

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, the Abbot**, and **the anniversary expansion**, with an explanation of the new tiles.

## 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 meeples 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 meeples 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 for *Carcassonne*. The River embellishes the landscape while also allowing for a variety of game setups.

### Components

The River consists of **17 tiles with a dark back**. These tiles replace the normal start tile. When playing with the River, return the start tile to the box.

### Setup

Set aside the double-wide “**source**” tile, as well as the 2 “**lake**” end tiles. Shuffle the remaining river tiles and stack them facedown. Then, place both lake tiles at the bottom of the river tile stack in a random order, and place the source tile on the table as the start tile.

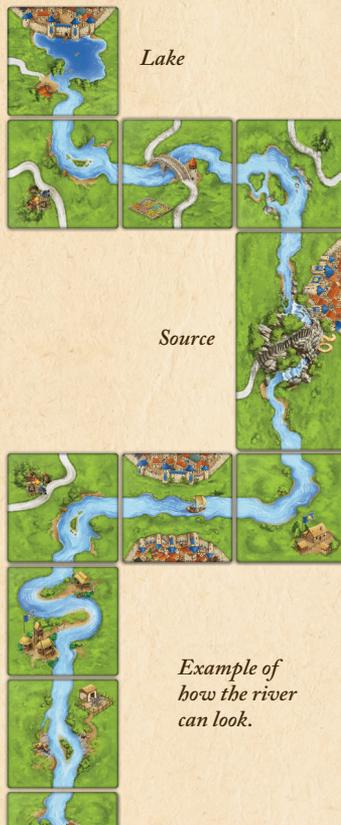
During the game, the “**source**” tile counts as 2 tiles for all purposes (such as monastery scoring).

### 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 each end. You may place a **meeple following the normal rules**. Meeples 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  place a tile, but do not place a meeple. Instead, you return your previously-placed abbot and score 6 points.

## The Anniversary Expansion

To celebrate the past 20 years, we've not only made everything in this edition more beautiful and higher quality, we also included 20 new tiles. 5 of the river tiles, including the double tile, are new, and the other 15 tiles are explained below. This mini-expansion is an homage to the first 3 large expansions for *Carcassonne*, but you do not need to be familiar with any other content to play with this mini-expansion.

### Components and Setup

This expansion consists of 15 tiles, which are separated into **3 types of 5 tiles each**. Each type has a **different symbol**.



### 1. Place a land tile

If you draw a tile with one of the new symbols, you place it as normal. Each of the symbols points to one side of the tile. Depending on how you place the tile, one of two effects resolves when you place it:

#### Either:

The side the arrow points to **is not connected** to an already-placed tile. In this case, **the symbol does not resolve**. Instead, you immediately **score 2 points**, then continue your turn as normal.



The symbol is **not pointing** to an already-placed tile.

#### Or:

The side the arrow points to **is connected** to an already-placed tile. In this case, **the symbol does resolve**. See below under the **Step 2** and **Step 3** sections for more information.



The symbol is **pointing** to an already-placed tile.

If you place a tile (which does not necessarily have an expansion symbol on it) such that **there is an adjacent symbol pointing to it on the existing landscape**, you **resolve the symbol on the existing tile**, as above.



You place your tile such that it connects to the symbol on an existing tile.

### 2. Place a meeple

You may place a meeple as normal. However, if you activated a symbol, that symbol can add an effect.



**Instead** of placing a meeple as normal on the tile you just placed, you **may add a meeple to one of your own, already placed meeple**.

You would then have 2 meeple standing or lying next to each other on that feature. You **cannot** use this symbol to add a third meeple if you already have 2 meeple next to each other.



You  add another meeple next to one of your already placed meeple.



Instead of placing a meeple as usual on the tile you just placed, you may stand or lay the meeple on any **unoccupied, incomplete feature anywhere on the landscape**. Fields which are not completely surrounded count as not yet completed, since they are not scored until the end of the game. You may place a meeple (or abbot) on unoccupied monasteries or gardens which have not yet been surrounded by 8 tiles.



### 3. Score points



If you resolve this symbol, finish your turn as normal. After resolving **Step 3**, you immediately **take another full turn** before the next player's turn. If you resolve this symbol again during your extra turn, you cannot take a third turn.

## Summary

See below for a summary of the anniversary expansion rules:

- If you do not resolve a symbol **on your tile** by placing it so it is not pointing to an existing tile, you immediately score 2 points.
- You can resolve any of the symbols by either placing a tile that the symbol is pointing to, or if you drew a tile with a symbol, connecting the symbol pointing to an existing tile.
- **You can resolve only 1 symbol per turn.** If you could resolve multiple symbols during your turn, you choose 1 symbol to resolve.
- You can score 2 points even if you resolve a tile on a previously-placed symbol, as long as you **do not resolve the symbol on the tile you are placing.**



When you resolve this symbol, you may **add** your meeple to any of your previously-placed meeple on the landscape, counting as 2 meeple on the feature (max. 2 meeple next to each other).



When you resolve this symbol, you may place your meeple on any **unoccupied, incomplete feature** on the landscape.



When you resolve this symbol, take a second turn immediately after finishing your current turn (max. 1 extra turn).

## About this Anniversary Edition

### The Tile Illustrations

You may have already noticed all the little details on the tiles. We have already explained the ones that are used for gameplay in the core game, like the coats of arms and gardens, but there are many more elements. Some of these, like the barns and farmhouses, are used for gameplay in some of the expansions for *Carcassonne*. You can find these expansions at your friendly local game store, or online at [store.us.asmodee.com](http://store.us.asmodee.com).

The travelers (formerly robbers) on the road are much friendlier now as they join us in celebrating the anniversary. When playing with an expansion that references “robbers,” travelers count as robbers for the purpose of expansion rules. We also added many other details to these tiles, like people celebrating everywhere, as well as hidden Easter eggs. These are based on other *Carcassonne* and Hans im Glück games. Can you find them all? These little details do not affect gameplay.

### Acknowledgments

Hans im Glück would like to take this opportunity to thank everyone who has accompanied us through more than 20 years of *Carcassonne*:

- The team that develops, tests, prepares, corrects, organizes, communicates, explains, and so much more,
- The graphic designers and illustrators who tirelessly draw tiles and covers as well as design rulebooks, boxes, and punchboards,
- The supporters who are active on the road for us, running forums, are active at events, and help the game grow,
- The producers, distributors, and dealers without whom no one would own this game,
- The fans (like you!) who not only enjoy the game, but without whose interest none of this would be possible,

And last but not least, **Klaus-Jürgen Wrede**, who entrusted us with his original idea so long ago, and who still contributes brilliant new ideas. Thank you for your trust! Here's to another 20 years of *Carcassonne*!