

Scoring

Once a road, city, or cloister is completed, it is scored (Note, that the object is scored, NOT the followers therein). The followers ultimately determine *who* gets the points, but not the number of points.

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)
Completed Lake	2 points per tile + 2 points for fish
Completed Lake with Lighthouse	3 points per Lake + 3 points for fish
If Fairy is present when a road, city, cloister, or lake is scored, a follower on that same tile	3 points

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. **Completed Lake:** A Lake is complete when its shorelines are joined together completely.

In order to score a farm, follow these steps: Identify each completed city.

1. Count the total number of farmers adjacent to the city in all adjacent fields. These farmers are said to supply the city.
2. 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).
3. Consider placing a token or a marker of some sort in each scored city; this may make it easier to accurately tally the points by identifying the cities that have already been scored.

The following table summarizes the **End-of-Game Scoring**:

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
Scout Card	1 point for each completed road
LandLord Card	2 points for every farm building on the biggest farm including those at crossroads
Friar Card	2 points for every completed cloister and 1 point for every uncompleted cloister – counting only those that had been occupied by a follower at some point.
Completed City	4 points for player with most supplying farmers +1 if supplying player has pig in adjacent field. Besieged cities count double.
Most Wine Tokens	10 points
Most Grain Tokens	10 points
Most Cloth Tokens	10 points
Most Fish Tokens	10 points