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Carcassonne

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Inns & Cathedrals

A copy of CARCASSONNE is required to play this expansion. You may integrate it fully or partially. It may also be combined with other CARCASSONNE expansions.

COMPONENTS

- 8 Meeples and 1 abbot (pink)

This new set of pawns allow you to play with 6 players.



- 18 Land tiles (marked with ⬆ to help you separate and sort your tiles.)

Among others, these tiles feature 6 inns and 2 cathedrals.



- 6 Large meeples

- 6 Points tiles 50/100



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THE NEW LAND TILES

Shuffle the new Land tiles with those from the base game (and any other expansions you wish to use). These tiles are played like those from the base game.

1. Placing a tile

The new Land tiles are placed exactly like those in the base game. Their special function has an impact on step 3.

2. Placing a meeple

The rules for placing meeples are unchanged from those in the base game. The new Land tiles' special features are presented below.

3. Scoring a feature

Scoring a road with an inn on it

When a player completes a road with **one or more inns**, the scoring player(s) each get **2 points per tile forming this completed road** (instead of the usual 1 point per tile).



You score 10 points for this road. There is an inn on it and it is a 5-tile road.



Here, you also score 10 points,
even though there are 2 inns on the road.

CAUTION: At **game end**, an incomplete road with an inn on it does not score any points.



Final Scoring: This road is incomplete. You do not score any points because there is an inn on it.

Scoring a city with a cathedral in it

When a player completes a city with **one or both cathedrals**, the scoring player(s) each get **3 points per tile and coat of arms in this completed city** (instead of 2 points).



You score 27 points for this city.
 $9 \times 3 = 27$ points
(7 tiles and 2 coats of arms)

CAUTION: At **game end**, an incomplete city with a cathedral in it does not score any points. €

Final Scoring: This city is incomplete. Sadly, you do not score any points because there is a cathedral in it.



Here are a few clarifications for some of the new tiles.



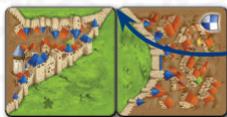
This tile shows 4 different city segments and, in the middle, 1 field with a garden in it



The inn counts for the road heading left **and** the one heading right, but not the one heading down.



This monastery cuts the road in 2 segments.



The field ends here.

Thieves may not be placed on these two road segments. These segments are only there to cut the field in two.



The intersection cuts the road into two segments (top and bottom).

THE LARGE MEEPLES

During setup, each player adds the large meeple in her color to her supply of meeples.



1. Placing a tile

The large meeple has no impact on placing tiles. Its effects are described in steps 2 and 3.

2. Placing a meeple

Instead of placing a normal meeple on your turn, you may place your large meeple. Placement rules are the same as those for normal meeples.

3. Scoring a feature

When scoring a feature where a large meeple is present, the large meeple is worth 2 normal meeples. (It is as thick as two meeples!)

Hint: Remember that all players with the most meeples in a feature score all the points.

If you have more meeples in a feature than any of the other players present, you score all the points, whereas your opponents score nothing.

After scoring, any large meeples in the scored feature are returned to their owner's supply, to be used on any following turn.

Placing this tile completes the city.

You have a large meeple in the city, and **Black** has a normal meeple. This means that **you** have the majority and score 8 points. Unfortunately for him, **Black** does not score any points.



If you use the large meeple as a **farmer** (as seen in the supplementary rules of the base game), put it lying down in the field, as you would a normal meeple. The large meeple then counts as 2 farmers in that field.

You placed your large meeple in this field as a farmer. **Blue** only has one normal meeple there. Great move! **You** alone score 9 points for the 3 completed cities.



THE POINTS TILES

The Points tiles are used only when scoring features.

3. Scoring a feature

These new Points tiles make keeping track of your score easier. If you manage to complete a lap of the scoreboard (=50 points), you take a Points tile. Put it in front of you on the side that shows 50 points. Then, you continue adding your score normally. At the end of the game, simply add 50 points to your score.

If you manage to go around the scoreboard another time, flip your Points tile to show its 100 side.

Use extra Points tile if you manage to go around the scoreboard again.

*You have 48 points and score 4 points.
You've completed a lap around the scoreboard and take a Points tile, which you keep in front of you to represent 50 points.*



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