Klaus-Jürgen Wrede

Carcassonne Solo Variant

(also playable as a cooperative challenge)

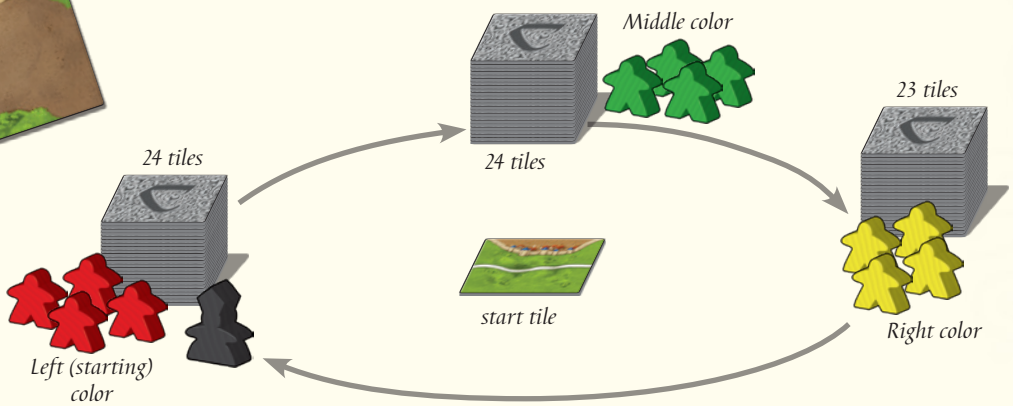
COMPONENTS AND SETUP

To play ***Carcassonne*** solo, you will need a copy of the ***Carcassonne*** base game.
Choose **3 colors** and set aside **4 meeples** of each of those colors. Each turn, you will rotate through these 3 colors in clockwise order.
Put all the **meeples** of one color on the **left**, those of another color in the **middle** and the meeples of the third color on the **right**. Divide the land tiles into 3 piles, 2 piles of 24 each and 1 pile of 23. Shuffle the piles and place 1 pile facedown next to each color.



*You can use an **abbot** of an unused color to mark which color you are using each turn. This can help you remember which color you will us each turn.*

Place 1 additional meeple of each of the three colors on the **scoreboard**. Place the meeple of the left color on the first space of the scoreboard, the meeple of the middle color on the second space, and the meeple of the right color on the third space.



GAMEPLAY AND GOAL OF THE GAME

Each turn you will play with one of the three colors and try to score as many points as possible. However, at the end of the game, you count only the lowest points total among all 3 colors. Thus, you need to score points as evenly as possible among all 3 colors!

1. Placing a tile

Draw the top tile from the pile of the color being used this turn and place it following the normal rules.

2. Placing a meeple

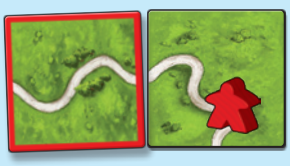
After having placed the tile, place **1 meeple** of the color being used this turn. Unlike the normal rules, you **must place a meeple**, if there is a **free feature** on the tile.

If there is **more than one free feature** on the tile, you can decide which one you want to place the meeple on.

Meeple **cannot be placed as farmer** in the solo variant.



*It is **Green's** turn. First, you place a tile. Then, you must place a meeple either on the city or one of the two unoccupied roads. The road on the right is already occupied.*



*It is **Green's** turn. First, you place a tile. Because the road is already occupied by **Red**, you do not need to place a meeple this turn.*

If you **must place a meeple** because there is a free feature on the tile, but **there are no remaining meeples** of that color, **the game ends** at the end of that turn (after scoring, if applicable).

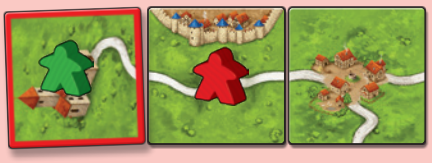
3. Scoring a Feature

If you have completed a feature with a tile, score it.

- If there are only **meeples** of **one color** present in a completed feature, points are scored by that color **only** if that color has **the least points**.
- If **two or more colors** make up the majority in a completed feature, all of them score points as long as **at least one of the colors** has **the least points** (before this scoring).

More than one color with the same lowest score: If multiple colors are tied for the least points, they count as having the least points for the purposes of scoring.





*During **Green's** turn you complete **Red's** road (and put a meeple on the monastery). Because **Red** currently has the least points, **Red's** meeple moves up 3 spaces on the scoreboard for the road.*

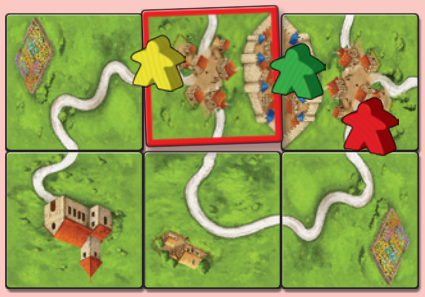




***Red's** and **Green's** city is completed. Because **Red** currently has the least points, **Red's** and **Green's** meeples both move up 8 spaces on the scoreboard for the city.*

If you complete **more than one feature** in a turn, each of them is scored separately, one after another, following these rules. You choose the order in which features are scored.





*This tile placement completed three features. **Yellow's** road (3 points), **Green's** city (4 points) and **Red's** road (4 points).*
0 *Before scoring **Yellow** had the least points, so* **1** *you choose to score **Yellow's** road first.* **2** *Next you choose to score **Red's** road, because now **Red** has the least points.* **3** *Finally, you score **Green's** city.*
If you had resolved the scoring in a different order, you would not have scored points for all of the colors.

Note: You can also complete features if the meeple color does not have the least points. If you do, you do not score points, but you will get your meeple back. This can be important to prevent the end of the game.

Game End and Final Scoring

The game ends after a turn in which you either:

A) Must place a meeple, but **cannot**
OR
B) Have placed the **last tile**.

In either case, do not resolve scoring as normal. Instead, final scoring is resolved as follows:
You score **2 points per meeple** on tiles. Just like scoring above, you score these points only if the meeple's color has the least points. You choose the order in which meeples are scored.

© 2020
Hans im Glück
Verlags-GmbH

What is your high score? Let us know via **Facebook** or **Instagram**!
https://www.facebook.com/ZManGames/ | https://twitter.com/Zmangames_

OPTIONS

If you find this solo mode **too hard** or **too easy**, try these options:

- Make the game **easier** by using **additional meeples** of each color.
- Add **another color** with 4 meeples. This will make **easier** it to place more tiles (and score more points), but also **more challenging** to keep track and plan ahead.
- You can also try using only **3 meeples** per color.
- Feel free to try adding meeples, tiles, and special rules from the expansions, but there are not official rules for these. Have fun!

GAMES PLAYED

You can record your scores here. On the second line, you can leave notes of any options you tried (more meeple, more tiles, etc.) when playing that game.

1. ____ P. _____	8. ____ P. _____	15. ____ P. _____
2. ____ P. _____	9. ____ P. _____	16. ____ P. _____
3. ____ P. _____	10. ____ P. _____	17. ____ P. _____
4. ____ P. _____	11. ____ P. _____	18. ____ P. _____
5. ____ P. _____	12. ____ P. _____	19. ____ P. _____
6. ____ P. _____	13. ____ P. _____	20. ____ P. _____
7. ____ P. _____	14. ____ P. _____	21. ____ P. _____

GOALS

You can check off goals, if you completed them during a game.

- ☐ Scoring a **road** worth at least 10 points
- ☐ Scoring a **road** worth at least 10 points and 2 colors
- ☐ Scoring a **road** worth at least 10 points and 3 colors
- ☐ Scoring a **road** worth exactly 5 points with 3 colors
- ☐ Scoring a **city** worth at least 16 points
- ☐ Scoring a **city** worth at least 16 points with 2 colors
- ☐ Scoring a **city** worth at least 16 points with 3 colors
- ☐ Scoring a **city** worth 8-10 points with 3 colors
- ☐ Scoring 3 **monasteries** (9 points each)
- ☐ Scoring 4 **monasteries** (9 points each)
- ☐ **Total scoring** of at least 40 points
- ☐ **Total scoring** of at least 50 points
- ☐ **Total scoring** of at least 60 points
- ☐ Having used **all tiles**