Klaus-Jürgen Wrede

Carcassonne

25



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Carcassonne 25

Carcassonne is celebrating its 25th anniversary with a special retro-edition! Travel back in time and discover brightly coloured meeple and newly designed tiles with a pixelated look. This limited edition includes the base game, the river and the new mini-expansion 'The Pixel Fountains'.

COMPONENTS & SETUP

Welcome to ***Carcassonne***! After reading the rules for the base game (pages 2-5), you can already start your first game. We will start by explaining the game components and how you set them up.

71 Land tiles *(standard back)*
The square **land tiles** depict green **fields** with **roads**, **cities** and **monasteries**.


Tile with a road segment


Tile with a city segment


Tile with a monastery

12 River tiles
These land tiles show a river. They have a **dark back** and will be explained later. If this is your first game, you won't need the river tiles. Return them to the box.







1 Starting tile
You can recognize the starting tile by its **dark back** and that it shows **no river** on the front. Place the starting tile in the middle of the table. This is the start of the **play area**.

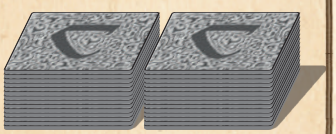

Standard back


Dark back



To set up the game, shuffle all the standard land tiles and place them face down in several stacks on the table so that everyone can access them easily.


Starting tile


Several face-down tile stacks

Place the **scoreboard** near the play area.


Meeple

40 Meeple
The so-called **meeple** ('meeple' is a combination of '**my people**', which is both singular and plural) represent your followers in the game. There are 5 sets of **8 meeple** each in the colours **neon blue** , **neon pink** , **neon green** , **neon yellow** and **neon orange** .
Hand each player their **own supply** of 7 meeple in their chosen colour. Place the 8th meeple of each colour on **space 0** of the scoreboard. This is your **score meeple** that marks your score. Return all the meeple of the colours that are notbeing used to the box. Then you are done with the setup.

Spare parts: If any game components are missing or damaged, contact us at service@cundco.de

OBJECT OF THE GAME

Turn by turn, you will add land tiles to the play area. This will gradually create a landscape with different features such as monasteries, roads, cities and fields. You can deploy your meeple as monks, travelers, knights and (later on) farmers. They can score you points during the game but also at the end. For who has the most points and therefore wins the game is decided after the final scoring!

GAMEPLAY

Players take turns in clockwise turn order. The youngest player starts. In your turn you must resolve the following **3 actions** in the **indicated order**. Then it's the next player's turn and so on. First, we list the actions and then explain them as if it were your turn. After reading the rules, you can explain them to the other players in exactly the same way.
The 3 actions are:

1. Place a land tile
You **must** draw **exactly 1 land tile** from the face-down tile stacks and **place** it in such a way that it **matches** the land tiles in the play area.



2. Place a meeple
You **may** place **1 meeple** from **your supply** on the tile you just placed.



3. Score points
You **must** resolve **all scorings** triggered by placing your tile.



Now we will look in detail at what the **features** (**roads**, **cities** and **monasteries**) on the land tiles mean. We will explain them to you as if you had drawn a tile with the respective feature in your turn. Let's start with the roads:

The Roads

1. Place a land tile

The tile you have drawn shows 3 roads starting from a village. You must place it in the play area adjacent to **matching** land tiles. This means that an open road must be continued by another road, a field by a field or a city by a city.



You place this tile. The road matches the road and the field matches the field.

You place your tile so that it continues the road and the field.
In the rare case that you **cannot** place a matching tile **anywhere**, return the tile to the box and draw a new one.

2. Place a meeple

After placing the tile, you **may** place 1 meeple from your supply as a **traveler** on a **road on this tile**. However, this is only possible if there is **no other meeple** anywhere on the same road.



You place a meeple as a traveler on the tile you just placed. As there is no other meeple on that road, this is allowed.

The road is now occupied by you, but is still open and not completed. Therefore, no points are scored in this turn (**Step 3**) and it is the next player's turn in clockwise order. That player now draws a land tile and places it. Since there is already a meeple (your traveler) on the road leading to the right of the village, they **cannot** place a meeple on that particular road. Instead, the player places their meeple as a knight in the city on the tile they just placed (more on cities later).



The road to the right is already occupied. Neon blue decides to place a meeple in the city.

3. Score points

If a road was **closed at both ends** in **Step 1**, this road is **complete** and will now be **scored**. An end of a road is considered closed if it leads into a village, a city, a monastery or another part of the landscape that clearly closes it off visually. In our example, your road is closed at both ends and is now scored! It does not matter who placed the tile that completed the road. For **each tile** of your completed road you score **1 point**. As your road consists of 3 tiles, you score 3 points!

To keep track of your points, the scoreboard comes in handy. Move your score meeple forward 1 space for each point you score. In this example you move your score meeple 3 spaces forward. Whenever your score meeple reaches **space 0** again, you count your score upwards from 50, 100, 150 points and so on.

After scoring any feature (the road in this case), all players **return** all meeple that occupied the scored feature **to their respective supplies**.

Important! A road is also complete when it forms a closed loop that leads into itself.



You return the meeple that just scored 3 points to your supply.
The neon blue meeple is not returned as it occupies another feature. Its city is still open and has not been scored yet.

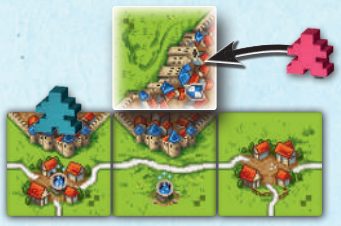
The Cities

1. Place a land tile

As always, you first draw a land tile and place it adjacent to matching land tiles in the play area. An open city can only be continued by another city segment.

2. Place a meeple

Next, check if the continued city is already occupied by another meeple. Since there is no meeple in that city, you may place one of your meeple as a **knight** on the **city** segment of the tile you just placed.

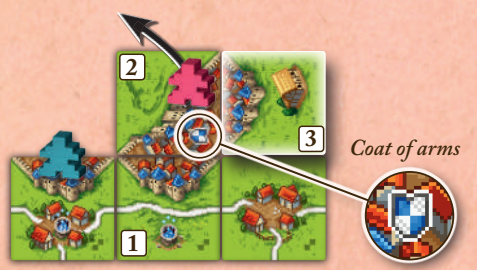


You have placed the tile so that it continues the open city. That city is not occupied, so you may place your meeple there.

3. Score points

In your next turn, you place the highlighted tile completing your city feature. A city is considered complete when it is **fully surrounded by city walls** and there are no gaps inside that city.

As you have a meeple in this city, you now score it.
Each tile showing a segment of the city scores **2 points**.
Additionally, each coat of arms in the city also scores **2 points**. As with any other scoring, you then return your scored meeple to your supply.



This city consists of 3 tiles and has 1 coat of arms. So you score 6 + 2 = 8 points! You then return your scored meeple to your supply.

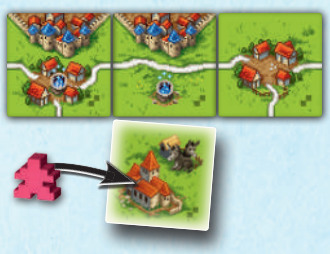
The Monasteries

1. Place a land tile

As always, you first draw a land tile and place it in the play area. Monasteries are always located in the centre of the tile. When placing it, you still need to make sure that the edges match all adjacent land tiles.

2. Place a meeple

If you have placed a tile with a **monastery**, you may place a standard meeple on it as a **monk**. You place the meeple from your supply onto the monastery.

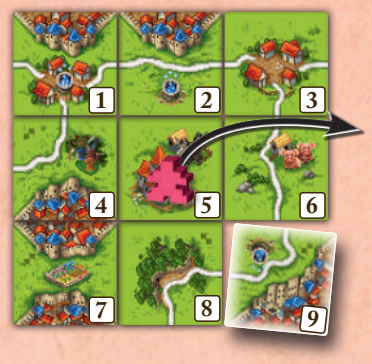


The monastery is always located in the centre of a tile.
You may place it here, as the field matches the field. Then you place a meeple on it.

3. Score points

A monastery is considered complete when it is **surrounded by 8 adjacent tiles**. This refers to the 8 tiles that are **directly** or **diagonally** adjacent to the monastery. Once your monastery is completed, you score **1 point** for each tile, including the monastery itself, for a total of **9 points**. Then, you return your scored meeple to your supply as usual.

Finally! With this tile the monastery is completely surrounded. You score 9 points and return your meeple to your supply.



Now you know the most important rules and may **start playing**. In the following section, we will clarify details on **special cases** and the **final scoring**, so that you can look them up when the time comes.

Several meeple on a single feature

During the course of the game, it can happen that several meeple occupy the same feature (road, city, etc.) by later connecting their separate features. You can find examples of this below.

Determining majorities

If meeple of several players are involved in the scoring of the same feature, you must first determine the **strength** of all players on the scored feature. **1 meeple** has a **strength of 1**. Add up the strength of your meeple on the feature and compare it with the strength of the others. If your total strength on the feature is higher than that of the player with the second-highest total strength, you have the **majority**. In this case, **only you** score this feature.

If there is a tie for the majority, each tied player scores **the full number of points** for that feature.
After scoring, all players return their meeple from the scored feature to their supplies (even if they didn't score).



The tile you drew could continue the road on the bottom-left tile. Because there is already a meeple on that road, you would not be able to place a meeple on that road.
So instead, you place the tile such that the roads are not directly connected and place your meeple on the newly placed road.



In one of your next turns you draw this tile and place it next to the open road. There are now 2 meeple on one single connected road. As that road is complete, it is now scored. You and neon yellow each score 4 points and return your meeple to your supplies.



You hope to get the majority in the neon yellow player's city, so you place a tile with a city segment as shown and place one of your meeple onto it as a knight.
You may do this because the city segment on your placed tile is not connected to another occupied city.



You got lucky and drew a tile that connects all 3 cities to one single big city.
You now have the majority with a strength of 2, so only you score 12 points for the city.
You and neon yellow both return your meeple to your supplies.

GAME END & FINAL SCORING

The game ends when **all land tiles** from the face-down tile stacks have been placed and no player is able to place another tile in their turn. Before determining the winner of the game, you must resolve the **final scoring**.

Final Scoring

Now, all incomplete features still occupied by meeple are scored as follows (determine majorities as usual):

- Each incomplete road scores **1 point** per tile, just like during the game.
- Each incomplete city scores **1 point** per tile and per coat of arms, so only half the points.
- Each incomplete monastery scores **1 point** and **additionally 1 point** per tile that is directly or diagonally adjacent to it.
- Optional: Each field scores **3 points** for each complete city touching that field. A field itself is never considered complete even if it is fully enclosed by landscape features (see *The Farmers*, Rules Supplement page 1).

Final Scoring - City: *Neon green has the majority in the large incomplete city and scores 8 points for it (5 tiles and 3 coats of arms). Neon orange does not score any points.*



Final Scoring - Monastery: *Neon yellow scores 4 points for this incomplete monastery (3 surrounding land tiles and the monastery itself).*

Final Scoring - City: *Neon blue scores 3 points for this incomplete city (2 land tiles and 1 coat of arms).*

Final Scoring - Road: *You score 3 points for the incomplete road (consisting of 3 land tiles).*

Once all final scoring has been resolved, the player with the most points wins this game of **Carcassonne**. Congratulations! (In the event of a tie, all tied players win).

Once you have played a few games, we recommend adding the rules for the **farmers** (Rules Supplement page 1). Are you up for new challenges? Then take a look at the rules for the expansions **The River** and **The Pixel Fountains** (Rules Supplement page 2).

Quick Overview

1. Place a land tile

Draw **1 tile** and place it so that it matches the landscape. In the rare case that you **cannot** place a matching tile **anywhere**, return the tile to the box and draw a new one.

2. Place a meeple

You may place exactly **1 meeple** from your supply on a feature on the land tile you just placed.
This is only possible if that feature is **not** occupied by another meeple.

3. Score points

Scoring is resolved at the end of a turn if **1 or more features** have been **completed** in that turn.

- A **road** is completed when it has no open ends. You score 1 point per tile with a road segment.
- A **city** is complete when it is fully surrounded by a city wall and it has no gaps.
  You score **2 points per tile** with a city segment and **2 points per coat of arms**.
- A **Monastery** is complete when 8 tiles are directly or diagonally adjacent to it.
  You score **9 points** for a complete monastery (1 point per surrounding tile and 1 point for the monastery itself).

If several players are involved in scoring, only those with the majority score the points.
After scoring, return all involved meeple from the scored feature to their respective supplies.

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Want to make your Carcassonne 25 experience even more immersive? You'll find the perfect music here!

Graphic Design: Franz-Georg Stämmele
Layout & Art Direction: Laura Leiz

RULES SUPPLEMENT

After playing a couple of games of Carcassonne, you can add new content. Begin with **The Farmers**, that add a new ability to your meeple. Afterwards try **The River** and **The Pixel Fountains**. Have fun!

The Farmers

1. Place a land tile

As always, you draw a land tile and place it, continuing the landscape.
The green landscapes are features called **fields**.

2. Place a meeple

You may place a meeple **lying down** on a **field** as a **farmer**.
Unlike travelers, knights, and monks, which are all placed standing up, farmers are placed lying down on their field feature.
This is a reminder that farmers and fields are scored only in the **final scoring**, not during the game the way other meeple are.
As with other features, you may lay a farmer only on a field that does not already have another farmer on it.

The fields are separated by cities, roads, the river (see mini-expansion **The River**), and other landscape features that visually separate fields.
For instance, the example to the right shows 3 separate fields.



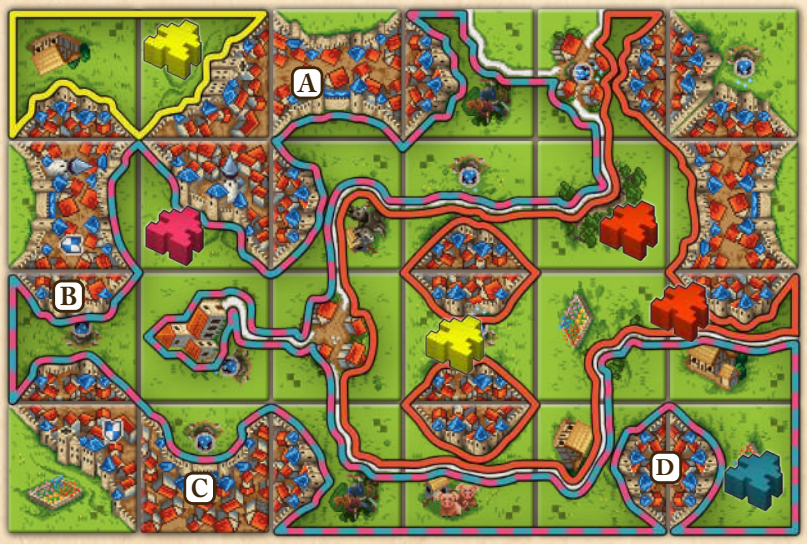
*You place a tile that continues a large field stretching from your tile along the road all the way to a city where you have a knight.
This field is not occupied. So you may place a meeple lying down on this field as a farmer.*

3. Score points

Unlike other features, a field is **never** considered **complete**. Even if a field is fully enclosed by landscape features, farmers do **not** score points and are **not** returned to your supply **during the game**. Fields are scored **only** in the **final scoring**.

Final Scoring

At the end of the final scoring, you resolve the **farmer scoring**. If a field is occupied by several farmers, determine the majority for each field as usual. Whoever has the majority on a field scores **3 points** for **each complete city touching** that field. A single complete city can be scored by multiple fields.



*This field occupied by neon pink and neon blue is touching 3 complete cities A , B , and D. This field scores 3 x 3 = 9 points.
Since pink and blue are tied for the majority, both players score 9 points.
City C is not complete, and does not count towards this field's scoring.*

*Neon orange and neon yellow both have farmers on this field .
Neon orange has the majority on this field, and scores the full 4 x 3 = 12 points for the 4 complete cities touching this field.*

Neon yellow has a farmer on the field in the top left corner, and scores 2 x 3 = 6 points for the 2 complete cities, A and B, touching that field.

Quick Overview

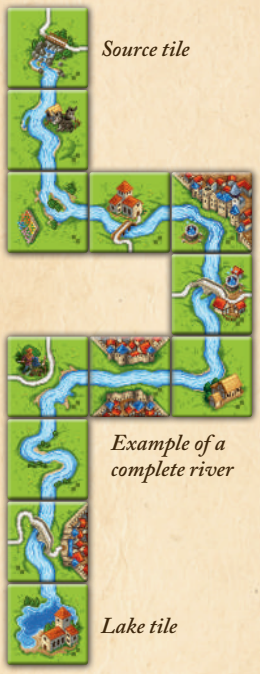
- Farmers are placed **lying down**.
- Farmers are not scored until **final scoring**.
- Each complete city touching a field scores **3 points**.

The River

The River is the first mini-expansion in the ***Carcassonne*** universe.
It embellishes the landscape while also varying the starting play area.

Components & Setup

12 land tiles show a river and have the same **dark back** as the starting tile. These are the **river tiles**.
Replace the **starting tile** with the river's **source tile**. Set aside the **lake tile**. Shuffle the remaining river tiles and stack them face down. Then, place the lake tile at the **bottom** of the river tile stack.



Gameplay

At the beginning of the game, instead of drawing tiles from the usual land tile stacks, the players **must** draw from the **river tile stack** until all the river tiles have been placed. Each river tile must be placed so that it continues the river.
Thus, the river will continue to lengthen until it ends with the **lake tile**. You may place a meeple on a river tile **following the usual rules**. You may not place meeple on the river itself.

Important! To prevent the river from flowing into itself: Tiles with a river bend may **not** turn directly into the same direction one after the other. For the same reason, you must **not** place a river bend in the direction **opposite** to the flow direction of the river **source**.

After all river tiles have been placed, you continue the game as usual, drawing and placing land tiles from the tile stacks.

The Pixel Fountains

The Pixel Fountains mini-expansion is included only in this Carcassonne 25 Special Edition.
It introduces the pixel fountains, which you may already have noticed on some tiles.
The fountains allow you to place meeple on features that are already occupied.


Pixel Fountain

Components & Setup

Changes for a **2-player** game: Each player takes 2 additional meeple of a different unused colour. These 2 meeple count as meeple of your own colour. You therefore both have a supply of 9 meeple (+1 score meeple).

1. Place a land tile

If you draw a land tile with a pixel fountain, you place it as usual.

2. Place a meeple

After placing a tile with a **pixel fountain**, you may place a meeple on this tile as usual. **Instead**, you may place a meeple on **any other tile with a pixel fountain** that does not already have one of your meeple on it. It does not matter whether one or more meeple of another colour are already on that tile, or whether you already have a meeple on that feature.

You may **not** place a meeple as a farmer in this way. You may not place a meeple on an complete feature.


You draw a tile with a pixel fountain. After placing it, you decide to place your meeple on a different tile with a pixel fountain.
You and neon blue now have meeple on the same tile. You now have the majority in the city.

3. Score point

A completed feature with a pixel fountain is scored as usual at the end of a turn. After scoring, all players return their involved meeple to their respective supplies.


The city just got completed.
You have the majority, so you score 12 points.
Neon blue scores no points.

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