

## A Carcassonne Player Aid:

These Player's Aids are designed to be printed out and pasted on the front and back of an approximately 8 ½ x 5 ½" card – One side to be used for reference for scoring during the play of the game, the other for scoring at the end of the game.

One player aid is based on the **Official Expansions** for Carcassonne: **Inns and Catherdrals; Traders and Builders; The Princess and The Dragon; The River II; The Count of Carcassonne; King and Scout; and The Katherers.**

Page three has a similar chart for these unofficial expansions and our house rules: *See, Fischer & Leuchtturm* by Carsten Engels ([http://www.carcassonne-city.de/erw\\_see.html](http://www.carcassonne-city.de/erw_see.html)) which adds 24 lake tiles to which I have also added some Fish Commodity Tokens;

and **Labourer and Mendicant** by Christoph Berger ([http://www.naturelich.com/games/archives/2005/09/laborer\\_and\\_men.html](http://www.naturelich.com/games/archives/2005/09/laborer_and_men.html)) which adds Farmhand and Monk tiles to supplement the King and Robber Baron tiles in **King and Scout**. However I have my own King/ Robber Baron/ Landlord/ Friar variation as well.

For a summary of these rules; and some alternate rules for The River II; and the Fish Tokens see my page (<http://www.eldrbarry.net/hatr/expdrule.pdf>)

The **Alternate Rules** in red on the Player's Aid are based on the "Spouse Rules" by Kevin Prickett (<http://www.boardgamegeek.com/thread/96877>) Posted on the Board Games Geek web site . These include some variations on **The Count of Carcassonne** rules (followers are initially placed in Carcassonne and played out from there during the game and the Count is moved by a four sided dice) and **The Princess and the Dragon** (who moves now also using a four sided dice). Kevin's alternate rules also have the players playing from a "play and draw" hand of five tiles. His rules were put together to create a less confrontational version for play with his wife.

**Scoring the farms** has varied with various editions of the game. Scoring by Farms or by Cities are both shown on the card. A recent variant posted on Board Game Geek (<http://www.boardgamegeek.com/thread/108035>) suggests scoring "completed" farms during the play of the game. This would require players to add extra vigilance regarding the extent of their farms' boundaries during play; and could also expand the use of their Pig during play, and possibly also free up a player's meeples played as farmers for other uses later during the game. If using this variant, the Hans im Gluck 3<sup>rd</sup> edition rules must be used for scoring the farms.

- Eldrbarry

## Scoring: Once a road, city, or cloister is completed, it is scored

In-Game Scoring	
Completed Road	1 point per tile
Completed Road (with Inn)	2 points per tile
Completed City (2 tile city)	2 points + 1 point per pennant
Completed City (3+ tile city)	2 points per tile + 2 points per pennant
Completed City (with Cathedral)	3 points per tile + 3 points per pennant
Completed Besieged Cities	1 Point per tile – with Cathedral 2 pts per tile
Completed Cloister	1 point per surrounding tile + 1 point for the cloister (9 points)
If Fairy is present on a road, city or cloister, a follower on that tile	1 Point if on same tile at start of turn. 3 points when feature is scored

**Completed Road:** A road is complete when the road segments on both ends connect to a crossing, a city segment, a cloister, or when the road forms a complete loop.

**Completed City:** A city is complete when the city is completely surrounded by a city wall and there are no gaps in the wall.

**Completed Cloister:** A cloister is complete when the tile containing the cloister is completely surrounded by tiles.

## EXPANSIONS: (Count – King & Scout – Traders)

**Carcassonne's Quarters:** **Castle** - Cities **Blacksmith** - Roads **Cathedral:** Cloisters **Market:** Farms

**The Count moves** when features are scored to quarter of Player's choice

**Followers placed in Carcassonne** When another player scores on a player placement of a tile

**Followers moved from Carcassonne**, when Count is not present and When someone else is scoring

**King and Scout cards held by players with:** **King** : Largest City **Robber Baron:** Longest Road

**Builder:** added to one's City or Road -- a double play when that feature is further added to. Removed upon scoring feature.

**Pig** may be added to existing farm **Trade Goods** given to player who completed the feature – scoring or not

## End-of-Game

### Scoring:

To score a farm, follow these steps:

1. Identify each completed city.
2. Count the total number of farmers adjacent to the city in all adjacent fields. These farmers are said to supply the city.
3. The player with the most farmers supplying the city earns the 4 points (5 if that player also has a pig in an adjacent field).
4. Mark each scored city as they are scored. (Rio Grande and Hans im Gluck 1<sup>st</sup> ed)

**Or**

**Alternate:** Determine farm owners (remove other farmers), Score 3 points for each completed city that borders each field. (*Hans im Gluck* 3<sup>rd</sup> ed)

End-Game Scoring	
Incomplete Road (without Inn)	1 point per tile
Incomplete Road (with Inn)	0 points per tile
Incomplete City (without Cathedral)	1 point per tile + 1 point per pennant
Incomplete City (with Cathedral or besieged)	0 points per tile
Incomplete Cloister	1 point per surrounding tile + 1 point for the cloister
King Card	1 point for each completed city
Scout Card	1 point for each completed road
Farms	4 points for player with most supplying farmers +1 if supplying player has pig in a farm's field. <b>Or</b> (Alt) 3 points for each completed city touching a farm + 1 per city for the pig in a farm's field. Besieged cities count double + 2 for the pig.
Most Wine, Grain, or Cloth Tokens	10 points to player holding the most of each commodity. Both get the points if there is a tie.

## EXPANSIONS: (Princess and Dragon)

**Fairy** is moved whenever a Follower is not placed - Protects from Dragon

**Dragon Moves:** 6 Tiles Players taking turns

**Tile Symbols:** **Dragon** (Move Dragon to tile)

**Magic Portal** (place Follower on unoccupied and uncompleted feature)

**Princess:** (Evict a Knight from city)

## Scoring: Once a road, city, farm, or cloister is completed, it is scored

In-Game Scoring	
Completed Road	1 point per tile (+1 point to Scout)
Completed Road (with Inn)	2 points per tile (+1 point to King)
Completed City (2 tile city)	2 points + 1 point per pennant (+1 point to King)
Completed City (3+ tile city)	2 points per tile + 2 points per pennant
Completed City (with Cathedral)	3 points per tile + 3 points per pennant
Completed Besieged Cities	1 Point per tile – with Cathedral 2 pts per tile
Completed Cloister	Complete Ring of surrounding tiles: 9 points (+3 w/Friar)
Completed Farm * (Alt. If scored during game)	3 points for every completed city touching it (4 with pig) (uses Hans im Gluck 3 <sup>rd</sup> Edition scoring rules)
Completed Lake	2 points per tile + 2 points for fish
Completed Lake with Lighthouse	3 points per tile + 3 points for fish
If Fairy is present ... a follower on that tile	1 Point if on same tile at start of turn. 3 points when feature is scored

Alt House Rule: Filling a "3" or "4 sided hole" gives a second tile play to that player's turn.

### EXPANSIONS: (Count – King & Scout – Traders)

**Carcassonne's Quarters:** Castle - Cities **Blacksmith** - Roads **Cathedral:** Cloisters **Market:** Farms and Lakes

**The Count moves** features scored: Player's choice **Or** (D4) **1** – Castle **2** – Blacksmith **3** – Cathedral **4** – Market  
**Followers placed in Carcassonne**

- 1) When other player scores on tile placement **Or** 2) Initially, then as features are scored

**Followers moved from Carcassonne**, when Count is not present in Quarter **and**

- 1) When someone else is scoring **Or** 2) Player is placing his Follower on his just played Tile.

**King**: Compl's Largest City **Robber Baron**: Compl's Longest Road **Landlord**: Most Farmers **Friar**: Newest comp'd Cloister

**Builder**: added to one's City or Road -- a double play when feature is further added to. Removed upon scoring feature.

**Pig (& pig tiles)** may be added to existing farm **Trade Goods** given to player who completed the feature – scoring or not

**Completed City:** A city is complete when the city is completely surrounded by a city wall and there are no gaps in the wall.

**Completed Cloister:** A cloister is complete when the tile containing the cloister is completely surrounded by tiles.

**Completed Road:** A road is complete when the road segments on both ends connect to a crossing, a city segment, a cloister, or when the road forms a complete loop.

**Completed Farm** A farm is complete when it has non-farm boundaries on all edges and no tile-less holes within it.

**Completed Lake:** A lake is complete when its shorelines are joined together completely. Existing lakes must be added to, if possible, before starting another lake.

### (Alt. rules)

## End-of-Game

### Scoring:

To score a farm, follow these steps:

1. Identify each completed city.
2. Count the total number of farmers adjacent to the city in all adjacent fields. These farmers supply the city.
3. The player with the most farmers supplying the city earns the 4 points (5 if that player also has a pig in an adjacent field).
4. Mark each scored city as they are scored. (Rio Grande and Hans im Gluck 1<sup>st</sup> ed)

### Or

**Alternate:** Determine each farm's owners (remove other farmers), Score 3 points for every completed city that is being supplied (borders) each farm's fields. (4 points with Pig) (Hans im Gluck 3<sup>rd</sup> ed)

End-Game Scoring	
Incomplete Lake	1 point per tile
Incomplete Lake (with Lighthouse)	0 points per tile
Incomplete Road (without Inn)	1 point per tile
Incomplete Road (with Inn)	0 points per tile
Incomplete City (without Cathedral)	1 point per tile + 1 point per pennant
Incomplete City (with Cathedral or besieged)	0 points per tile
Incomplete Cloister	1 point per surrounding tile + 1 point for the cloister
King Card	1 point for each completed city <b>or 10 points</b>
Scout Card	1 point for each completed road <b>or 10 points</b>
Landlord Card	2 points for every farm building on the biggest farm including those at crossroads <b>or 1 point each for every farmer and pig on map</b>
Friar Card	2 points for every completed cloister and 1 point for every uncompleted cloister – counting only those that had been occupied. <b>or 10 points.</b>
Completed City <b>or</b> all Farms (See left)	4 points for player with most farmers +1 for pig (Besieged city: double) <b>Or</b> 3 points for each completed city bordering farm (4 points with Pig)
Most Wine, Grain, Cloth or Fish Tokens	10 points to player holding the most of each commodity. Both get the points if there is a tie.

### EXPANSIONS: (Princess and Dragon) (Alt. rules)

**Fairy must** move whenever a Follower is not placed on turn - Protects from Dragon Scores 1 if player has it on start of turn  
**Tile Symbols: Volcano** Move Dragon onto it **Magic Portal** (place Follower on an unoccupied and uncompleted feature)

**Dragon** Move Dragon 6 Tiles Players taking turns **Or** (D4) **1** – North **2** – East **3** – West **4** – South

**Princess:** (must evict one Knight from occupied city, **or** if empty city, may place follower **or** Draw and play an extra tile