Contents: Complete Annotated Rules

WINTER EDITION
❄ Major Expansion ✳ Minor Expansion

About this Document

One of the primary purposes of the Carcassonne: Winter Edition Complete Annotated Rules (W-CAR) is to bring together into one place all of the rules from the game and all of its expansions. Because some rules may change over time with new editions of the game, the intent of the CAR is to keep up with the current rules. Additionally, the W-CAR provides an official English translation for the basic game and its expansions, especially useful for those expansions that may not be released in English-speaking markets for years after initial German release.

Another issue is that various combinations of expansions may create questions that are not answered by the rules themselves (more in the Standard Edition than the Winter Edition so far). The CAR is there for you too, though. Through a series of footnotes, you will find the answers to most of those questions as well.

To clarify how official an interpretation in a footnote is, the following codes will be found throughout this document:

Fully official clarifications from Hans im Glück (HiG), the original publisher of Carcassonne, are marked with the symbol 📖. Additionally, these official clarifications may be written in a **question** and **answer** format, although an effort has been made to keep clarifications concise. Occasionally, official clarifications from other publishers (e.g. Rio Grande Games in the case of the Games Quarterly #11 expansion) are also written in this format.

Interpretations and clarifications of the rules that come from the CarcassonneCentral community (including this author) will be marked with the symbol 🌐.

Footnotes that highlight differences between different rule sets (such as noting older rules) are marked with the symbol ⇔.

Questions that we still don't have an official answer for (or even a good suspicion of) will be marked with the symbol 🔒 and are printed in red.

Footnotes that represent commonly-used house rules or house variants are marked with the symbol 🏠 and are printed in blue.

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Introduction

As 2012 winds down, we have to look back and say that it has been a very busy year for Carcassonne. In addition to a number of new mini-expansions for the Standard Version of the game, the approach of winter has brought us a new Winter Edition as well as a mini-expansion that can only be played with the Winter Edition. Of course, at this point, the Winter Edition and its expansion are only for the German-speaking crowd, but they'll be coming our way eventually.

Other news of significance to the English-speaking Carcassonne community is that, as of the end of 2012, Rio Grande Games will no longer be the publisher of the English edition of the game. The new English license partner for Hans im Glück is Z-Man Games. They are working to get copies of the base game and expansions out into the world, but this will mean that it'll likely be longer before we see the Winter sets.

Finally, because the Winter Edition of Carcassonne cannot be played with the Standard Edition, it effectively represents a spin-off. (Sure, if you draw tiles out of a bag, so the backs don't matter, you could mix and match tiles. It wouldn't lead to a very aesthetically pleasing landscape, though. Additionally, HiG presumably won't be providing any answers to questions about interactions between expansions from the two sets.) Consequently, this is this first edition of the spin-off Complete Annotated Rules, the Winter CAR.

Because this document focuses only on the Winter Edition, none of the standard expansions are included here. Of course, some of the standard expansions (such as the Phantom or the Dispatches) could be easily added to the Winter Edition. Even specific mechanics such as use of the large follower or builder could also be used if you want – the variety of possible house rules is limited only by your imagination. The reader is directed to the Standard CAR to learn more about those expansions, although I have kept a few of those easy-to-add expansions in the Order of Play guide to assist more adventurous individuals.

Rules

Carcassonne: Winter Edition

originally released by Hans im Glück in 2012

A clever tile-laying game in a winter coat for 2 to 5 players aged 8 and above by Klaus-Jürgen Wrede

The city of Carcassonne in southern France is famous for its unique Roman and Medieval fortifications. The players take their chances with their followers in the cities, cloisters, roads, and snowy fields around Carcassonne. The development of the land is in their hands, and the skillful deployment of the followers as thieves, knights, monks, and farmers is the path to success.

Game contents

- **84 land tiles** (including one with a dark back) which depict road, city, and field segments, as well as cloisters and crossings.
- **40 followers**[1] in five colors:

  Each follower can be deployed as a knight, monk, thief, or farmer.
  One follower of each color is used as a scoring marker.
- One **scoreboard**. This is used to track players' scores
- One **rule booklet**.

city segments   *pennant*

a cloister

farm segments   *road segments*   *crossing*
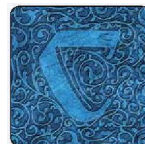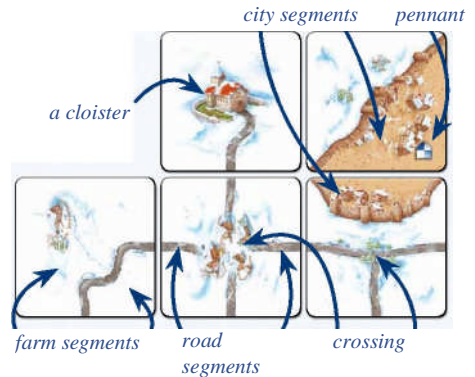
reverse of the starting tile

reverse of normal tile

Overview

The players place the land tiles turn by turn. This leads to the growth of roads, cities, cloisters and farms, to which the players may deploy their followers in order to earn points. As points can be won during the game as well as at the end, the winner will only emerge during the final scoring.

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[1] 📖 **Question:** Too few followers—are we playing wrong or are there really too few? **Answer:** In our view there are not too few. A certain shortage of followers is entirely intentional. An important element of the game is precisely learning to be economical with one's followers.

The rules for the winter edition are identical to the normal rules of the game Carcassonne. The 12 additional tiles with animal illustrations are played by the usual rules.

Preparation

The starting tile is placed in the middle of the table. The remaining tiles are mixed and placed face-down on the table in several stacks, so that each player can access them easily.[2] The scoreboard should be placed at the edge of the table if possible.

Each player chooses a color and receives all eight followers of that color, placing one on the '0' field of the scoreboard as a scoring marker. The remaining seven followers stay with the player for the moment, as his or her supply.
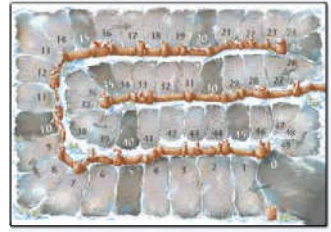
The youngest player decides who starts the game.

Playing the game

Play progresses in a clockwise fashion. The player whose turn it is carries out the following actions **in the order given**:

1. The player **must** draw one new **land tile** and place it.
2. The player **may** take **one follower** from his or her supply and deploy it to the **tile just placed**.
3. If any roads, cities, or cloisters are **completed** through the placement of the tile, they **must** be **scored** now.

Then it is the next player's turn.

1. Place a tile

As their first action, the player **must** draw a tile from one of the stacks. The tile is then shown to the other players (so they can "advise" the player about where to place it) and placed on the table. The player must take care to observe the following:

- At least one side of the new tile (with a red border in the examples below) must touch one or more tiles already in play.[3] Corner-to-corner placement is not permitted.

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[2] Tiles can also be placed into a sack and drawn randomly.

[3] **Question:** We have difficulty deciding when a placed tile represents a new city or belongs to one already being built. **Answer:** 'Corner to corner' is not a connection! Segments can only be connected on the edges. In the example shown there are two cities at the moment.

- Any city, road, and field segments must continue segments already in play.[4][5]

In the rare case that a tile cannot legally be placed anywhere, and all players agree, it is removed from the game, and the player draws another.[6]

Road and field segments continue previous segments.

The city is continued.

On one edge, the city is continued. On the other edge, the field is continued.

An example of incorrect placement.

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[4] 📖 Cloisters can be placed directly next to each other, or corner to corner. It is not necessary for there to be eight other (non-cloister) tiles neighbouring a cloister. A cloister stands in the middle of a field segment and other segments can be placed next to it. In contrast to roads, cities, and fields, it is not possible to connect to a cloister.

[5] 📖 A newly placed land tile must fit the adjacent terrain on all edges. During placement it is not enough to look for only one side that fits.

[6] 🛍 If drawing tiles out of a bag, a tile that cannot be placed could be returned to the bag for later use.

2. Deploy a follower

When the player has placed the tile, he or she **may** deploy a follower.
In doing so the following points must be observed:

- Only one follower may be deployed each turn.
- The follower must come from the player's supply.
- The follower may only be deployed to the tile just placed.
- The player must decide which part of the tile the follower is deployed to [7] [8] as either: [9]

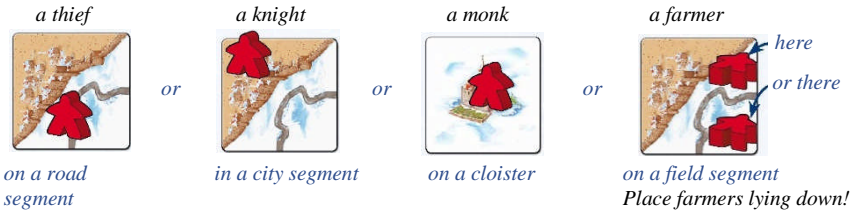| *a thief*		*a knight*		*a monk*		*a farmer*
	or		*or*		*or*	
on a road segment		*in a city segment*		*on a cloister*		*on a field segment* *Place farmers lying down!*

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[7] 📖 If you complete a previously unoccupied city when placing a tile, you do not have to occupy this city and earn the points. You can close the city without it being occupied and (for example) deploy a farmer as long as the farm is unoccupied. The city does not necessarily require a knight to look after it.

[8] 📖 **Question:** On cloister tiles, are we allowed to deploy a follower on the surrounding field segment? **Answer:** Yes! The same rules are valid for a field surrounding a cloister as for any other field. You can also deploy a farmer next to a cloister. In this case the cloister remains unoccupied for the rest of the game.[unless the cloister is occupied via a magic portal, or from a follower in Carcassonne—ed.]

[9] 📖 There are several text boxes in the rules suggesting that players play the first game without farmers.

- There must be no other follower (not even one belonging to the same player) on the road, city, or field segments connected to the tile just placed. It does not matter how far away the follower is. The following two examples may help to explain:

BLUE may not place a thief, as the road is already occupied. He may play a monk or place a follower on the field.

BLUE may not place a knight in the city, as the city is already claimed. He may place a thief on the road or place a follower on the field.

If a player runs out of followers during the course of play, he or she may only place tiles. But don't panic: you can also get followers back.

Now the player's turn is over, and it is the turn of the next player on the left.

Exception: If a road, city, or cloister was completed through the placement of the tile, it must now be scored.[10]

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[10] 📖 **Question:** There is a situation that puzzles us. If a player draws a tile with two city segments and completes a small city, earning 4 points, can he or she then deploy a follower to a new city segment in the same turn?

Answer: A player may only deploy one follower per turn, and that follower may be deployed only once, and it must be before any scoring. If the player already occupies the small, now-completed city, he or she may deploy a second follower to the other city segment immediately after placing the tile. The small city will then be scored and the follower involved returned to the player. If the player does not yet occupy this city, he or she can decide which of the two city segments to deploy a follower to. If the follower is deployed to the small city, it will be returned immediately and the player will earn four points, but the follower cannot be redeployed.

3. Score completed roads, cities or cloisters

A completed road

A road is completed when the road segments on both sides end in a crossing, a city segment, or a cloister, or when the road forms a closed circle.[11] There is no limit to the number of road segments which can lie between these endings.
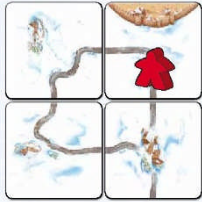
RED scores 4 points

RED scores 3 points

A player who has a thief on this completed road scores **as many points as the road is long**, determined by **counting the number of tiles**.[12]

Whenever points are scored, they are immediately recorded on the scoreboard (more on this in the section about the scoreboard).
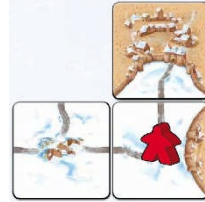
A completed city

A city is completed when its segments are fully encompassed by a city wall and there are no gaps within the city. There is no limit to how many segments a city may contain.

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[11] 📖 **Question:** Can a road end in nothing? **Answer:** No, like all the usual land tiles, a road segment must continue to another road segment on all edges.

[12] 📖 **Question:** How are the road segments between T-junctions scored? Are the horizontal segments (on top of the T) also ends, or do these count as straight roads that have to be completed elsewhere? **Answer:** Every crossing (or junction) ends a road, irrespective of which direction they reach the junction from. The thieves cannot enter the small villages on the junctions either. In the example shown, every thief is on its own road.

A player who has a knight in a completed city scores **2 points for every city segment**. **Every pennant** (shield symbol)[13] **scores an extra 2 points**.

RED scores 8 points (three city segments and one pennant)

RED scores 8 points (four city segments, no pennants)
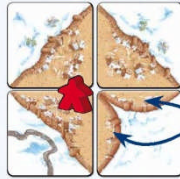
When both city segments on a tile are in a single city, they only count as one segment

What happens if there are several followers on a completed road or in a completed city?

Through the wily placement of land tiles it is quite possible for several thieves to be on a road, or for several knights to occupy a city.

The points are then scored by the player with the most thieves or knights.[14] In the case of a draw, all players involved score the full number of points.

The new tile joins the previously unconnected city segments, forming a single completed city
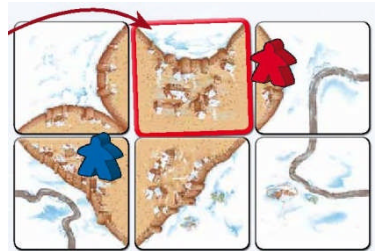
BLUE and RED both score the full 10 points, as they both have one knight in the city—a draw!

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[13] 🌍 Note that a pennant only affects the city segment it is in, not the whole tile (if there is more than one segment on a single tile.

[14] 📖 When two followers of one color are occupying a road, city, or farm, you DO NOT score double in these cases. The number of followers has no effect on the points that a player earns from a road, city, cloister, or farm. Two knights do not double the points. The number of followers is only important in establishing who has the majority.

A completed cloister

A cloister is completed when it is surrounded by eight land tiles. The player who has a monk in the cloister immediately scores **9 points—1 point for each land tile, including the cloister itself**.

Returning followers to their owners

After a road, city, or cloister has been completed and scored – **and only then** – any thieves, knights, or monks involved are returned to their owner. **From the next turn onwards**, the player can then use them again in whatever role he or she chooses.

RED scores 9 points(for 8 suurounding tiles and the cloister itself.)

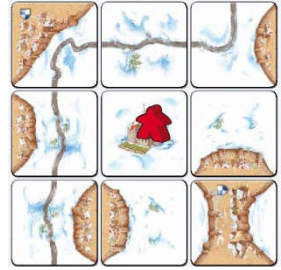**It is possible to deploy a follower, score immediately, and have the follower returned, all in the same turn.** In this case, you must use the following order:
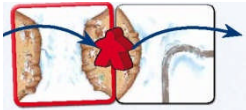
RED scores 4 points

1. Complete a road, city, or cloister with the new tile.
2. Deploy a thief, knight, or monk.
3. Score the completed road, city, or cloister.
4. Return the thief, knight, or monk to your supply.

RED scores 3 points

Farms

Several connected field segments form a farm.[15] Farms and field segments are not scored. They serve only as places to deploy farmers; the owner of the farm only scores points at the end of the game. As such, **farmers remain on the farm for the duration of the game and are never returned to their owner!** In order to make that clear, the farmers should be laid on their backs.

Farms are separated from each other by roads, cities, and the edge of the playing field – this is important during the final scoring.

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[15] In determining farm size, farms can be limited by all kinds of barriers, for example, roads or cities which cannot be circumvented, or the edge of the playing field. It can certainly happen that a farm covers almost the entire playing field, and there will likely be farms that remain open for the entire game.
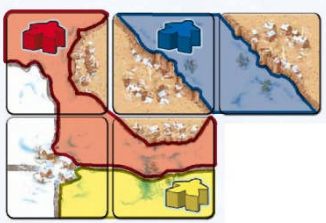
All three farmers are on their own farms. The road segment and the city separate the farms from each other.
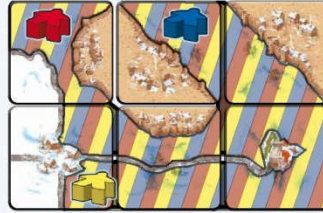
After the placement of the new tile, the farms of the three farmers are joined to form one.

Be careful: The player who placed the new tile may not deploy a farmer, since the (now connected) farm is already occupied by farmers.

The scoreboard

Any points scored should be recorded on the scoreboard immediately. The board is a track of fifty fields that can be lapped many times. When the '**0**' field is reached or passed, the counting figure should be laid down to indicate that the player has already earned 50 or more points.[16]

BLUE scores 3 points. He moved his figure that started on 48. To indicate that the score is greater than 50, he lays the figure down.

The End of the Game

The game ends at the end of the turn in which the last land tile is placed. Any roads, cities, and cloisters completed in this round are scored as usual. This is followed by the **final scoring**, where **unfinished roads, cities, and cloisters**, as well as the **farmers**, will be scored.

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[16] 🌍 Use of counters, such as the 50/100 tiles from the standard edition of Carcassonne (*Inns and Cathedrals* or Big Box sets), would also be helpful.

Final Scoring

Scoring incomplete roads, cities and cloisters

The first things to be scored during the final scoring are the **incomplete** roads, cities and cloisters. For every **incomplete** road, city, and cloister the owner scores **1 point for each segment**. **Pennants also now score only 1 point**.[17] As soon as the feature in question has been scored, the followers involved are removed.

Scoring farms

Only the farmers and their farms are left, and these will be scored now. The owner of each farm must be established. If several players have farmers on a given farm, then the player with the most farmers is the owner. In the case of a draw, all the players
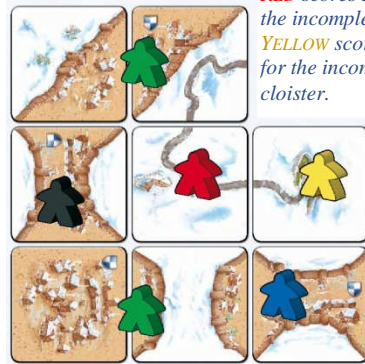

RED scores 3 points for the incomplete road. YELLOW scores 5 points for the incomplete cloister.

BLUE scores 3 points for the incomplete city on the bottom right. GREEN scores 8 points for the large incomplete city. BLACK scores nothing, since GREEN has more knights in the city.

with the most farmers are considered to be owners of the farm. The owner (or owners) of the farm score **3 points for every completed city which borders the farm**, or lies within it.[18] [19]

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[17] 📖 **Question:** Final scoring: segments of incomplete roads. 1 point per follower or 1 point per road segment? Cloister: 1 point for every neighbouring tile (e.g. 5), or is an incomplete cloister worth only 1 point? **Answer:** During the final scoring, roads earn exactly as much as during the game, that is, 1 point per road segment. In the example shown, blue earns four points at the end of the game. The cloister earns 1 point for the cloister itself and 1 point for every neighbouring tile. When there are five tiles surrounding the cloister it earns 6 in total.

[18] 📖 **Question:** It is unclear whether incomplete farms earn points during the final scoring. **Answer:** It is almost impossible to close off or complete most of the farms. The most important thing when scoring the farms are the cities, which do indeed have to be complete. So: completed cities count on incomplete farms as well.

[19] 📖 **Question:** At the end of the game, do we score farms which are completely closed off by roads, but which don't have any adjacent cities? If so, how? **Answer:** Strictly speaking, they should be scored exactly like every other farm, with 3 points for every completed city. In this case, that makes a total of zero points. And the farmer is nevertheless unable to leave the farm. All this is of course highly frustrating and cries out for revenge!

If a city borders more than one farm, **the owner(s) of each farm** score(s) 3 points for the city.[20]
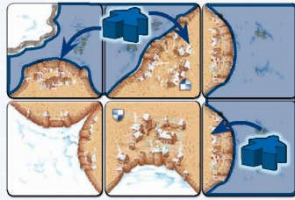
BLUE scores 9 points (6 points for the upper farmer and 3 points for the lower one).
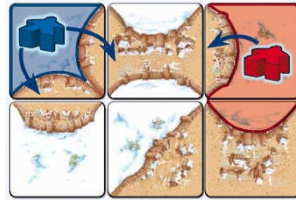
BLUE scores 6 points. RED scores 3 points. The incomplete city generates no points.

Having the majority of farmers, RED owns the large farm, and scores 6 points: 3 each for the cities A and B. BLUE owns the small farm, scoring 3 points for city A. YELLOW does not have a majority, so earns no points.
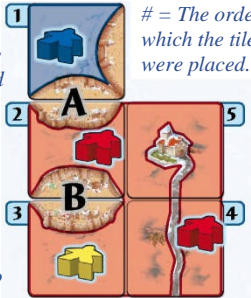
 # = The order in which the tiles were placed.
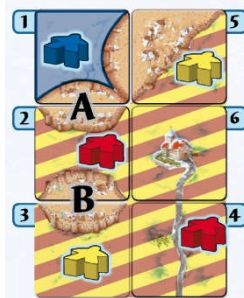
On the large farm RED and YELLOW both have two farmers, and so both score 6 points: 3 each for the cities A and B. BLUE owns the small farm, scoring 3 points for city A.

Every farm scores the bordering cities[21] in the same way. When this has been done, the game is over.

The player with the most points wins.

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[20] ⇔ This describes what is known as the "third edition" method of scoring farms, the method currently accepted by all publishers for all versions of Carcassonne.

[21] 🕊 A bordering city is one that has a wall bordering the farm; a single point of contact at the corner of a tile is not sufficient.

Example of farmer scoring

Here is a more detailed example of how farmers and their farms are scored. "Wiese" is translated as "farm."
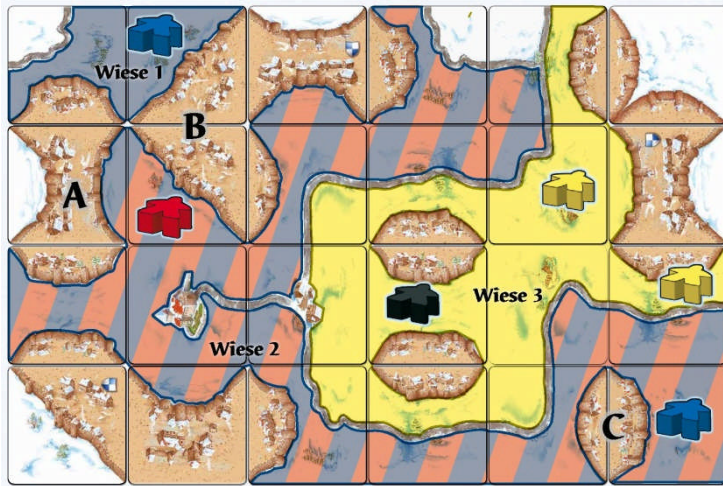
Be careful with the edges of the farm: farms are separated from each other by roads, cities (if they don't lie within the farm), and the edge of the playing field.

- *Farm 1: BLUE owns farm 1. Two completed cities (A and B) border the farm. For each completed city BLUE scores 3 points (irrespective of their size), or a total of 6 points.*

- *Farm 2: RED and BLUE own farm 2. There are three completed cities (A, B and C) bordering or lying within this farm. RED and BLUE therefore score 9 points each.*

  Notice that cities A and B score points for BLUE on farm 1 as well as RED and BLUE on farm 2, since these cities border both farms. The city on the bottom left is incomplete, and so generates no points.

- *Farm 3: YELLOW owns farm 3, since YELLOW has more farmers on it than BLACK. There are four completed cities bordering or lying within farm 2, so YELLOW scores 12 points.*

How can multiple followers stand on one feature?

Turn 1: BLUE *places a follower on the field.*
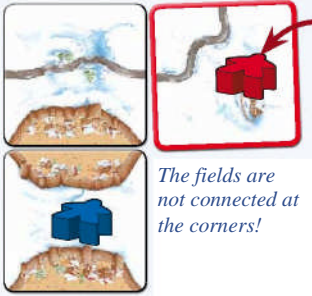
The fields are not connected at the corners!

Turn 2: RED *places the tile at the upper right and places a farmer on the field. He may do this becauase the fields are not yet connected.*
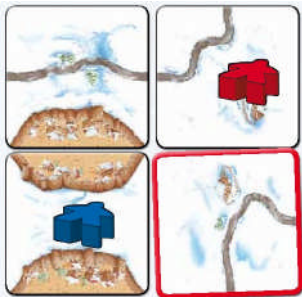
Turn 3: *Now the two field segments are connected as part of a larger field. In this way it is possible for several followers to be on one farm.*

In this same way, several thieves can stand on one road or several knights can be in one city.

House Rules

The players decide who starts the game by any method they choose—such as by rolling three followers. The first player to 'roll' a standing follower decides who plays first. (Thanks to Joff).

To determine the first player; each player draws a tile from the bag, the player that drew the tile with the most roads (0 to 4) plays first, if there is a tie for most roads, a draw-off takes place. This is repeated until someone wins. (Thanks to michael).

Take your next tile at the end of your turn, to give you time to think about placement and avoid analysis paralysis.

Play with a three-tile hand. The abbey counts as part of your hand. Play your turn. including the builder, and then draw back up to three tiles. These tiles could be visible to all or hidden to the other players (Thanks to DavidP and youtch).

When playing with a bag for the tiles, the original starting tile may be put into the bag, and unplayable tiles can be put back into the bag rather than set to one side. (Thanks to dwhitworth).

Trees (bushes) on roads do not end the road—only houses do (when the road forks). This makes road building a lot more dynamic. (Thanks to Tobias).

When a tile is the only tile which can currently complete a structure, other players can offer to 'buy' it by offering points, trades counter, abbey, and so on. (Thanks to Deatheux).

If you place a tile that fills a hole in the playing field by touching something on all four adjacent sides, you get another turn. This helps motivate people to finish the board even if they do not get an advantage from the placement. (Does not apply to the abbey tile). (Thanks to viberunner).

Incomplete features at the end of the game do not score points at the end of the game. (Thanks to metoth).

The edge of the table limits the playing area. Thus, a player may not place a tile past the edge of the table or move the playing area to place a tile that would have been past the edge of the table. (Thanks to metoth for prompting this one, and to SkullOne for pointing out that this is an official rule from Hunters and Gatherers).

Table borders COMPLETE features as an abbey would. (Thanks to PreGy.)

Use colored dice instead of meeples on the scoring track. Start out with the 6 showing on top. When the marker completes one lap, turn it to the number 1 to indicate it has completed one lap. This shows at a glance which player is on what lap and who's ahead. On the 100 space track it's even easier to determine someone's score at a glance. (Thanks to Carcking.)

Tile Distribution

Total Tiles: 84 (72 as in the original Carcassonne + 12 tiles with animals)

x2	x4	x1	x4	x5
x2	x1	x3	x2	x3
x3	x3	x2	x3	x2
x3	x1	x3	x2	x1
x8	x9	x4	x1	
x1	x1	x1	x1	x1
x1	x1	x1	x1	x1
x1	x1			
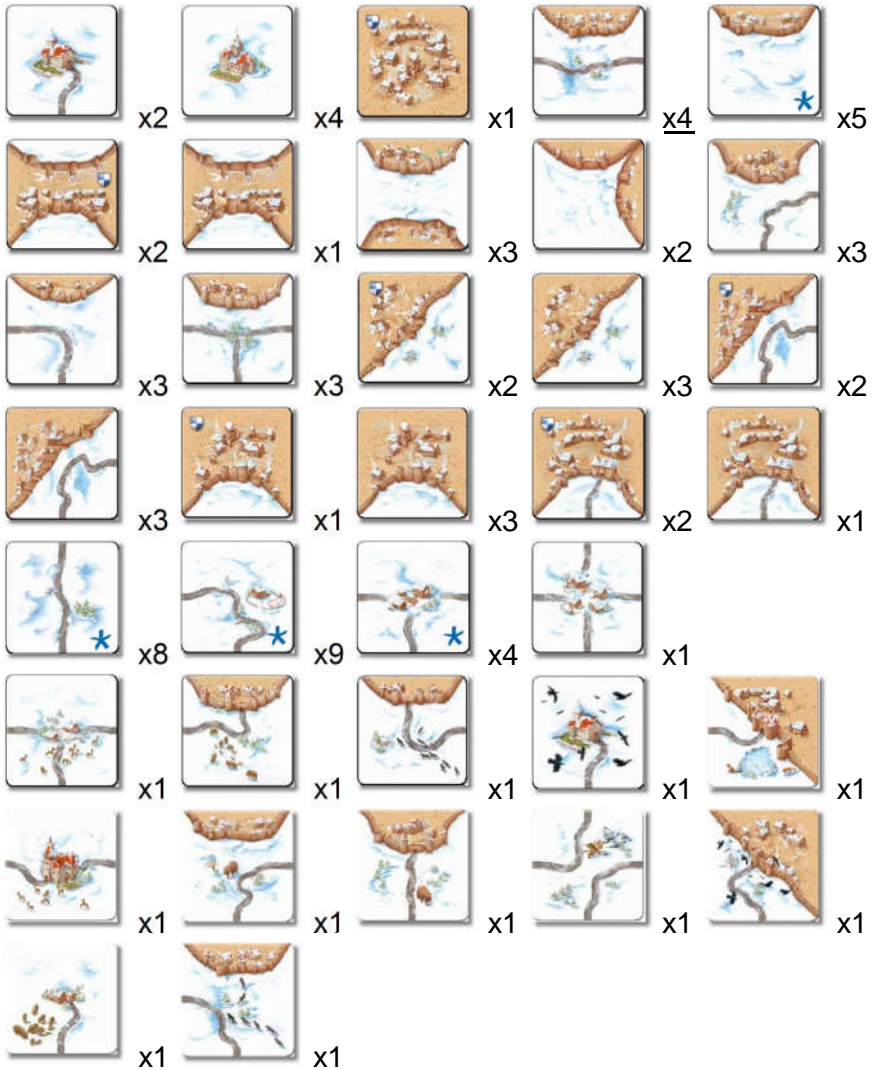
Underlined number includes starting tile.

* There are graphically different versions of these tiles included in the game.

Gingerbread Man

originally released by Hans im Glück in 2012

Winter has broken out in Carcassonne. It's cold, but romantic, it is a time of hot drinks and sweet pastries. Life in the cities of Carcassonne is just a bit slower. But occasionally a new fellow pops up, have you already found him?

Extra Pieces

- **1 wooden Gingerbread Man figure**
- **6 new land tiles** with gingerbread man symbol

Preparation

All normal rules of Carcassonne remain. This mini-expansion can be played only with the Carcassonne Winter Edition because of the tile backs. The 6 new landscape tiles with the gingerbread man are mixed in with the tiles of the Winter Edition. The wooden Gingerbread Man is placed in the city on the starting tile.

Playing the Game

Playing the new tiles: If a player draws a landscape tile with the gingerbread man symbol, he or she places the tile using the normal rules and performs a normal turn. He or she then takes the Gingerbread Man and puts it into another unfinished city.

Gingerbread Man scoring

1) When the Gingerbread Man leaves a city (by placement of another gingerbread man tile), all players who have one or more knights in this city will receive points. For each of his or her knights in this city, each player receives 1 point per tile that is a part of the city at this moment. Pennants score no points. The knights remain in this city.

2) If a player completes a city with the Gingerbread Man, here is what happens: Before the normal scoring is performed, all players who have one or more knights in this city will receive points. For each of his or her knights in this city, each player receives 1 point per tile that is a part of the city. After that, the player who completed the city places the Gingerbread Man into an unfinished city of his or her choice.[22]

Special case: If there is no other unfinished city when the Gingerbread Man must be moved, it stays in the city in which it is located. If this city is completed, it is placed next

---

[22] 🌐 Based on Scoring Example 2, the movement of the Gingerbread Man occurs after normal scoring.

to the game board and can be brought back into the game by playing a tile with the gingerbread man icon.
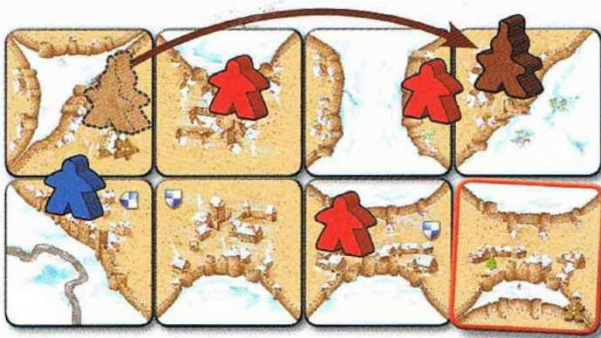
Scoring Example 1
RED places a tile with a gingerbread man icon and places the Gingerbread Man on the city on the upper right. Because the Gingerbread Man leaves the city on the left, BLUE gets 7 points (7 tiles, 1 knight) and RED gets 14 points (7 tiles, 2 knights).

Scoring Example 2
RED places a tile, completing the city in which the Gingerbread Man stands. For the gingerbread score, BLUE gets 6 points (6 tiles, 1 knight) and RED gets 12 points (6 tiles, 2 knights). After that RED gets another 14 points for the normal city score. RED then places the Gingerbread Man in the unfinished city.
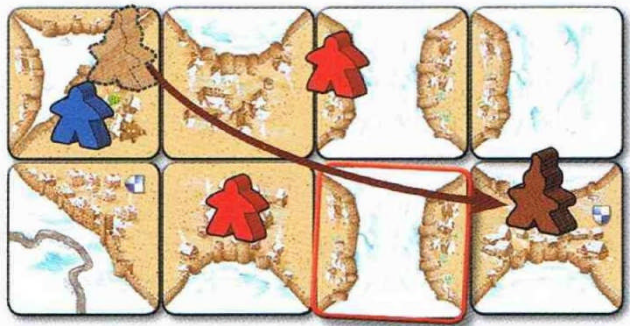
Tile Distribution **Total Tiles: 6**

 x1   x1   x2   x1   x1

Note: the following tile is shown in the instructions but is not actually included in the tiles of the set.
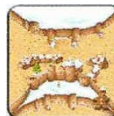
Reference Guides

Game Figures

Followers

Every normal follower is just **one** follower.

Special figures

None so far.

Neutral figures

The Gingerbread Man is neutral, and once in play it doesn't belong to anyone.

Counting figures

A normal follower placed on the scoreboard.

Order of Play

based on the excellent summary by Skull One[23]

Any time during your turn:

- You may ask for advice.
- You may read the rules for the expansions you are playing with.

Step 1: Begin Turn

Step 2: Draw a Tile

a) Show the tile to all players.

Step 3: Place the Tile

a) Note that any feature that is finished is considered complete at this time.

Step 4: Move the Wood

Step 4A: Move the Wood (Phase 1)

You may do one and only one of the following:
- Deploy a follower.

Step 4B-E: Move the Wood (Phases 2-5)

Step 4F: Move the Wood (Phase 6)

- You may place the phantom

Step 5: Resolve Move the Wood

---

[23] 🌐 I have kept the framework used in the Standard CAR to minimize confusion when going back and forth between the two documents. However, some parts of the turn may not have actions that can be performed in the Winter Edition. I have also included steps from some Standard expansions that could easily be added to the Winter Edition.

Step 6: Resolve Completed Features

a) Identify all completed features.
b) If the Gingerbread Man is in a completed city, all players with knights in the city receive points. The active player then places the Gingerbread Man in an unfinished city of his or her choice.
c) The current player chooses the order in which the features resolve.
d) Repeat Step 6A through 6G for each completed feature in the order chosen.

Step 6A-C: Resolve Completed Features (Phases 1-3)

a) If the completed feature is a city or road, check to see if it is the new largest one and receive the King or Robber Baron.

Step 6D: Resolve Completed Features (Phase 4)

a) Resolve control of the completed feature.
b) Tally points for the completed feature.
c) Award points to controlling player(s).

Step 6E: Resolve Completed Features (Phase 5)

a) If playing with the Dispatches expansion, the player receiving the points for the feature chooses which counting follower will be moved.

Step 6F: Resolve Completed Features (Phase 6)

a) Return all remaining followers on the completed feature to their owners.

Step 6G: Resolve Completed Features (Phase 7)

a) If there are any more completed features to be resolved, return to Step 6A.

Step 6H: Resolve Completed Features (Phase 8)

a) If playing with the Dispatches expansion, if one of the counting followers of the active player is on one of the dark number spaces, the active player draws a Dispatch tile and resolves its effects appropriately.

Step 7: Resolve Turn

a) If a gingerbread man symbol was on the placed tile, the active player moves the Gingerbread Man to another unfinished city. All players with knights in the initial city receive points. Perform Step 6E and 6H as necessary.

Scoring During the Game

Completed Features

Road (thief)	**1** point / tile	
City (knight)	**2** points / tile **2** points / pennant	
Cloister (monk)	**9** points (the cloister and the eight tiles around it)	

Other scoring during the game

	Gingerbread Man	**1** point per tile for each knight when Gingerbread Man leaves city or city is completed
	Dispatch	**2** points OR depends on tile

Scoring After the Game

Incomplete features

Road (thief)   **1** point / tile

City (knight)   **1** point / tile
                           1 point / pennant

Cloister (monk)   **1** point / tile
                           (the cloister and each of the eight tiles around it)

Farm (farmer)   **3** points / completed city

Other scoring at the end of the game

Robber baron
1 point / completed road

King
1 point / completed city

Summary of Figure Characteristics

Followers and Neutral Figures

	Follower	Gingerbread Man
Ownership?	**player**	**neutral**
Follower?	**yes**	**no**
deploy to road?	**yes**	**no**
deploy to city?	**yes**	**yes**
deploy to farm?	**yes**	**no**
deploy to cloister?	**yes**	**no**
value for majority?	**1**	**---**

Tile Overview by Release

No.	Source	Land	Extra	Special	'Spare'
0	**(THE BASIC GAME)**	84			
	GINGERBREAD MAN	6			
Total	90	90			

This table lists the total number of tiles available in the basic game and in each expansion.

General Notes

- The **first** column lists the number of the expansion. Only main—boxed—expansions have numbers.
- The **second** column lists the title of the set.
- The **third** column lists the number of land tiles include in the set. Tiles such as the King, Robber Baron, abbeys, and point tiles are excluded (see 'Extra Tiles'). Tiles which are not used if the set is combined with other expansions in a game of mega-Carcassonne are also excluded from this column (see 'Spare Tiles').
- The **fourth** column lists the extra land tiles which come with the set—such as abbeys, the city of Carcassonne, or the wheel of fate.
- The **fifth** column lists the special tiles which come with the set—such as the King, the Robber Baron and point tiles.
- The **sixth** and final column lists the tiles which are surplus when the set is combined with other expansions in a game of mega-Carcassonne. So, for example, the basic game shows a '1' in this column, as the starting tile is not used when it is combined with a river or *The Count of Carcassonne*, and the lake and spring tiles from *The River* are not used if combined with *The River II*.

Consolidated Tile Reference

Introduction

The distribution lists here are organised by card type, as well as by set/expansion. More precisely, they are organised by the topological relation of their sides. The legend '**ffff**' on a tile in the game distribution lists below denotes a tile on which all four sides are fields; '**rrrr**' one on which all sides are roads; and '**cccc**' one on which all sides are cities. The section title 'City, field, road, field,' would correspond to '**cfrf**', and describes a tile with the following arrangement:

	C	
F		F
	R	

of which this tile would be an example:

The arrangement always proceeds clockwise from the topmost position. Furthermore, the tile notation and section headings are ordered alphabetically, according to the following hierarchy:

cities (c)
fields (f)
roads (r)
rivers (s)—think of 'streams'

Practically speaking, that means that a city is always placed at the top, and the rest of the tile described clockwise from that starting point. If there is more than one city, the first city—again seen clockwise—is placed at the top. If there is no city at all, then a field is placed at the top, and so on.

Further examples:

	C	
F		F
	C	

	C	
F		F
	C	

	C	
F		C
	C	

Clearly, the internal content of the tile is not being considered. The three tiles above are all grouped under different sections, even though they may all be used to connect two city segments on the top and bottom.

Similarly, both the tiles below are to be found under 'City, city, city, city'.

	C	
C		C
	C	

The reason for this organisation should be clear if you consider a situation where, deep into a game, there is a 'hole' in the playing field: only a tile with a certain arrangement of sides will fit.

I have also included a separate distribution list for tile symbols and features.

City, city, city, city

Total	Source
1	BASIC GAME
4	GINGERBREAD MAN
5	Total

Basic game

 x1

Gingerbread Man

 x2, x1, x1

City, city, city, field

Total	Source
4	BASIC GAME
4	Total

Basic game

 x3, x1

City, city, city, road

Total	Source
3	BASIC GAME
1	GINGERBREAD MAN
4	Total

Basic game

 x2, x1

Gingerbread Man

 x1

City, city, field, field

Total	Source
7	BASIC GAME
7	Total

Basic game

 x2, x2, x3

City, city, field, road

Total	Source
1	BASIC GAME
1	GINGERBREAD MAN
2	Total

Basic Game

 x1

Gingerbread Man

 x1

City, city, road, field

Total	Source
1	BASIC GAME
1	Total

Basic Game

 x1

City, city, road, road

Total	Source
5	BASIC GAME
5	Total

Basic game

 x3, x2

City, field, city, field

Total	Source
6	BASIC GAME
6	Total

Basic game

 x2, x1,

 x3

City, field, city, road

Total	Source
0	
0	Total

City, field, field, field

Total	Source
5	BASIC GAME
5	Total

Basic game

 x5

City, field, field, road

Total	Source
1	BASIC GAME
1	Total

Basic Game

 x1

City, field, road, field

Total	Source
1	BASIC GAME
1	Total

Basic Game

 x1

City, field, road, road

Total	Source
4	BASIC GAME
4	Total

Basic game

 x3, x1

City, road, city, road

Total	Source
0	
0	Total

City, road, field, field

Total	Source
1	BASIC GAME
1	Total

Basic Game

 x1

City, road, field, road

Total	Source
4	BASIC GAME
4	Total

Basic game

 x4 [24]

---

[24] Including the starting tile.

City, road, road, field

Total	Source
4	BASIC GAME
4	Total

Basic game

 x3, x1

City, road, road, road

Total	Source
3	BASIC GAME
3	Total

Basic game

 x3

Field, field, field, field

Total	Source
4	BASIC GAME
4	Total

Basic game

 x4

Field, field, field, road

Total	Source
4	BASIC GAME
4	Total

Basic game

 x2, x1, x1

Field, field, road, road

Total	Source
9	BASIC GAME
9	Total

Basic game

 x9

Field, road, field, road

Total	Source
9	BASIC GAME
9	Total

Basic game

 x8, x1

Field, road, road, road

Total	Source
5	BASIC GAME
5	Total

Basic game

x4,   x1

Road, road, road, road

Total	Source
2	BASIC GAME
2	Total

Basic game

x1,   x1

Symbols and Features

Animals

Total	Source
12	BASIC GAME

Gingerbread Men

Total	Source
6	GINGERBREAD MAN

Cloisters

Total	Source
8	BASIC GAME
8	Total

Pennants

Total	Source
10	BASIC GAME
10	Total

A Carcassonne Glossary

active player
The player whose turn it currently is. Even when other players carry out actions during a player's turn (such as parachuting followers in, or taking part in a round of bidding), they are not considered to be active.

adjacent
Tiles which are next to each other horizontally, vertically, or diagonally are said to be adjacent to each other. The sides which touch are also said to be adjacent, and must contain the same features on both tiles: that is, a road must continue in a road, and so on—except in the case of the abbey, which does not continue a feature, or a bridge, which allows a road to lead to a farm, although the road is actually continued by the bridge.

Cities are also sometimes described as being adjacent to farms. In this case it is not the field segment of a particular tile which is referred to, but the expanse of a farm as a whole.

With regard to the wagon, an 'adjacent feature' is more or less synonymous with 'neighboring feature'.

For a castle, adjacent means on one of the two tiles on which the castle itself stand, the two to its left, or the two to its right: a total of six tile.

In a plague region, adjacent means horizontally or vertically, but not diagonally.

advice
According to the basic rules, all players may—if they wish—offer 'advice' to the player whose turn it currently is about where to place their tile. There is nothing to say that this must be good advice.

basic game
The original *Carcassonne*, without any expansions. Also known as 'vanilla *Carcassonne*'.

BGG
See BoardGameGeek.

BoardGameGeek
The largest online board-gaming community. Website: http://boardgamegeek.com/. Often abbreviated to BGG.

bridge
First included in *Traders and Builders*, a bridge is not a crossing—the road segments run continuously over or under each other. However, in the example shown, the farm segments do not continue under the bridge.

Similarly, a city may bridge another city, as in the example shown. In this case there are also two separate cities.

CarcassonneCentral
[shameless plug]The premiere Carcassonne-related website in the English-speaking world: http://carcassonnecentral.com/. Often abbreviated to CC.[/shameless plug]

CAR

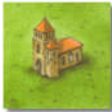See Complete Annotated Rules.

CC

See CarcassonneCentral.

city

One of the four basic types of features. A follower deployed to a city is called a knight. When a city is completed, every tile and pennant scores 2 points. At the end of the game, every incomplete city scores 1 point for every tile and pennant.

cloister

One of the four basic types of features. A follower deployed to a cloister is called a monk. When the eight adjacent tiles (horizontal, vertical, and diagonal) have been placed the cloister is complete and scores 9 points. At the end of the game, an incomplete cloister scores 1 point for every neighbouring tile (including the cloister itself). A cloister may challenge or be challenged by a shrine.

Complete Annotated Rules

The title of this document. Often abbreviated to CAR.

completed

A feature is said to be complete when it can no longer be extended. It is then scored immediately, and may not be re-occupied at any point.

counting follower

The follower that is moved around the scoreboard.

crossing

The end of a road. All junctions—crossroads, T-junctions, and so on—are crossings.

deployment

Moving a follower from the the supply to occupy a feature. Also called 'moving the wood'.

depreciated

An FAQ which is no longer valid, according to the latest rules, usually because the rules have changed.

expansion

There are two types of expansions for *Carcassonne*: major expansions and mini-expansions. So far, there is only one mini-expansion for the Winter Edition.

farm

A set of connected field segments. A follower deployed to a farm is called a farmer. During final scoring, every completed city on a farm scores 3 points.

farmer

A follower deployed to a farm is called a farmer, and should be laid on its back.

feature

Any structure which can be built is considered to be a feature. The four basic types are cities, cloisters, farms and roads. Other features include shrines, abbeys, and the river.

field

One of the four basic types of features. Connected field segmens make up a farm.

final scoring

When the last tile has been taken from the stack, bag or tile dispenser, the game enters final scoring (note that a player may still have an abbey tile left—this may not be played after the last land tile has been drawn, unless the last land tile is triggers a double turn). During final scoring, all incomplete features are scored, along with farms, and any special bonuses from trade goods, the King or Robber Baron.

follower

Used to refer to the standard follower included in the basic game.

Game of the Year

A prestigious German award for board games. *Carcassonne* won in 2001. Often abbreviated to GotY.

Gingerbread Man

A neutral figure in the mini-expansion of the same name that provides points to knights when it leaves their city.

GotY

See Game of the Year.

Hans im Glück

The original publishers of Carcassonne. Often abbreviated to HiG.

HiG

See Hans im Glück.

hole

A gap in the playing field; usually space for a single tile.

house rule

Any unofficial rule used in the game.

incomplete

Incomplete features may still be occupied during the game, and are only scored during the final scoring.

incorporated

An FAQ which is still true, but no longer relevant, usually because the point it clarifies has been included in a later version of the rules.

Klaus-Jürgen Wrede

The author of *Carcassonne*.

knight

A follower deployed to a city.

major expansion

A numbered expansion, usually containing some 20-30 tiles.

majority

If two or more players occupy the same feature as it is being scored, then the majority must be calculated. Each involved player counts the number of followers, taking account of their relative strength; the player with the most scores all the points for the feature, while the others score 0. In the case of a tie, all tied players score the full points available.

meeple

A popular neologism, possibly derived from 'my people'. Commonly used to describe the playing figures of *Carcassonne* taken as a whole.

mini-expansion

A smaller expansion, sometimes given away for free or along with magazines, and usually featuring no more than a dozen new tiles.

monk

A follower deployed to a cloister is called a monk.

moving the wood

Another term for the deployment phase of play.

neutral figure

A figure which may be used by anyone.

occupied

A feature is said to be occupied if at least one follower stands in or on it. New followers may not be deployed to an occupied feature, only connected indirectly; thus several followers of several players may ultimately occupy a feature. However, followers from the City of Carcassonne may be moved to an occupied feature during scoring.

open junction

A kind of road junction, first seen in *Abbey and Mayor*, in which there is no actual crossing. In the example shown, the road must be completed in all three directions.

pennant

A small shield on a city tile, which effectively doubles the score of the tile when the city is scored, and determines the strength of the mayor. The tile shown has two pennants, so triples the score of that tile.

placement

Used to described the act of adding a tile to the playing field.

playing field

All of the tiles in play, taken as a whole. The playing field may stretch to the edge of a table, but no further.

road

One of the four basic types of features. A follower deployed to a road is called a thief. A completed road scores 1 point for each tile on which it is visible; during final scoring, incomplete roads also score 1 point per tile.

scoreboard

The standard Carcassonne scoreboard contains 50 segments in a looped track. Once the starting segment has been passed, the player may take an additional scoring token.

segment

A segment is a section of a feature on a tile.

Spielbox

A popular German magazine for board-games.

stack

If the bag or tile dispenser are not in use, the tiles should be placed face-down in small stacks at the side of the playing field.

starting player

According to the HiG rules for the basic game, the youngest player decides who will begin. According to the latest RGG rules for the standard game, the players decide among themselves who will be the starting player, using any method they choose. It's up to you.

starting tile

The tile with the dark back in the basic game.
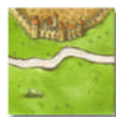
supply

The playing figures and special tiles, such as the abbey, which a player does not currently have in play at the moment.

thief

A follower deployed to a road.

tie

Should a tie occur when calculating the majority in a feature being scored, all tied players score the full points available.

tile

A playing piece containing segments of features. Tiles should be placed in stacks, the bag, or the tile dispenser.

tunnel

A tunnel is an unbroken road that leads under another feature, such as a city. In the example shown, there is one continuous road and two farm segments.

turn

The turn of a player consists of at least three basic components: placement, deployment, and scoring. However, some game mechanics may occur outside of this structure, such as at the start of the turn, at the end of the turn, or during the turn.

unoccupied

A feature is unoccupied if it contains no follower of any player. Followers may only be deployed directly to unoccupied features.

unplayable

If a tile cannot be placed anywhere on the playing field, it should be removed from play and the player should draw another.

watermark

Recent releases of both the basic game and its expansions have featured small icons—watermarks—on the tiles. These make no difference to the game-play, but may make it easier to sort out the tiles at the end of the game.

Carcassonne Collections and Expansions

Hang on, where can I get that expansion? It's not so tricky yet, but this may get tougher to figure out with time and more releases. The following table includes a chronologic listing of all of the releases for the Carcassonne Winter Edition.

Release Title	Initial release	HiG	ZMG	Spiel box	Includes
Carcassonne: Winter Edition	2012 Oct	✓	✗	✗	Winter Edition 12 Animal tiles
Gingerbread Man	2012 Oct	✓	✗	✗	Gingerbread Man

Expansion Checklist

For all of you completionists, here is a list of all of the expansions available, without regard to the precise origin of the expansions. Collect 'em all!

❑   Carcassonne: Winter Edition   ❑   Gingerbread Man

❑   Winter Animal tiles

Endnotes

Epilogue

Obviously it's important to have a unified set of rules for any game, allowing anyone to just sit down and play the game together. However, as the Carcassonne community has found, this becomes increasingly difficult with the challenges of multiple languages and multiple expansion sets.

The following is a statement from Georg Wild of Hans im Glück. The translation is not quite a verbatim quote, but it attempts to convey the spirit of his words:

Carcassone is important to us, but it is still a game.

In the context of tournaments, precisely defined rules are, of course, absolutely necessary and have been used in previous official tournaments.

The "more problematic" expansions are not designed for tournament use and are probably not suitable for tournaments. Should a tournament with all expansions take place, the tournament coordinators are the best people to determine the best solution for that frame.

More common are games among friends. In reality, the majority of "problems" have two absolutely equivalent solutions. The best criterion for coming up with a solution is the taste of those playing the game, because if this taste is taken into account, the **fun** will probably also be maximized … and this is what it all comes down to in the end, no?

CarcassonneCentral

There's a good chance that, if you're reading this document, you probably downloaded it from CarcassonneCentral (http://carcassonnecentral.com/). If you haven't already, you could show your support by joining the community and letting us know what you think. Naturally, it is completely free.

Most of the work surrounding this document goes on in the CarcassonneCentral as a whole. I think it is fair to call CarcassonneCentral the premiere *Carcassonne*-related website in the English-speaking world. It was set up in March 2007 when Gantry Rogue contacted Matt Harper about a possible collaboration, and since then has gone from strength to strength.

Quite simply, if you have a *Carcassonne*-related question, a suggestion for the CAR, want to ask people to play-test a variant you've been working on, or just feel like asking what everybody else is playing at the moment, we'd be pleased to welcome you to CarcassonneCentral. It's a great way to keep up with official news and community developments, and signing up really only takes a minute.

Acknowledgements

Klaus-Jürgen Wrede, for creating such a great game.
Hans im Glück and Z-Man Games, for publishing it.

kettlefish, for metric tons of help in translating the German rules and getting a number of clarifications from HiG.
Georg Wild at HiG, for answering all our questions.
Skull One, for his turn summary.

Matthew Harper, for carrying the CAR for years.
Gantry Rogue, for coming up with the CarcassonneCentral idea in the first place.
Whaleyland, for encouragement and proofreading.
CKorfmann, for repeated reminders and encouragement.

Special thanks to the CarcassonneCentral and BoardGameGeek communities in general.

Naturally, all errors are entirely my own.

Version History

1.0 (9 December 2012) The basic edition and Gingerbread Man expansion rules are complete. Tile scans are included, and the Turn Order summary is up-to-date.

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