CARCASSONNE — SUPPLEMENTARY RULES

Welcome again! If you are reading this, it means that you've already played a few games of *Carcassonne* and that you wish to increase the strategic options at your disposal.
What would life be without agriculture? We try to answer part of this question by introducing the hard-working farmers who spend long hours in the fields of Carcassonne. As we did for the roads, cities, and monasteries, the farmers will be presented using the actions of a game turn.

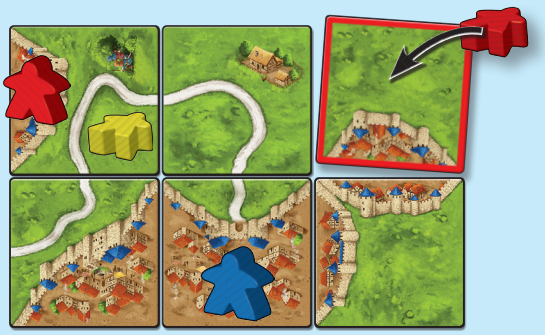
The farmers

1. Placing a tile

As you are now used to, you must place your tile in such a way that it continues the landscape and illustration. Fields always refer to the green spaces found in the landscape of Carcassonne. On the tile shown to the right, there are three field segments.

2. Placing a meeple as a farmer

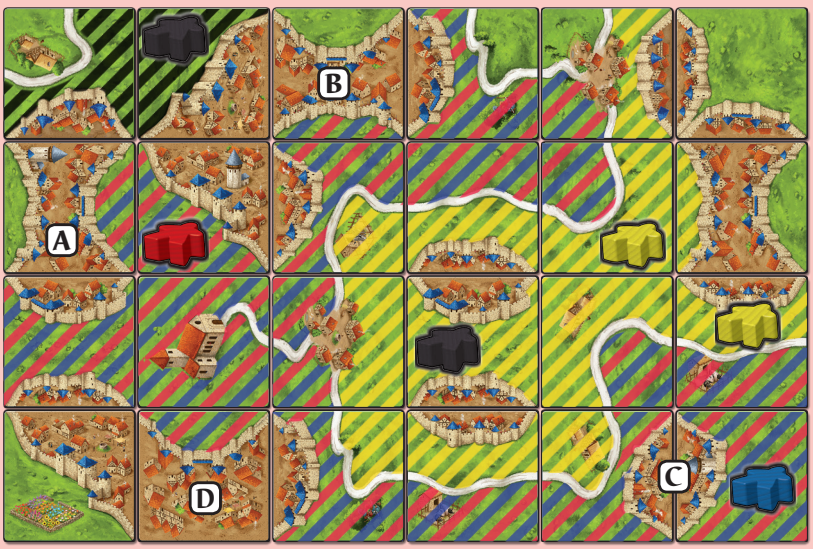
A farmer is a meeple that you place "laying down" in a field segment.
"Laying down?" Yes. Unlike highwaymen, knights, and monks that are all placed standing up, farmers are laid down on a tile because they are only scored at the end of the game. Consequently, they are not returned to your supply after scoring. Laying farmers down ensures that you remember to leave them on the board.
As always, you can only place your farmer if there are no other farmers in the field.
The fields of Carcassonne are divided by roads and cities. Pictured right are three separate fields.



*The field in which you are placing a farmer goes from the tile you just placed to the city with your knight. The **yellow** farmer has not impact since he occupies another field.*

3. Scoring fields

As mentioned previously, farmers are not scored during the game and, consequently, they do not return to your supply.
So place your farmers wisely.
Now, let's assume the game is over and that we are conducting the final scoring. Unlike other features, it is not the field tiles that are counted, but the number of completed cities that border a field. Each completed city that touches a field adds **3 points** to the value of that field. All fields touched by a city will see their value increased by 3 points.



*Three completed cities touch the large field occupied by a **red** farmer and a **blue** farmer. Both players will score a total of **9 points** for the three completed cities: A, B, and C. Neither of them scores any points for city D since that city was incomplete at the end of the game.*
*Let's see if anyone else is scoring points. The **yellow** and **black** players are both present in the same field. Since **yellow** has more farmers in that field, she is the only one to score the **12 points** for the four completed cities.*
*Finally, the **black** player in the small field scores 3 points per completed city (A and B), for a total of **6 points**.*

You now know how to play with farmers! Here is a summary of the most important rules concerning farmers:

- Farmers are placed "laying down" on the board.
- Farmers are only scored during the final scoring.
- Each completed city adjacent to a field you occupy gives you 3 points.
- As is the case with roads and cities, there may be more than one farmer in the same field.
- Once again, the same scoring rules apply to farmers. Only the player with the most farmers in a fields scores the points for that field. In case of a tie, the tied players each score full points.

The River

The River is the first mini expansion you will discover in the *Carcassonne* universe.
It embellishes the landscape while also varying the starting situation.

Components

The River is comprised of **12 River tiles with a dark back** that replace the start tile.
When playing with *The River*, return the start tile to the box.

Setup

Set aside the "**source**" and "**lake**" tiles. The remaining River tiles are shuffled and stacked facedown. Finally, slide the **lake** tile under that stack and set the **source** tile as the starting point.

Gameplay

Starting with the first player and continuing clockwise one after the other, players place tiles as usual (including the possibility of placing a meeple), with the exception that they must draw tiles from the River tile stack. You must continue drawing from the River stack until it runs out of tiles.
As usual, you must continue the illustration. Furthermore, you must continue the river illustration, and the river **cannot** turn twice in the same direction because this would create a u-turn.
You may place meeples along the river following the normal rules.

Completed river example.

The Abbot

The Abbot is the second mini expansion presented in this box.
It introduces gardens, which you may have already noticed on the tiles, and abbots.

Components and setup

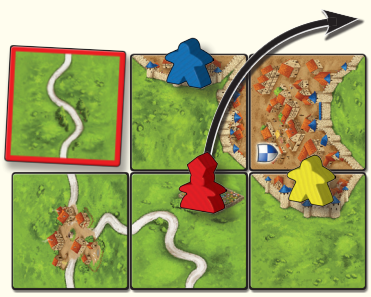
This mini expansion includes 5 abbots in the player colors.
Each player receives the abbot in their color.

Gameplay

1. Placing a tile
When you place a tile with a monastery or a garden, follow the normal rules.

2. Placing a meeple OR your abbot
When placing a tile with a monastery or a garden, you may place **either** a meeple **or** your abbot.
The meeple is placed as usual whereas the abbot must be placed on the monastery or garden you've just placed.

3. Scoring an abbot
If the monastery or garden occupied by your abbot is surrounded by eight tiles, you score 9 points just like during a regular monastery scoring. As you can see, gardens are scored exactly like monastery, with the exception that only an abbot may be placed on them.


You place this tile and choose not to place a meeple. Instead, you decide to take your abbot, which you placed earlier, and score 6 points.

The abbot also has another special ability. On your turn during action 2 (Placing a meeple), if you decide **not to place a meeple**, you are allowed to take back your abbot. If you do so, you score as many points as the abbot is worth at that time, exactly like an end game monastery final scoring.
During final scoring, abbots are scoring in the same manner.

You are now truly ready to embark on the grand voyages that the Carcassonne universe has in stores for you!
More expansions can be found here: **www.zmangames.com**. See you soon!