



Carcassonne with Expansions

What's Included

Base Game:	Duh
River:	Yes
River II:	Yes
Mini Expansion:	3 Sets of these 12 tiles are included
Inns & Cathedrals:	Yes
Traders & Builders:	Yes
Princess & Dragon:	Tiles will be used but Dragons will not, ignore volcano rules, followers can be placed. Fairy: Players choice, majority rule, tie is a no vote. Has a tendency to get tedious in a large game.
The Tower:	Tiles only, none of the rules (Towers are not very effective due to the size of the board)
King & Scout:	Tiles only, none of the rules (Bonus points are unbalanced in such a large game)
Abbey & Mayor:	Tiles & Rules expect no Barns
Castles, Bridges and Bazaars:	Tiles & Bridges Bazaars: Bazaars: Only 4 randomly selected bazaars will be used. (Interesting but they slow game play) Castles: Players choice, majority rule, tie is a no vote. Limited usefulness.
Cult & Siege:	Yes
The Phantom:	Yes
The Count:	No
Catapult:	Uh No
Wheel of Fortune:	Not at this time
Corn Circles, Plague & Tunnels:	Depends on actual release date 2012

Scoring

Road:	1 point / tile
Road w/inn:	+1 point / tile but must be complete, does not stack
Road w/Bridge:	1 point, bridge counts as a road tile
City:	2 points / tile (Even the 2 tile cities)
City w/pendant:	+2 point / pendant
City w/Mayor:	Mayor does not add points only counts as a 1 follower / pendant, no pendants no ownership claim
City w/Cathedral:	+1 point / tile
City w/Trade Goods:	One Trade Good per icon, given to player who completes the city, not necessarily the owner. End of the game the player(s) with the most: Grain 15 points, Wine 15 points, Cloth 15 points.
City w/Siege Tile:	1 point / tile +1 point / pendent, does not affect Trade Goods, does not stack
Cloister & Cults:	1 point for Cloister / Cult +1 point for each surrounding tile up to 9 total points Note: Cloisters and Cults have conflict rules if placed adjacent to each other
Farms:	4 points per supported city. Only completed cities are used for scoring farmers, evaluate each farm independently. Several farms can support / score off of the same city.
Farm w/Pig:	+1 point per supported city. Only counts for player of the same color
Farm w/Siege City:	8 points per supported city +2 with Pig, does not stack
Fairy:	1 point if Fairy is with one of your followers at the start of your turn +3 points if Fairy is on the tile with one of your followers at the feature is scored
Abbey:	0 points. Abbey allows completion of any feature boarding it put does not add points