

Solitaire Carcassonne



(adapted from the version by Dave_S on BoardGameGeek.com)

(adapted from the version by Reprint on BoardGameGeek.com)

Components:

- The 72 tiles from the basic set
- 10 meeples
- The scoreboard
- 1 scoring meeple

Method of Play:

- The starting tile begins the game just as in the standard, multi-player game
- You can only place Knights, Thieves and Monks
- After placing a tile, if a new road/cloister/city is created you **MUST** place a meeple
- New is defined as not attached to any other city/road tile
- If there are multiple new roads/cloisters/cities created, you may pick which one to assign the meeple too
- When a road/cloister/city is completed, the meeple is returned to the player and you gain the score based on standard, multi-player scoring
- When you have run out of meeples, you can continue placing tiles as long as you don't need to place a meeple
- Once you reach the point where you cannot place a tile because you don't have a meeple, or when you run out of tiles, the game is over
- When the game is over, the tile you got stuck on is set aside and not counted in final scoring
- Score all of the meeples on the board according to the standard, multi-player scoring
- If, upon scoring, you have two meeples on a road/city you can score twice

Win Conditions:

- A game is **WON** if you manage to place all 72 tiles

Alternative Scoring:

- Count the number of tiles you managed to successfully place
- Divide the total number of points you have by the total number of tiles successfully placed
- This number is your PPT (points per tile)
- Aim to get as high a PPT as possible