

Klaus-Jürgen Wrede

Carcassonne

Winter Edition



A tile laying game for 2 to 5 players, by Klaus-Jürgen Wrede. Ages 13 and up.

Carcassonne, the world-famous French city, known for its imposing fortifications erected during the Antiquity and the Middle Ages.

This fortress, surrounded by magnificent walls, still stands today as one of the most unique French cities.

In this game, players must develop the area around Carcassonne. They will place their followers onto roads and into cities, monasteries and fields. Only those who make the most judicious placements will gain the points required to win the game.

Components

- 84 Land tiles (including 1 Start tile with a darker back) showing roads, cities, fields and monasteries.

- 40 followers in 5 colors. Each follower may become a thief, a knight, a monk or a farmer. Each player will use one of their followers as a score marker.



- 1 scoreboard: To track the players' scores.
- 1 rulebook and 1 player aid

Back of the Start tile



Back of the normal tiles

City sections



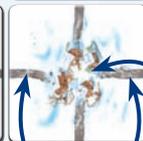
Banner



Monastery



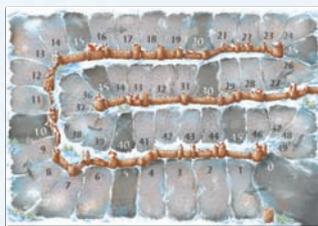
Field sections



Road sections



Crossroads



Game overview

On their turn, players place one tile. This is how roads, cities, monasteries and fields will be created, one tile at a time. To score points, players will need to place followers on these tiles. Points are scored throughout the game and at the end of the game. After the final scoring, the player who scored the most points is the winner.

The rules for Carcassonne - Winter Edition are the same as those for the basic Carcassonne game. The 12 tiles featuring animals are played according to the normal rules. For the Gingerbread Man mini-expansion, see page 8.

Game setup



The Start tile is placed face-up in the center of the table. Shuffle the other tiles and place them in various face-down stacks within reach of every player. Place the scoreboard close to the edge of the table to give players enough room to play their tiles in the middle of the table. Each player takes the 8 followers in his color and puts one (called marker thereafter) on space 0 of the scoreboard (the space located in the lower right-hand corner). Each player then keeps their remaining 7 followers in front of themselves: this is their personal supply. Players choose how the first player is designated, or simply let the youngest player begin.

Playing the game

Players take their turn one after the other, starting with the first player and then proceeding clockwise: on their turn, a player must do the following actions **in the order listed below**:

- **1. Draw** and place one new **Land tile**.
- **2.** Then, the player **may** take one (1) of his **followers** from his supply and put it on the tile **he has just placed**.
- **3.** If by placing a Land tile one or more **roads, cities, and/or monasteries** are completed, these features are scored **immediately**.

The player's turn is now over and the next player takes her turn by following the same rules.

■ 1. Placing Land tiles

At the beginning of their turn, a player **must** draw one of the face-down Land tiles. She looks at it and shows it to the other players (allowing them to "help" her). Then, she places that tile on the table according to the following rules:

- The new tile (the one with a **red** border in the examples) must be placed in such a way that at least one of its sides touches one of the previously placed tiles. The new tile **cannot** only be connected by a **corner**.
- New tiles must always continue fields, cities and/or roads.



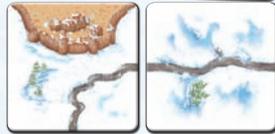
The new tile continues the road and field sections.



The new tile continues the city section.



One side of the new tile continues the city and the other continues the field.



This placement is **not allowed**.

In the unlikely situation where a drawn tile cannot be placed (all players must agree), the player removes the tile from the game and draws another tile.

■ 2. Placing new followers

Once a player has placed her tile, she **can** put one of her followers on that tile according to these rules:

- A player may only place 1 follower per turn.
- The player must take the follower from her supply.
- The player may only put the follower on the tile she has just placed.
- The player must choose where she will place her follower. As such, the follower can become a...



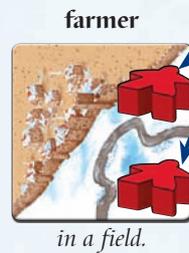
or



or



or



Lay down your farmers!

(For your first game, it is best to play **without the farmers**.)

- The player may not place her follower on a road, in a city or in a field if that section is connected to another tile where there already is a follower (no matter which player owns that follower). For example:

Blue may only place a farmer or a monk since there already is a thief on the continued road.



Blue cannot place his follower as a knight because the city is already occupied. He may, however, place a thief on the road or a farmer in the field.



If a player has placed all of her followers, she keeps placing one tile each turn. A player is never allowed to retake one of her followers from a tile. However, a follower is returned to its supply when the road, city or monastery it occupies is scored.

Then, the player's turn is over. After, in clockwise order, the next player takes his turn, followed by the next one, etc. IMPORTANT: If, after placing a tile, one or more roads, cities and/or monasteries are completed, they are **immediately scored** before the next player's turn.

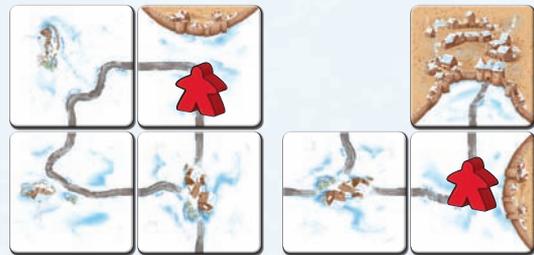
3. Scoring completed roads, cities and monasteries

A COMPLETED ROAD



A road is complete once both ends of the road are connected to a crossroad, a city section, a monastery or the road loops onto itself. There can be any number of road sections between both ends.

A player who owns a thief on a completed road scores 1 point per tile used in the completed road (make sure that you only count the number of tiles, since a single tile can be used for more than one road section).



Red scores 4 points.

Red scores 3 points.

THE SCOREBOARD

When you score points, move your marker a number of spaces on the scoreboard equal to the number of points scored. If you move beyond space 50 of the scoring track, put your marker on its side to indicate that you now have more than 50 points and keep moving your marker as usual on the scoring track.

Blue scores 3 points. He moves his marker from space 48 to space 1. He then lays his marker on its side to show that he passed space 50.



A COMPLETED CITY



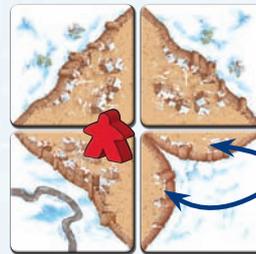
A city is complete when it is surrounded by walls and there are no gaps in the walls or the city. There can be any number of

sections in a city.

A player who owns a knight in a completed city scores 2 points per tile in the city (count the tiles and not the sections). Each banner in the scored city also gives the player 2 points.



Red scores 8 points (3-tile city and 1 banner).



Red scores 8 points (4-tile city and no banners).

When 2 city sections are on the same tile, it is worth only 2 points since it counts as 1 tile.

WHAT IF THERE ARE MORE THAN ONE FOLLOWER ON A COMPLETED ROAD OR CITY?

With some clever tile placements, it is possible to connect road and city sections, resulting in a road with more than one thief or a city with more than one knight.

The player with the most thieves or knights scores the totality of the points.

In case of a tie, the tied players each score the points.

The new tile connects the city sections to create one larger city.



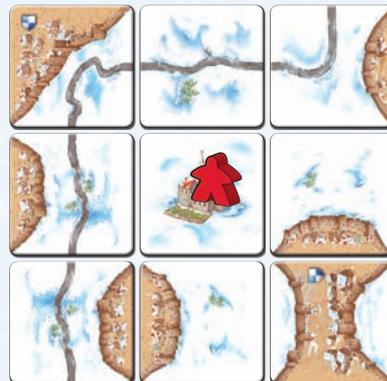
Blue and Red both score 10 points for this city (made out of 5 tiles) since they have one knight each in that completed city.

For another scoring example with followers placed in the same feature, see page 6.

A COMPLETED MONASTERY



A monastery is complete when it is surrounded by tiles. **The player who owns a monk in a completed monastery scores 9 points.** (1 point per tile, including the tile with the monastery).



Red scores 9 points. (the monastery tile itself and the 8 surrounding tiles).

FOLLOWERS GO BACK INTO THEIR PLAYER'S SUPPLY

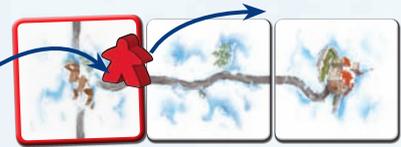


After scoring a road, a city or a monastery – **and only then** – the followers used in the scoring are returned to their player's supply. These returned followers may become thieves, knights, monks and farmers during the **following** turns.

It is possible for a player to place a follower, score a road, a city or a monastery and see this same follower return into their supply on the same turn. The order must always be as follows:

1. Complete a road, a city or a monastery with the new tile.
2. Place a thief, knight or monk.
3. Score the completed road, city or monastery.
4. Return the thief, knight or monk to its supply.

Red scores 3 points.



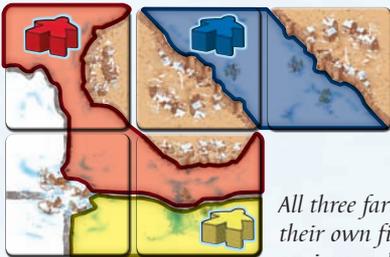
Red scores 4 points.



THE FIELDS

(Reminder: for your first game, we recommend playing **without farmers and fields**.)

Connected field sections create a larger field. Fields are not scored during the game. Players are allowed to place farmers into a field section, but those are only scored at the end of the game. **A farmer remains in the field where it was placed until the end of the game and is never returned to its player's supply!** (To show this, lay the farmer on the tile instead of placing it standing up.) Fields are separated from one another by roads, cities and the edge of the board. (This is particularly important during the final scoring!)



All three farmers have their own field. The road sections and the city divide the field into three distinct fields.



By placing this new tile, the three fields become one single field where each player has one follower.

Note: The player who placed this new tile cannot put a new farmer in the field since there already is at least one farmer (three in this case) in the connected fields.

Game end and final scoring

When a player places the last tile, the game ends after his turn. Then, players proceed with the final scoring.

SCORING INCOMPLETE CITIES, ROADS AND MONASTERIES

During the final scoring, **incomplete** roads, cities and monasteries are scored. A player who has a follower on an incomplete road, city or monastery scores **1 point per tile**. For cities, **each banner is also worth only 1 point**. In case of a tie, use the same rules as for **completed** features.

Once a feature is scored, return the follower to its supply. This should prevent any potential mistakes during the final scoring.

Green scores 8 points for the incomplete city. (5 city sections, 3 banners).

Black scores nothing since **Green** has more knights than him in this city.



Red scores 3 points for the incomplete road (3 road sections).



Yellow scores 5 points for the incomplete monastery (the monastery tile itself and the 4 surrounding tiles).

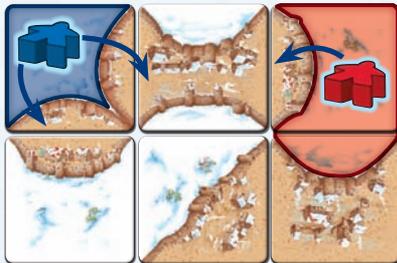


Blue scores 3 points for the incomplete city (2 city sections, 1 banner).

SCORING FARMERS

(For your first game, if playing **without farmers and fields**, you will not need to score them.)

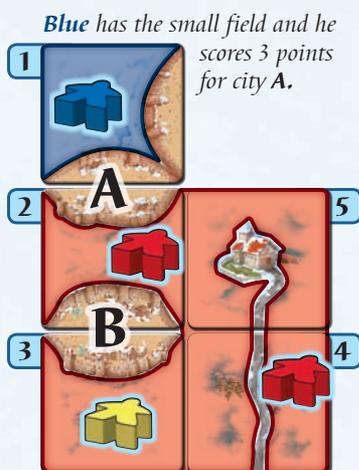
- When scoring the farmers, only **completed cities** are counted.
- The farmer must be in a field that touches one or more completed cities. The distance between the farmer and the city does not matter.
- **For each completed city** that the field touches, the player with the most farmers in that field scores **3 points**. The size of the city does not matter. If some players are tied for the most farmers, they each score the points for that field.
- A field is only worth points if it touches at least one completed city. More than one field may touch and score the same completed city. Each field is scored by following the rules above.



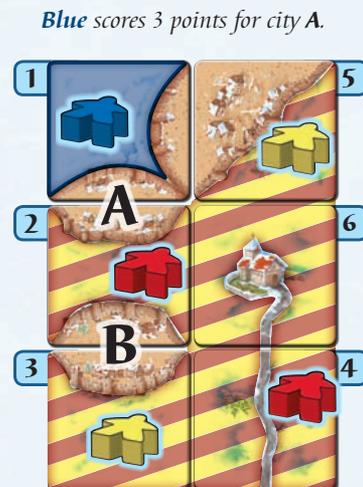
Blue scores 6 points. **Red** scores 3 points. No one scores points for the incomplete city.



Blue scores 9 points (6 points for the top farmer, and 3 points for the bottom farmer).



X Shows the order in which the tiles are placed.



In this example, **Red** and **Yellow** both have 2 farmers and score 6 points each (3 points each for cities **A** and **B**).

Yellow does not have the most farmers in the field, and therefore does not score any points.

Red owns the large field since he has the most farmers. He scores 6 points (3 for each city, **A** and **B**).



The next page also shows a detailed farmer scoring example.

Once all fields have been scored, the final scoring and the game are over.

The player with the most points is the winner. In case of a tie, play another game to determine the winner!



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Detailed examples

DETAILED FARMER SCORING EXAMPLES

Here is another example for scoring farmers (followers placed in fields). The full explanation for scoring farmers can be found on page 5, under **SCORING FARMERS**.



Field 1: **Blue** is alone in Field 1. This field touches 2 **completed cities** (A and B). **Blue** scores 3 points for each city (no matter the size), for a total of **6 points**.

Field 2: **Red** and **Blue** both have 1 farmer in Field 2. Both players score 3 points per completed city (of which there are three: A, B and C). Thus, **Red** and **Blue** both score a total of **9 points** for Field 2.

Note: Cities A and B touch both Field 1 and Field 2. As such, for these cities, **Blue** gains points in Field 1 and both **Red** and **Blue** score points in Field 2. The city in the lower left-hand corner is incomplete and is not worth any points.

Field 3: **Yellow** is the sole player to score Field 3 since he has more followers than **Black**. There are 4 **completed cities** touching Field 3, so **Yellow** scores **12 points**.

Note about field demarcations: Fields are separated from one another by roads and cities as well as the edge of the board.

HOW CAN MORE THAN ONE FOLLOWER OCCUPY THE SAME FIELD?

□ = last tile placed



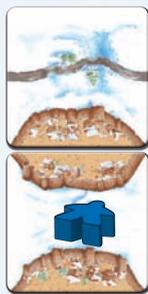
Turn 1



Turn 2



*Corners never connect tiles!
Here, the fields are not connected.*



Turn 3

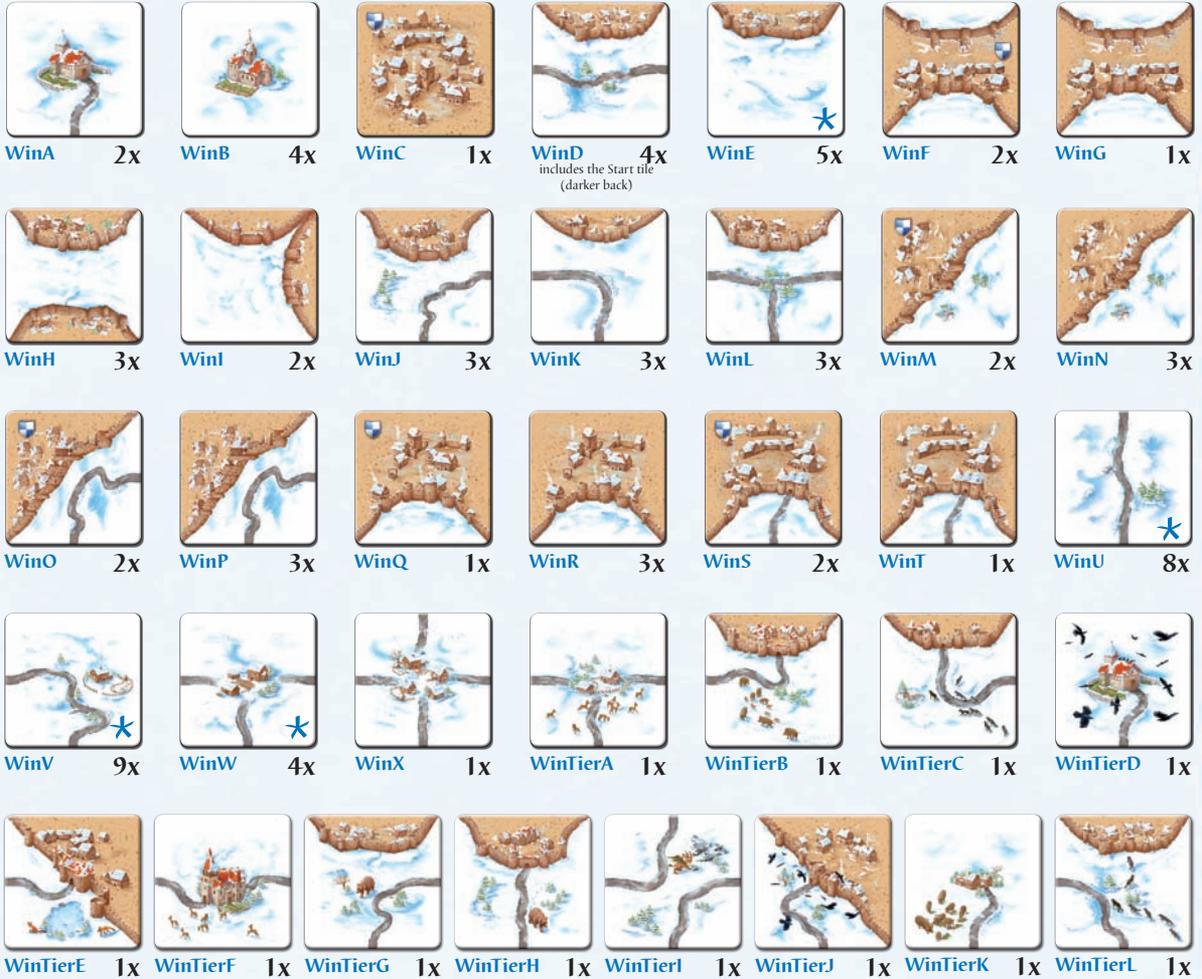
Turn 1: **Blue** puts a farmer in the field.

Turn 2: **Red** places a tile diagonally adjacent to the one that **Blue** has just placed. **Red** can put his farmer in the illustrated field since both fields are not connected at that time.

Turn 3: The two fields are now **combined into a larger field**. There are now two farmers in the same field.

Using similar tactics, it is possible for **two thieves to be on the same road** or **two knights to be in the same city**.

Basic game tiles (84 tiles)



★ There can be cosmetic differences on these tiles (sheep, houses, etc.).

Scoring summary

Features completed DURING the game

Road (thief) 1 point per tile



City (knight) 2 points per tile + 2 points per banner



Monastery (monk) 9 points



Incomplete features at the END of the game

Road (thief) 1 point per tile

City (knight) 1 point per tile + 1 point per banner

Monastery (monk) 1 point per tile (monastery tile and each surrounding tile)

Farmers, only at the END of the game

3 points per completed city in the field or adjacent to the field



Klaus-Jürgen Wrede

Carcassonne

Winter Edition

The Gingerbread Man

A cold winter has wrapped the walls of Carcassonne. The citizens waste very little time before preparing hot beverages and sweet pastries. Life around Carcassonne slows down. Occasionally, the people catch a glimpse of a new character, but a glimpse is all they've ever been able to catch.

Components

- 1 wooden gingerbread man 
- 6 tiles featuring the gingerbread man



Game setup



The basic rules for CARCASSONNE remain unchanged. This mini-expansion can be played with Carcassonne - Winter Edition since their tiles share the same back. The six new tiles (those with the gingerbread man icon) are shuffled with the other tiles from the Winter Edition. Before starting the game, the wooden gingerbread man is placed on the city section of the Start tile.

Playing the game

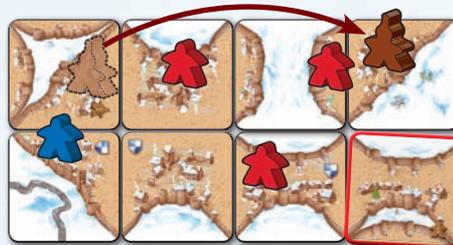
The 6 new tiles: When a player draws a tile with a gingerbread man, he places it according to the regular rules and plays his turn as usual (including scoring, if any). Then, he takes the gingerbread man and moves it into a different **incomplete city**.



Scoring the gingerbread man

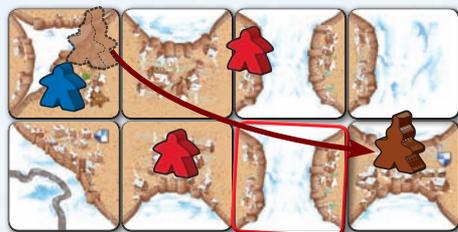
1) When the gingerbread man **leaves** a city due to another tile with the gingerbread man being played, every player that has one or more knights in that city scores points. For each of their knights, each player scores 1 point per tile currently in that city. Banners do not score any points. The knights remain in the city.

2) The following occurs when the city with the gingerbread man is completed: before the regular scoring, every player with one or more knights in the city scores 1 point per tile in the city for each knight he or she has in that city. This is followed by the regular scoring. Finally, the player who completed the city moves the gingerbread man into an incomplete city of his choice.



Example for the 1st type of scoring

Red places a tile with the gingerbread man icon and moves the gingerbread man into the top right city. Because the gingerbread man was removed from the left city, **Blue scores 7 points** (7 tiles, 1 knight) and **Red 14 points** (7 tiles, 2 knights).



Example for the 2nd type of scoring

Red uses his tile to complete the city occupied by the gingerbread man. For the gingerbread man scoring, **Blue scores 6 points** (6 tiles, 1 knight) and **Red 12 points** (6 tiles, 2 knights). Then **Red scores 14 points** for the city, as per the normal rules. Finally, **Red** moves the gingerbread man into an incomplete city.

Special case: If there are no incomplete cities where the gingerbread man may move to, then he stays in the city he currently occupies. If that city is completed, he is then removed from the board, and will be able to return to play when another gingerbread man tile is played.