



Carcassonne

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The Carcassonne Cardgame

Components

4 **Scoreboards** in 4 colours (yellow, red, green, blue)
These form a scoreboard which ranges from 1 to 100.

5 **Large Followers** in 5 colours 5 **Small Followers** in 5 colours



5 **Treasure Chests**



5 **Score tiles** 100/200



Note! The colours of the scoreboards has nothing to do with the colours of the followers.

140 **Cards**

30 cards in each colour, consisting of:

x8 **People** x5

Buildings x5

Animals x9



Blue cards = City

Yellow cards = Cloister

Red cards = Road

Green cards = Farm



2 **Jokers** (Dragon and Fairy)

4 **Animal Jokers**

4 **City Jokers**

5 **Value Cards**



Points for Animal cards

Points for City cards

1 **Rulebook**

Blank cards (not necessary to play the game)



Summary of Play

By skilful use of the own cards and through securing rows of cards the players get points. At the end of the game, the player with the most points wins.

Preparing to Play

The 4 scoreboards are laid out, one above the other, at the edge of the playing area so that a continuous scoreboard is made running from 1 to 100. During the game, cards are positioned to the right of the scoreboard, so ensure that plenty of space is available.

Each player receives:



1 Large follower in their colour
1 Small follower in their colour,
Which they place next to "1" on the scoreboard.



1 Treasure Chest



1 Scorecard

All the remaining score cards, chests and followers (along with the blank cards) are placed back into the box. The youngest player is the Dealer. The remaining 130 cards are shuffled and placed face down in a pile. The Dealer turns over the top card and places it next to the appropriate colour on the scoreboard. This is repeated with 10 cards. If a Joker is uncovered, the dealer can place it by any of the four colours. The remaining 120 cards remain in the pile. The Dealer now gives cards to each player and play begins. The Dealer also hands out cards at the beginning of each round:

No of Players	Cards per round	No of Rounds
2 players	6 cards	10 rounds
3 players	5 cards	8 rounds
4 players	5 cards	6 rounds
5 players	4 cards	6 rounds

Each round, the player takes his cards and holds them so only he can see them.

Cloister Row

Street Row

Farm Row

The dealer turns 10 cards over and places them next to their respective colours. No Farm cards were uncovered in this instance.

City Row

Reminder: The colours of the players / followers have nothing to do with the colours of the cards and/or row colours.

How to play a round

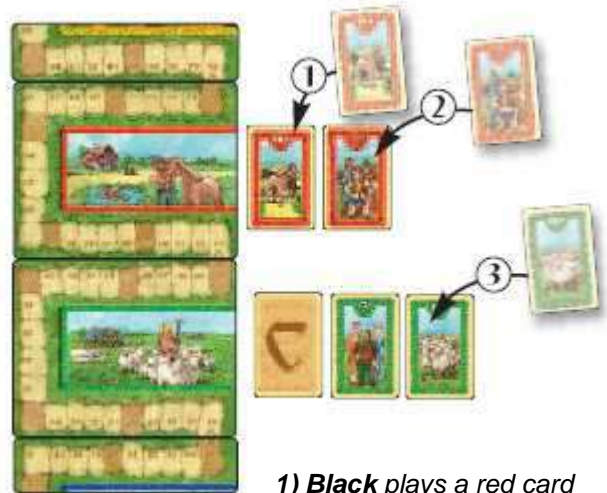
Cardcassonne is played in rounds. A round ends once all players have taken a turn either placing a card or a follower and scoring any items as appropriate. Play continues in a clockwise direction. It starts with the player to the left of the dealer. During their turn, a player may take one of the following actions:

- Play a card.
- Place their large follower.

Playing a Card

The player takes a card from their hand and either places it next to an open space on the scoreboard or to the right of the last card lying there. When doing so, they must consider the following:

- The first card played in each round must be played face down.
- They must clearly position their new card.
- They must put their card in the appropriately coloured row (except for cards which are played face down - see Pg 6)
- They may place a Joker (Animal, City, Dragon or Fairy) on any row.
- They may never position a card between cards which have already been played.



1) Black plays a red card and places it next to the red scoreboard.

2) Blue also plays a red card and places it next to the red card which is already there.

3) Green plays a green card and places it next to the green row.

Placing a Large Follower

The player positions his large follower at the end of a row. By doing this, the player secures the cards within that row. However, only those cards to the left of the follower are secured, i.e. between the follower and the scoreboard or the follower and another follower.

It is valid to do the following:

- Once a follower has been placed, it remains there until it is scored.
- Several followers may be located in the same row.
- The player, who is last to place their follower becomes the Dealer for the next round.
- The player receives the secured cards once they have been scored.



Black, Green and Red place their followers:

Black secures the 4 cards in the Farms row.

Green secures the 4 cards in the city row. After further cards are played, **Red** also goes for the City row and secures the 3 cards which are to the right of the **Green** follower.

If a player has taken one of the two available actions, their turn ends and the next player takes their turn.

Scoring the Cards

Once all players have played their cards and positioned their large followers, each player retrieves the cards which they have secured along with their large follower.

The rows of cards are cleared (from bottom to top). Cards which have not been secured by a player remain where they are. Cards which were placed face down are now turned over.

The cards are scored as follows:



People cards (1-3)

The numerical values on the cards are added together and multiplied by the number of person cards. The player moved his small follower along the score track this number of spaces. The accounted for person maps come from the play.



Red has the following numerical values: $3+1+1 = 5$
Red has 3 person cards, so $5 \times 3 = 15$ points



Animal Cards

Each time the player clears any animal cards, they receive points for them. This can be best using the following example:



1) Red clears 2 sheep cards. Red puts them face up before him immediately scored 6 points on the scoreboard. Animal cards remain in the play.



2) At the end of a later round red clears 2 sheep cards and 1 Animal Joker. These are added to the 2 sheep cards already collected, so Red now has 5 sheep cards. They immediately score 14 points on the scoreboard.



If the player gets an Animal Joker, but doesn't have any animal cards in front of them he immediately scores 3 points. As soon as he gains any animal cards, he must assign the Animal Joker.



City Cards

If a player gets city cards, they put them face down under their chest. These cards are only scored at the end of the game. The player may not look at the cards under its treasure chest during the rest of the game. The City Joker is also placed under the chest until the end of the game.



Red keeps 1 City Joker and 2 building cards. It puts them under its chest.



Joker

The Dragon and Fairy immediately score 10 points each, which the player notes on the scoreboard. The cards are then removed from play.

Wrongly placed cards - only possible through the placement of face down cards

If any cards cleared by a player do not match the colour of the row they are in, then they act as follows:

- For each person card of the wrong colour, they immediately score 10 points on the scoreboard and remove the card from play.

For each wrongly placed animal or city card the player has two possibilities:

- They can immediately score 10 points on the scoreboard and remove the card from play.
- or
- They puts the animal card in front of them (and note the appropriate points on the scoreboard) / Put the city card under their treasure chest.

End of the Round

The Dealer deals out new cards to each player out (see the table on page 3) and the next round begins.

End of the Game

The game ends if no more cards can be drawn. Any remaining cards by the scoreboard are removed from play.

Final Scoring

The city cards are scored. Each player removed their city cards from under their treasure chest and forms them into sets.

A set consists of 2 to 4 different city cards. And score the following points:

1 city card	0 points
2 different city cards	5 points
3 different city cards	15 points
4 different city cards	30 points



30 points



30 points



5 Points



0 Points

Red receives a total of **65 points** for his City cards.

The City Joker can be used to represent any city card. The player then notes their score on the scoreboard.

The player with most points wins the game. In the case of a draw, the player with the most city cards wins.



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