

## The count of Carcassonne



Before the game, place the 12 Carcassonne city cards next to each other in the middle of the table as shown. This city is now the starting point for the game. Remove the normal starting tile from the game as it will not be used. Place the wooden figure, the count of Carcassonne, on the castle quarter and begin the game as normal.

When a player places a tile that causes at least one of his opponents to score at least 1 point while **the placing player scores nothing**, the placing player, at the end of his turn, may place one **follower from his supply** on a city quarter of his choice. This placement is in addition to any follower he may place as part of his normal turn, but he may place only one follower in Carcassonne per tile placed, regardless of how many scoring opportunities this placement causes. Later, when a city, road, cloister, or farm is scored, all players with followers in the appropriate quarter of Carcassonne (see below), may move their followers from Carcassonne to the scoring feature **before the majority is determined** in the feature being scored, unless the count is standing in that quarter of Carcassonne.

*The followers may be moved as follows:*  
 from the **castle** to a scoring **city**  
 from the **blacksmith** to a scoring **road**  
 from the **cathedral** to a scoring **cloister**  
 from the **market** to a scoring **farm**  
*Followers on the market may only be moved at game end.*

How do the players move their followers from Carcassonne?

Starting with the player to the left of the player who placed the tile that caused the scoring and moving **once** clockwise around the table (**the placing player goes last**), each player may move 0 to all of his followers from the appropriate quarter of Carcassonne to the feature being scored. Then, the feature is scored.

Followers, not moved, remain in Carcassonne. The followers in Carcassonne may only be moved as described above. They may not be moved in or removed from Carcassonne in any other way (e.g. returned to the players' play areas).

#### The count



When a player places a follower in Carcassonne, he **may** move the count to any of the four quarters in Carcassonne. From the quarter where the count stands, no player may move a follower.

*Example: a city is being scored and the count stands in the castle (castle → city). No player may move his follower(s) from the castle to the scoring city.*

The followers in the quarter remain there until the count is moved to another quarter. The count will always be in one of the four quarters - he never leaves Carcassonne!

#### Special cases with the expansions

Inns & Cathedrals (1st expansion): the large followers may also be placed in Carcassonne. When a large follower is moved from Carcassonne, he counts as two followers.

Traders and Builders: if a player is allowed a second tile placement due to his builder and he causes opponent scoring (and not his own) with both placements, he may place a follower in Carcassonne for each placement.

The river: after placing the 12 Carcassonne city tiles, place the spring so the river flows from the edge of Carcassonne. Players should try to place the river tiles so the river flows away from Carcassonne. When players place the river tiles such that the river flows around Carcassonne, the players may encounter problems placing the river tiles.

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