Carcassonne - Condensed Rules & Order of Play

The word "you" throughout this document refers to the active player.

The word 'meeple' and 'follower' mean exactly the same thing and are used interchangeably throughout this document. They refer to your normal meeples, large meeple, abbot meeple, ringmaster, phantom, mayor and wagon (considered to be pulled by an unseen meeple). Special figures refer to a player's builder, pig, barn & shepherd. They are not followers / meeples. Neutral figures do not belong to any player and include: dragon, fairy, mage, witch, big pink pig, big top, teacher and the Count. The word "figures" refers collectively to all followers, special figures and neutral figures. Meeples placed on the scoreboard (to track players' scores) are called scoring meeples, and counting figures refer to either or both scoring meeples and messenger figures.

In a few instances, the same word is used to refer to quite different things, so clarification is provided in the document:

- There are 2 different types of **cathedral** with different functions: Expansion 1 cathedrals and German cathedrals
- There are 2 different types of **castle** with different functions: Expansion 8 castles and German castles
- There are 2 different types of **abbot** with different functions: Abbot meeples and special abbots
- There are 2 different types of **monastery** with potentially different functions: Base monasteries and special (German, Dutch & Japanese) monasteries.
- There are **Robber** special figures placed on the scoreboard to steal points, whilst a Robber Baron token & tile are used to mark the longest road.

Step 0: Start of Game
  - **Choose expansions**
  - **Choose starting tiles**
  - **Agree rules**

- Decide which **expansions**, if any, to use with the Carcassonne base game.
- Decide which **starting tiles** to use (base game start tile, River I, River II, city of Carcassonne, Spiel Doch!, wind rose, school, markets of Leipzig, Wheel of Fortune) & put all other starting tiles to one side so they are not used in the game. The Wheel of Fortune 4x4 tile could be used off the playing area, rather than using it as a starting tile.
- Identify and agree any **rule variants** or house rules, resolve and agree any points of interpretation and clarify areas of potential misunderstanding or contradiction.

- If playing with the **school**, place the teacher on the school but wholly on one of the two school tiles (it cannot straddle the tiles).
- If playing with the **Wheel of Fortune**, place the big pink pig on the 'fortune' sector of the wheel, its nose pointed to the right (clockwise).
- If playing with the **River I** or the **River II** starting tiles, set aside the source, river fork (if using River II) and lake tiles. Shuffle the remaining river tiles and stack them face down. Put the lake tile at the bottom of the stack, place the source tile face up as the starting tile, and then the first player places the fork tile (River II) or draws from the face down stack.
- If playing with the **messengers**, shuffle the message tiles, place them face down in a stack to one side and place each player's messenger on the zero space of the scoreboard.
- If playing with **circus** tiles, mix up the animal tokens face down and put them in a stack face down to one side.
- If playing with **special monastery** (German, Dutch or Japanese) or **Darmstadt** church tiles, (optionally) remove 6 or 2 (respectively) base game monastery tiles and set these to one side so they are not used in the game.
- If playing with the **barber surgeon** tiles and with 2 players, at the start of the game discard 2 of the 6 barber surgeon tiles. Discard 1 barber surgeon tile if playing with 3 players. Keep all 6 tiles if playing with 4+ players.
- If playing with **markets of Leipzig**, give every player an extra normal meeple.
- If playing with **abbey, German castle, tower foundation** or **tunnel** tiles or with **bridges, castles** or **little buildings**, distribute these to each player at the start of the game according to the following table:

Total # per player	# players					Comments
	2	3	4	5	6	
Tiles - Abbeys	1	1	1	1	1	Distribute one Abbey tile to each player at the start of the game
Tiles - German Castles	2	2	1	1	1	Distribute the same # of tiles to each player at the start of the game
Tower Floors	10	9	7	6	5	Distribute the same # of Tower Floors to each player at the start of the game
Bridges	3	3	3	2	2	Distribute the same # of Bridges to each player at the start of the game
Castles	3	3	3	2	2	Distribute the same # of Castles to each player at the start of the game
Little Buildings - # sets of 3	3	2	1	1	1	Distribute sets of 3 to each player at the start of the game
Tunnel tokens - # of pairs	3	2	1	1	1	Distribute pairs of Tunnel tokens to each player at the start of the game

1. Each player places one of their normal meeples from their supply on the zero space of the scoreboard.
2. Except the starting tile(s) and the tiles distributed above, put all other landscape tiles in a bag and mix them up.
3. Choose a player at random or by mutual agreement (eg. the youngest) to start.
4. Lay out the starting tiles, or play the tiles for River I or/& II following the order of play below. If using River tiles, you cannot make a river turn twice in a row in the same direction (a U-turn).
5. Then play the rest of the tiles (from the bag), again following the order of play below.

Any time during your turn:
- Triggered actions

1. If playing with the **Messengers** (Dispatches) expansion:

   a) Whenever you score points for a scoring event, you **must** choose and move either (but not both) your scoring meeple or your messenger along the scoreboard by the number of points scored.

   b) If <u>at any time during your turn</u> (but only during your turn), your scoring meeple or your messenger moves as a result of a scoring event and stops on one of the <u>dark spaces</u> (0, 5, 10, 15, etc.), you **must** immediately draw and resolve the top message in the face down stack of messages. You can only draw a message tile when your scoring meeple or messenger is alone. If another player's scoring meeple or messenger is on a dark space when you land there, you do not draw a message tile. Payment of points (eg. bidding in a bazaar, payment to escape bath houses or to return a meeple captured by a tower) does not count as a scoring event. If your robber steals points from another player, this does count as a scoring event. Points scored from a message tile also count as a scoring event, and this can lead to a chain of scoring (receive points from resolution of a message tile, move counting figure, land on a dark space, receive another message which you must resolve immediately...).
   The word **MESSAGES** below indicates when a message tile may need to be taken and resolved.

   c) To resolve a message, you must either:
   - Perform the action shown on the message, OR
   - Score 2 points (as shown in the bottom-right of the message tile).
   The message tile is then placed face down at the bottom of the stack. **MESSAGES**

   The 8 message tile actions are:
   - **Shortest road**: Choose the road on which you have a highwayman and that would be worth the fewest points to you (you do not need to control the road). You score the number of points the road would score during final scoring. Your and other players' highwaymen remain on the road. Note that a road with an inn on it is worth 0 points since it is incomplete.
   - **Smallest city**: The same as above, but for cities instead of roads. Note that a city with a cathedral in it is worth 0 points since it is incomplete.
   - **Smallest monastery**: The same as above, but for monasteries instead of roads.
   - **Add a landscape tile**: Draw one tile from the bag and place it using normal rules. You may also place a meeple or other figure on it and score it (?), also using normal rules. **ROBBERS**
   - **2 points per coat of arms**: For each coat of arms in cities where you have at least one knight (you do not need to control the city), you score 2 points.
   - **2 points per knight**: You score 2 points for each of your knights. Your knights remain on their cities.
   - **2 points per farm**: You score 2 points for each of your farmers. Your farmers remain on their fields.
   - **Score a meeple and return it** to your supply: Choose a feature with one of your meeples on it, and score it as you would during final scoring. However, even if other players have control of the feature, only you score points, though you may choose not to. Then, return your meeple that was on that feature to your supply.

   If a tile extends a feature with a builder and it triggers the drawing of the "add landscape tile" message, the message action is played before the builder extra turn. If the "add landscape tile" extends the builder's feature again, this leads to another builder extra turn.

2. If playing with the **Robbers** expansion:
   a) <u>At any time</u>, if your robber is on the same space as another player's scoring meeple or messenger, and <mark>whether or not it is your turn</mark>, when that scoring meeple or messenger moves (from scoring points), your robber <u>"steals"</u> <u>points</u>. You score half the points that the other player scores (rounded up). The owner of the "robbed" meeple or messenger still gets all of their points. You then move your own scoring meeple (or messenger, but not both) accordingly along the scoreboard and return your robber to your supply. If there are multiple robbers on the same space as a meeple or messenger that scores points, each robber on that space steals from that meeple or messenger. Your robber only steals from other players - it cannot steal from you. **MESSAGES**
   b) If your robber is on the same space as a scoring meeple or messenger that moves as a result of points gained from robbing another player ('<u>rogue points</u>'), your robber does not score any points. Instead, your robber is placed on the same space as the scoring meeple or messenger that moved.
   c) Otherwise, your robber figure **must** take points from the <u>first allowable event</u>. You cannot wait for a later scoring event that might be worth more points. Each scoring event is separate from all others - each feature or event is scored individually by a robber: single feature points, fairy points, catapult points, Wheel of Fortune points, etc.
   d) If your robber is on the same space as more than one scoring meeple or messenger of another player, and more than one of them is scoring points for the scoring event, you **may choose** from which scoring meeple to steal.
   e) If your robber is on a space with a scoring meeple or messenger that moves <u>backwards</u> (eg. bath house payment, tower ransom), your robber moves backwards with that scoring figure, but you do not lose points. If your robber is with multiple scoring figures, and one of them moves backwards, you **may choose** to either move your robber backwards with that scoring figure or keep the robber in the same place with the other scoring figure(s).
   f) The word **ROBBERS** below indicates when your robber must take points if possible (unless rogue points were scored).

- **Choose if & when to take these actions**

3. You **may** ask for advice.
4. You **may** read the rules for the expansions you are playing with.

5. <u>At any time, but only once in your turn</u>, you **may** buy back any one of your imprisoned followers by paying the captor 3 points. Your counting figure moves backwards 3 points on the scoreboard and the other player's moves forwards 3 points. All types of followers cost the same to buy back. Although a builder repeat turn (repeat of Steps 2 to 8) or a bazaar auction (repeat of Steps 2 to 9A) each creates a new cycle of play within a turn, **prisoner buy-back** can happen only once in a turn (even if there is a builder repeat turn or bazaar auction cycle). **ROBBERS**

6. <u>At any time, but only once in your turn</u>, you **may** place one of your unused **tunnel** tokens on any currently unclaimed tunnel opening. The tunnel token then remains in place for the rest of the game. The colour of the tunnel token is only important for indicating which two tunnel openings are linked. The tunnel, once connected, is built for everyone and forms part of the associated road.

7. <u>At any time, but only once in your turn</u>, and once one or more **plague** infestations are active, you **may** move any one of your figures in play to another segment of the same road, city, or farm - no matter the distance. If a highwayman takes flight, it cannot cross road junctions or crossings. If a farmer takes flight, it may pass under a bridge, but cannot cross a road or leave its farm. Monks in monasteries cannot take flight. Your figure cannot take flight to or across a tile with a flea token (either active or latent), nor to a tile with an active outbreak token, nor over areas where there is no tile. It may take flight to a tile on which there is already another figure or figures (yours or another player's). You cannot use this mechanism to move one of your figures inside the city of Carcassonne or city of Leipzig, or on to a bath house or the crown spaces of the Wheel of Fortune.

Step 1: Begin Turn

1. If the **fairy** is next to one of your followers (or more than one if next to an acrobat pyramid), score **1** point per follower. **MESSAGES** **ROBBERS**

2. If no **fleas** are left in the supply, there are no more inactive (latent) fleas on the playing area and there is <u>more than one</u> active plague region, then you **must** eliminate the oldest outbreak, identified by the outbreak token with the lowest visible number in play. You must turn that outbreak token over on to its farm side and then turn over all flea tokens associated with it on to their latent (inactive) sides. There must always be at least one active plague region in play once the first plague source tile has been placed.

Step 2: Draw a Tile
- Choose tile

1. If you have a tile from a **bazaar** auction just completed, you **must** use that tile.

Otherwise:
2. If you have either an **abbey** tile or a **German castle** tile, you **may** use one and only one of these in place of drawing a tile at random from the bag of unused tiles.
3. If you did not perform 1) or 2), draw a tile at random from the bag.
4. Show the tile to all players.

5. If a **Wheel of Fortune** icon is on the tile, you **must** move the big pink pig clockwise around the 6 sectors of the wheel of fortune. The number of sectors to move is given by the number shown in the icon on the tile you drew.

   a) For the sector the big pig lands on, act upon the instructions for that sector (see diagram). Expansion 8 castles do count for scoring of the Famine sector as do cities of Carcassonne and Leipzig. Barns do not receive a score for Famine, but a pig and pig herd do. The Darmstadt churches score points for the Inquisition sector.
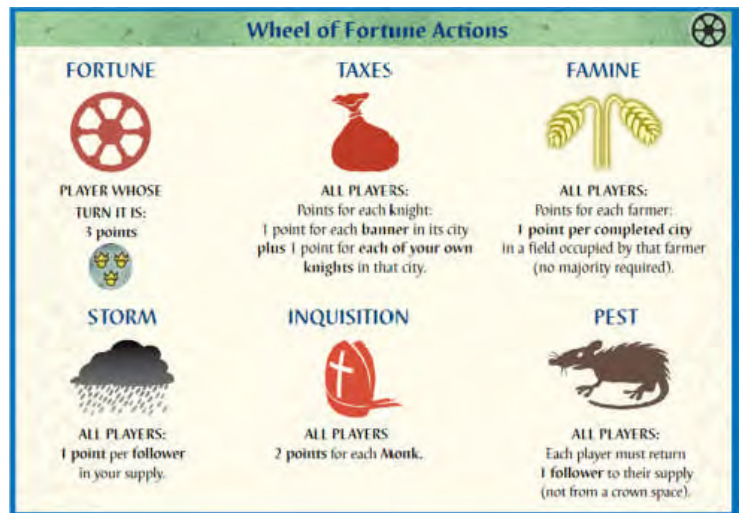
   b) Then score the followers on the crown spaces of that sector (3 crowns are on each space). A follower which stands on the only crown space in a sector scores 3 points. A follower that stands alone on a crown space in a sector with two spaces scores 6 points. If two followers stand in a sector with two spaces, each follower scores 3 points, even if both followers belong to the same player.

   c) Return the followers on that sector to their players' supplies. <mark>Determine the total number of points scored by each player from the Wheel of Fortune actions above. These count as one scoring event for:</mark> **MESSAGES ROBBERS**

- Choose plague-related actions

6. <u>At any time in your turn after drawing a tile</u>, if that tile was NOT a plague source tile and if one or more plague infestations are active, you **must** spread the **plague** by placing a flea token. You must take a flea token from the supply and place it active side face up on a tile which does not yet have a flea on it and is orthogonally adjacent (horizontally or vertically, not diagonally) to either the outbreak tile or a tile with an active flea already on it. If an active flea token is placed on a tile containing one or more <mark>player figures</mark> (meeples or special figures), they are returned to their players without scoring. However, barns and followers (meeples) in Expansion 8 castles are not affected because they straddle more than one tile - the plague only affects a figure wholly on a tile. The plague does not affect neutral figures.

   o If there are no more flea tokens in the supply, you may take any inactive (latent) flea token from the playing area and use it. If all 18 flea tokens are active and part of the same active plague region, you must take any one of them and move it to a new location adjacent to the active plague region following the above placement rules.

   o If as a result of the actions above, active flea tokens are no longer connected to an active outbreak token (through a chain of active, orthogonally adjacent fleas), they are turned over onto their inactive (latent) sides. Similarly, if inactive fleas become connected to an active outbreak token, they should be turned onto their active sides again. Consequently, fleas which have become inactive can become active again and vice versa.

   o If two or more active plague regions merge together (by connecting two or more active outbreak tokens through a chain or chains of active, orthogonally adjacent fleas), all outbreak tokens except the one with the highest number should be turned over on to their farm sides.

   o A flea token cannot be placed within and does not affect followers in the city of Carcassonne, city of Leipzig and crown spaces of the Wheel of Fortune. A flea token cannot be placed on a plague source tile.

   o Outbreak tokens that have been turned onto their farm sides can never become active again. A plague source tile with an outbreak token on its 'farm' side remains that way through to the end of the game. Because a flea token cannot be placed on a source tile, such a tile cannot be infected again by the plague during the rest of the game.

Step 3: Place the Tile
- **Choose where to place tile**

1. A tile **must** be placed so at least one of its edges touches another tile (it cannot be placed corner to corner). A newly placed land tile **must** match the adjacent tile features on all edges (city to city, road to road, field to field, river to river). If it is impossible legally to place a drawn tile, you **must** return it to the bag and draw a new one.
2. If a **volcano** symbol is on the tile, you **must** place the dragon on this tile.
3. If you draw a tile with a **dragon** symbol before the first volcano tile is placed, you **must** return it and draw a new tile.
4. If you draw a **plague** source tile before the first 18 tiles of the game are placed, you **must** return the plague source tile to the bag and draw a new tile. Otherwise, you **must** place the lowest numbered Outbreak token not yet in play on the plague source tile you have drawn and placed.
5. If a **hill** is on the tile, you **must** draw a second tile from the bag. Keep the second tile face-down and place it underneath the hill tile. Then, in this configuration, place the two tiles on the playing area using the normal placement rules for the hill tile. You cannot place an abbey tile under a hill tile.
6. If you have chosen to place an **abbey** tile, you **must** place it in an empty space which is already surrounded by tiles on its 4 orthogonally adjacent sides. The landscape features on the edges of the 4 adjacent tiles (fields, roads, cities) do not matter; the abbey tile will always fit such an empty space. If no such hole exists, you may not place your abbey tile.
7. A **shrine** tile **must** not be placed (horizontally, vertically or diagonally) adjacent to more than one monastery or abbey tile, and a **monastery** or **abbey** tile must not be placed adjacent to more than one shrine tile. A monastery tile includes **Darmstadt church** tiles and **special monastery** (German, Dutch and Japanese) tiles as well as regular (base game) monastery tiles and abbey tiles. Monastery tiles of any sort can be placed next to any other monastery tiles.
8. If a circus symbol is on the tile and it is the **first circus** tile to be placed, you **must** take the top animal token from the stack of face-down animal tokens, place it face down on the circus space, and place the Big Top on it.
9. If a **fruit-bearing tree** symbol is on the tile, you **must** place a stack of 4 fruit tokens (all of the same fruit type) on top of the tree symbol. Mix up the same type fruit tokens values face down and stack them with the values still face down. You can choose any of the types of fruit available (it does not matter which fruit type you choose).
10. If a **German castle** is on the tile, the tile when placed **must** not touch any other previously placed German castle tiles, either orthogonally or corner-to-corner (diagonally). The German castle tile counts as one tile eg. for placement, dragon movement, flier movement, tower range, in spreading the plague and for scoring,
11. If the **Vodyanoy** lake tile is placed, all followers from the 8 surrounding tiles are moved onto the Vodyanoy lake feature.
12. If there is a **quarter wind rose** on the tile and you place the tile in the appropriate quadrant of the playing field relative to the reference wind rose (blue full wind rose if placed, otherwise the full orange wind rose), you score **3** points.
    MESSAGES   ROBBERS

- **Choose how to complete a required tile-related action**

13. If a **gold** symbol is on the tile, you **must** place a gold piece on that tile and a gold piece on one adjacent tile of your choice (may be diagonally adjacent). Gold pieces are not placed on any specific feature and there is no limit to the number of gold pieces on any one tile.
14. If a **mage and witch** symbol is on the tile, you **must** place (or move) either the mage or the witch to an(other) incomplete road or city. The incomplete road or city can be on any tile, but the mage and witch cannot occupy the same feature as each other at any time. If you cannot place or move either magic figure (because there are no eligible locations), you must remove one of them from a tile and take it off the playing area.

- **Choose what optional tile-related actions to take**

15. You **may** build one **bridge** on the tile just placed or a tile orthogonally adjacent to the tile just placed. You may place your bridge <u>at any time during your turn after placing your tile</u>. The bridge must be placed either right-to-left or top-to-bottom but not diagonally. Both ends of the bridge must be in fields. Only one bridge can be placed per tile and the bridge remains in place until the end of the game. A bridge and a tower may occupy the same tile. You can only place a bridge on an acrobat tile if there is no acrobat on that tile. You **must** build a bridge if doing so is required to make the tile placement legal.
16. If a **robber** symbol is on the tile, you **may** place your robber on the scoreboard if you have not already done so. If you have already played your robber to the scoreboard, you **may** move it on the scoreboard. The next player may also place their robber on the scoreboard if their robber is still in their supply. The robber **must** always be placed on a space that has at least one counting follower or messenger of another player.
17. If you place the final tile that surrounds a **barber surgeon** tile and there is a follower in the bath house, the owner of the follower **may** remove and return the follower to his or her supply. You have no obligation to alert the owner to this opportunity. The returned follower does not score any points.
18. If you have followers in bath houses of **barber surgeon** tiles, you **may** pay to take one back into your supplies. You can choose which one you take back. The number of points you lose is the number shown on the bath house of the follower you are buying back (3, 4 or 5 points). **ROBBERS**
19. If **La Porxada** tile is placed, you **must** choose one of two options:
    a. Swap any one of your followers (normal meeple, large meeple, abbot, mayor, wagon, ringmaster or phantom) already in play with any follower of another player also in play. The followers being swapped can be of different types (eg. you can swap a mayor for a wagon etc.). How does this work? How identify the swapped figures? The other player can negate the exchange, but if so, they must eliminate one of their followers of their choice for the rest of the game.
    b. Play for an end of game bonus (see below 7.16).

Step 4: Move the Wood – Deployment Rules

Normal deployment rules:

1. You place one of your figures **from your supply** directly on to an allowed feature of the tile just placed.
2. You do not have to deploy, move or remove a figure in this Step (4A or 4B). **It is optional**.
3. You **can only** deploy one of your figures (either a meeple or a special figure) per turn cycle plus your phantom meeple.
4. Your figure **must** come from your supply (ie. a figure not currently in play).
5. You **can only** deploy your meeple or special figure to the tile you've just placed.
6. You **can only** deploy a meeple to a feature that is unoccupied by any other meeple (including your own).
7. You **can only** deploy your meeple or special figure to a feature that is allowed for that figure. The following table maps permitted deployments. Figures **cannot** be deployed to any other feature under normal deployment rules:

Feature to which a player's figure can be deployed using normal deployment rules		Expansion Introduced	Name for all meeples assigned to the feature	Meeple	Big Meeple	Ringmaster	Phantom	Abbot	Mayor	Wagon	Builder	Pig	Barn	Shepherd	Messnger	Robbers
- Roads	Basic road segment	Base	Highwayman	Yes	Yes	Yes	Yes			Yes	Yes					
	Labyrinth tile	Mini														
	Bridge piece (Expansion 8)	8														
- Cities	Basic city segment	Base	Knight	Yes	Yes	Yes	Yes		Yes	Yes	Yes					
	Cathedral (Expansion 1)	1														
	Darmstadtium	Promo														
	La Porxada	Promo														
- Farms	Basic field / farm segment	Base	Farmer	Yes	Yes	Yes	Yes					Yes	Yes	Yes		
- Monasteries	Shrines	6	Monk (Heretic)	Yes	Yes	Yes	Yes	Yes		Yes						
	Basic Monasteries	Base	Monk													
	Darmstadt Churches	Promo														
	Abbey tiles	5														
- Special Abbeys	Special Monasteries - German, Dutch, Japanese	Mini	Special Abbot	Yes	Yes	Yes	Yes	Yes		Yes						
- Gardens		Base	Abbot						Yes							
- Baba Yaga's hut		Promo	Baba Yaga	Yes	Yes	Yes	Yes			Yes						
- Top of Towers		4		Yes	Yes	Yes	Yes									
- Acrobat spaces		10	Acrobat	Yes												
- German Castles		Mini	Lord / Lady of the castle	Yes	Yes	Yes	Yes			Yes						
- German Cathedrals		Mini	Archbishop	Yes	Yes	Yes	Yes			Yes						
- Magic Portals		3		Yes	Yes	Yes	Yes	Yes	Yes	Yes						
- Flying Machines / Aircraft		Mini 1	Flier	Yes	Yes	Yes	Yes	Yes	Yes	Yes						

(Pig, Barn, Shepherd, Messnger, Robbers columns: Can only be deployed to the scoreboard, not the playing area)

8. You **cannot** deploy or move any figure at this time (meeple, special figure, neutral figure) to any feature that is only accessible through special deployment rules. Such features are: city of Carcassonne, city of Leipzig, Expansion 8 castles and bath houses of the barber surgeon tiles.
9. Meeples deployed to flier or magic portal features **must** follow their respective special movement rules (see below) and **can only** end on features allowed by normal deployment rules.
10. You **cannot** deploy a meeple or one of your special figures, except the barn, if a **volcano** tile was played.
11. You **cannot** deploy a meeple or one of your special figures, except the barn, if a **plague source** tile was played.

Further restrictions, requirements & clarifications **on figure deployment**:

- The **large** meeple acts as a normal meeple in all cases except that it cannot be used as an acrobat and the large meeple counts as two votes when determining who has control of a completed feature (a normal meeple counts as 1 vote).
- The **ringmaster** meeple acts as a normal meeple in all cases except that it cannot be used as an acrobat.
- The **abbot** meeple **can only** be deployed to either a garden feature or a monastery. It can be placed on flier and magic portal features but must end the move on a garden or monastery, otherwise it is returned to your supply.
- The **mayor** meeple **can only** be deployed to a city feature.
- The **wagon** meeple **cannot** be deployed to a farm, garden, acrobat space or the top of a tower.

- Your **builder** special figure **can only** be deployed to a road or city which already has one of your meeples on it. The builder can be deployed even if there are also meeples of other players on the road or city. Multiple builders may occupy the same feature. It does not matter how many tiles there are between your builder and your meeple as long as they are connected on the same feature. If your meeple is removed from a road or city where your builder has been placed, and it is the last of your meeples on that road or city, your builder must be returned to your supply. A builder cannot be deployed to a farm.

- Your **pig** special figure **can only** be deployed to a farm which already contains one of your farmers. You can do this even if there are already farmers or pigs of other players on that farm. If the last of your farmers in the farm of your pig is removed from that farm, then the pig must be returned to your supply. Otherwise, your pig remains where it is placed until the end of the game or unless some other mechanism removes it (eg. festival, dragon).
- Your **barn** special figure **can only** be placed on the point of intersection of four land tiles, one of which must have just been placed by you. The four land tiles must only consist of fields at this intersection point. You can place your barn even if there are already farmers in that field (and vice versa), but you cannot place a barn if there is already another barn in that field. Your barn remains where it is placed until the end of the game or unless some other mechanism removes it (eg. festival tile action). The barn can be placed on the corner of a tile with a volcano.
- Your **shepherd** special figure **can only** be placed in a field. You can place your shepherd even if there are already farmers in that field (and vice versa), but you cannot place a shepherd if there is already another shepherd in that field.

- You **cannot** place **special** (builder, pig, barn, shepherd) and some **neutral** (specifically: dragon, fairy, mage, witch, big top) figures in an Expansion 8 castle, the city of Carcassonne, city of Leipzig, bath houses of the barber surgeon tiles, the school itself or the Wheel of Fortune crown spaces.

- The **fairy** does not move when the follower it is assigned to is moved or removed.
- The only neutral or special figure that can be placed in the city of Carcassonne is the **Count**. The count should always clearly stand in one of the 4 quarters of the city of Carcassonne. The count cannot leave Carcassonne.
- The only figure that can be placed on the school itself is the **teacher**.

Clarifications & rules relating to tiles & features:

- The **labyrinth** tile interconnects 4 roads. A meeple can only be placed on the labyrinth feature / tile if all roads connected to the labyrinth tile are unoccupied. Only figures that can be placed on roads (normal meeple, large meeple, wagon, ringmaster, phantom or builder) can be deployed to a labyrinth tile.

- **Shrine** and **Darmstadt church** features and **abbey** tiles all act and function as base game monasteries. **Special monastery** (German, Dutch and Japanese) features _may_ also act as base game monasteries (see below). Figures that can be used with base game monasteries can be used with these features in exactly the same way.

- Whenever a meeple is placed on a **special monastery** (German, Dutch or Japanese) feature (eg. after tile placement, wagon movement, magic portal, flier, etc.), you **must** choose whether the meeple will act as a monk or a special abbot (NOT the same as an abbot meeple!). If a monk is chosen, the feature is treated as a base game monastery, and the normal rules apply. If a **special abbot** is chosen, the feature is _never completed_ and is only scored at the end of the game. The special abbot remains on the feature until the end of the game unless removed through some other mechanism. The meeple is placed on its side to signify it is a special abbot in this case. Because the special monastery is a single feature, if it is already occupied by a meeple you cannot place a phantom meeple on it, drive the wagon there, or deploy a meeple to it with a magic portal. If a second meeple is placed on the feature through the use of a flier, you may choose to make the new meeple either a monk or a special abbot, regardless of the identity of the first meeple. However, if the tile is already surrounded by 8 tiles, then the (base game) monastery is already complete, and the second meeple must be placed as a special abbot.

- A meeple may be placed on top of a **tower** (to close the tower to further building), but your meeple would then stay there until the end of the game (you may not take it back), or until it is captured (you may capture it yourself from another tower for instance). A meeple cannot be placed on a **tower foundation**. This would prevent a tower being built.

- If you have placed an **acrobat** tile or a tile adjacent to one or more acrobat tiles (horizontally, vertically, or diagonally), you may place a normal meeple as an acrobat on one of the two acrobat spaces of one of those acrobat tiles. If the two acrobat spaces are already occupied, you can add a third normal meeple on the shoulders of the other two meeples. At that point, the pyramid is complete, and no more meeples can be added to it. The colours of the meeples in the pyramid do not matter but only normal meeples can be part of an acrobat pyramid. You cannot place an acrobat on an acrobat tile that has a bridge on it.

- The **German castle** feature is not a monastery, nor a city, nor a castle of the kind in Expansion 8 (since it does not straddle 2 tiles). It is its own unique feature. Suitable followers (normal meeple, large meeple, wagon, ringmaster or phantom) may be deployed to the feature to score points and it scores in a manner analogous to a monastery.

- The **German cathedral** feature is its own unique feature onto which suitable followers (normal meeple, large meeple, wagon, ringmaster or phantom) may be deployed. It is not a monastery, nor is it a city (nor is it a cathedral of the type in Expansion 1), so you cannot deploy an abbot meeple or mayor to the German cathedral feature.

- All **road** junctions and crossroads end a road. Any feature encountered by a road that cuts across the path of a road ends the road. A roundabout connects all roads together to form one road. A tunnel connects a road and does not end it. A bridge continues a road in exactly the same way as a normal tile road segment, and player figures that can be deployed to roads can be equally deployed to bridges. Russian promo tile **Bogatyr** contains 2 distinct roads. One road is a continuous road with 3 branches and no junctions. The other road terminates in a junction at the stone.

- A river segment separates **farms** and creates a boundary to a farm. An outbreak token (from the plague) does not divide a farm.

- Expansion 8 castles, tower foundations, circus spaces, acrobat spaces, crop circles and abbey tiles separate farms from each other and close roads

Special movement rules for magic portals and fliers:

- If you place a **magic portal** tile and choose to deploy a follower to the magic portal feature, you can then place the follower (normal meeple, abbot, large meeple, mayor, wagon, ringmaster or phantom) on a feature of that tile or any other previously placed tile. When doing so, you must follow all other normal placement rules. You may only place your follower on an <u>unoccupied and incomplete</u> feature (incomplete after placing your tile). You may place your follower on top of an unoccupied tower. You cannot use the magic portal to deploy a follower to a castle, the city of Carcassonne, city of Leipzig, bath houses of the barber surgeon tiles, the school itself or the Wheel of Fortune crown spaces (because followers are not placed on these features using normal placement rules). Special figures cannot use the magic portal.

- If you place a **flier** tile and choose to deploy a follower to the flier feature, roll the die. Move your follower in a straight line in the direction the flying machine faces and by a number of tiles equal to the die number. German castle tiles count as one tile. Your follower may be placed on any <u>incomplete</u> feature on the resulting tile, even if that feature is already occupied by other followers. However, followers placed by a flying machine can never be placed in a field, even if that field is unoccupied. Any follower can be a flier (normal meeple, abbot, large meeple, mayor, wagon, ringmaster or phantom), but the final landing point must still be a valid feature for that follower (a mayor must be placed in an incomplete city, abbot in an incomplete monastery or garden etc.). An appropriate follower (normal meeple, large meeple, ringmaster or phantom) may land on a tower if there is no follower on top of the tower (the tower is incomplete). A flier cannot land on another flier feature or magic portal. Nor can it land in a castle, the city of Carcassonne, city of Leipzig, bath houses of the barber surgeon tiles, the school itself or the Wheel of Fortune crown spaces. If you cannot place your follower on the designated tile (eg. because there are only complete features or fields, or there simply isn't a tile in the designated location or there are no compatible features for your chosen follower), your follower is returned to your supply. You do not get to place another follower this turn.

Under normal deployment rules, the answer is NO to the question unless indicated otherwise	City of Carcassonne	Wheel of Fortune crown spaces	Expansion 8 castle	City of Leipzig	School	Bath houses	Top of Tower	Bridge	Flier feature	Magic portal	Baba Yaga's hut	Vodyanoy lake	Solovei Razboynik tree
Can you place a special figure on:								Yes					
Can you place a neutral figure on:	Count				Teacher								
Can a flier land on:							Yes	Yes			Yes		
Can you use a magic portal to land on:							Yes	Yes			Yes		
Can a fairy be placed next to a meeple on:						Yes	Yes	Yes			Yes	Yes	Yes
Can a dragon enter and eat figures on:					Yes	Yes	Yes	Yes			Yes	Yes	Yes
Can meeples from the City of Carcassonne be redeployed to:								Yes			Yes		
Can towers capture pieces from:							Yes	Yes			Yes	Yes	Yes
Can a festival tile remove a figure from:	Yes	Yes	Yes	Yes		Yes	Yes	Yes			Yes	Yes	Yes

Step 4A: Move the Wood (Phase 1 – deploy figures)
- Choose what figure (or token), if any, to place, move or remove

> Whilst adhering to the above rules and restrictions, you **may** carry out no more than one of the following 19 options. You can choose to do nothing.

a) Deploy one and only one of your figures (meeples / followers or special figures):

1. **Normal follower**
2. **Big follower**
3. **Ringmaster**
4. **Mayor**   to a city or magic portal, or as a flier
5. **Wagon**
6. **Abbot**   to a monastery or garden or magic portal, or as a flier
7. **Pig**   to a field containing one of your followers
8. **Builder**   to a city or road containing one of your followers
9. **Barn**   to a field
10. **Shepherd**   to a field not already containing a shepherd. If you placed a shepherd, you must perform an "Expand the flock" action and resolve the result.

b) or Perform one and only one special action:

11. If a **festival** symbol is on the played tile, remove any one of your own figures (normal and large meeples, abbot, wagon, mayor, builder, pig, barn, shepherd, phantom or ringmaster) to your supply from anywhere in the playing area including from the City of Carcassonne (even the Count's quarter), city of Leipzig, bath houses of the barber surgeon tiles, the Wheel of Fortune crown spaces, a castle, Vodyanoy lake, Solovei Razboynik tree, Baba Yaga's hut, or from on top of a tower. No scoring would be applicable to the shepherd or the abbot meeple if you choose to remove one of them.

12. If a **princess** symbol is on the tile, and the tile is added to an existing city with a knight on it, remove one knight of your choice (even your own) and return it to its player's supply. The princess cannot remove a follower on a tower or on an abbey tile located in a city. The tower and the abbey tile are not part of the city - they are separate features - and the meeple on an abbey tile is a monk not a knight.

13. Score a completed **acrobat** pyramid and return all the meeples of the pyramid to their respective players' supplies. You can score a completed pyramid even if you have no acrobats in it. **MESSAGES ROBBERS**

14. Return one of your followers from **Solovei Razboynik** tree to your supply.
15. If your **abbot** meeple is on the playing area, return it to your supply and score its points. **MESSAGES ROBBERS**
16. Place any one follower on any free crown space on the **Wheel of Fortune**.

c) or Deploy / move one and only one neutral figure or token

17. Place a **tower** piece (i) on any tower foundation or (ii) on any tower which has no follower on top of it or (iii) place a follower on top of any tower that does not yet have a follower on top of it. The presence of a follower on top of a tower closes the tower to further building.

    o Capture: If you placed a tower piece, you **may** capture one follower of any player (including yourself) if in range. This includes capture from the top of another tower. The # of tiles the tower can reach is given by the # of tower blocks in the tower, and the range is measured orthogonally out from the tower foundation tile and always includes the foundation tile. This reach goes beyond empty spaces on the board and over all towers. You cannot capture a special figure (pig, builder, barn, shepherd), nor a neutral figure, nor figures in castles, the city of Carcassonne, the city of Leipzig, bath houses of the barber surgeon tiles or on a crown space of the Wheel of Fortune. If you capture an acrobat with the tower, you can choose which acrobat to remove from the pyramid. The fairy does not protect a follower from capture by a tower.

    o Exchange: If two players have captured one of each other's followers, they **must** immediately be exchanged. If one of the players has several prisoners belonging to the other player, the owner may decide which prisoner should be returned to them. There is no limit to the number of times prisoner exchange can happen in a turn.

18. Place a **little building** on the tile just played. A little building once placed stays on that tile until the end of the game.

19. Move the **fairy** next to one of your followers (normal or large meeples, abbot, wagon, mayor, phantom or ringmaster). The fairy cannot be moved next to one of your special figures (builder, pig, barn or shepherd). The fairy can only be assigned to one follower. Even if subsequently another follower is placed on the same feature on the same tile (eg. using the flier, via the magic portal or through a crop circles action) it is not associated with the fairy. The only exception is if you assign the fairy to one of your acrobats. In this case it protects all acrobats in the pyramid (even those that are not yours). The fairy cannot be moved into the city of Carcassonne, the city of Leipzig, an Expansion 8 castle or on to a crown space of the Wheel of Fortune. It can protect a follower on top of a tower or in a bath house.

Step 4B: Move the Wood (Phase 2 – deploy phantom)
- **Choose whether & where to move your phantom**

You must skip this Step if you removed a knight with a princess symbol or you placed a tile with a volcano or plague source symbol. Otherwise you **may** deploy your **phantom** (choosing no more than one of the 4 options below):

1. to the tile you just placed as a second figure, following all the normal deployment rules for a normal meeple. If you placed a meeple on one feature in step 4A, so occupying the feature, you must deploy your phantom to a different feature on the tile. If the **flier** or **magic portal** were already used in step 4A, those features **cannot** now be used by your phantom. The phantom follower always counts as a normal follower.
2. as your only follower on a turn to the tile you just placed (if you chose not to deploy one of your figures in step 4A), following all the normal deployment rules above for a normal meeple.
3. to any free crown space on the **Wheel of Fortune**.
4. to an unoccupied **tower**, taking any relevant action in terms of capture & exchange.

Step 5: Resolve Move the Wood
- **Choose what or how to complete tile-related actions**

1. If any player completes a field with **shepherds** and sheep by fully surrounding it by roads and cities, you **must** carry out the "Herd the flock" to the stable action (see below) for that field. **MESSAGES ROBBERS**

2. If placement of **your** tile extends the field with your **shepherd**, you **must** choose one of the following two actions. Abbey tiles do not extend a field. If someone else places a tile that extends the field with your shepherd, you take no action.
   i. Expand the flock. Draw a token from the sheep bag. If it is a sheep token, your flock grows. Place the token with the other sheep tokens next to your shepherd. If it is a wolf token, your and all other player flocks in that field are lost. Return all of the sheep tokens from the field to the bag and return your and any other players' shepherds to their respective supplies.
   ii. Herd the flock into the stable. You and any other players with shepherds in the field with your shepherd score points equal to all of the sheep on all of the tokens in that field. Then, return all of the sheep tokens from the field to the bag and return your and any other players' shepherds to their respective supplies. **MESSAGES ROBBERS**

3. If a **ferry** lake was on the placed tile, you **must** place a ferry on the lake also. A ferry must always connect two road ends. Any road segment ending on the lake without a connecting ferry is closed (ends) at the lake.

4. After a **ferry** is placed, its position on its lake can change during the game. If placement of a tile extends a road with a ferry already on it, you **may** move that ferry also. The player may move the ferry such that it no longer connects to the road that has just been extended. If there are two or more ferries on the road that was just extended, the player may only move the ferry or ferries (if in more than one direction) closest to the tile that was just placed. If the tile just placed extends a road that ends at a lake (and has no ferry currently connected), the ferry of that lake cannot be moved. Each ferry may only be moved **once** per turn.

5. Any followers on a road that connects directly to the **Solovei Razboynik** tree are placed on the tree. These followers remain on the tree until the end of the game unless removed by some other mechanism (eg. festival action).

6. If you placed a tile next to a **fruit bearing tree** tile (vertically, horizontally or diagonally) **and** you placed a meeple on any feature of your just-placed tile, you **may** carry out one of the following two actions:
   i. Harvesting: Take the top-most fruit token (if available) from the adjacent fruit bearing tree tile. Then, immediately score points according to the fruit token's value. The fruit token is placed in front of you. **MESSAGES ROBBERS**
   ii. Selling: Instead of taking a new fruit token, you can choose to sell fruit tokens you have previously harvested. If you want to sell more than one token, they must (all) be of different types of fruit. You may sell 1 to 4 tokens, but the more you sell, the more points you score (1 token = 3 points; 2 tokens = 6 points; 3 tokens = 10 points & 4 tokens = 15 points). You may only sell one set at a time. The value on the back does not matter when selling fruit. Sold fruit tokens are taken from the player and removed from the game. **MESSAGES ROBBERS**

- **Choose where to move the dragon**

7. If a **dragon** symbol is on the placed tile, you **must** move the dragon.
   - Starting with you and proceeding clockwise, players take turns moving the dragon one tile at a time (vertically or horizontally) until the dragon has moved over 6 tiles. The dragon may not move back on to a tile that it has already visited this turn. It also may not move to the tile the fairy occupies. If the dragon ends up unable to move (eg. it ends up only adjacent to tiles it has already visited or/& the fairy tile or/& empty spaces), its movement ends prematurely.
   - Whenever the dragon moves to a tile occupied by one or more figures, it 'eats' those figures. The dragon can 'eat' the following figures: normal meeples, large meeple, ringmaster, phantom, abbot, mayor, wagon, builder, pig, shepherd and all the sheep next to it, mage, witch, teacher, follower on a tower. The figures are returned to their respective players. The dragon cannot 'eat' the barn (it straddles more than one tile and the dragon can only 'eat' figures wholly on a tile).
   - The dragon may not enter or eat figures in the city of Carcassonne, city of Leipzig, E8 castles or on the Wheel of Fortune. It may enter the school itself and 'eat' the teacher (removing the teacher permanently from the game).

Step 6: Identify Completed Features & Events to be Resolved
- Choose the order in which features are scored

1. Identify all completed features and key characteristics:
   - A **road** is completed when the road segments at both ends encounter a junction, crossroads or any feature that cuts across the path of the road, or when the road forms a closed loop. Roundabouts, labyrinths, ferries, connected tunnels or bridges do not end or complete a road. Unconnected tunnel entrances do end the road. A completed road includes all tiles on which connected (adjoining) road segments are located and <u>visible</u>, including tiles with tunnel entrances or/& bridges or/& ferries which form part of the road. If a road is not at all visible on a tile (for instance because the road is presumed to go wholly under the tile through a tunnel), the tile is not included in determining the size of the road. A tile is only counted once in determining the size of a road, even if the road loops back on itself or a bridge or tunnel connects to another road segment of the tile with the bridge or tunnel. For a road which includes a labyrinth or roundabout or Bogatyr's 3 way road, the size of the road is the total number of tiles containing all branches of the road.

   - A **city** is completed when its segments are fully encompassed by a city wall and there are no tile gaps (empty spaces) within the city. A completed city includes all tiles on which connected (adjoining) city segments are located. It does not include any abbey tiles that may be a part of the completed city.

   - A **monastery, shrine, garden, Darmstadt church, Baba Yaga's hut** or **special monastery** (German / Dutch / Japanese) functioning as a normal monastery are completed when all surrounding tiles (orthogonally & diagonally) are placed, and it includes the feature tile itself and those surrounding tiles.
   - A **"race to completion"** of a shrine and monastery (or abbey, Darmstadt church or special monastery functioning as a monastery) is finished or 'complete' when the first of the monastery or shrine completes. A monastery and a shrine are in a "race to completion" when they are on tiles adjacent to each other (orthogonally or diagonally). The "race to completion" is won when one completes before the other, or tied when both complete at the same time. If they tie, both monastery and shrine completed features score the full points of their respective surroundings.

   - A **road leading directly to a German cathedral** is completed in exactly the same manner as a normal road. However, unlike for a normal road, for a road that starts <u>and</u> ends on a German cathedral tile, each segment of the road is counted separately (i.e. that tile counts twice) in determining its size and for scoring.
   - A **German cathedral** is completed when all roads leading directly to the cathedral are themselves completed. The size of (number of tiles associated with) a completed German cathedral is the sum of the sizes of all completed roads leading directly to the cathedral. Some tiles may be counted more than once as a result.

   - A **German castle** is completed when all tiles surrounding the castle double-tile are placed. A completed German castle includes the castle double-tile itself and the (orthogonally & diagonally) surrounding tiles.

   - An **expansion 8 castle** is completed by the completion of any feature within its 'vicinity' or 'fief' <u>on a turn after</u> the castle token was placed. ==A castle can be completed on a builder repeat cycle or an auction repeat cycle of this turn if the castle was created in a prior cycle of the turn.== Only part of the completed feature needs to be within the vicinity of the castle to complete the castle. The 6-tile vicinity or fief of the expansion 8 castle includes the 2 tiles upon which the castle is built, the 2 tiles to its left, and the 2 tiles to its right. If a tile is placed that causes multiple features to complete in your castle's fief at the same time, you decide what order the features will be scored, and thereby which one of the features causes your castle to complete (it will be the 1st of those features you choose). Completion of another expansion 8 castle in the vicinity of your castle causes your castle to complete. A monastery, abbey or shrine only completes a castle if the tile with the monastery, abbey or shrine on it is one of the 6 'fief' tiles.

   - A **farm** may become completely enclosed and so unable to expand further, ==but it remains incomplete until the end of the game.==
   - An **acrobat pyramid** does not count as a completed feature.
   - A **tower** with a meeple on top does not count as a completed feature.
   - A special monastery functioning as a **special abbey** never completes (and is scored only at the end of the game).
   - An **abbey** tile does not count as part of any feature it touches, even if it completes a feature.

      Features may be completed by:
      - normal tile placement
      - **abbey** tile placement
      - placement of a **tunnel** token or a **bridge**
      - placement or movement of a **ferry**

2. Identify all **barn events**:
   - Identify if a barn has been placed in a farm with a farmer or farmers already in it.
   - Identify if a farm with a farmer has been joined to a farm with a barn.

3. ==You== **must** now choose the order in which all completed features & barn-related events are scored and resolved.
4. Perform Step 7 for each completed feature or event in the order you have chosen. For all features you complete during your turn, you **must** perform Step 7 and score the features, even if you don't want to.

Step 7: Resolve Completed Features & Events
- **Choose castle resolution**
- **Choose redeployment from city of Carcassonne**
- **Choose deployment to city of Leipzig**

Resolve castles & cathedrals

1. If the completed feature is a **small city** consisting of two semi-circular city segments and the small city has a follower on it, the occupier of the small city (this may not be you) **may** convert the small city into an Expansion 8 **castle** rather than score the small city. In this case, the occupier places one of his or her castle tokens over the city and places the follower that occupied the small city on top of the castle token. A city under siege (or under attack from Cathars or Besiegers) can be converted to a castle, and it is then handled as a normal Expansion 8 castle. The siege or Cathar / Besieger attack is ignored after conversion to a castle. A small city that has been converted to a castle is considered to be complete & resolved, but the castle is incomplete at this point. The castle token once placed remains there until the end of the game. **Go to** the next feature you chose to resolve and carry out Step 7 for that feature.

2. If the immediately prior feature that was resolved (using Step 7) caused an expansion 8 castle to complete and the expansion 8 castle was not created this cycle, you **must** resolve and score that expansion 8 castle now **ahead of** the next feature you chose to resolve.

3. If the immediately prior feature that was resolved (using Step 7) caused a German cathedral to complete, you **must** resolve and score that German cathedral now **ahead of** the next feature you chose to resolve.

Feature to which a player's figure are deployed **only** using **special** deployment rules		Meeple	Big Meeple	Ringmaster	Phantom	Abbot	Mayor	Wagon	Builder	Pig	Barn	Shepherd	Fairy	Dragon	Count	Big Top	Teacher	Big Pig	Mage	Witch
		Meeples / Followers							Special Figures				Neutral Pieces							
City of Carcassonne	- Blacksmith district (road)	Yes	Yes	Yes	Yes			Yes							Yes					
	- Castle district (city)	Yes	Yes	Yes	Yes		Yes	Yes							Yes					
	- Market district(farm)	Yes	Yes	Yes	Yes										Yes					
	- Cathedral district (monastery)	Yes	Yes	Yes	Yes	Yes		Yes							Yes					
- City of Leipzig		Yes	Yes	Yes	Yes			Yes												
- School Building																	Yes			
- Solovei Razboynik tree		Yes	Yes	Yes	Yes			Yes												
- Vodyanoy lake		Yes	Yes	Yes	Yes	Yes	Yes	Yes												
- Wheel of Fortune 4X4 tile crown spaces		Yes	Yes	Yes	Yes	Yes	Yes	Yes										Yes		
- Expansion 8 Castles		Yes	Yes	Yes	Yes		Yes	Yes												
- Bath Houses		Yes	Yes	Yes	Yes		Yes	Yes												

Redeploy followers

4. All players **may** redeploy all, any, or none of their followers from the matching city district of the **city of Carcassonne** to the completed feature or the farm associated with the barn event. However, those followers in the same city district as the Count cannot be redeployed. The player to your left redeploys as many of his or her followers as they like to the completed feature from the matching district. Then, moving clockwise and ending with you, each player repeats this process. Redeployment is allowed whether the completed feature is occupied or unoccupied. Any follower not redeployed remains in the city of Carcassonne. Followers in the city of Carcassonne may not be returned to the player in any other way (such as returning to the players' supplies), and they cannot move between districts in the city of Carcassonne. Followers from the city of Carcassonne cannot be redeployed to an expansion 8 castle, the city of Leipzig, Wheel of Fortune crown spaces, trees, lakes, hut, German castles, German cathedrals, tops of towers, acrobat spaces, bath houses, fliers or magic portals.

    Specifically:
    - followers from the castle district may be moved to a completed city (but not a castle).
    - followers from the blacksmith's district may be moved to a completed road.
    - followers from the cathedral district may be moved to a completed monastery, shrine, abbey, special monastery functioning as a normal monastery, Darmstadt church or a garden. If moved to a special monastery, the follower must be assigned as a monk (and not a special abbot). If moved to a garden, the redeployed follower must be an abbot meeple.
    - if one of the barn events occurred, followers from the market district may be moved to the associated farm.

Determine control

5. Tally the votes of each player for all the player's meeples on the completed feature or on the farm associated with the barn event. The player with the highest vote tally takes control of the feature. If there is a tie:
    - if any of the tied players has at least one of their followers on both the completed feature or farm and a **hill**, they are considered to have control. If more than one player, they take joint control.
    - if no-one has a follower on both the feature and a hill, control is shared by the tied players.

    Once determined in this manner, control of the completed feature is established and does not change even if meeples are moved from the completed feature (see "Deploy to Leipzig" below).

Figure	Vote
Normal meeple	1
Phantom meeple	1
Ringmaster	1
Large meeple	2
Wagon	1
Abbot	1
Mayor	1 per coat of arms

Deploy to Leipzig

6. If the completed feature is a road which leads directly to **Leipzig** or it is a road that is connected to Leipzig <u>through</u> a small village, house, crossroads, road junction, trees or other incidental or minor feature (such as fruit trees, bazaar, bath house or festival)*, the player(s) who has control of the completed road **may** choose to either score the road as normal or forfeit scoring the road and instead send their meeple from the road to the city of Leipzig.

   - If the player has more than one meeple on the road, they are allowed to send one of their meeples to the city of Leipzig whilst the other(s) can score the points for the road. If more than one player has control of the road, each one individually can decide whether to send his or her meeple to Leipzig or take the points instead.
   - The player may move their meeple to any one of the city of Leipzig's quarters where they do not already have a meeple - a player may only have one of their meeples in each quarter of Leipzig. The meeple will remain in that quarter until the game ends. Meeples of more than one player are allowed in each quarter.
   - Removal of meeple(s) from the completed road to place them into the city of Leipzig does not change control of the road feature (as determined in the immediately prior step).
   - The road on the double land tiles of Leipzig counts as one tile in scoring the road.
   - *Features that do break the road connection to Leipzig are cities, towers / tower foundations, lakes without a ferry connection, Bogatyr stone, Solovei Razboynik tree, acrobat spaces, circus spaces, crop circles, watch towers, shrines, abbeys, all types of monasteries, castles (German or expansion 8), German cathedrals, the city of Carcassonne, the Wheel of Fortune and the school.

Award points & tokens

7. You receive any rewards for <u>completing</u> the feature:
   - For each trade symbol in a completed city, collect one corresponding **trade goods** token.
   - If the feature is a completed city and is the new largest city (based on number of tiles), receive the **King** tile and place the king token on that new largest city. The city of Carcassonne, the city of Leipzig and expansion 8 castles are not considered when determining the largest city.
   - If the feature is a completed road and is the new largest road (based on number of tiles), receive the **Robber Baron** tile and place the robber baron token on that new largest road.

8. If any of the tiles of the completed feature (road or city, but not farm or castle) have both a **watch tower** and a follower on them, then the watch tower is scored. The points are awarded to any player(s) with follower(s) on both the watch tower tile and completed feature. MESSAGES ROBBERS

   - The watch tower tile and the 8 directly adjacent tiles (horizontally, vertically and diagonally) are considered in scoring and the watch tower feature indicates which elements score. The possible watch tower scoring features are: 2 points for each of the player's meeples on the 9 tiles; 2 points for each coat of arms on the 9 tiles; 1 point for each tile showing at least one road; 3 points for each monastery on the 9 tiles; 1 point for each tile showing at least one part of a city.

9. **Score the completed feature or farm** and award those points to the <u>controlling</u> player(s). If there is more than one controlling player, all controlling players get the same, full points for the completed feature. If the completed feature is unoccupied, no player scores the points. *See Appendix 1 to score completed features.* MESSAGES ROBBERS

10. If a player has the **teacher**, that player scores the same number of points as were just awarded in the prior step (even if the player is the same person who has just received the points for the scored feature or/& zero points were awarded). If more than one player is receiving points simultaneously, the holder of the teacher may choose which points to receive. The teacher is then returned to the school. The teacher must be placed on the school but wholly on one of the two school tiles (it cannot straddle the tiles) – this is required to resolve dragon movement. MESSAGES ROBBERS

11. If a **Darmstadt church** has been completed, the player or players (if tied) who have the most followers on the church tile and the (orthogonally & diagonally) surrounding tiles each score 3 extra points. MESSAGES ROBBERS

12. Score meeples in the **quarters of Leipzig**. Specifically:
    - If the feature is a completed road, for players with control over the road and a meeple in the Wainwrights quarter, receive 1 bonus point for each tile of the road.
    - If the feature is a completed city, for players with at least one knight (meeple) in that city (whether or not they have control) and a meeple in the Coiner's quarter, receive 3 bonus points for each coat of arms in the city.
    - If the feature is a completed monastery (base or special monastery functioning as a monastery, abbey tile, Darmstadt church or shrine), independent of who completed it, scored it or who has meeples on it, if you have a meeple in the Bookbinders quarter, receive 4 bonus points. MESSAGES ROBBERS

13. If a player has a **ringmaster** on the completed feature or farm, then count the number of acrobat tiles and circus tiles on the tile with the ringmaster and the 8 surrounding tiles (where they exist) and score 2 points for each circus tile and 2 points for each acrobat tile. Players score these "ringmaster points" even if their ringmaster did not score any points from the completed feature. The Big Top and acrobats in a pyramid do not affect ringmaster points. After scoring, return the ringmaster to its owner's supply. MESSAGES ROBBERS

14. If a **fairy** is next to a follower on the completed feature or farm associated with the barn event, that follower's owner receives 3 points, whether or not they scored any points for the completed feature. **MESSAGES** **ROBBERS**

15. Distribute to the controlling player(s) all the **gold pieces** on the tiles of the completed feature or farm. If there is more than one controlling player for the feature, then starting with the active player (you), each controlling player chooses which gold piece to take from amongst the tiles of the feature. The choice then passes clockwise to the next controlling player and continues until all the gold pieces have been taken.

16. If the completed feature is a city containing **La Porxada** tile and the player who originally placed La Porxada tile did not exercise the option to swap players, _note down_ any player who has at least one knight in the city. At the end of the game, those players will score incomplete cities containing at least one of their knights as if those cities were complete. As an alternative, this step could be put before redeployment from city of Carcassonne.

Remove or move figures

17. Remove the **mage** or **witch** from the playing area if they were involved in the scoring of the feature.

18. If a barn-related event was scored, remove any **pig**(s) on the associated farm.

19. Any player with a **wagon** on the completed feature **may** move their wagon to any adjacent unoccupied, incomplete feature which is a valid feature under normal placement rules. Adjacent here means that the feature is on the same tile or a tile orthogonally or diagonally adjacent to the tile the wagon is moving from. If there are no such features for the wagon to move to, it must be returned to the player's supply. If several wagons are on the completed feature, starting with you and proceeding clockwise, each player with a wagon chooses whether and where to move their wagon.

20. If the completed feature is a monastery or shrine in a "**race to completion**", and both the monastery and shrine completed at the same time by the same tile placement (ie. it is a tie), **do not** remove the other feature's monk(s) or heretic(s) until or unless that completed feature has been scored (ie. passed through Step 7). If the other feature is incomplete, it has lost the "race to completion" and its follower(s) are now returned to their owners' supplies.

21. If there is only one meeple (normal meeple, large meeple, abbot, wagon, mayor, ringmaster or phantom) involved in scoring the completed feature or farm, and if there is at least one free **bath house**, instead of returning the meeple to the owner's supply, the meeple **must** be placed sideways in any one of the free bathhouses. A bathhouse is free if there is no meeple in it. If there are several free bathhouses, the player can choose in which one to place his or her meeple. If there is no free bathhouse, the meeple is returned to its owner's supply. If there are several meeples involved in scoring a feature, all meeples are returned to the players' supply (even if all meeples belong to one player) and no meeple is placed in a bathhouse.

22. Return all remaining followers on the completed feature, except any in bath houses, to their owners. Any associated builders or pigs that no longer have any followers supporting them are also returned to their owners' supplies. Barns remain in the fields where they were placed.

23. If the completed feature was one of the **school's** 6 roads, the player who completed the road receives the **teacher** from the school tiles and places it off the playing area in front of them.

Step 8: Resolve the Tile
  - **Choose to deploy to city of Carcassonne**
  - **Choose crop circle action**

1. Determine the total movement on the scoreboard after all completed features are scored. **MESSAGES**

2. If you placed a **circus** tile, score the circus. Reveal the animal token on which the Big Top stands. Then, each player counts the number of his or her meeples (normal meeples, large meeple, ringmaster, phantom, abbot, mayor and wagon) remaining on the circus tile itself and the eight surrounding tiles (where they exist), and scores points equal to that number of meeples multiplied by the value on the revealed animal token. **MESSAGES** **ROBBERS**

   - If part of a castle lies within the circus' 8-tile surroundings, any meeples in that castle are included in scoring points. When scoring the circus, meeples that score points are not returned to their owner's supply. Instead, they stay on their tile. After scoring the circus, remove the animal token from the game. Finally, take the top animal token from the stack, and keeping it face down, place it on the new circus space, and place the Big Top on it.

3. If you completed a feature or placed a barn but did not score any points from placement of the tile or barn this turn, but one or more opponents did score, you **may** place one of your followers in one of the four districts of the **city of Carcassonne** even if the Count is in that district. Then, you **may** move the **Count** to a district of your choice within the city of Carcassonne.

- Even if you complete more than one feature, you can place only one follower in the city of Carcassonne this turn. You can only place your abbot meeple in the cathedral district in Carcassonne, your mayor in the castle district and your wagon can be placed in any district except the market district. You can only move the Count if you placed a meeple in the city of Carcassonne.

- Only scoring caused by placement of a tile or a barn triggers placement of a meeple in Carcassonne. Scoring from other non-landscape-tile related events (eg. from the messages or paying a ransom for meeples captured by the tower) does not allow you to place a meeple in the city of Carcassonne.

  - One of 2 official variants for moving the Count could be adopted as an alternative:
    i. whenever a new follower is deployed to the city of Carcassonne, the Count is moved clockwise to the next city quarter; OR
    ii. the Count is moved to whichever city quarter the new follower is deployed.

4. If a **fair** symbol was on the placed tile, use the catapult.
   Alternatively, simply award 5 points immediately to any player who draws a fair tile out of the bag and deploys a normal meeple to it. **MESSAGES ROBBERS**

5. If you placed a **crop circle** tile, you **must** <u>choose</u> one of the following two actions:
   - add one of your meeples to a feature of your choice but where you already have a meeple
   - remove one of your meeples from a feature of your choice and return it to your supply.

   Then, starting with the player to your left, proceeding clockwise and ending with you, all players **must** <u>perform</u> the action you chose.

   The type of crop circle determines which followers can be deployed and on to what features:
   - For a shield crop circle, each player adds or removes a follower to/from a city (but not an abbot).
   - For a club crop circle, each player adds or removes a follower to/from a road (not an abbot or mayor).
   - For a rake crop circle, each player adds or removes a follower to/from a field (not an abbot, mayor or wagon).

   If you chose option A, you (or any other player) may only place your meeple on a feature where at least one of your meeples is already present (farmer to farmer, highwayman to highwayman, knight to knight). If you or any other player does not have any meeples of the right type in your supply or no meeples are already in play on the indicated feature, you do not perform the chosen action.

   If you chose option B, if you or any player does not have any meeples on a feature indicated by the crop circle, you do not perform the chosen action and the action passes to the next player.

Step 9A: Resolve the Turn - Builder

1. If you had a **builder** on a road or city that was <u>extended</u> by the placement of your tile, repeat the cycle of Steps 2 through 8 once more and **only** once more. Actions that only occur once per turn (such as fairy bonus point and prisoner buy-back) still can only happen once.

   - As long as the builder was present on the city or road feature when your first tile was placed to extend it, this "builder repeat cycle" can occur even if the builder is no longer present by the end of the first part of the turn (for instance because the builder has been removed by completing the city or road, or removed by the dragon or a festival tile).

   - If you use the second tile from a "builder repeat cycle" to expand a feature occupied by your builder, you **do not** get to draw and place a third tile. You can only repeat the cycle of Steps 2 through 8 once.

   - You may place a meeple on both the first and second tile. If you complete a feature that is occupied by your builder on the first cycle, you may place that builder on the tile you place during the second cycle.

   - Abbey tiles **do not** extend a feature (they are not part of the feature), so builders do not get a repeat cycle. Likewise, repositioning a ferry to connect a road that your builder occupies does not grant you a repeat cycle. A bridge does extend a road.

Step 9B: Resolve the Turn – Bazaar & Siege
- **Choose auction tile**
- **Choose siege escape**

2. If a **bazaar** symbol was on the placed tile, the tile was not purchased during an auction, and there are more tiles remaining in the bag than there are players, you **must** perform a bazaar auction.

Bazaar auction

a) Draw and reveal a number of tiles equal to the number of players. The player on your left then chooses one of those tiles and bids a number of points for it. Continuing clockwise, players in turn either bid a greater number of points or pass, until all players have had the chance to bid or pass.

b) Then, the player who chose the tile must either:
- Buy the tile from the highest bidder, by giving that player a number of points equal to the highest bid, OR
- Sell the tile to the highest bidder, by taking from that player a number of points equal to the highest bid.

c) The scoreboard is then adjusted so the buyer loses the number of points equal to the high bid, while the seller gains an equal number of points. The buyer then takes the tile that was being auctioned. If the only player to place a bid was the player who chose the tile, he or she pays a number of points equal to their bid, but no other player gains those points. It is possible to bid more points than you have, and players can have a negative score as a result of buying tiles. **ROBBERS**

d) Once a player has taken a tile during a bazaar auction, he or she is out of the round and cannot bid any more. Among the players who have not yet taken a tile this round, the next player clockwise from the previous buyer choses which tile will be auctioned next, and a new auction begins. **ROBBERS**. This continues until only one tile remains, and the player still without a tile takes it for free.

e) Starting with the first <u>buyer</u> and proceeding clockwise through all players, each player repeats the cycle of Steps 2 through 9A. During an auction, if you take a tile with a bazaar on it, placing it will not trigger another bazaar auction. However, if during a builder repeat cycle, a player draws an auction tile, it will trigger another bazaar auction which should be undertaken after first resolving the current auction round.

3. You **may** remove **one** knight from a **besieged** city and return it to your supplies if any form of monastery (including abbey and special monastery) or shrine directly borders (including diagonally):

a) a Cathar tile or Besiegers tile, if the city contains one or more Cathar or Besiegers tiles, or
b) any tile of that city, if the city contains one or more Siege tiles (as an alternative, choose this rule for Cathar & Besieger tiles also, or choose the Cathar rule for Siege tiles).

A city is besieged when it contains one or more Besiegers, Cathar or Siege tiles. <mark>Only one knight can escape through one monastery or shrine per turn in total</mark>. When there is a builder repeat cycle, a knight can be removed from a besieged city in each of the two cycles of the turn, but on the 2nd cycle it must be through a different monastery or shrine to the 1st cycle.

Step 10: End Turn

- If you did not place the last tile from the bag, play passes to the player on your left (clockwise) and they start again at Step 1.

- Possible variant at end of game: If you placed the last tile from the bag, and if one or more players still have not placed their abbey tile, they may do so, in clockwise order starting with the player on your left and ending with you. Players must place their abbey tile(s) in accordance with the rules or pass on this final turn. Go to Step 1.
- Otherwise, if you placed the last landscape tile from the bag, game play is over. Move to Step 11.

Step 11: Score End of Game

Score messengers & robbers

1. For each player, total the score of both the scoring meeple and the **messenger**, and place the scoring meeple on the space corresponding to that total. Then, all players return their messengers to their supply. No message tiles are drawn during final scoring.

2. All **robbers** on the scoreboard receive 3 points each and are returned to their players' supplies.
3. Using the scoreboard, keep track of the points awarded to each player below.

Redeploy followers

4. When you place the last tile (ending the game), the player to your left must remove one of his or her meeples from the market district of the **city of Carcassonne** to one of the fields. This process continues in turn order until all meeples in the market have been removed and placed in a field. However, if the Count is in the market when the last tile is placed, no meeples can be removed. No other meeples from other districts can be moved out of the city of Carcassonne.

Determine control

5. Tally the votes of each player for all the player's meeples on each incomplete feature. The player with the highest vote tally takes control of the feature. If there is a <u>tie</u>:
   - if any of the tied players has at least one of their followers on both the feature and a **hill**, they are considered to have control. If more than one player, they take joint control.
   - if no-one has a follower on both the feature and a hill, control is shared by the tied players.

Score tokens

1. Each player with **gold pieces** scores points per gold piece according to the table shown. So if for example, the player had secured 7 gold pieces during the game, they would score 3 points per gold piece, making a total score of 21 points.

2. If you have the **King** tile, you receive 1 point per completed city (including the city of Carcassonne if in play).
3. If you have the **Robber Baron** tile, you receive 1 point per completed road.

4. The player who has collected the most of each type of **trade goods token** (Wine, Grain, or Cloth) is awarded 10 points for that type. All other players get zero points for that type. In the case of a tie for a type, each tied player receives 10 points.

5. Each **fruit token** at the end of the game is worth 1 point to the player who has the token.

Score figures & tile features

6. If the **fairy** is next to a follower on a feature, that follower's owner receives 3 points.
7. **Shepherds** and sheep in a field do **not** score any points at the end of the game and can be removed.
8. The player (if any) in possession of the **teacher** scores **no** points.

Do not remove any other figures until the remaining steps below are completed.

9. For each follower on **Vodyanoy** lake, the player loses 2 points.

10. For every **acrobat** on an acrobat space, the acrobat scores 5 points for its player, regardless of the pyramid's size.

11. For every **ringmaster** on a feature, count the number of acrobat tiles and circus tiles on the tile with the ringmaster and the (orthogonally & diagonally) adjacent tiles (where they exist) and score 2 points for each circus tile and 2 points for each acrobat tile. The Big Top and acrobats in a pyramid do not affect ringmaster points.

12. Score the **circus**. Reveal the animal token on which the Big Top stands. Each player counts the number of his or her meeples (normal meeples, large meeple, ringmaster, phantom, abbot, mayor and wagon) remaining on the circus tile itself and the (orthogonally & diagonally) adjacent tiles (where they exist), and scores points equal to that number of meeples multiplied by the value on the revealed animal token. If part of a castle lies within the circus' surroundings, any meeples in that castle are included in scoring points.

13. If a player has a meeple in the **Tanner's quarters of Leipzig**, then for each farm where a player has control, they receive 2 points for each cow shed, donkey stall and pig pen (collectively referred to as 'sheds') in the field and 2 points for each farmhouse in the field.
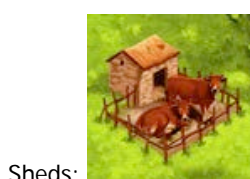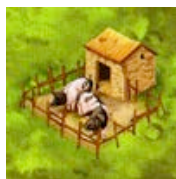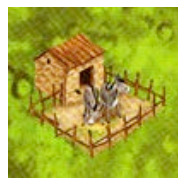
Sheds: Farmhouse: Pig herd:
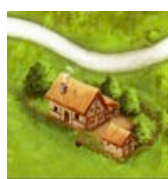
14. If **La Porxada** tile was part of a completed city during the game and the player who originally placed La Porxada tile did not exercise the option to swap players, then for each player who had at least one knight in the La Porxada city when it was completed, now score incomplete cities containing at least one of their knights as if those cities were complete. *See Appendix 1 to score completed features*.

15. **Score incomplete features and farms** and award those points to the <u>controlling</u> player(s). If there is more than one controlling player, all controlling players get the same points for the incomplete feature. If the incomplete feature is unoccupied, no player scores the points. *See Appendix 2 to score incomplete features* at the end of the game.

Step 12: End Game

<div style="border:1px solid black;text-align:center">The player with the most points wins the game.</div>

Appendix 1: Scoring Completed Features during the game

Feature Completed	Points scored by the controlling player(s)	Additional notes
City	**2** points per tile of the city	**La Porxada** scores no additional points for a city during the game.
- with coats of arms	add **2** points per coats of arms on the city tiles	
- with at least one expansion 1 cathedral	add **1** point per city tile and **1** point per coat of arms	No additional points are awarded if there is more than one cathedral in the city.
- with at least one Siege, Cathar or Besiegers tile	**deduct 1** point per city tile and **deduct 1** point per coat of arms	No additional points are deducted if there is more than one siege tile in the city.
- with Darmstadtium	add **3** points to the city score	
- occupying part of a German castle tile	add **3** points per German castle to the city score	It does not matter whether the German castles are occupied or complete.
- with bath houses	add **all points** from all bath houses in the city	The number of points for each bath house is shown on its banner on the tile (3, 4 or 5 points).
Road	**1** point per tile of the road	
- with at least one Inn (with a lake) on the road	add **1** point per tile of the road	No additional points are awarded if there is more than one Inn on the road.
- connected to a German cathedral	add **1** point per tile of the road*	*plus **1** point if the road starts and ends at the same cathedral (ie. loops round)
- ending on a German castle tile	add **3** points per German castle	It does not matter whether the German castles are occupied or complete.
- with bath houses	add **all points** from all bath houses on the road	The number of points for each bath house is shown on its banner on the tile (3, 4 or 5 points).
German cathedral		A road starting and ending at the cathedral is counted as one road, which is scored once.
- for each road to a German cathedral	**1** point per tile of each road*	*plus **1** point if the road starts and ends at the cathedral (ie. loops round)
- at least one Inn (with a lake) on a road	add **1** point per tile of that road*	*plus **1** point if the road starts and ends at the cathedral (ie. loops round)
- with bath houses	add **all points** from all bath houses on all cathedral roads	
Monastery~, shrine, abbey or Darmstadt church	**1** point per tile (feature tile + each surrounding tile)	~including a special monastery functioning as a normal monastery. A German castle tile is one tile and counts as one surrounding tile for scoring a garden, shrine, abbey, monastery or equivalent. ==The city of Carcassonne 2x2x3 and Wheel of Fortune 4x4 tiles each count as one tile.==
- with vineyards	add **3** points per adjacent vineyard	Vineyards must be on the immediately surrounding tiles to score for the feature. Vineyards can score for multiple monasteries~, shrines, abbeys and churches.
Garden	**1** point per tile (feature tile + each surrounding tile)	Vineyards do not score for gardens.
German castle	**2** points for the feature tile + **1** point per tile surrounding	
Baba Yaga's hut	**1** point for the feature tile only	
Expansion 8 Castle	**Same points** as the feature that caused the castle to complete	The completing feature scores even if it was unoccupied (and so no player receives the points).
Farm - with barn placed in field with farmers	**3** points per completed city bordering or in the field	The cities of Carcassonne and Leipzig count as completed cities when scoring a farm. Note that abbey tiles can separate cities from farms.
- with expansion 8 castle(s)	add **4** points per castle bordering or in the field	The farm scores whether or not the castle is completed.
- with your pig	add **1** point per completed city and **1** point per castle	
- with at least one pig herd	add **1** point per completed city and **1** point per castle	No additional points are awarded if there is more than one pig herd in the farm.
- for each completed city under siege in the farm	**double** the aggregate points of that affected city	A besieged city contributes 6 points to the farm score. If it also has your pig or at least one pig herd, it scores 8 points, & if both your pig & at least one pig herd then 10 points.
Farm - joined to a farm with a barn	**1** point per completed city bordering or in the field	The cities of Carcassonne and Leipzig count as completed cities when scoring a farm. Note that abbey tiles can separate cities from farms.
- with expansion 8 castle(s)	add **2** points per castle bordering or in the field	The farm scores whether or not the castle is completed.
- with your pig	add **1** point per completed city and **1** point per castle	
- with at least one pig herd	add **1** point per completed city and **1** point per castle	No additional points are awarded if there is more than one pig herd in the farm.
- for each completed city under siege in the farm	**double** the aggregate points of that affected city	A besieged city contributes 2 points to the farm score. If it also has your pig or at least one pig herd, it scores 4 points, & if both your pig & at least one pig herd then 6 points.

For all completed features or barn-related scoring, then do the following:

- with Little buildings on completed feature tiles	add **1** point per Little Building on completed feature tiles^	^Includes surrounding tiles of abbeys etc. Or score: towers 3 points; houses 2 points; sheds 1 point
- with the mage on a completed road or city	add **1** point per tile of the completed road or city	
- with the witch on a completed road or city	**halves** the total points of the scored road or city (rounded up)	

Appendix 2: Scoring Incomplete Features at the end of the game

Incomplete Feature	Points scored by the controlling player(s)	Additional notes
City	**1** point per tile of the city	
- with coats of arms	add **1** point per coats of arms on the city tiles	
- with at least one expansion 1 cathedral	The city scores **0** points in total even with coats of arms	
- with at least one Siege, Cathar or Besiegers tile	The city scores **0** points in total even with coats of arms	
Road	**1** point per tile of the road	
- with at least one Inn (with a lake) on the road	The road scores **0** points in total	
- connected to a German cathedral	add **0** points per tile	
German cathedral		A road starting and ending at the cathedral is counted as one road, which is scored once.
- for each road to a German cathedral	**1** point per tile of each road*	*plus **1** point if the road starts and ends at the cathedral (ie. loops round)
- at least one Inn (with lake) on a complete road	add **1** point per tile of that road*	*plus **1** point if the road starts and ends at the cathedral (ie. loops round)
- at least one Inn (with lake) on an incomplete road	Score **0** points in total for that road	
Monastery (including **special monastery functioning as a normal monastery**), **shrine, abbey or Darmstadt church**	**1** point per tile (feature tile + each surrounding tile)	Any unresolved "race to completions" between monasteries and shrines are ignored and all (controlling) players involved score points for their incomplete feature. A German castle tile is one tile and counts as one surrounding tile for scoring a garden, shrine, abbey, monastery or The city of Carcassonne 2x2x3 and Wheel of Fortune 4x4 tiles each count as one tile.
- with vineyards	add **0** points per adjacent vineyard	
Special monastery functioning as a special abbey	**1** point per tile orthogonally out from the special monastery tile plus **1** point for the monastery tile itself.	Any empty spaces in the monastery's row or column interrupt the series of tiles that score for the special monastery
Garden	**1** point per tile (feature tile + each surrounding tile)	
German castle	**2** points for the feature tile + **1** point per tile surrounding	
Baba Yaga's hut	**1** point for the feature tile + **1** point per empty space surrounding	
Expansion 8 Castle	An expansion 8 castle scores **0** points if incomplete	
Field with farmers	**3** points per completed city bordering or in the field	The cities of Carcassonne and Leipzig count as completed cities when scoring a farm. Note that abbey tiles can separate cities from farms.
- with expansion 8 castle(s)	add **4** points per castle bordering or in the field	The farm scores whether or not the castle is completed.
- with your pig	add **1** point per completed city and **1** point per castle	
- with at least one pig herd	add **1** point per completed city and **1** point per castle	No additional points are awarded if there is more than one pig herd in the farm.
- for each completed city under siege in the farm	**double** the aggregate points of that affected city	A besieged city contributes 6 points to the farm score. If it also has your pig or at least one pig herd, it scores 8 points, & if both your pig & at least one pig herd then 10 points.
Field with barn **(scored by all players with a barn in the field)**	**4** point per completed city bordering or in the field	The cities of Carcassonne and Leipzig count as completed cities when scoring a farm with a barn. Note that abbey tiles can separate cities from farms.
- with expansion 8 castle(s)	add **5** points per castle bordering or in the field	The farm scores whether or not the castle is completed.
- for each completed city under siege in the farm	**double** the aggregate points of that affected city	A besieged city contributes 8 points to the farm score.

For all incomplete features, then do the following:

- with Little buildings on incomplete feature tiles	add **1** point per Little Building on incomplete feature tiles^	^Includes surrounding tiles of abbeys etc. Or score: towers 3 points; houses 2 points; sheds 1 point
- with the mage on a completed road or city	add **1** point per tile of the incomplete road or city	
- with the witch on a completed road or city	**halves** the total points of the scored road or city (rounded up)	

Appendix 3: Tile Features - distribution

LANDSCAPE TILE FEATURE	Expansion Introduced	# Tiles	Base	1	2	3	4	5	6	7	8	9	10	W of F	River I/III	River II	Fliers	Goldmine	Mage	Robber	Crop Circle	Carcassonne	GQ11	Festival	Plague	Labyrinth	Other Mini	Spiel Doch!	La Porxada	Other Promo	# Tokens	# Start Tiles
Total # of Landscape tiles		**499**	72	18	24	30	18	18	10	12	12	18	20	20	12	12	8	8	8	8	6	12	12	20	6	2	98	2	1	12		
TILE FEATURES onto which PLAYER PIECES can be deployed using normal deployment rules (in addition to Roads, Cities, Monasteries & Fields)																																
Roads - Labyrinths	Mini	2																								2					
Roads - Bridges	8																														12	
Cities - Cathedrals (base)	1	2	2																													
Cities - Darmstadtium	Promo	1																												1		
Cities - La Porxada	Promo	1																											1			
Monasteries - Monasteries (base)	Base	33	6	1	1	2	1	1	1	1	2	2		7	1	1		4					1	1								
Monasteries - Darmstadt Churches	Promo	2																													2		
Monasteries - Abbeys	5	6					6																										
Monasteries - Special Monasteries	Mini	18																									18					
Monasteries - Shrines	6	11						5																			6					
Monasteries - Monasteries (total)		70	6	1	1	2	1	7	6	1	2	2		7	1	1		4					1	1				24			2		
- Gardens	Base	28	8	2	2	2	2	1	1		1	1	2		1	1	1		1	1						1						
- Baba Yaga's hut	Promo	1																												1			
- Tower floors / towers	4	18					18																									30	
- Acrobats	10	8									8																					
- German Castles	Mini	6																									6					
- German Cathedrals	Mini	6																									6					
- Magic Portals	3	6				6																											
- Fliers / Aircraft	Mini 1	8															8															
TILE FEATURES onto which PLAYER PIECES are deployed using special deployment rules																																
- City of Carcassonne	6	12																			12											12
- City of Leipzig	Mini	4																									4					4
- School Building	Mini	2																									2					2
- Solovei Razboynik tree	Promo	1																												1		
- Vodyanoy lake	Promo	1																												1		
- Wheel of Fortune 4x4 tile	W of F	1											1																			1
- Castles (base token)	8																														12	
- Bath Houses	Mini	6																									6					
TILE FEATURES onto which PLAYER PIECES cannot be deployed																																
Tile features associated with ROADS																																
- Tunnels	Mini	6				1		1																			4					
- Lakes (for ferries)	Mini 3	8																									8					
- Crop Circles: Club	Mini 7	2																		2												
- Inns (by lakes)	1	9	6							2				1																		
Tile features associated with CITIES																																
- Coats of arms	Base	37	10	3		3	1	6		1			10	1										1			1					
- Traders: Cloth	2	5			5																										5	
- Traders: Wine	2	9			9																										9	
- Traders: Grain	2	6			6																										6	
- Princesses	3	6				6																										
- Crop Circles: Shield	Mini 7	2																		2												
- Cathars	Mini	4																								4					
- Siege	Mini	4																								4					
- Besiegers	Mini	6																								6					
Tile features associated with FARMS																																
- Pig Herds	Mini	2													1							1									
- Crop Circles: Rake	Mini 7	2																		2												
Tile features associated with MONASTERIES, ABBEYS & SHRINES																																
- Vineyards	9	8										8																				
Other Landscape tile features																																
- Rivers	Mini	26												12	12					2											26
- Volcanoes	3	7				6								1																	
- Dragons	3	12				12																									
- Fairs	7	12						12																							
- Bazaars	8	8							8																						
- Hills	9	8								8																					
- Circuses	10	12									12																				
- Wheel of Fortune icons	W of F	19											19																		
- Gold Mines	Mini 4	8														8															
- Mage & Witch	Mini 5	8															8														
- Robbers	Mini 6	8																8													
- Festivals I	Mini	10																				10								
- Festivals II	Mini	10																				10								
- Plague Sources	Mini	6																					6							
- Wind Roses	Mini	6																							6					1
- Watch Towers	Mini	12																							12					
- Fruit Bearing Trees	Mini	6																							6					
- Little Buildings	Mini																													18	
- Cow shed (CII)	Leipzig	6	2		1			1					1				1														
- Donkey stall (CII)	Leipzig	9	2		1		1	1				2		1															1		
- Pig pen (CII)	Leipzig	11	4	1	1	1		1					1	1		1														
- Farmhouse (CII)	Leipzig	28	8	2		1	2	1	1		1	1	2	1	1	1	1	1		1							3				
- Thieves (CII)	Unused	28	8	2	2	3	2	1	1			1	2	1	1	1	1		1							1				
- Water Tower (CII)	Unused	26	8	2	2	2	2	1	1			1	2	1			1	1	1	1										