

SUPPLEMENTAL RULESHEET

After playing a few games of *Carcassonne*, you can add these additional rules for new options and strategies. This rulesheet covers **the Farmers**, **the River**, and **the Abbot**.

The Farmers

1. Place a land tile

As always, you draw a land tile and place it, continuing the landscape. The green landscapes across *Carcassonne* are fields.



2. Place a meeple as a farmer

You may place a meeple lying down on a field as a farmer. Unlike travelers, knights, and monks, which are all placed standing up, farmers are placed lying down on their fields. This is a reminder that farmers and fields are scored only during final scoring, not during the game the way other meeple are.

As with other features, you can lay a farmer only on a field that does not already have another farmer on it. The fields are separated by cities, roads, the river, and other features that visually separate fields. For instance, the example to the right shows 3 separate fields.



You place a tile that adds to a large field stretching from your tile along the road all the way to a city where you already have a knight. You place a meeple lying down on this field as a farmer.

3. Score points

Unlike other features, fields are scored only during final scoring, not during the game. Thus, farmers will not return to your supply during the game.

During final scoring, each field is scored based on the number of completed cities touching that field. Each field scores **3 points** for **each completed city** touching that field.



*This field occupied by red and blue is touching 3 completed cities **A**, **B**, and **C**. This field scores 9 points, and since red and blue are tied for the most meeple, both players score 9 points. City **D** is not completed, and does not count towards this field's scoring. Black and yellow both have farmers on this field . Black has the most meeple on this field, and scores the full 12 points for the 4 cities touching this field. Yellow has a farmer on this field in the corner, and scores 6 points for the 2 cities, **A** and **B**, touching that field.*

Below is a summary of the rules for farmers:

- Farmers are placed **lying down**, not standing the way other meeple are placed.
- Farmers are not scored until **final scoring**, at the end of the game.
- Each **completed city touching a field** is worth 3 points.
- As with meeple on other features, multiple farmers can be present on a single field.
- As with other features, the players with the most farmers on a field scores the points from that field. If multiple players have the same number of farmers, all tied players score the full points.

The River

The River is the first mini-expansion in the *Carcassonne* universe.

It embellishes the landscape while also varying the starting situation.

Components

The River is comprised of **12 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**” tile, as well as the “**lake**” end tile.

Shuffle the remaining river tiles and stack them facedown. Finally, place the **lake** tile at the bottom of the river tile stack, and place the **source** tile on the table as the start tile.

Playing the Game

At the beginning of the game, instead of drawing tiles from the normal land tile stacks, the players draw from the river tile stack until all the river tiles have been placed. River tiles must be placed to continue the landscape **and** you must place them such that they continue the river specifically. Thus, the river will continue to lengthen until it is capped by a lake on the end. You may place a meeple following the **normal rules**. Meeple cannot be placed on the river itself.

Additionally, the tiles showing a bend in the river cannot be placed such that the river loops back in on itself; tiles showing a bend in the river cannot be placed in the same direction as a previously-placed bending tile.

After all river tiles have been placed, the game continues using the normal land tiles.

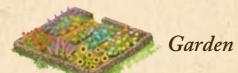


The Abbot

The Abbot is the second mini-expansion. This mini-expansion uses the abbot meeple, as well as the gardens, which you may have already noticed on some tiles.

Components and Setup

This mini-expansion uses the 5 abbots in the corresponding player colors. Each player takes the abbot in their color.



1. Place a land tile

As normal, you draw a land tile and place it to continue the landscape.

2. Place a meeple or your abbot

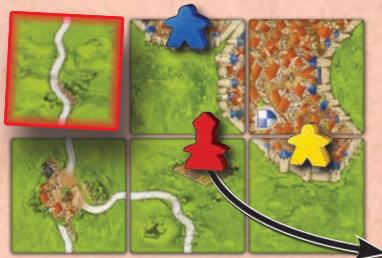
When you place a tile showing a **monastery** or a **garden**, you can place either a normal meeple **or** your abbot. The meeple is placed as normal, but the abbot must be placed either on a monastery or a garden. A normal meeple cannot be placed on a garden.

3. Score points

When a monastery or garden is surrounded by 8 tiles, you score 9 points with your abbot, just like in the base game. Thus, gardens are scored the same way as monasteries.

The abbot also has a special ability. If you did **not** place a meeple during **Step 2** of your turn, you can return your abbot from a tile to your supply. You immediately go to **Step 3** of your turn and score points from that monastery

or garden based on the number of tiles surrounding it as normal. You resolve all other feature scoring during that step as normal. During final scoring, the abbot is scored as a normal monk.



You **red** place a tile, but do not place a meeple. Instead, you return your previously-placed abbot and score 6 points.