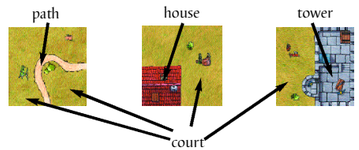
- 1 castle wall, in 10 pieces, which the players put together like a puzzle before each game



The scoring track runs along the top of the castle wall.

- 60 castle tiles

the castle tiles



special castle tiles



court with market

path with square *(the square divides the path into 3 parts)*

path with fountain *(the fountain does **not** separate the path into parts)*



The pictures of people, animals, and equipment on the castle tiles have no importance in the game!

- 18 wall tiles (two of each tile pictured)



back side

- 14 followers in 2 colors



- 2 keeps in 2 colors



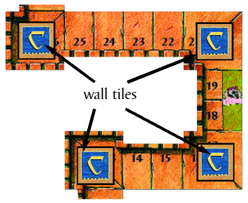
the keep is the most important building in a medieval castle

- rule booklet

The goal

Turn by turn, the players place castle tiles within the castle walls. Thereby, they create paths, towers, houses, and courts, on which the players place their followers in order to score points. Players score points during and at the end of the game. The player with the most points at the end is the winner!

Preparation



Put the **castle wall** together, piece by piece, so that the numbers along the top of the wall run from 0 to 99.
Shuffle the **60 castle tiles** face down and place them in stacks outside the castle walls on the table in easy reach of the players.
Shuffle the **18 wall tiles** face down. Place one wall tile face down (without looking at it) on each corner tower space on the castle wall (except for corner tower "0/1"). Place unused wall tiles face down in the box without looking at them. They will not be used in the game.

Each player chooses a color and takes the **7 followers and the keep** in that color and places **1 follower as a scoring marker** on space 0 of the scoring track. Each player puts his remaining followers and keep as a supply in his play area (the area on the table before himself). The players decide between themselves who will start the game.

Playing the game

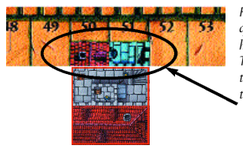
The players alternate turns starting with the starting player. On a player's turn, he takes the following actions in the order shown below:

1. The player **must** draw a **castle tile** from one of the face down stacks and place it within the castle.
2. The player **may** place one of the **followers** from his supply on the tile just placed.
3. If, with the placement of the tile, the player **completed** a **path**, **tower**, and/or **house**, the players **must** now score the completed feature(s).
4. When a player, after scoring, has moved his scoring marker to a **corner tower space on the castle wall**, he immediately takes the **wall tile** from that space, if it is still there.

Draw and place a castle tile

As the first action of his turn, the player **must** draw a castle tile from one of the face down stacks. He shows it to his opponent (who may offer placement advice) by putting it face up in his play area. Then, he must do the following:

- The **first castle tile placed in the game** must be placed with one side placed completely next to one of the start spaces along the castle wall.
- Each further tile placed (shown in the examples with a red border) must be placed with one side completely next to a start space along the castle wall or with at least one side completely next to a previously placed tile. Placing a tile only corner on corner or half tile on half tile is not allowed.
- **The paths must always be continued when they touch an edge of a tile. The other castle features (tower, house, or court) may be placed next to each other in any combination desired.**
- Any castle feature (path, tower, house, or court) may be placed next to the castle wall.
- If there is no legal place for a drawn tile (both players agree), the tile is placed in the box (out of the game) and the player draws a new tile to place.



For example, the first tile of the game may be placed here.
The complete side of the tile must be placed next to the start space.

these are legal tile placements:



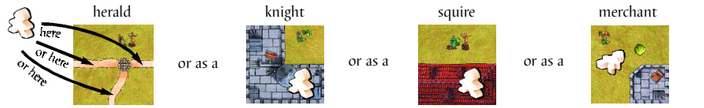
these are illegal tile placements:



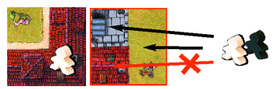
Place a follower

After placing a castle tile, the player **may** place one of his followers. To do so:

- he may only place 1 follower per turn .
- he must take the follower from his supply.
- he may only place the follower on the tile he just placed.
- he must choose which feature of the castle tile to place his follower on. Either as a...



- Each new castle tile can enlarge an already existing path, tower, house, or court. If there is already a follower (even his own) on the enlarged castle feature, the player may not place a follower on that feature. It matters not how far away the other follower is. Below are examples of allowed and disallowed follower placement:



The player may not place a squire on the enlarged house as there is already a white squire on the house. The player may place a knight or a merchant, however.



The player may not place a merchant on the enlarged court as there is already a white merchant there. However, he may place a squire on the house.

It is possible in the course of the game, however, for there to be more than one squire on a house, more than one knight on a tower, more than one herald on a path, and more then one merchant on a court. See "Connecting paths, towers, houses, and courts" on page 4.

If a player has no followers in his supply, he may not place one. However, players get their followers back during the game when features are completed and scored.

If the player did not complete a path, tower, or house, the player's turn is over and his opponent takes his turn .

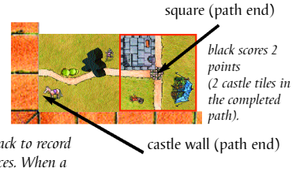
Scoring completed paths, towers, and houses

If by placing the castle tile, the player completed a **path**, a **tower**, or a **house**, the players **now** score the completed feature(s). Courts are **not** scored during the game; they are scored at the end of the game.

A completed path

A path is complete when the connected path segments end in squares, or the castle walls, or buildings, or when the path becomes a closed loop. There is no limit to the length of a path; it can wander across many castle tiles and can branch and so have more than two ends.

The player with the most heralds on the completed path scores points for the path. He scores **1 point for each castle tile** (not each path segment) that is on the path. If the path includes a path segment on a start space, this counts 1 point as though it were a castle tile.



black scores 2 points (2 castle tiles in the completed path).

The player moves his scoring marker along the castle wall scoring track to record his points. The scoring track runs around the castle wall for 100 spaces. When a player moves his scoring marker past space 99, he continues onto space 0, laying his scoring marker on its side to note he has passed 100 points.

If there are one or more **fountains** along the completed path, the player scores **2 points for each castle tile** on the completed path. Even if a path has several fountains, it still scores 2 points for each castle tile.

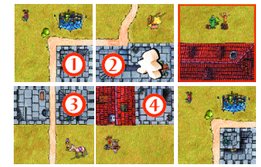


Black scores 8 points. (3 castle tiles on the path plus the start space in the castle wall with a path. The fountain along the path makes each tile and start space worth 2 points.
marks a path end.

A completed tower

A tower is complete when the connected tower segments are completely surrounded by paths, houses, courts, and the castle wall (and the tower contains no empty spaces). There is no limit to the size of a tower. It can consist of many castle tiles.

The player with the most knights on the completed tower scores points for the tower. He scores **2 points for each castle tile** (not each tower segment) that is on the tower. If the tower includes a tower segment on a start space, this counts 2 points as though it were a castle tile.



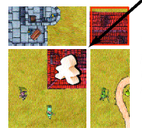
White scores 8 points (4 castle tiles with the connected tower segments 1, 2, 3, 4).

A completed house and the keep

A house is complete when the connected house segments are completely surrounded by paths, towers, courts, and the castle wall (and the house contains no empty spaces). There is no limit to the size of a house. It can consist of many castle tiles.

The player with the most squires on the completed house scores points for the house. He scores **1 point for each castle tile** (not each house segment) that is on the house. If the house includes a house segment on a start space, this counts 1 point as though it were a castle tile.

House segments are not connected corner to corner.



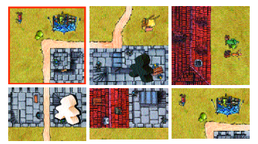
White scores 1 point (1 castle tile with a house segment).



When a player scores his **first house**, he places **his keep** on it. If, later in the game, **he** scores a larger house (**he has the most squires on the completed house**) than the one on which his keep stands, he moves his keep to the larger house. Thus, at the end of the game, his keep marks his largest house.

Connecting paths, towers, houses, and courts

By placing castle tiles, players may connect separate features that have followers on them.
By connecting such features, players can create a path with more than one herald, a tower with more than one knight, a house with more than one squire, or a court with more than one merchant.



When white and black placed their knights, they were on separate towers. By placing the red-bordered castle tile, a player connected the two towers, making a single tower with two knights. Also, the tower is now complete, but as both players have the same number of knights (1), neither scores for the tower.

When **scoring** a completed path, tower, or house, the players first check to see if one player has **more followers** on the completed feature than the other. If so, this player scores all the **points** for the feature **alone**. If both players have the **same number of followers** on the completed feature, **neither** scores the points for the completed feature.

Note: having several followers on a feature as described above does not contradict the rule on page 3, "If there is already a follower (even his own) on the enlarged castle feature, the player may not place a follower on that feature."
This rule is for the **placing** of followers! In the case above, features with followers that were placed on separated features are **connected**. Thus, after the connection, the followers are on the same feature. Players may even plan their moves with future connections in mind.