

Cooperative Carcassonne

Version 1

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1 Introduction

The following document outlines an alternative set of rules for the standard game of Carcassonne that transforms it into a cooperative game. The players must complete preset conditions without letting the side pile (described in Section 4 Playing the Game) overflow. These games use many of the same mechanics from the standard game while taking influences from other cooperative games such as Forbidden Island, which maintain a constant imperative to complete tasks while working towards a larger goal.

2 Overview

Players work cooperatively to complete mission objectives, such as constructing large cities, laying down massive roads, and establishing large numbers of cloisters. The points you collect from completing towns, roads, and cloisters will allow you to collect currency in the form of Meeples that your team will need in order to help you reach your objective. Pieces will be drained off into a side pile every turn and must be reclaimed before the pile overflows or you will lose.

3 Preparation

Choose one set of Meeples (one color) and place the rest to the side (they will be unused). Select one Meeple and place it on the zero tile of the scoring track. Place the other 7 Meeples above the scoring track, or any other convenient place. If you are playing with any of the river sets, place them on the table first using any method convenient to you before the start

of the first turn (the order they are placed in doesn't matter). Follow the standard rules for setting up the land tiles.

Randomly select one of the mission objectives below.

- Metropolis - Complete a city containing at least 15 tiles.
- The Yellow Brick Road - Complete a road containing at least 25 tiles.
- Come All Ye Faithful - Complete all of the cloisters included in the sets you are using (six for the basic game with no expansions)

4 Playing the Game

Player turns

Players take turns in clockwise order beginning with the starting player. On a player's turn, he or she executes the following actions in the order shown.

- The player draws two land tiles.
- The player selects one tile to be played that turn.
- The player consults with his or her teammates about the where to place the tile and then places it.
- If by placing a tile, a city, road, or cloister is finished, it is scored immediately and all the tiles in the side pile are shuffled and placed back into the pool of unselected land tiles.
- The tile that was not selected is placed in the side pile. If the side pile now contains five or more tiles, the game ends and the team loses. (You may not use Meeples at this point to save yourselves. Once the side pile contains 5 tiles, you lose.)

No tiles left

If the unused tile pool becomes empty before you are able to complete your objective, you may for a cost of three Meeples, immediately place and score all the tiles in the side pile. You may also pay one Meeple each to immediately place and score any one tile in the side pile. If you have no Meeples, you may not use any tiles in the side pile to help you obtain victory. Sorry!

Meeples

Meeples are used as currency in this game, and are awarded for every ten points scored.

Acquiring Meeples

Everytime you land on, or pass a multiple of ten on the scoring track, immediately take a Meeple from the stock above the track board and place it in the area you have designated to hold your Meeple currency. Once you have acquired all 7 Meeples, you cannot acquire more without spending some of the ones you have.

Using Meeples

Meeples may be used at anytime during any turn (except when the side pile has already reached 5 tiles). They may be used in the following quantities for the corresponding rewards.

- 1 Meeple - You may pay one Meeple in order to draw a tile. The tile must be played immediately. If there is no legal place to put the tile, it is returned to the unused tile pool and you are not allowed to draw another to replace it.
- 2 Meeples - You may pay two Meeples in order to buy a tile from the side pile and play it immediately.
- 3 Meeples - You may pay three Meeples in order to return the entire side pile to the unused tile pool.

5 Game End

Winning

The game ends in victory if the mission objective is reached at any point during the game.

Losing

The game ends in failure if the side pile reaches five tiles, OR, all the tiles are placed without completing the mission objective.

6 Scoring

Scoring is conducted in exactly the same manner as it is in standard Carcassonne. You do not however, need to have any Meeples on cities, roads, and cloisters. You collect points for all completed structures. Farms are not used in this game.

7 Differences from Standard Carcassonne

You should have read and understood the standard rules to Carcassonne. The standard rules are used as a base, and any omissions should be assumed to follow the standard rules. This includes, but is not limited to, points awarded for scoring and legal placements of tiles.

8 Single Player Option

You can also use these scenarios for a single player game. Simply take all the turns yourself and keep your own score.

9 Notes

My wife and I tested the three different mission objectives twice each to ensure that it is set as a reasonable difficulty level. We never lost, but came very close several times with only lady luck to save us. If you find the game to be too easy, try increasing the city and road missions by 5 tiles each or try to complete two objectives at once. We haven't tested the rules with more than two players and haven't incorporated farms into the game yet, but are considering it.