Klaus-Jürgen Wrede
Carcassonne

Game Turn
1– Place a land tile
2– Place a follower on this tile (optional)
3– Score for each completed road, city or abbey, and take back each involved follower.

Placing a follower
Is only allowed if no other follower is already on the same part of land.

Scoring for completed lands
When a road, city or abbey is completed, the player with the most followers on it scores as shown on the table.

Players then take back the followers they had on the completed land.

Completed road	1 pt per tile making the road.
Completed city	2 pt per tile making the city, + 2 pt per pennant. *Exception*—a 2-tile city only scores 2
Completed abbey	When surrounded by 8 tiles, scores 9 pt.
Field	A field scores nothing during the game.

End of game
When a player gets the last tile, he plays his turn and the game finishes with the final scoring. The player with most followers on an uncompleted land scores as follow:

Uncompleted roads or cities: 1 pt per tile, + 1 pt per pennant (for a city)

Uncompleted abbey: 1 pt for the abbey tile and each surrounding tile.

Fields: For each city, the number of farmers surrounding it is taken into account. The player with most farmers scores 3 for the city (in case of tie, each player scores 3). A city can score 3 pt only once for a given player.