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Carcassonne The land surveyors

In this mini-expansion land surveyors move throughout the Carcassonne area, redetermining its value over and over. Timing is everything as you plan and wait for the right time to score your features.

COMPONENTS

- 12 Scoring tiles divided into:

5 city scorings



4 road scorings



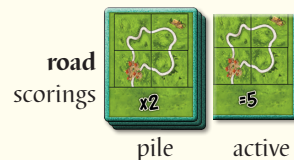
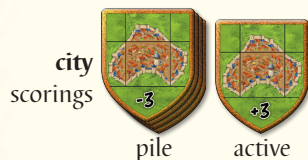
3 monastery scorings



Make sure to print out the tiles on page 3 onto thick paper (or glue the paper to a piece of cardboard) and cut them out.

SETUP

Divide the Scoring tiles into three piles (cities, roads and monasteries), the top side with the information facing up. Shuffle each of the three piles and place them next to each other under the scoring board. Next, take the upper tile of each pile and place it next to the pile. Those three tiles are the active scoring tiles.



This expansion has been designed for the CARCASSONNE base game, therefore its rules still apply.

You can combine the **land surveyors** with other expansions, however this has not yet been tested and you'd have to try it at your own risk, without any official rules.

GAMEPLAY

This expansion only affects the scoring. As usual, you will conduct the following steps: **1. Placing a tile** and **2. Placing a meeple**.

3. Scoring a feature

For each of the three features (**cities, roads and monasteries**) **one scoring tile** is always activated. During the scoring of a feature, the scoring tiles determine, how many points a player receives. If you score more than one feature during a turn, all of those scorings are being influenced by their respective scoring tile.

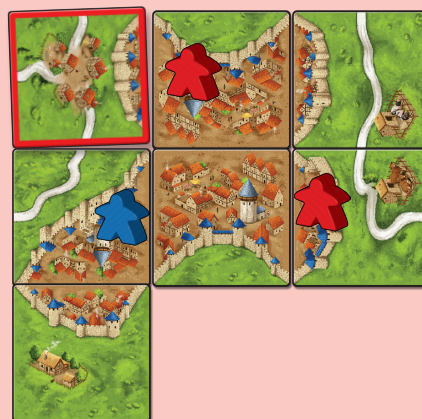
After a turn in which you **scored** at least **one feature**, take all active scoring tiles and put them **underneath** the respective **pile**. After that, take the upper tile of each of the three piles and put it next to the pile (becoming the active scoring tile). If you complete a feature, but no points are being scored (because it has no meeple on it), the active scoring tiles remain and are not being replaced.

The SCORING TILES in detail



Citizens' Jury | If a city is scored, the rule of the meeple majority does not apply. Any player, who has at least 1 meeple in the city, scores the points.

You have completed a city. Due to the **Citizens' Jury** scoring tile both **Red** (having the majority of meeples) and **Blue** (with only 1 meeple) score 14 points.





Bad Neighbourhood | During the scoring of a city, these **completing city segments** are **not part of the scoring** and do not get you any points.



*Red's city only scores 6 points, because of the **Bad Neighbourhoods**. All city tiles with **X** do not score.*



Wealth / Poverty | During the scoring of a city, road or monastery, you either receive **+3** or **-3** points. Therefore scoring minus-points is also possible and it can happen for your overall score to fall below 0.



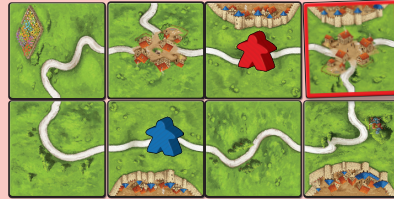
Siege | During the scoring of a city each coat of arms gives you 1 extra point.



Street Fair | During the scoring of a road you receive twice as many points.



Highway | During the scoring of a road you receive 5 points, regardless of the length of the road.



*You have completed both roads. Because of the **Highway** scoring tile being active, both **Red** and **Blue** receive 5 points each for their roads.*



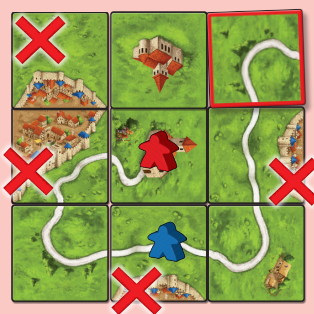
Peasant Uprising | During the scoring of a road, each tile with a farm scores you one point less. Stables do not affect the scoring.



*Due to the **Peasant Uprising** **Red** only scores 4 points for their road. All road tiles marked with **X** do not score any points.*



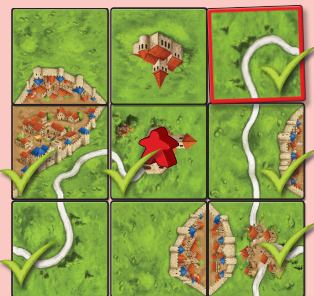
Hermit Monastery | During the scoring of a monastery, you receive 1 point less for each of the 9 surrounding tiles, depicting a city segment.



*Due to the **Hermit Monastery**, **Red** only scores 5 points (9 - 4 Points) for their monastery. Each tiles marked with **X** do not score any points.*



Pilgrimage Route | During the scoring of a monastery, you receive 1 extra point for each of the 9 surrounding tiles, depicting a road.



*Due to the **Pilgrimage Route**, **Red** scores 15 points (9 + 6 points) for their monastery. Each tile marked with **X** scores 1 extra point.*



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