

Klaus-Jürgen Wrede



Carcassonne

wheel of fortune





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An exciting tile-laying game for 2 to 5 players aged 8 and up from Klaus-Jürgen Wrede
The rules for this Carcassonne game are to a large extent identical to those of the original game.

In order to speed experience players through these rules,
the changed and added rules have red backgrounds.

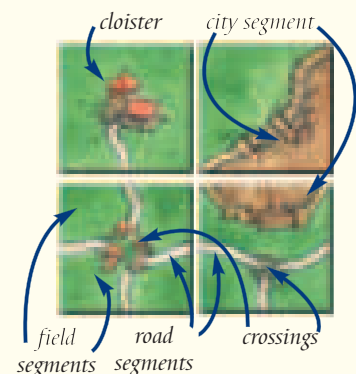
Contents

- 72 Land tiles: they indicate different road segments, crossings, city segments, cloisters, and fields.
- 40 followers in 5 colors:  Each follower can be used as a knight, thief, farmer, or monk. One of each player's followers is the player's scoring marker.
- 1 wooden pig, which players move on the wheel of fortune. 

- 1 wheel of fortune board: this has the starting spaces and new game actions.

- 1 scoring track, used to track players' scores..

- 1 rule booklet and summary sheet



Overview

The players place land tiles turn by turn. As they do so, the roads, cities, fields, and cloisters emerge and grow. On these, the players can deploy their followers to earn points. Players score points during the game and at the end. The player with the most points after the final scoring is the winner.

Preparation

Place the wheel of fortune board in the middle of the table with the pig on the "fortune" space, with its nose pointed to the right. This board serves as the starting tile: the first and later tiles placed may be placed adjacent to this board. All land segments on this board are scored normally when part of a feature that is scored.

Shuffle the land tiles face down and stack them in several face-down stacks so that all players have easy access to them. Place the scoring track near one edge of the table to leave room for the players to place land tiles in the middle of the table. Each player takes the 8 followers in his color and places one as his scoring marker in the large space at the lower left of the scoring track. Each player places his remaining 7 followers before him on the table as his supply. The players decide among themselves who will be the starting player, using any method they choose.

Playing the game

Players take turns in clockwise order. On a player's turn, he executes the following actions **in the order shown**:

- **1a)** The player **must** draw a new **land tile**.

When a wheel of fortune tile is drawn, the player executes the appropriate action (see page 5).

- **1b)** The player **must** place the **land tile** he drew.

- **2.** The player **may** deploy **one** of his **followers** from his supply to the land tile he **just placed**.

- **3.** If, by placing the land tile, **cloisters**, **roads**, and/or **cities** are completed, they are now scored.

The player's turn is over and the next player, in clockwise order, takes his turn in the same manner.

■ 1. Drawing and Placing land tiles

First a player **must** draw a land tile from one of the face-down stacks. He looks at it, shows it to his fellow players (so they can advise him on the "best" placement of the tile), and places it on the table, using the following rules:

- The new tile (with **red** borders in the examples) **must** be placed with at least one edge abutting one previously placed tile. The new tile may not simply be placed corner to corner with a previous tile.
- The new tile must be placed so that all field, city, and road segments on the new tile continue to field, city, and road segments on all abutting tiles (cloisters are always complete within single tiles).



road and field segments are continued



city segment is continued



on one edge the city segment is continued and on the other edge the field segment is continued



This is an invalid placement

In the rare circumstance where a drawn tile has no legal placement (and all players agree), the player discards the tile from the game (into the box) and draws another tile to place.

■ 2. Deploying followers

After the player places a land tile, he **may** deploy one of his followers, using the following rules:

- The player may only play 1 follower on a turn.
- The player must take it from his supply.
- The player may only deploy it to the tile he just placed.
- The player must choose where to deploy the follower on the tile, either as a:



on a road segment

or



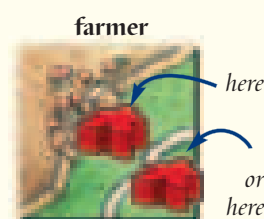
in a city segment

or



in a cloister

or



in a field segment
lay farms on their sides!

- The player may not deploy a follower on a field, city, or road segment if that segment connects to a segment on another tile (no matter how far away) that already has a follower (from any player, including himself) on it. See the following examples:



Blue can only deploy a farmer as there is already a knight in a connected city segment



Blue can deploy his follower as a knight or a thief, but only as a farmer in the small field where the red arrow points. In the larger field area, there is already a farmer on a connected field segment.

If the player does not place a follower on a land tile in his turn, he may place a follower (if he has one in his supply) on any empty crown space on the wheel of fortune (see right).

There can be only one follower on each crown space.



When a player has deployed all his followers, he continues to play land tiles each turn. Although a follower may not be recalled, followers are returned to players when cloisters, roads, and cities are scored.

The player's turn is over and the next player in clockwise order takes his turn, and so one. Remember: if, through the placement of the tile, cities, roads, and/or cloisters are completed, these are scored before moving on.

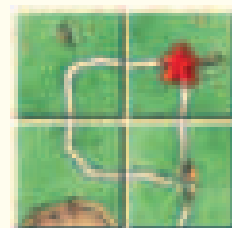
■ 3. Scoring completed cloisters, roads, and cities

■ A COMPLETED ROAD

A road is complete when the road segments on both ends connect to a crossing, a city segment, or a cloister, or when the road forms a complete loop. There may be many road segments between the ends.

The player who has a thief on a completed road scores one point for each tile in the completed road (count the number of tiles; separate segments on a tile count just once).

The player moves his scoring marker forward on the scoring track a number of spaces equal to the points earned. If you pass 50 on the scoring track, lay your marker down to indicate a score greater than 50 and continue along the track.



Red earns 4 points.

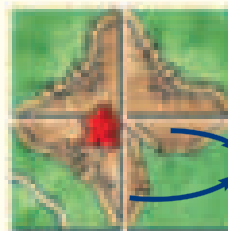


Red earns 3 points.

■ A COMPLETED CITY

A city is complete when the city is completely surrounded by a city wall and there are no gaps in the wall. A city may have many city segments. **The player who has a knight in a completed city scores two points for each tile in the city (count the tiles, not the segments). Each pennant on segments in the city earns the player 2 points.**

Red earns 8 points (3 city tiles and 1 pennant).



Red earns 8 points (4 city tiles, and no pennants)

When a tile has 2 segments in a city, it still counts for just 2 points (1 tile).

What if a completed city or road has more than one follower?

It is possible through clever placement of land tiles for there to be more than one thief on a road or more than one knight in a city.

The player with the most thieves or knights scores all the points.

In a tie, each tied player scores all the points.

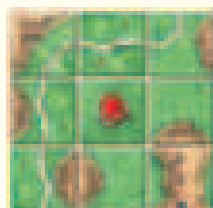
The new land tile connects separate city segments to complete a city.



Red and **Blue** each score the full 10 points for the city as they tie with 1 knight each in the completed city.

■ A COMPLETED CLOISTER

A cloister is complete when the tile it is on is completely surrounded by land tiles. **The player with a monk in the cloister earns 9 points** (1 for the cloister tile and 1 each for the other tiles).



Red earns 9 points.

RETURNING SCORED FOLLOWERS TO THE PLAYERS' SUPPLIES

After a road, a city, or a cloister is scored (and **only** then), the followers involved are returned to the appropriate players' supplies. The returned followers may be used by the players as any of the possible followers (thief, farmer, knight, or monk) in **later** turns.

It is possible for a player to deploy a follower, score a road, city, or cloister, and have the follower returned on the same turn (always in this order):



Red earns 4 points.

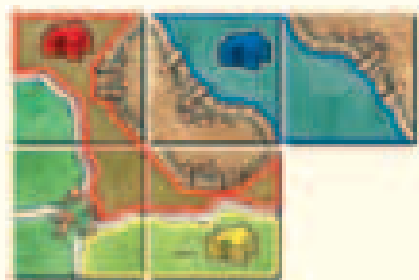
1. Complete a road, cloister, or city with the new tile.
2. Place s thief, monk, or knight.
3. Score the completed road, cloister, or city.
4. Return the thief, monk, or knight to the player's supply.



Red earns 3 points

THE FARMS

Connected field segments are called farms. Farms are not scored. They exist only as places to deploy farmers. Farmers are only scored in the final scoring. **Farmers remain in the field segment where they are deployed for the entire game and are never returned to the players' supplies!** To emphasize this, place the farmer on its side on the field segment. Farms are bordered by roads, cities, and the edge of the area where the land tiles have been played. (Important for final scoring!)




All 3 farmers have their own farms. The city and road segments separate the farms from each other.



With the placement of the new land tile, the 3 players each have 1 farmer on the farm. **Note:** the player who played the new land tile may not deploy a farmer because the connected field segments already have farmers.

Wheel of fortune tiles

If a player draws a land tile with a colored wheel of fortune symbol  he places it face-up in his play area. Then, in the following order, he:

1. moves the **pig** around the wheel by the number of segments shown on the tile
2. takes the **wheel of fortune action** shown where the pig lands
3. **scores** the **followers** on the crown spaces where the pig lands and **returns them to their players**
4. continue a **normal turn**: place the tile (or discard and draw another), may place a follower, score completed features.

■ 1. MOVES THE PIG

The player moves the pig around the wheel as many segments as are shown on the land tile he drew. Players always move the pig clockwise around the wheel.



■ 2. TAKES THE WHEEL OF FORTUNE ACTION

The wheel of fortune has 6 segments. Each stands for a different action. Only the segment where the pig lands is activated. The "Fortune" action affects only the player who moved the pig; all other actions affect all players. The six different actions are:



FORTUNE

The player who moved the pig (it is his turn!) scores **3 points**.

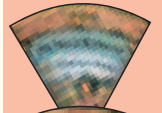


TAX

Each player earns points for his knights: for **each** knight the player earns 1 point for each **pennant** in the city **plus** 1 point for **each of his knights** in the city.

Example:
Blue earns for his knights
 $2 \text{ (knights)} + 2 \text{ (pennants)} = 4 \text{ points,}$
for a total of $2 \times 4 = 8 \text{ points.}$

Red earns
 $1 \text{ (knight)} + 2 \text{ (pennants)} = 3 \text{ points}$



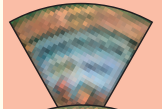
FAMINE

Each player earns **1 point** for each **completed city** connected to each of his farmers (in a similar manner as farmers are scored at game end, see pages 6 + 7).



STORM

Each player earns **1 point** for each **follower** he has in his **supply**.



INQUISITION

Each player earns **2 points** for each **monk** he has on the table.



PLAGUE

Each player must take **1 follower** from a land tile **back** to his supply.

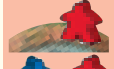
He may not take a follower from a crown space. The player whose turn it is starts and the others follow in clockwise order.

■ 3. SCORING FOLLOWERS ON CROWN SPACES

Now the players score the crown spaces in the segment where the pig landed on the wheel. Followers on segments passed by the pig are not scored at this time.



- If **one** follower stands alone in a segment with **one** crown space, the player earns **3 points**.



- If **one** follower stands alone in a segment with **two** crown spaces, the player earns **6 points**.



- If **two** stand in a segment with **two** crown spaces, each follower scores his player **3 points** (also when both followers belong to the same player).

After the followers are scored, each player takes his scored follower back, putting it in his supply.

Note: followers remaining on crown spaces at game end are not scored – they have no value at game end.

■ 4. COMPLETE THE TURN AS NORMAL

Now the player whose turn it is places the tile he drew and places a follower if he wants. As usual, he may choose to place a follower on an empty crown space instead of on the tile he placed.

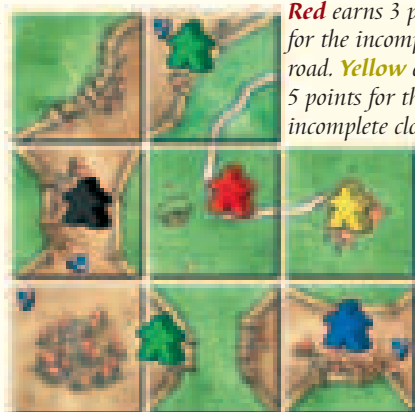
Game end

At the end of the player's turn during which the last land tile is placed, the game ends. Then follows the final scoring.

Final scoring

SCORING OF INCOMPLETED ROADS, CITIES, AND CLOISTERS

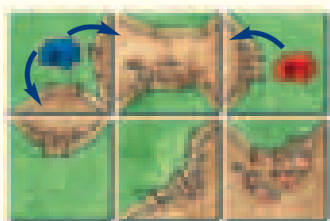
For each incomplete road and city, the player, who has a thief on the road or knight in the city, earns one point for each road or city segment. Pennants are worth 1 point each. For incomplete roads and cities with more than one follower, use the rules for completed roads and cities to determine who scores. For an incomplete cloister, the player with the monk on the cloister earns 1 point for the cloister and 1 point for each land tile surrounding it.



Red earns 3 points for the incomplete road. **Yellow** earns 5 points for the incomplete cloister.

FARMER SCORING (for supplying the completed cities)

- Only completed cities are used for scoring farmers.
- The farmer must be in a farm that borders a city to supply it. The distance of the farmer to the city is unimportant.
- For each city a farm supplies, the player who deployed the most farmer(s) in the farm earns 3 points, regardless of the size of the city. If players tie with the most farmers, each scores 3 points.
- A farm can supply (score) several cities if they border the farm.
- Several farms can supply a single city. In such a case, each farm is scored separately, as described above.

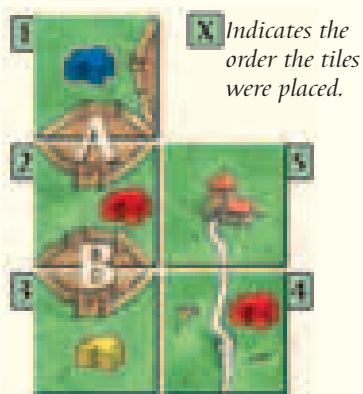


Blue earns 6 points. **Red** earns 3 points. No farmer scores for the incomplete city.



Blue earns 9 points.

Please find a larger scoring example on page 7.



Red earns 6 points for supplying cities **A** and **B**, as he has 2 farmers in the lower farm to **Yellow's** 1. **Blue** also earns 3 points for city **A**, for his farmer in the upper farm.



In this example, **Red** and **Yellow** each earn 6 points for each of the two cities (**A** & **B**), as each has 2 farmers supplying the cities. **Blue** earns 3 points for city **A**, for his farmer in the upper farm.

When all completed cities are scored in this way, the scoring and the game is over.

The player with the most points is the winner. If players tie with the most, they rejoice in their shared victory.

You may also play Carcassonne at www.brettspielwelt.de



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If you have comments, questions, or suggestions, please write:
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We especially thank Karen & Andreas "Leo" Seyfarth, who were responsible for a substantial proportion of the creation of the rules and also offered many ideas and suggestions that contributed to the success of the game.
Rule layout: Christof Tisch

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Example for Farmer scoring:

The following is an example of scoring for farms at game end. The rules governing the scoring of farms can be found on page 6 under **FARMER SCORING**.



Farm 1: **Blue** has 1 farmer that supplies each city (**Cities A&B**). **Blue** scores 6 points, 3 for each city.

Farm 2: **Red** and **Blue** each have 1 farmer supplying the three completed cities (**Cities A, B, &C**). Thus, each scores 9 points, 3 for each city.

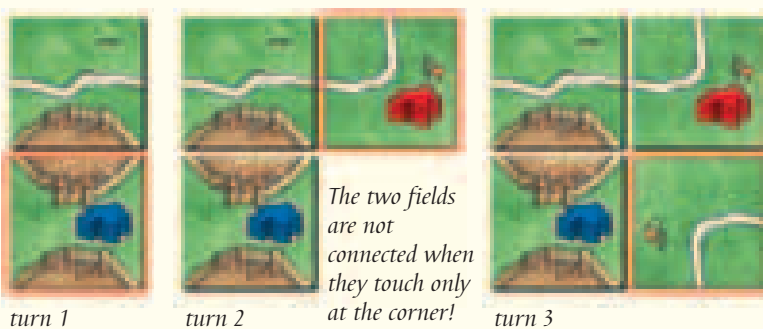
Note: Cities A and B each earn **Blue** (for Farm 1) and **Red** and **Blue** (for Farm 2) 3 points, as they both have farmers in fields that connect to the cities. The city on the lower left is not complete, and, thus, scores no points for any player.

Farm 3: with 2 farmers to **Black's** 1, **Yellow** owns the farm, and, thus, scores 12 points for the 4 completed cities.

Black scores nothing.

Also note: farms are separated from each other by roads, cities, and the edge of the map.

How can there be more than 1 farmer on a farm?



turn 1

turn 2

turn 3

The two fields are not connected when they touch only at the corner!

□ = newly placed tile

Turn 1: **Blue** places a farmer on the field.

Turn 2: **Red** places a tile so this it just diagonal to the tile just placed by **Blue**. He may do this as the two fields are not yet connected.

Turn 3: here, the two fields are connected to make this a larger field. So now the field has 2 farmers.

In the same way, players can have 2 or more knights in a City and 2 or more thieves on a road

These are the tiles in the game and the number of each

	RadA	2x		RadB	4x		RadC	1x		RadD	4x		RadE	4x		RadF	2x		RadG	1x
	RadH	2x		RadI	2x		RadJ	2x		RadK	2x		RadL	2x		RadM	2x		RadN	2x
	RadO	2x		RadP	2x		RadQ	1x		RadR	2x		RadS	2x		RadT	1x		RadW	4x
	RadX	1x		RadY	1x		RadZ	1x		Rad1	1x		Rad2	1x		Rad3	1x		Rad4	1x
	Rad5	1x		Rad6	1x		Rad7	1x		RadU	8x		RadV	8x	<p>Some cards have small differences (small houses, sheep etc.), but these do not affect game play.</p>					

Scoring summary

Completed features during the game

Road
(thief) 1 point per tile



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



Cloister
(Monk) 9 points



Incomplete features at game end

Road
(thief) 1 point per tile

City
(knight) 1 points per tile +
1 points per pennant

Cloister
(Monk) 1 point for each tile
(cloister tile and each
surrounding tile)

Wheel of Fortune

- 3/6 points per crown space
- Points for **FORTUNE**, **TAX**, **FAMINE**, **STORM**, and **INQUISITION**



Farmers per completed City

3 points for the player who has the
most farmers in the farm

