

# Eldrbarry's Carcassonne Scoring Tables

Uses Basic Game and several expansions, including Abbot and Mayor, Shepherd and Sheep, and several other meeples.

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

In-Game Scoring	
Completed Road	1 point per tile (+1 point to <b>Robber Baron</b> )
Completed Road (with Inn)	2 points per tile (+1 point to <b>King</b> )
Completed City (2 tile city)	2 points + 1 point per pennant (+1 point to <b>King</b> ) or marked it as a Castle
Completed City (3+ tile city)	2 points per tile + 2 per pennant (+1 point to <b>King</b> )
* Castle (remains)	Scores same as first nearest completed feature
Completed City w/ Cathedral	3 points per tile + 3 per pennant
Abbot	Scores a Cloister after "improving it" and moves to a monastery or cathedral. +3 if cathedral city is scored.
Completed Cloister	Compl's Ring of surrounding tiles: 9 points (+3 if <b>Friar</b> ) (whoever "compl's" each cloister becomes the <b>Friar</b> )
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)
Adding a farmer or pig	(+1 to <b>Landlord</b> )
* Barn (remains)	place on "4 field intersection" Scores equally all adjacent farmers (who are removed)
*Shepherd	1 point for each sheep, Multiple shepherds all get points
*Abbey Tile "4 sided hole"	Scores all features completed around it.

**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.

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

## EXPANSIONS: King Robber Landlord Friar \* Builders & Traders \* Abbot \* Shepherd

**King** : Score Largest City **Robber Baron**: Score Longest Road **Landlord**: Most Farmers **Friar**: Completes last 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

**Abbot** - after completing a Cloister - moves to and from Ecclesiastical tiles to add to unfinished unoccupied Cloisters

**Shepherd** may be added to a played pasture (then draw a sheep or wolf) or scored instead of drawing and playing a tile.

– w/Added pasture tiles: Expand Flock (draw) or Score Flock (for all nearby shepherds)

## End-of-Game

### Scoring:

To score a farm, follow these steps:

**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)

### Or

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)

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)	0 points per tile
Incomplete Cloister	1 point per surrounding tile + 1 point for cloister ( <b>Abbot</b> may score in game)
Completed City or all Farms (See left)	4 points for player with most farmers +1 for pig Or 3 points for each completed city bordering farm (4 points with Pig)
Most Wine, Grain, Cloth	10 points to player holding the most of each commodity. Both get the points if there is a tie.
<b>King Card</b>	10 Points or 1 point for each completed city
<b>Robber Baron Card</b>	10 points or 1 point for each completed road
<b>Landlord Card</b>	1 point each for every Barn, farmer and pig on map Or 2 points for every farm building on the biggest farm including those at crossroads
<b>Friar Card</b>	10 Points Or 2 points for every completed cloister and 1 point for each uncompleted cloister – counting only those that had been occupied.
Barn	Scores 4 points per city to owner
Monastery	Scores tiles in the "Cross" (Horizontal / Vertical) with the Monastery in the Center

## Eldrbarry's Carcassonne with Variants

**King, Robber, Landlord, Friar** Earns 10 points to hold at end of game to holder. (Largest City and Longest Roads should be kept Marked) Most Farmers, Most recent Cloister

**Mayor Meeple** - His strength based on number of pennants in city when completed. Follower placement rules apply. May capture a city.

**Barn Meeple** - placed when completing an intersection of four fields - Scores all Farmers connected to it equally (they are returned to supplies) - Barn remains on map. Worth 4 points per city to owner at end of game. Useful way to return meeples to supply.

**Abbot Meeple** - Starts on play of a Cloister. After the addition of one or more tiles to it - it can be scored using unfinished scoring. (Mark cloister as scored with cube - return the Abbot to nearest "ecclesiastical institution".) On a later turn, Abbot may move to an unoccupied unscored Cloister instead of a Draw and Play. Earns 3 points if resident in a cathedral when its city is scored. Cathedrals, Abbeys and Monasteries may host multiple Abbots and Monks.

**Abbey Tile** - Fills a four sided hole. Scores any completed features around it. Adding a Monk scores it as a Cloister. May be used to house the Abbot. Gives a second draw and play.

**House Rule:** Filling any "three sided hole" earns a second draw and play.

**Builder Meeple.** Added to road or city under construction upon adding to the road. When feature scored by earns another draw and play. Placed on Scoring Tile or Returns to supply.

**Castles** - (3 each) Add when completing a "two tile football city" Castle will share the score of nearest feature to be completed after placement. It remains on the map. Scores on farms at end of game.

**Monasteries** - scored at end of game, if occupied by a praying monk or Abbot - scoring the number of tiles in an unbroken horizontal - Vertical "Cross" pattern.

**Shepherds & Sheep.** Shepherd Meeple can be added to a just played farm tile. Draws a Sheep token. When the farm is added to by anyone, the Shepherd draws again or scores the number of sheep pictured on the tokens (all shepherds in farm get the points equally.) when farm added to. Drawing a wolf devours flock and removes any shepherd(s) in farm to supply.

**River 1 & II (our house rules):** Any other sources, the river into a lake, lake by a city tile, and the river into a lake/volcano tiles are set to one side, and the remaining tiles are mixed and placed face down. The source of the river is placed in the middle of the table. Then each player takes turns placing tiles until the fork has been played. Then the other spring piece is shuffled in, when drawn one of the branches becomes a tributary. Players continue adding tiles to either on left or right branches of the river. The River/volcano tile or river/lake tiles are placed last and not considered a turn. The river tiles can be placed as the player wishes, except for two exceptions: no 180° turns, and the two river branches are not allowed to be connected. As in the normal game, every player can place a follower as he or she wishes. No follower can be placed on the river itself. The player who places the volcano is not allowed to place a follower on this tile, and takes another tile immediately, thus beginning the normal game. Farms do not wrap around Springs, unless other tiles are added to create a green belt around the Spring tile.

**EXPANSIONS: (Princess and Dragon) Adds 30 Tiles (Alt. rules)**

**Fairy** must move when a Follower is not placed - Protects from Dragon Scores 1 at start of turn +3 points scored feature  
**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

**(Count)**

**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 another 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.

**(Tower Now: "Reach for the Skies") Adds 18 Tiles**

After playing a tile, if a player chooses not to place a follower on that tile, they may do 1 of the 3 following moves:

- 1) Place a tower piece on any tower base on the board.
- 2) Place a tower piece on any tower piece on the board that does not have a meeple on it.
- 3) Place a meeple on any tower piece on the board. Remains till end of game.

Captures: Adding a segment captures meeples w/n tower' height range

Captured: Meeples immediately exchanged. Or ransomed at cost of 3 points to player holding prisoner

**(Lake)**

**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.

Completed Lake	2 points per tile + 2 points for fish
Completed Lake with Lighthouse	3 points per tile + 3 points for fish
Incomplete Lake	1 point per tile
Incomplete Lake (with Lighthouse)	0 points per tile

10 Points for the player with the most Fish at end of Game

# King, Robber Baron, Landlord, Friar: A Carcassonne Variant

Using the **King and Bandit** tiles (from King and Scout) and the **Labourer and Mendicant** tiles, and various BGG discussions, this should be a playable variant using these tiles or some cards specially made up for play. Using these four tiles encourages the finishing of other player's features since the tiles are awarded to players who complete features whether or not they are the ones who score on them, and the building of larger cities and longer roads. These tiles will probably change hands frequently – spreading their points among the players.

**The King tile is held by the player who has currently "completed" - not "scored" –the largest city.** The **King** Tile will change hands whenever a larger city is scored by someone else. The **King** scores a single point each time whenever any additional cities are scored by any player. This might even make players think twice about scoring football cities as they score points for the **King** as well. For the **King**, it is the tribute expected of loyal subjects. At the end of the game, the final holder of the **King** tile scores 10 points.

**The Robber Baron is held by the player who has currently "completed" –not "scored"– the longest road.** It will change hands when a longer road is scored by someone else. The **Robber Baron** scores a single point each time whenever any additional roads are scored by any player. For the **Robber Baron**, it is his portion of "the take." At the end of the game, the final holder of the **Robber Baron** tile scores 10 points.

\*\* The size of the current largest city and longest road can be tracked with a couple of markers (coins) on the scoring track, advancing them as larger features are scored.

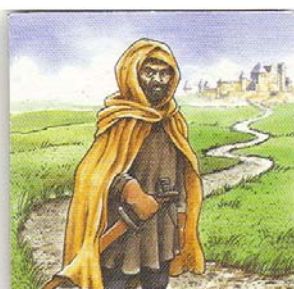
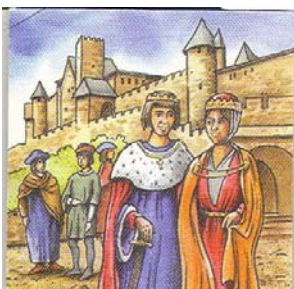
**The Landlord tile belongs to whoever currently has the most farmers on the board –** The **Landlord** scores 1 point for its holder each time a farmer or pig is added to the board by any player. (A possible variation might be to take that point from the player who places a meeple farmer or pig as payment of rent.) At the end of the game, the final holder of the **Landlord** card scores one point for every farmer and pig on the board, regardless of color.

Another variation for the **Landlord** card could involve scoring additional points for the **Landlord** whenever anyone "completes a settled field." Completed farms must be completely enclosed by a border of roads, city walls, and river banks, and "settled" (i.e. occupied by someone's meeple). The **Landlord** would score 2 points for every farmyard (the small little houses pictured on the tiles, including any located at crossroads within that farm's boundaries. While this would not happen very often, it adds some more possibilities to a sharp eyed **landlord**.)

**The Friar tile is held by the player who "completed" the most recent cloister (i.e. places the 9th tile which completed the cloister) regardless of who scored.** As a result, the **Friar** tile will change hands frequently. It scores one point ("for the true God") but only when someone else scores that cloister. However if the holder of the **Friar** completes another cloister while already holding the **Friar**, the **Friar** scores an additional three points ("for the Trinity") which are added to the nine points he received for scoring the cloister - thus scoring 12 ("for the twelve apostles.") This probably won't happen often. It represents the patronage of the church by a zealous follower. The final holder of the **Friar** scores 10 at the end of the game.

The tiles from King and Scout and Labourer/ Mendicant could be used or - or tiles or cards could be made with a "crown" (for the **King**), "a bag of loot" (for the Robber Baron), "a sheaf of grain" (for the **Landlord**) and "the head of a bishop's crook", or "a celtic cross" (for the **Friar**).

This variant is not too complicated, and should be easy to add into Carcassonne play - and along with trade goods, add incentive to finishing other players' features. Of course it would be the responsibility of the King, Robber, etc., to pay attention and make sure they get their points scored when others are scoring features. If playing with a hand of three tiles, or with the Dragon or Tower expansions, it adds more interesting strategic dimensions as players scheme for ways to be the final holders of one or more of these tiles. The final points are more in line with the trade goods bonuses, than the excessive points of the original King and Bandit which scored on total numbers of cities or roads.



## Abbot Variant for Carcassonne

**Abbot Meeples** in Player Colors are available. Abbots can only be placed on Cloisters, Monasteries, in an Abbey or Cathedral; or in the Church district of the Count of Carcassonne City - if that variant is being played. If tiles for the German Monasteries Mini-expansion are available, add one less monastery than the number of players to the draw bag.

If Abbot Meeples are not available, an Abbot can be designated with a meeple standing on its side in prayer, only one allowed per player.

An Abbot begins play on a just played Cloister tile, instead of a follower. He always begins his service in a just played Cloister. If at least one tile has been added to the ring around a Cloister with an Abbot, it can be scored as an unfinished Cloister and the Cloister should be marked as scored. If a monastery or a Cathedral has been played, the Abbot meeple can be moved to the nearest whether scored or not. If not, he will be returned the player's supply. Additional scoring of scored (yet unfinished) cloisters isn't allowed, even if completed later.

If the Monastery has been played, an Abbot can be played there after a placing a tile instead of adding a follower to the tile just placed. In a later turn, again instead drawing and playing, instead the Abbot can be moved to any unfinished Cloister that has not had a (monk) follower placed on it, or that has been scored earlier. It cannot be fully ringed. With the addition of at least one more tile, the Cloister can be scored as an unfinished Cloister and marked as scored - with the Abbot moving on as above.

If a Cathedral has been played, regardless of whose follower occupies the city, any player may place his Abbot in the Cathedral after playing a tile on their turn instead of adding a follower. The Monasteries and the Cathedrals may have more than one Abbot in residence. Church folk are hospitable to each other. And general Church meetings and Councils sometimes take place.

Any player with an Abbot in a Cathedral may, instead of drawing and playing, may move his Abbot to an unfinished, unoccupied cloister that has not yet been scored. The Abbot is on a mission trip. After at least one more tile has been added to the ring around the cloister, that cloister can be scored and marked as such, as above. The Abbot will return to the nearest Abbey, Monastery, or Cathedral, whether scored or not, and may on a later turn venture forth to another Cloister mission.

When a completed city with a Cathedral is scored, an additional 3 points is given each player who has an Abbot there.

Monasteries are not scored until the end of the Game. It must be occupied at that time by a praying Monk (a regular follower on its side) or the Abbot meeple. If a Monk, it scores like a regular Cloister. If an Abbot, it is scored one point for each continuous tile in the vertical column above and below, and the horizontal row to left and right, including the monastery tile in the center of this "cross".

If a monastery is located in a completed farm, it is included with the other completed cities for scoring the Farm. Monks have to eat too.