

## Tom's Carcassonne Tile Tuckboxes v4.0

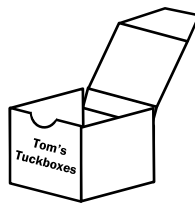
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1 of 2

## Carcassonne - Basic Game (2000)



Tape or glue here.

Tape or glue here.



# Carcassonne

Klaus-Jürgen Wrede

The Basic Game of Carcassonne includes 72 Landscape tiles.  
Released in 2000 by Klaus-Jürgen Wrede.



Follower

**Setting up the game:**  
Each player selects a color and takes the 8 followers. Place one on the scoreboard. The remaining 7 followers make up your supply.



Starting Tile

The Starting Tile is placed in the center of the table. It can be distinguished from the other tiles because it has a dark logo on the back.

The remaining tiles are shuffled and placed in a stack, a sack, or tower. A starting player is selected. They draw a tile and place it following the rules described below.

### Gameplay Overview:

Play progresses in a clockwise fashion. On your turn you:

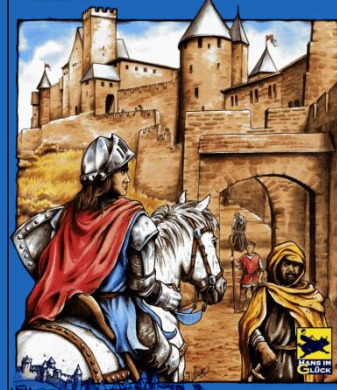
1. Draw one tile and place it. It must touch at least one tile and the features must match. (ex: A road must continue on both tiles.)
2. You may deploy one follower from your supply to the tile just placed. Place the follower on a specific road, city, field or cloister that isn't already claimed by a follower on another connected tile.
3. If any roads, cities or cloisters are completed by placing this tile, they must be scored now.

# Carcassonne

Klaus-Jürgen Wrede



# Carcassonne



First 1/2 of Game Tiles

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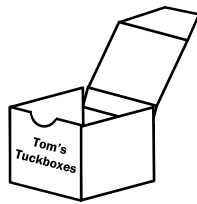
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2 of 2

## Carcassonne - Basic Game (2000)



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### Completing a Feature:

When a feature is completed, the player with the most followers on that feature receives points. In a tie, both players receive full points.

A road is completed when both ends of a road are closed off or it forms a loop. It is worth 1 point for each tile the road goes through.

A city is completed when it can no longer be expanded. It is worth 2 points for every tile that the city occupies, plus 2 points for every pennant within the city.

A cloister is completed when a tile is placed in the 8 locations surrounding the cloister. It is worth 9 points.

Fields are scored at the end of the game.

### End game scoring:

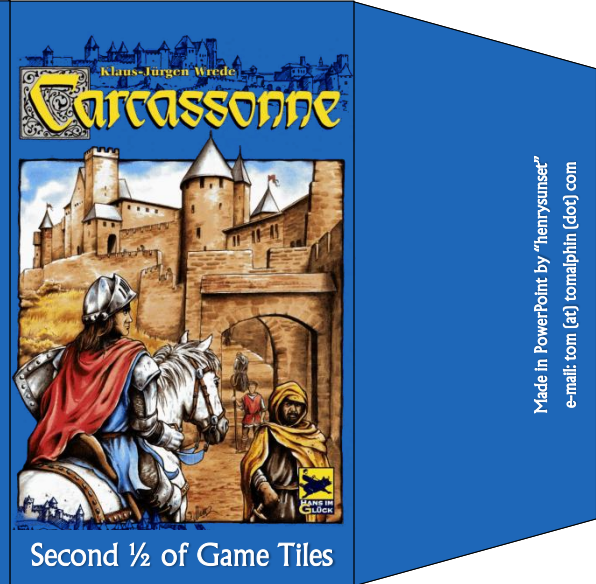
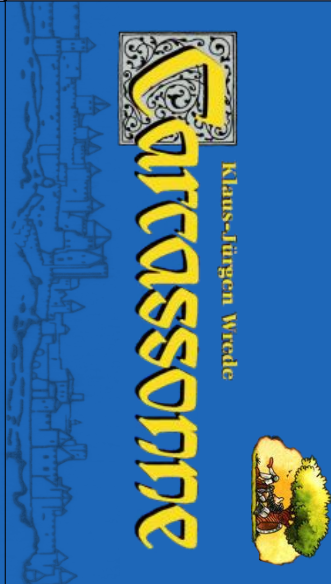
At the end of the game, followers which remain on the board are scored. The player with the most followers on a feature receives points.

Incomplete roads is worth 1 point per tile.

Incomplete cities is worth 1 point per tile and 1 point per shield.

Incomplete cloisters are worth 1 point per tile surrounding the cloister and the cloister itself.

Each field is worth 3 points for every completed city which touches the field.



Second 1/2 of Game Tiles



*Tape or glue here.*

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**Carcassonne**  
 Inns & Cathedrals  
 Klaus-Jürgen Wrede

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**Carcassonne**  
 Inns & Cathedrals  
 Klaus-Jürgen Wrede  
 1st Expansion

**Carcassonne**  
 Inns & Cathedrals  
 Klaus-Jürgen Wrede

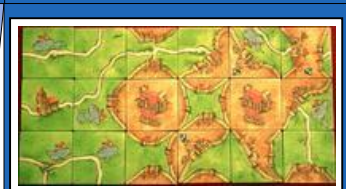
**Inn**  
 Roads with an **Inn** score 2 points per segment when completed. At the end of the game, an incomplete road with an Inn is worth no points.

**Cathedral**  
 A city with a **Cathedral** scores an additional point for each segment and each shield when completed. At the end of the game, an incomplete city with a Cathedral is worth no points.

**Big Follower**  
**Big Followers** are played like regular followers. They count as two followers when multiple players are competing for a feature.

*Tape or glue here.*

*Tape or glue here.*



Inns & Cathedrals Includes: 18 tiles marked with a ★ symbol, 6 large followers & 6 grey followers to allow a 6th player.  
 The 1st major expansion. Released in 2002.

*Tape or glue here.*

*Tape or glue here.*

**Inns & Cathedrals (2002)**

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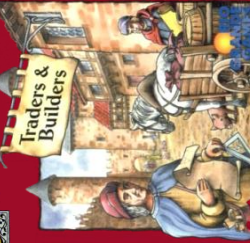


Tape or glue here.

Traders & Builders includes 24 tiles marked with a  symbol, 20 trade good tokens, 6 Builders & 6 Pigs.  
The 2nd major expansion. Released in 2003.

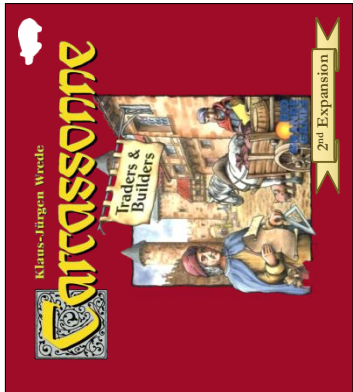


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2nd Expansion

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2nd Expansion



9x



6x



5x



Builder



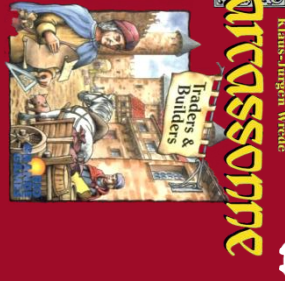
Pig

A city with **Trade Goods** has cloth, grain or wine. The person that completes a city with trade good symbols takes those tokens.

At the end of the game, the player with the most tokens of each type receives 10 points.

**Builders** can be placed on a Incomplete road or city where you already have a follower. The next time you add to this feature, you get one extra turn. *[Max 1 extra turn per round.]*

**Pigs** can be deployed on a field where you already have at least one Farmer. At the end of the game, you will score one additional point per city for this field. *[You only get additional points if you won the field.]*



Klaus-Jürgen Wrede

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Klaus-Jürgen Wrede

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### Tom's Carcassonne Tile Tuckboxes v4.0 (2003) Traders & Builders

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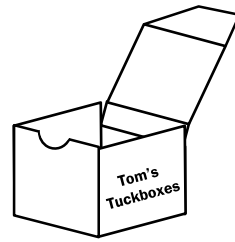
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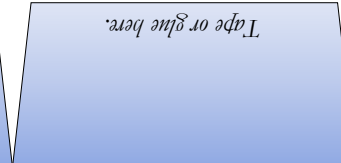
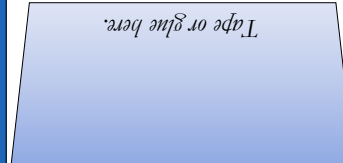
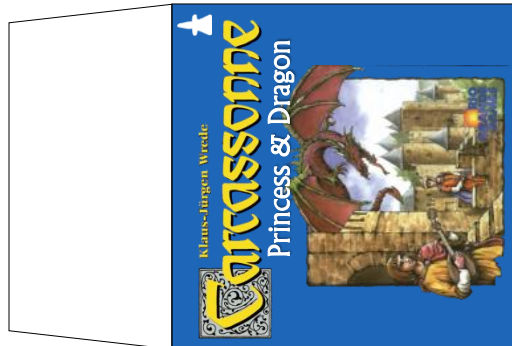
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Major  
Expansion


#3


## Princess and Dragon (2005)




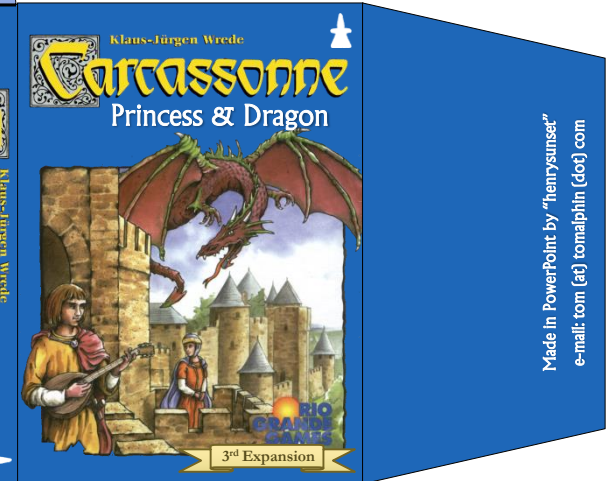
 Each turn, you may move the **Fairy** instead of deploying a follower. The **Dragon** cannot move to a tile protected by the Fairy. At the beginning of your turn, you earn 1 point if the Fairy is on a tile with one of your followers. When scoring features, you earn 3 points if the Fairy is on a tile where a follower is scored.

 Playing a tile with the **Volcano** causes the Dragon to move to that tile.

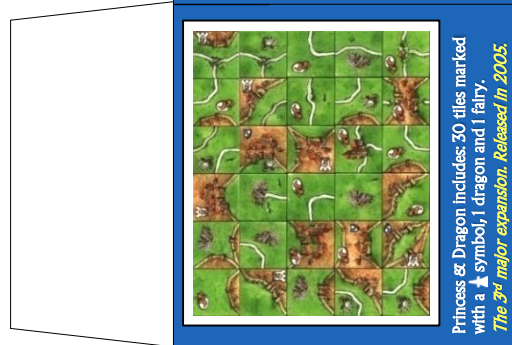
 Playing a tile with the **Dragon** causes the Dragon to move 6 spaces without revisiting a tile. The player who played the tile moves the Dragon first. The game figures on each tile visited by the Dragon are returned to their owner. *[If drawn before the Volcano, it is set aside.]*

 Playing a tile with the **Magic Gate** allows you to deploy a follower to an unclaimed feature on any tile in play.

 Playing a tile with the **Princess** allows you to remove a follower of your choice from the city attached to the Princess.



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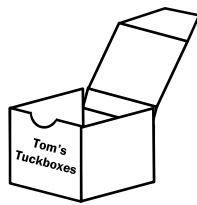
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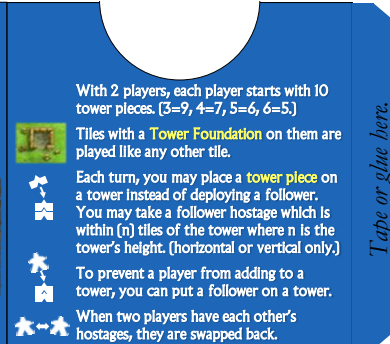
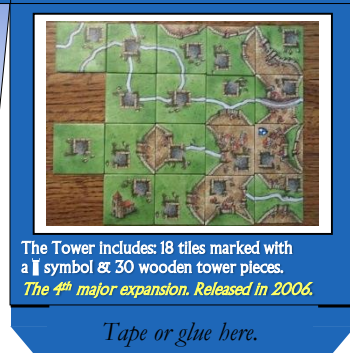
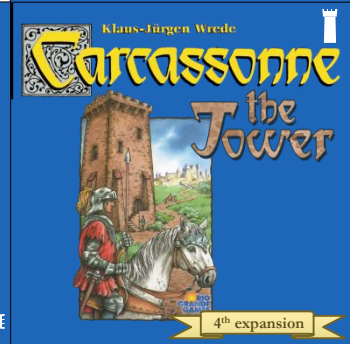
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## The Tower (2006)



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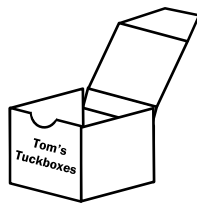
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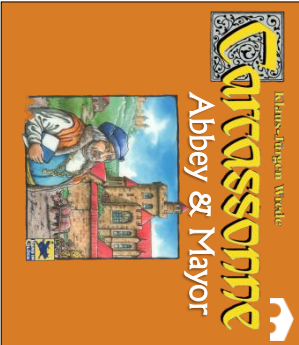
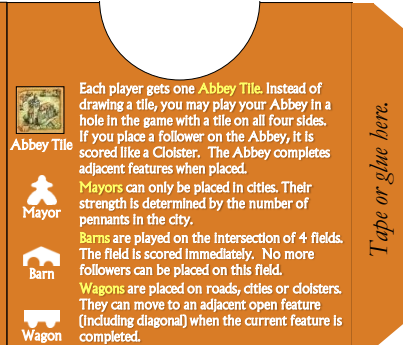
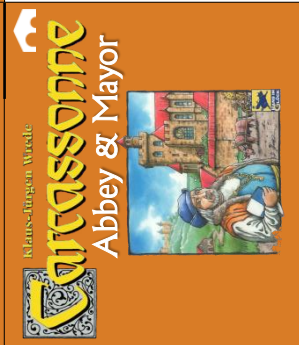
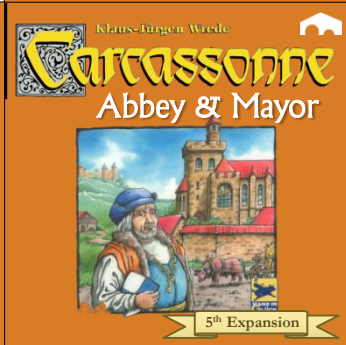
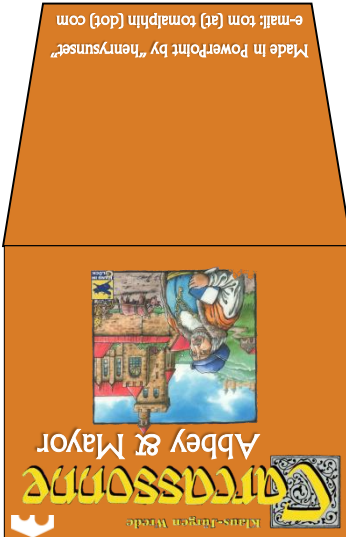
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## Abbey & Mayor (2007)



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Abbey Tile



Mayor



Barn



Wagon

Each player gets one **Abbey Tile**. Instead of drawing a tile, you may play your Abbey in a hole in the game with a tile on all four sides. If you place a follower on the Abbey, it is scored like a Cloister. The Abbey completes adjacent features when placed.

**Mayors** can only be placed in cities. Their strength is determined by the number of pennants in the city.

**Barns** are played on the Intersection of 4 fields. The field is scored immediately. No more followers can be placed on this field.

**Wagons** are placed on roads, cities or cloisters. They can move to an adjacent open feature (including diagonal) when the current feature is completed.

Tape or glue here.

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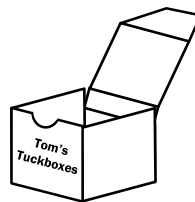
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## The Count & The River II (HiG 2008 expansion & HiG/RGG Big Box 2)



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**The Count**  
Klaus-Jürgen Wrede

**Carcassonne**  
The Count  
Klaus-Jürgen Wrede

**Carcassonne**  
The Count  
Klaus-Jürgen Wrede  
This expansion includes: The 12 tile City of Carcassonne & The Count.  
Released In 2004.

**Carcassonne**  
The Count  
Klaus-Jürgen Wrede

**Count**

The City of Carcassonne replaces the Starting Tile. It contains four districts which determine where followers can be deployed later. (Cathedral to Cloister, Castle to City, Market to Farm & Blacksmith to Road.)

When you place a tile causing another player to score points when you don't, you may place a follower on one district, and you may move the Count to a district to block it's use.

Before calculating the majority when scoring completed features, players may deploy one or more followers from the appropriate (unblocked) district to the feature being scored.

**The River II**  
Klaus-Jürgen Wrede

1. Put the Spring tile in the center of the table. Put the Lake & Fork tiles aside & shuffle the River tiles.  
2. The first player plays the Fork tile and may place a follower as usual.  
3. The next player draws a River tile, adds it to the river & may place a follower as usual.  
4. When all River tiles have been played, the next player plays the Lake with a City tile at one end of the river. The next player places the Lake with a Volcano tile. This player plays the Dragon and draws the first normal tile when using that expansion.]

Spring  
Fork  
Lake 1  
Lake 2

**Carcassonne**  
The River II  
Klaus-Jürgen Wrede

**The River II**  
Klaus-Jürgen Wrede

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**Carcassonne**  
The River II  
Klaus-Jürgen Wrede

This expansion includes: 12 river tiles.  
Released In 2005.

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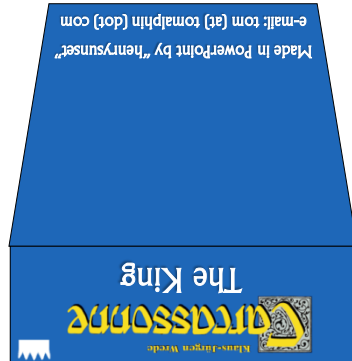
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## The King, The Cult (HiG 2008 expansion & HiG/RGG Big Box 2)



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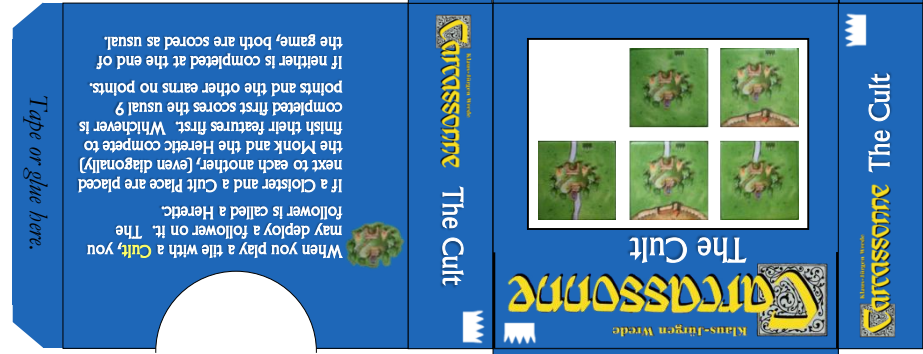


**The King** is awarded to the player who completes the largest city. At the end of the game, the player with control of the King gets 1 point for every completed city.

**The Robber Baron** is awarded to the player who completes the largest road. At the end of the game, the player with control of the Robber Baron gets 1 point for every completed road.

*(To take the King or Robber Baron from another player, you must complete a city/road which is at least one tile larger than the previous largest city/road.)*

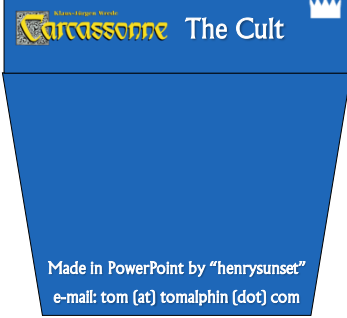
This expansion includes: 5 landscape tiles, the King & the Robber Baron.  
 Released in 2003.



When you play a tile with a **Cult**, you may deploy a follower on it. The follower is called a Heretic.

If a Cloister and a Cult Place are placed next to each another, (even diagonally) the Monk and the Heretic compete to finish their features first. Whichever is completed first scores the usual 9 points and the other earns no points.

If neither is completed at the end of the game, both are scored as usual.



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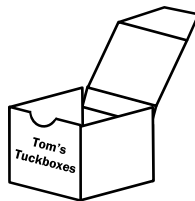
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## The Catapult (2008)



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## Wheel of Fortune (2009)

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**Carcassonne**  
 Klaus-Jürgen Wrede  
 Wheel of Fortune



**Carcassonne**  
 Klaus-Jürgen Wrede  
 Wheel of Fortune

Klaus-Jürgen Wrede  
**Carcassonne**  
 Wheel of Fortune  
 Game/Expansion

**Carcassonne**  
 Klaus-Jürgen Wrede  
 Wheel of Fortune

**3**  
 Wheel Symbol

Set-up game with Wheel of Fortune Instead of normal starting tile. (Place pig on "Fortune".)

When a player doesn't place a follower on his turn, he may place a follower on an empty space surrounding the Wheel of Fortune. When the pig lands on that section, each follower earns 3 points. [If a section has two spaces and only one is occupied, the player earns all 6 points.]

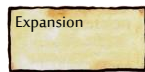
When a tile with the Wheel Symbol is drawn, the pig moves clockwise the number of spaces indicated on the tile, the Wheel of Fortune is scored, then each player takes points and returns scored followers to their supply:

*Tape or glue here.*

*Tape or glue here.*

Fortune: 3 points, only to the player who moved the pig.  
 Tax: 1 point / knight + 1 point / peasant.  
 Famine: 1 point / farmer for each adjacent completed city.  
 Storm: 1 point / unused follower.  
 Inquisition: 2 points / monk.  
 Plague: Return a follower from game board to supply. [Followers on Wheel excluded.]  
 "Wheel of Fortune" contains 19 unique tiles marked with a wheel symbol that can be used as an expansion to Carcassonne.  
*Game or Expansion. Released in 2009.*

*Tape or glue here.*



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- Notes:**
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# Tom's Carcassonne Tile Tuckboxes v4.0

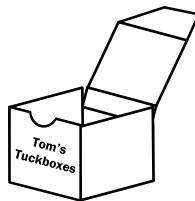
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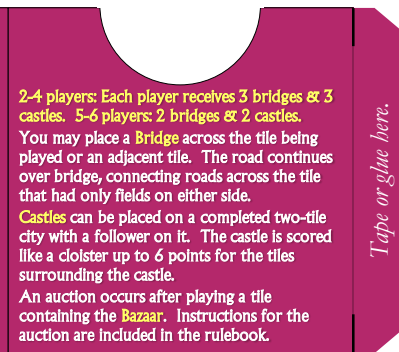
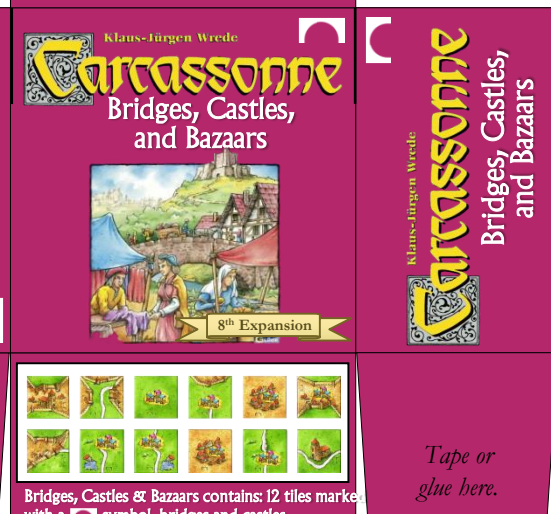
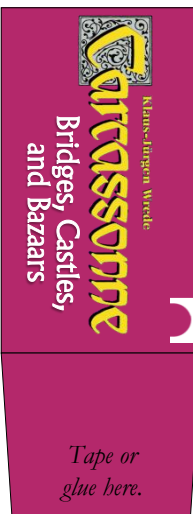
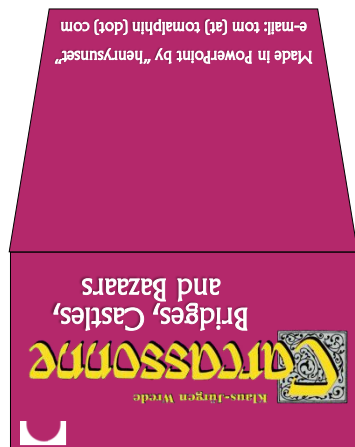
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## Bridges, Castles and Bazaars (2010)



**Revision History:**  
V3.0 - First Version.  
V3.1 - exploring correct font usage.

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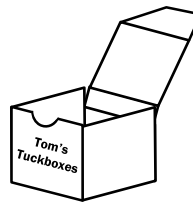
# Tom's Carcassonne Tile Tuckboxes v4.0

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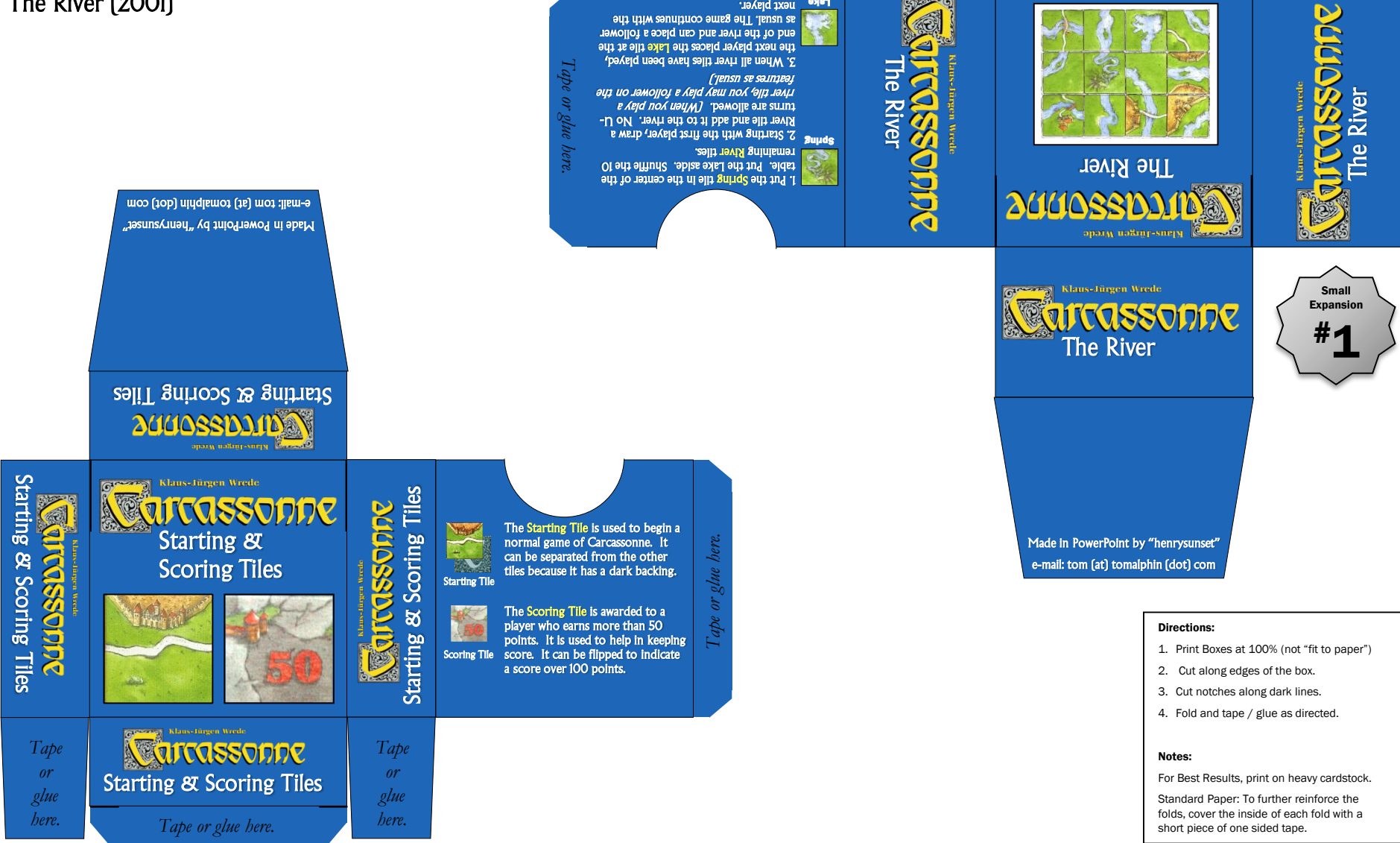
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## Basic Game - Starting/Scoring Tiles. The River (2001)



# Tom's Carcassonne Tile Tuckboxes v4.0

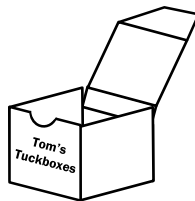
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## The King & Scout (2003)

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e-mail: tom [at] tomalphin [dot] com


**Carcassonne**  
Klaus-Jürgen Wrede  
The King


Small  
Expansion

#2



**Carcassonne**  
Klaus-Jürgen Wrede  
The King

 **King**  
When a player completes a city which is larger than every other city, they take the **King** token. At the end of the game, the player with the King token gets 1 point for each completed city on the board.

 **Robber Baron**  
When a player completes a road which is longer than every other road, they take the **Robber Baron** token. At the end of the game, the player with the Robber Baron token gets 1 point for each completed road on the board.

Tape  
or  
glue  
here.

**The King** Includes: 5 land tiles, 1 King token & 1 Robber Baron token.  
*Released In 2003 In "The King & Scout".*

Tape  
or  
glue  
here.

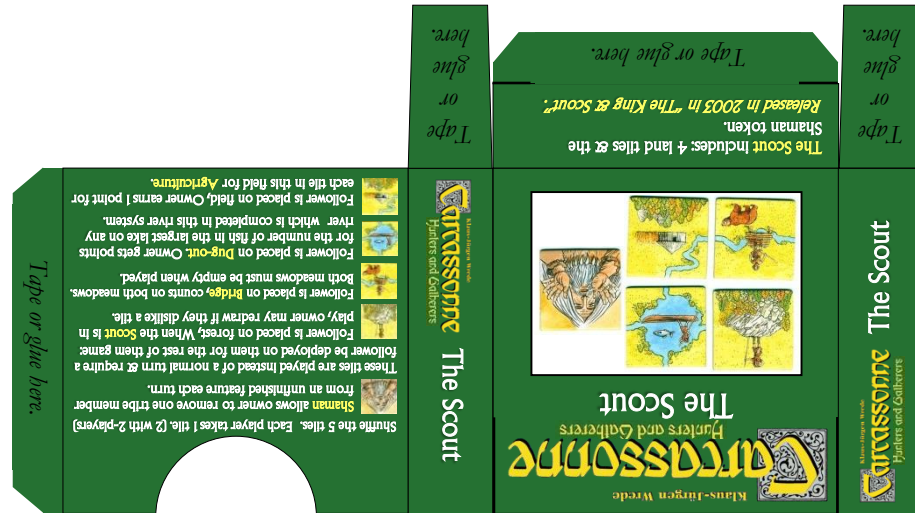
Tape or glue here.

Tape or glue here.

Expansion for  
another game:  
**Hunters and  
Gatherers**

**Carcassonne**  
Klaus-Jürgen Wrede  
The Scout  
Hunters and Gatherers

Made in PowerPoint by "henrysunset"  
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Shuffle the 5 tiles. Each player takes 1 tile (2 with 2-players)  
Shaman allows owner to remove one tribe member  
These tiles are played instead of a normal turn & require a follower be deployed on them for the rest of them game:  
Follower is placed on forest. When the **Scout** is in play, owner may redraw if they dislike a tile.  
Follower is placed on bridge, counts on both meadows. Both meadows must be empty when played.  
Follower is placed on **Dug-out**. Owner gets points for the number of fish in the largest lake on any river which is completed in this river system.  
Follower is placed on field, Owner earns 1 point for each tile in this field for **Agriculture**.

**Carcassonne**  
Klaus-Jürgen Wrede  
The Scout  
Hunters and Gatherers

**Carcassonne**  
Klaus-Jürgen Wrede  
The Scout  
Hunters and Gatherers

**Carcassonne**  
Klaus-Jürgen Wrede  
The Scout  
Hunters and Gatherers

### Directions:

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### Notes:

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# Tom's Carcassonne Tile Tuckboxes v4.0

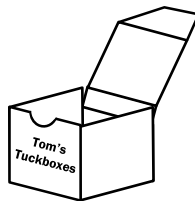
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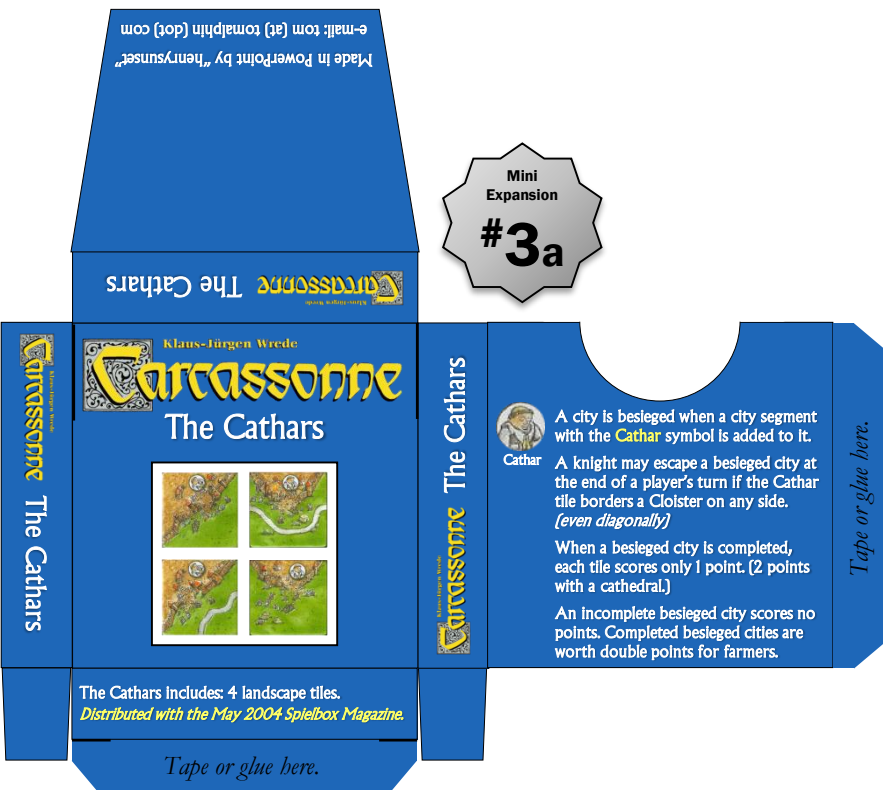
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## The Cathars (2004), Games Quarterly (2006)



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# Tom's Carcassonne Tile Tuckboxes v4.0

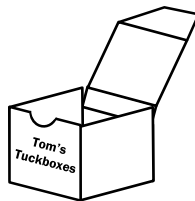
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## The Count (2004), The River II (2005)

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**Small Expansion #4**

**Carcassonne**  
Klaus-Jürgen Wrede

**The Count**

**Carcassonne**  
Klaus-Jürgen Wrede

**The Count**

**The Count**  
Klaus-Jürgen Wrede

**The Count**  
Klaus-Jürgen Wrede

**The Count** Includes: The 12 tile "City of Carcassonne" & 1 wooden Count.  
Released In 2004.

**Carcassonne**  
Klaus-Jürgen Wrede

**The River II**

1. Put the Spring tile in the center of the table. Put the Lake & Fork tiles aside & shuffle the River tiles.  
2. The first player plays the Fork tile and may place a follower as usual.  
3. The next player draws a river tile, adds it to the river & may place a follower as usual.  
4. When all river tiles have been played, No U-turns allowed.  
Lake 1: the next player plays the Lake with a City tile at one end of the river. The next player places the Lake with a Volcano tile. (This normal tile when using that expansion.)  
Lake 2: player plays the Lake with a Dragon and draws the first

**Count**

The City of Carcassonne replaces the Starting Tile. It contains four districts which determine where followers can be deployed later. (Cathedral to Cloister, Castle to City, Market to Farm & Blacksmith to Road.)

When you place a tile causing another player to score points when you don't, you may place a follower on one district, and you may move the Count to a district to block it's use.

Before calculating the majority when scoring completed features, players may deploy one or more followers from the appropriate (unblocked) district to the feature being scored.

**Carcassonne**  
Klaus-Jürgen Wrede

**The River II**

**Carcassonne**  
Klaus-Jürgen Wrede

**The River II**

**Carcassonne**  
Klaus-Jürgen Wrede

**The River II**

**Small Expansion #5**

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- Directions:**
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  2. Cut along edges of the box.
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  4. Fold and tape / glue as directed.
- Notes:**
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# Tom's Carcassonne Tile Tuckboxes v4.0

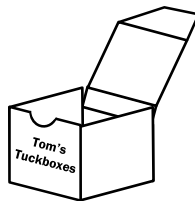
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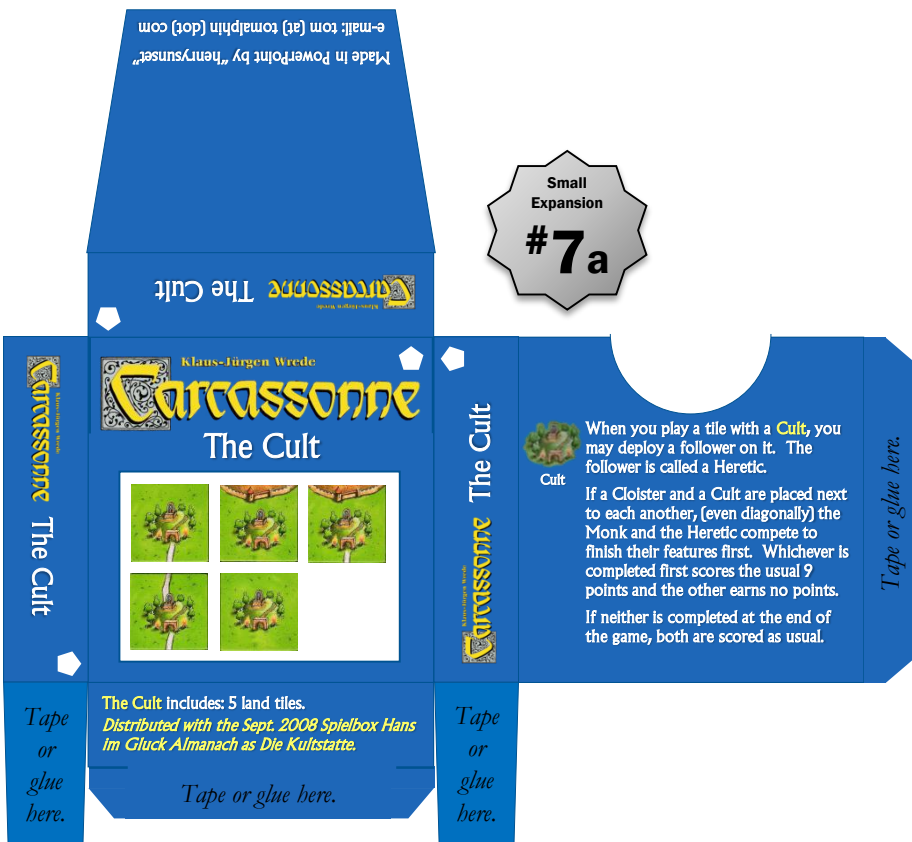
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## Carcassonne: The Cult (Spielbox) Stone Age: The New Huts (2008 Spielbox Almanach w/ Pentagon)



### Directions:

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### Notes:

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# Tom's Carcassonne Tile Tuckboxes v4.0

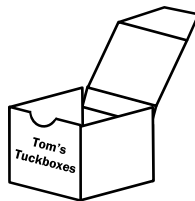
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## Carcassonne: Cult, Siege & Creativity (2008, Rio Grande Games)

### Directions:

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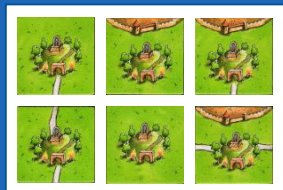
Small  
Expansion

#7b

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The Cult  
Carcassonne

Klaus-Jürgen Wrede  
**Carcassonne**  
The Cult



The Cult  
Carcassonne



Cult

When you play a tile with a **Cult**, you may deploy a follower on it. The follower is called a Heretic.

If a Cloister and a Cult are placed next to each other, (even diagonally) the Monk and the Heretic compete to finish their features first. Whichever is completed first scores the usual 9 points and the other earns no points.

If neither is completed at the end of the game, both are scored as usual.

Tape or glue here.

Tape  
or glue  
here.

The Cult Includes: 6 land tiles.  
Originally released with Sept. 2008 Spielbox.  
Re-released with a 6<sup>th</sup> tile in October 2008.

Tape or glue here.

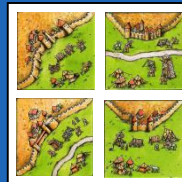
Tape  
or glue  
here.



The Siege  
Carcassonne

The Siege  
Carcassonne

Klaus-Jürgen Wrede  
**Carcassonne**  
The Siege



The Siege  
Carcassonne



Soldiers

When a tile containing soldiers is played, the city on that tile is **besieged**.  
A knight may escape a besieged city at the end of a player's turn if the Siege tile borders a Cloister on any side. (even diagonally)

When a besieged city is completed, each tile scores only 1 point. (2 points with a cathedral.)

An incomplete besieged city scores no points. Completed besieged cities are worth double points for farmers.

Tape or glue here.

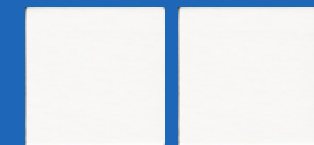
This expansion Includes: 4 landscape tiles.  
Re-released by RGG in October 2008.

Tape or glue here.

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Creativity  
Carcassonne

Klaus-Jürgen Wrede  
**Carcassonne**  
Creativity



Creativity  
Carcassonne

Creativity  
Carcassonne

2 blank tiles. Made available in October 2008.

Tape or glue here.

Tape or glue here.

# Tom's Carcassonne Tile Tuckboxes v4.0

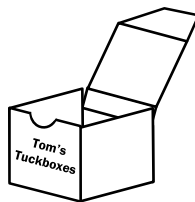
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## Tunnels (2009) Crop Circles (2010)



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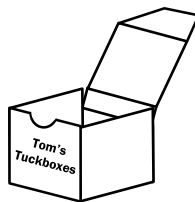
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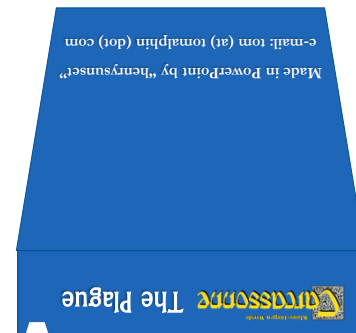
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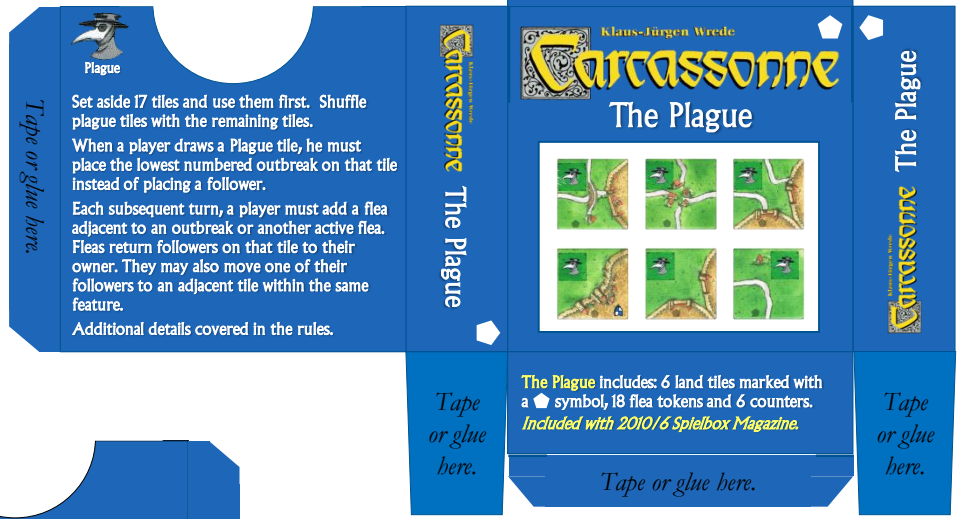


## The Plague (2010), The Festival (2011)

Small Expansion  
**#10**



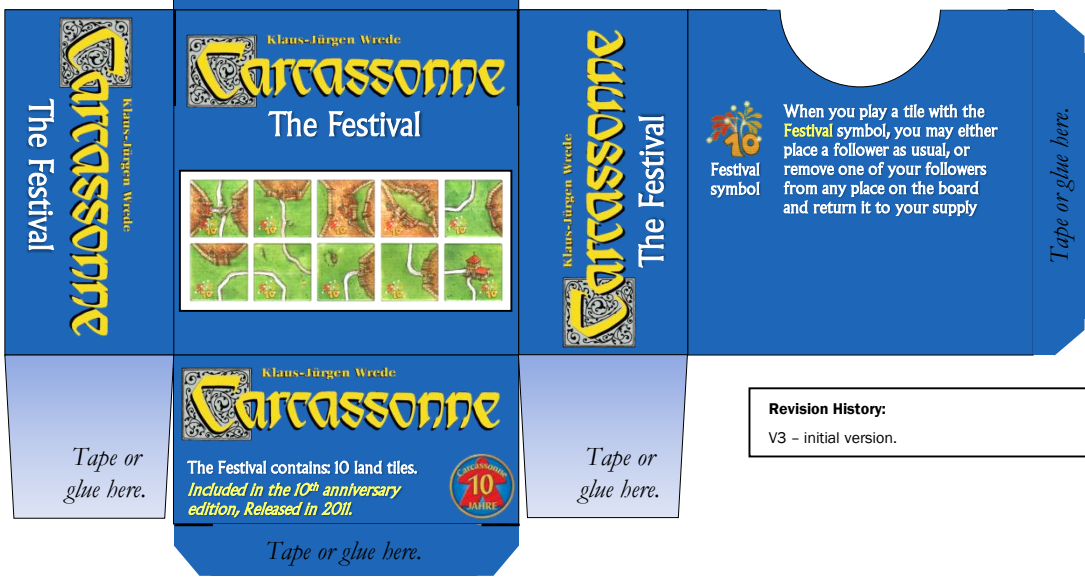
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Small Expansion  
**#11**



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**Revision History:**  
V3 - initial version.

- Directions:**
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# Tom's Carcassonne Tile Tuckboxes v4.0

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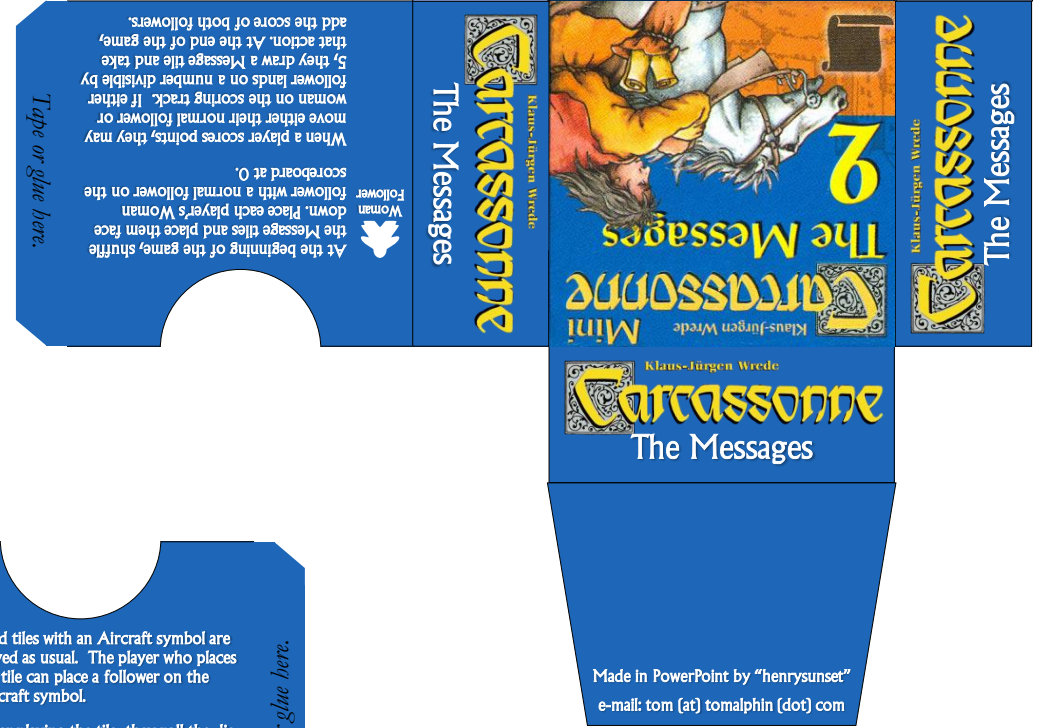
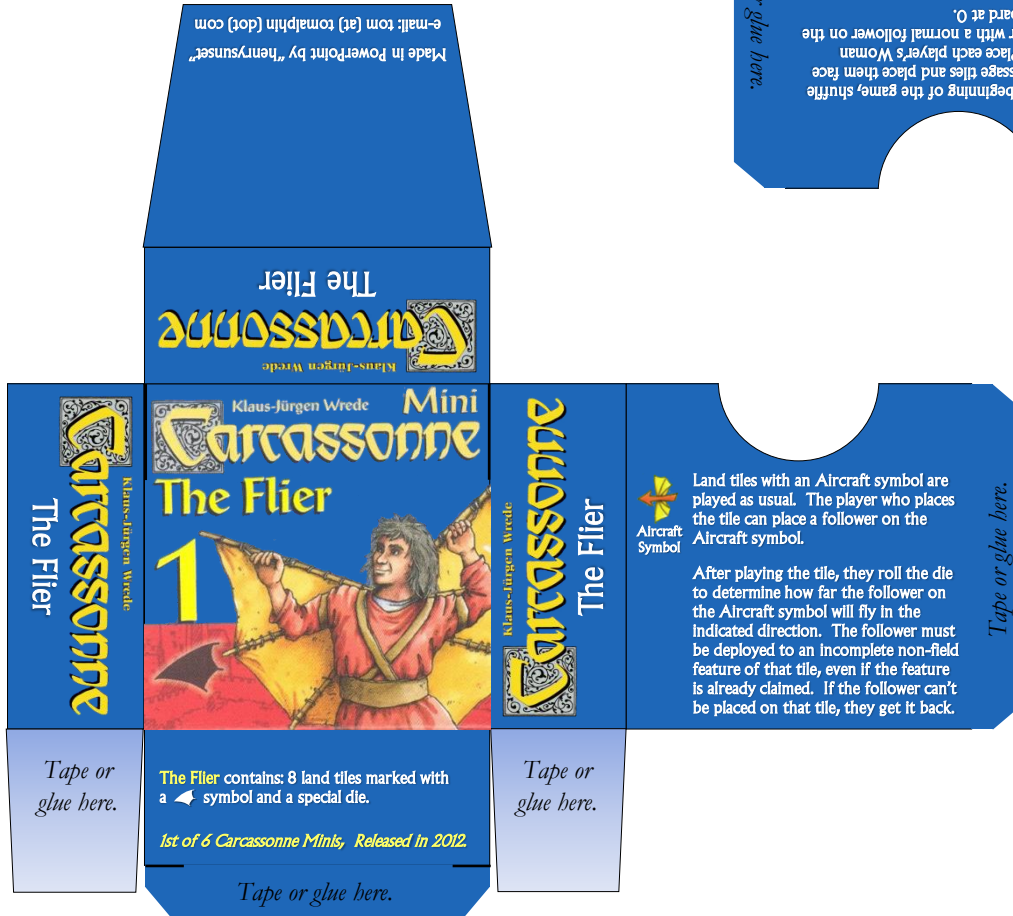
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## Mini #1 - The Flier (2012)

## Mini #2 - The Messages (2012)



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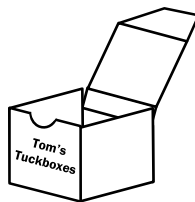
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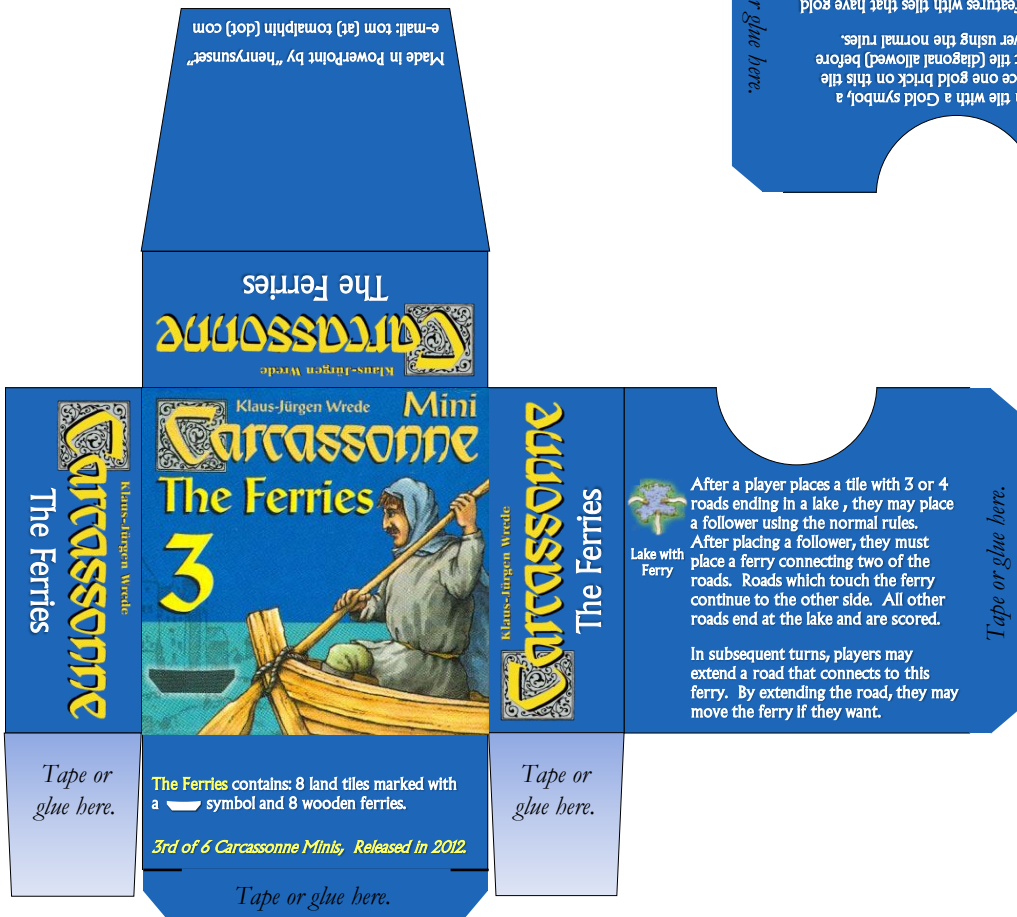
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## Mini #3 - The Ferries (2012)

## Mini #4 - The Goldmines (2012)



- Directions:**
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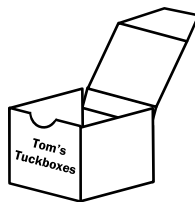
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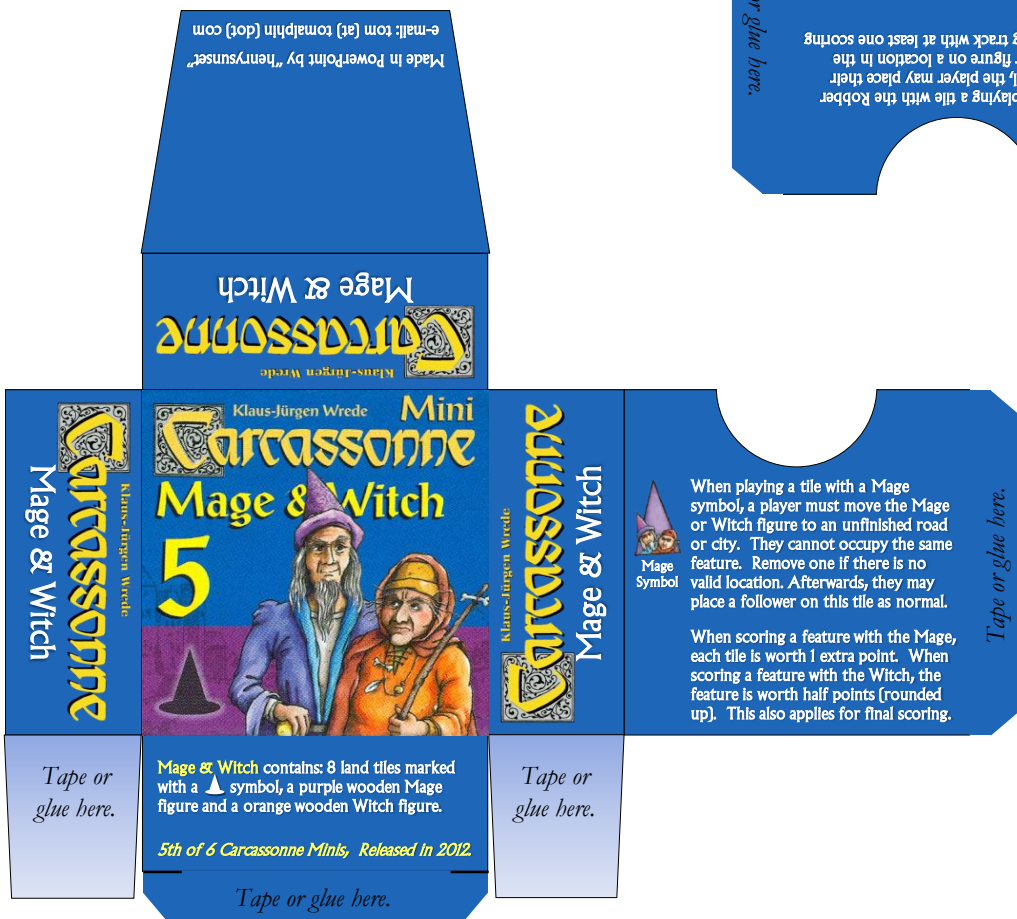
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## Mini #5 – Mage & Witch (2012)

## Mini #6 - The Robbers (2012)



### Directions:

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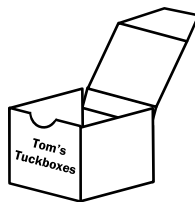
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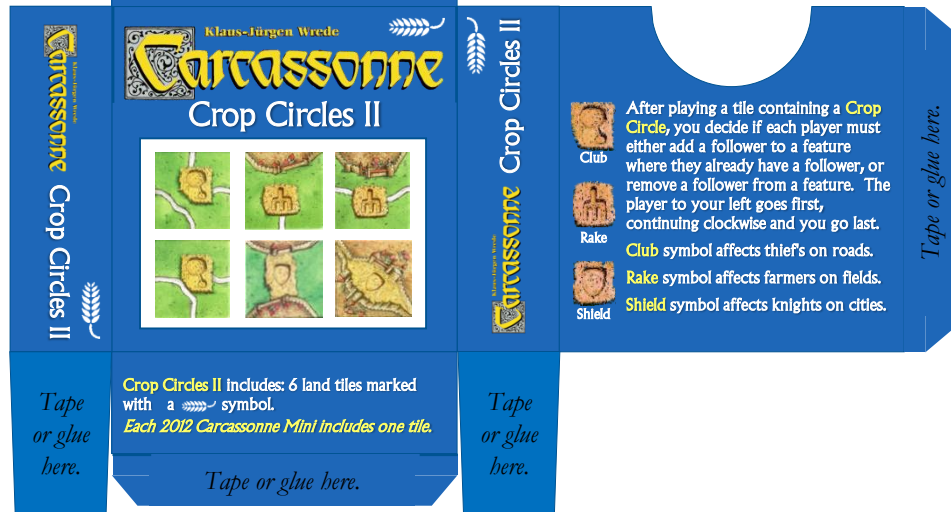
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## The Compass Rose (2012) Crop Circles II (2012)



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