CARCASSONNE

- ✧ Road: 1 point per tile.
- ✧ City: 2 points per tile **plus** 2 points per Shield.
  - ▪ Exception: 2 points total for a 2-tile city.
- ✧ Cloister: 9 points when surrounded with tiles.

Final Scoring:
- Incomplete road: 1 point per tile.
- Incomplete city: 1 point per tile plus 1 point per shield.
- Incomplete cloister: 1 point per adjacent tile including Cloister.
- Farms: 4 points for every complete City in its field.

CARCASSONNE (WITH INN AND CATHEDRAL EXPANSION)

- Road: 1 point per tile.
  - ▪ Inn on a lake – 2 points per tile.
- City: 2 points per tile **plus** 2 points per Shield.
  - ▪ Exception: 2 points total for a 2-tile city.
  - ▪ Cathedral – 3 points per tile plus 2 points per shield.
- Cloister: 9 points when surrounded with tiles.

Final Scoring:
- Incomplete road: 1 point per tile.
  - ➢ Incomplete Inn = 0 points.
- Incomplete city: 1 point per tile plus 1 point per shield.
  - ➢ Incomplete Cathedral = 0 points
- Incomplete cloister: 1 point per adjacent tile including Cloister.
- Farms: 4 points for every complete City in its field.

CARCASSONNE (WITH TRADER AND BUILDER EXPANSION)

- Road: 1 point per tile.
- City: 2 points per tile **plus** 2 points per Shield.
  - ▪ Exception: 2 points total for a 2-tile city.
- Cloister: 9 points when surrounded with tiles.

Final Scoring:
- Incomplete road: 1 point per tile.
- Incomplete city: 1 point per tile plus 1 point per shield.
- Incomplete cloister: 1 point per adjacent tile including Cloister.
- Trade Goods: Majority of Cloth, Wheat, or Barrel – 10 points per good.
- Farms: 4 points for every complete City in its field.
  - ➢ Pigs – 5 points for every complete City in its field.

CARCASSONNE: HUNTERS AND GATHERERS

- River: 1 point per tile **plus** 1 point per Fish in lakes at the end point.
- Forest: 2 points per forest tile **plus** 2 points per Mushroom.
  - ▪ Play only 1 bonus tile for any gold nugget in the forest.

Final Scoring:
- o Incomplete Rivers and Forests **DO NOT** score.
- o River Systems (Huts):

- 1 point per Fish in the system.
- Incomplete systems do score
  - o Meadows:
    - Tribesman on shrine takes all points in that meadow.
    - Score 2 points per Deer, Mammoth, and Aurochs.
      - However one Tiger cancel one Deer.
      - However Fire chases away **ALL** tigers in that meadow.

CARCASSONNE: THE CASTLE

- Path: 1 point per tile **OR** 2 points per tile if there is a fountain.
- Tower: 2 points per tile.
- House: 1 point per tile.
  - The Keep goes on the largest House.
  - Move the Keep when a larger House is complete.

  ### Final Scoring:
  - o Incomplete Path, Tower, House **do not** score.
  - o Largest Keep – score equal to largest contiguous unused space in Castle (empty spaces).
  - o Courts – 3 points for each Market in the court.
  - o Score Tile #4 – score one incomplete Path.
  - o Score Tile #5 – score one incomplete Tower (2 points per tile).
  - o Score Tile #6 – score one incomplete House.
  - o Score Tile #9 – score 5 points.

CARCASSONNE: ARK OF THE COVENANT

- Road: 1 point per tile **plus** 1 point per Oasis.
- City: 2 points per tile **plus** 2 points per Scroll.
  - When Prophet in the City (played only once per game), double score.
  - Prophet can only be played in the city.
  - Introduce the Ark on the first complete city, on a city tile.
- Temple: 7 points to the majority player.
  - Remove followers on completed road or city before scoring for the temple.
- Ark: If the player did not place a follower that turn, may move the Ark up to **5 spaces**.
  - Score 1 point to any followers passed.
  - May not move the Ark onto a tile already moved across.
  - May not end its trek on the same tile from which it started on.

  ### Final Scoring:
  - o Incomplete Temple: 3 points to majority player.
  - o Incomplete Road: 1 point per tile **plus** 1 point per Oasis.
  - o Incomplete City: 1 point per tile **plus** 1 point per Scroll.
    - Prophet does not double.
  - o Fields: 2 points per sheep.
    - However one Wolf cancels one Sheep.