

PLAYIRO

How to Play Carcassonne (Complete Rules)

Carcassonne is a strategic tile-placement board game combining area control, resource management, and tactical decision-making. Simple rules make it easy to learn, but mastering it requires thoughtful play.

Game Overview

Players	2–5 (6 with expansions)
Components	72 tiles, starting tile, 40 meeples, scoreboard
Objective	Score the most points through cities, roads, monasteries & fields
Turn Order	Draw → Place Tile → Optional Meeple → Score

Scoring Overview

Feature	Completed Points	Unfinished Points
Road	1 point per tile	1 point per tile
City	2 points per tile + shield	1 point per tile/shield
Monastery	9 points fully surrounded	1 point per adjacent tile
Fields	3 points per completed city (endgame)	N/A

Basic Strategy Tips

- Play with purpose — every tile shapes future scoring
- Manage your 8 meeples carefully
- Prioritize quick completions early
- Watch opponents' builds and block when needed
- Balance risk and reward when building large cities

Advanced Strategy

- Place farmers early for strong endgame scoring
- Merge features strategically to gain majority control
- Leave strategic gaps to pressure opponents
- Save meeples for high-value opportunities

Variants & Expansions

River expansion replaces the standard starting tile and adds early-game complexity. Farmer variants may simplify or remove field scoring for faster gameplay.