Carcassonne + River expansion

Players	2 – 5	Length	60 min.

Set-up	• Place the score board to the side of the table. • Each player chooses a colour and takes the corresponding meeples, placing one on the "0" of the scoring track and the other 7 to their personal supply. • Separate the 12 river tiles. Place the spring tile ("S" on back) near the centre of the table, the lake tile off to the side, and the rest in a shuffled, face-down stack. • Set the "50" and "100" point counters off to the side. • Place the 72 land tiles into the bag provided. • Start player is determined randomly.
Rules	Players take turns, in clockwise order beginning with the starting player, executing the following actions in order on each turn. 　1) must draw and place a new land tile: 　　　- at least one edge must be adjacent and abutting one previously placed tile. 　　　- field, city and road segments on new tile line up with those on adjacent tiles. 　2) may deploy one follower from supply as a knight, thief, farmer, or monk to an 　　　unclaimed city, road, field, or cloister on the land tile just placed. 　3) score any completed cloisters, roads, cities - return meeple to the player's supply. 　　　a) road　　- complete when ends connect to a crossing, city segment or cloister. 　　　　　　　- 1 point per tile in the completed road 　　　　　　　- separate segments on the same tile count once 　　　b) city　　- complete when surrounded by a wall with no gaps in the wall or city 　　　　　　　- 2 points per tile in the completed city + 2 points for each pennant 　　　c) cloister - complete when the tile is completely surrounded by land tiles 　　　　　　　- player earns 9 points (1 for each tile including the cloister) **River Placement** – Draw and place a river tile from the shuffled face-down stack, connecting the river on each tile to the river on the previous tile. • The river cannot make a direct "U" shape. • After the turn placing the last tile from the face-down stack, the lake is played automatically, and the next player draws the first tile from the bag.
Game End	Game ends at the end of the player's turn during which the last land tile is placed. End scoring: road　　- 1 point per tile in the incomplete road 　　　　　　city　　- 1 point per tile in the completed city + 1 point for each pennant 　　　　　　cloister　- 1 point per tile surrounding the tile + 1 point for cloister tile 　　　　　　farms　- 3 points for each completed, connected city
Winner	Winner is the player with the most points. No tie-breakers.
Notes	• If a drawn tile has no legal placement, remove it from the game and draw a replacement. • When two or more players tie for the most thieves, knights, or farmers, they each earn the total points for the road or city.