

Carcassonne

· Tile-laying · 2–5 · 30–45 min · **Base game**

BEFORE YOU START

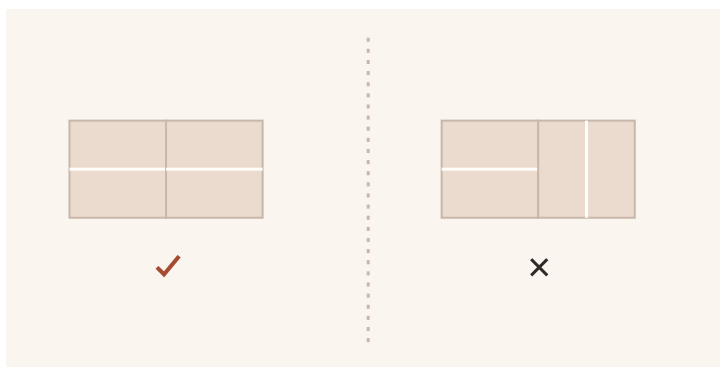
This is the base game. The River and Abbot are included in the current box, but are not needed for a first game.

GOAL

Score the most points from roads, cities, monasteries and fields.

YOUR TURN

- Draw and place 1 tile beside the map so every touching edge matches: road to road, city to city, field to field.
- Optionally place 1 supply meeple on the tile just placed: road, city, monastery or field. That entire connected feature must currently contain no other meeple.
- If the tile completes a road, city or monastery, score it immediately; the meeple majority gets full points, and tied majorities each get full points. Return those meeples.



Features on the shared edge must match when placing a tile. The diagram is original.

Setup

Place the start tile in the centre. Shuffle the remaining land tiles into face-down stacks. Each player takes one colour of meeples and places one on score 0.

Scoring

Completed road: 1 point per tile. Completed city: 2 per tile and 2 per coat of arms. Completed monastery: 9 when surrounded by all 8 tiles.

When tiles run out, incomplete roads, cities and monasteries score 1 per relevant tile or coat of arms. Farmers stay until game end; the majority in each connected field scores 3 per completed city touching it.

Details that matter

River: replace the start tile with the source, shuffle river tiles and put the lake at the bottom. Build the river first; consecutive bends must not turn back on themselves. No meeples on the river. Abbot: place only on a monastery or garden. Instead of placing a new meeple, withdraw it and score its tile plus each neighbouring tile.

Later tile placement may join occupied features; the restriction concerns placing a new meeple onto an already occupied connected feature. Farmers do not return during play. River, Abbot and larger expansions add their own rules.

Further sources: [Z-Man supplemental rules: Farmers, River, Abbot](#)

Sources: [Z-Man Games](#) — [Carcassonne](#) · [Official rulebook](#)
