Whenever you or another player completes a city featuring Goods tokens, the following occurs:

1.) You score the city as usual.
2.) Then, you give the player who completed the city by placing the last tile the depicted Goods (that player is considered that city’s trader). This can be any player (the presence of meeples in the city has no impact on this). This player receives one Goods token from the supply for each corresponding symbol in the city.

Important: It does not matter if the player who placed the last tile had any knights in the city, or if any knights were present in the city; it is always the player who placed the last tile that receives the Goods tokens from that city.

Place your collected Goods tokens face up in front of you.

**THE MONASTERY**

The monastery splits the roads and fields into 3 separate roads and 3 separate fields.

**THE GOODS TOKENS**

The Goods tokens only have an impact on step 3. Scoring a feature. Steps 1. Placing a tile and 2. Placing a meeple are unaffected by them.

**Scoring a feature with Goods symbols**

Whenever you or another player completes a city featuring Goods tokens, the following occurs:

1.) You score the city as usual.
2.) Then, you give the player who completed the city by placing the last tile the depicted Goods (that player is considered that city’s trader). This can be any player (the presence of meeples in the city has no impact on this). This player receives one Goods token from the supply for each corresponding symbol in the city.

**Important:** It does not matter if the player who placed the last tile had any knights in the city, or if any knights were present in the city; it is always the player who placed the last tile that receives the Goods tokens from that city.

Place your collected Goods tokens face up in front of you.

**BUILDERS AND PIGS**

Builders and pigs are special figures. Before starting the game, add the figures in your color to your personal supply. These special figures have no impact on step 1. Placing a tile.

**2. Placing your builder**

Instead of placing a meeple, you may place your builder on the tile you have just placed, but only onto a road or city. Note that there must already be one of your own meeples on the feature where you wish to place your builder.

Your builder is always returned to your supply if you no longer have meeples on that feature. This usually occurs after scoring, but some expansions introduce other ways in which this can happen.

**Final Scoring**

Goods tokens are scored at the end of the game.

During final scoring, Goods tokens are scored as follows:

- For each type (Wine, Grain, or Cloth), the player who has the most tokens scores 10 points.
- In case of a tie for a type, tied players each score 10 points.

2-player game example:

**You scored 20 points. Blue scored 10 points.**

**The Goods tokens**

The Goods tokens only have an impact on step 3. Scoring a feature. Steps 1. Placing a tile and 2. Placing a meeple are unaffected by them.

**The monastery**

The monastery splits the roads and fields into 3 separate roads and 3 separate fields.

**Scoring a feature with Goods symbols**

Whenever you or another player completes a city featuring Goods tokens, the following occurs:

1.) You score the city as usual.
2.) Then, you give the player who completed the city by placing the last tile the depicted Goods (that player is considered that city’s trader). This can be any player (the presence of meeples in the city has no impact on this). This player receives one Goods token from the supply for each corresponding symbol in the city.

**Important:** It does not matter if the player who placed the last tile had any knights in the city, or if any knights were present in the city; it is always the player who placed the last tile that receives the Goods tokens from that city.

Place your collected Goods tokens face up in front of you.

**Final Scoring**

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- In case of a tie for a type, tied players each score 10 points.

2-player game example:

You scored 20 points. Blue scored 10 points.

**The Goods tokens**

The Goods tokens only have an impact on step 3. Scoring a feature. Steps 1. Placing a tile and 2. Placing a meeple are unaffected by them.
THE PIG

The pig has no impact on the placement of tiles. Its special function comes into play during steps 2. Placing a meeple and 3. Scoring a feature.

1. Placing a tile

The builder has no impact when scoring a feature. Builders are never taken into consideration when determining who has the most meeples in a feature. However, your builder is returned to your supply along with the meeple when the feature it occupies is scored.

3. Scoring a feature

The builder has no impact when scoring a feature. Builders are never taken into consideration when determining who has the most meeples in a feature. However, your builder is returned to your supply along with the meeple when the feature it occupies is scored.

3. Final scoring - Scoring fields with pigs in them

Once placed, your pig will stay in its field until game end. Your pig allows you to score more points for the field it occupies at game end. However, for your pig to be worth any points, you must have the most meeples in that field. Unfortunately, the pig itself is not counted for majority. If you have majority in the field with your pig, you score 4 points (instead of 3) for each completed city that borders that field. Pigs belonging to other players have no impact on your scoring.

Note: You are also considered to have the majority (i.e., most meeples) even if you share the majority with another player.

THE BAG

The bag is also very well suited to carry Carcassonne wherever you go, allowing you to share this great game with everyone!

Instead of placing the Land tiles in multiple facedown stacks, you can simply put them all in the bag. On your turn, simply draw a tile from the bag and then place it as usual.

3. Final scoring - Scoring fields with pigs in them

You have the most meeples in this field. Since your pig is in this field, you will score 4 points per completed bordering city.

Blue does not have the most meeples and scores no points.

COMPONENTS

- 24 Land tiles (marked with )
  - including 9 with Wine, 6 with Grain, and 5 with Cloth
- 20 Goods tokens
  - (9x Wine, 6x Grain, and 5x Cloth)
- 6 Builders
- 6 Pigs
- 1 Bag

SETUP

Shuffle the new Land tiles with those from the base game (and any other expansions you wish to use). Place them in multiple stacks, as usual. Place the Goods tokens as a general supply within easy reach of all players.

THE NEW LAND TILES

The new Land tiles depict new landscape elements that are explained below. These visual features have no impact on steps 1. Placing a tile, 2. Placing a meeple, and 3. Scoring a feature.

The bridge is not a junction. One road continues from left to right, while the other goes from top to bottom. The roads split the field into 4 separate fields.