

HUGO KASTNER RECOMMENDS

CARCASSONNE

Farmers, Knights, Highwaymen and Monks

Dear Reader! Historically, the topic and the mechanisms of this game both are based on the famous French stronghold town of Carcassonne that was already known in Roman times for its enormous fortifications and defense structures and remained of paramount importance as a defense settlement until the Middle Ages. Players use four types of followers – farmers, knights, highwaymen and monks – and try to use them for founding cities, building fortresses and roads as well as monasteries and thus want to add their contribution to the defensive character of this busy unruly fortress town. For these contributions they are rewarded with points scored. The simple basic principle to build up the board by clever adding of different “buildings” and the enormously versatile ways and means of modifications for this basic principle have resulted in a new incredibly rich and manifold “game universe” since the turn of the millennium. To list all expansions for Carcassonne, all stand-alone variations, all those highlights that have been published since the first edition far exceeds the possibilities of this essay. Even a “Carcassonne Almanach” has already been published to describe this wonderful creation. If you want to retreat for some time to the Medieval Carcassonne can do so as usual in the Austrian Games Museum at Leopoldsdorf, surrounded by the mighty walls of an impressive games centre.

Website: www.spielen.at

In the light of our lamp all builders involved in the construction enact three repetitive actions again and again: Draw a tile from the stack, place this tile, of course within the framework of certain rules, place one of their followers on the tile just placed, and score, if scoring is possible due to the tile just placed. As the tiles are all without exceptions shaped like a square and of the same size and may never be placed, “corner on corner”, but must always be added edge to edge with identical design, the growing “game board” shows a pattern remindful of early American settlements. The face of the city on the contrary is

shaped by settlements, monasteries, roads and meadows. Optically attractive and in an easily understandable way the followers – each player has 7 of them – control the different key areas of Carcassonne, albeit without statically remaining in the same place for the duration of the game. As soon as a construct or area of the town is completed this construct or area is scored and the followers – they can be farmers, knights, highwaymen or monks depending on their placement on meadow, city, road or monastery – go back into the scarce stock to be reentered into the building of the city at a later time. The scoring is always decided by a simple majority of followers. And this trickily holds lots of surprises due to the merging of city quarters and the sometimes hard to guess results of the special scoring rule for the meadows. Roads are only scored when they can be completed, which sometimes is not possible due to unlucky drawing from the pile. Only the monasteries came into the focus of critics from the early days on. The expert tip further down offers one of many suggestions how to reduce the might of these sacred locations and thus steer Carcassonne into a more tactical direction. The game ends after the placement of the last tile with a final scoring. Master will be the one who has contributed most and scored highest for the good of the city of Carcassonne.

Comments to: Hugo.Kastner@spielen.at
Homepage: www.hugo-kastner.at

**TIP #58****Designer:** Klaus-Jürgen Wrede**Price:** ca. 25,00 Euro**Year:** 2000**Publisher:** Hans im Glückwww.hans-im-glueck.de

PLAYERS

2-5

AGE

10+

TIME

30+

**Tactics****Info±****Chance**

Tactics and luck are nearly equally important and balance each other – at least in the basic game of the bestseller designed by Klaus-Jürgen Wrede. The innumerable expansions, variations and stand-alone ideas for new Carcassonne games of course demand separate evaluations.

Hugos EXPERT TIP

At first take a look at the basic game and get acquainted with the plentitude of possibilities before entering the endless universe of Carcassonne. There is always something new to discover, that must be stated here clearly. A tip to strengthen the tactical element: Score the monasteries with a maximum of 5 points – for four horizontally or vertically adjacent pieces, and then return the follower to its owner.

Hugos FLASHLIGHT

There are few double winners of the immensely prestigious awards „Spiel des Jahres“ and „Deutscher Spielpreis“ that are as interesting and appealing as Carcassonne as well for families as for expert players, that are as diverting for 2 players as for three, four or five players. The variable board that gives off a dynamic impression due to the permanent changes was an ingenious idea of the game designer. Should your interest be sparked you will experience many more journeys into different ages with „Carcassonne - die Burg“ and „Carcassonne - die Stadt“ as well as with „Neues Land“ or „Mayflower“. Especially the first two titles are absolutely commendable in my opinion. Carcassonne without any restrictions belongs among the all time greatest hits of game history.

PREVIEW:**TWIXT**

Classic strategy à la Randolph

IMPRESSUM

Offenlegung nach dem Mediengesetz: Medieninhaber, Eigentümer, Verleger und Hersteller: Verein „Österreichisches Spiele Museum“, vertreten durch Obfrau Dipl.Ing. Dagmar de Cassan, Raasdorferstrasse 28, 2285 Leopoldsdorf im Marchfelde, Telefon 02216-7000, Fax 02216-7000-3, mail-to: office@spielen.at, Internet: www.spieljournal.at - www.gamesjournal.at - Chefredakteur: **Dipl.Ing. Dagmar de Cassan**

Blattlinie: Die Blattlinie ist die Meinung aller Redakteure, freien Mitarbeitern und Gastautoren. Die Spiele zur Erstellung der Rezensionen stellt das Österr. Spiele Museum für die Dauer der Arbeit kostenlos zur Verfügung. Niemand erhält Sach-, Service-, Geldleistungen von den Verlagen. (Alle nicht namentlich gekennzeichneten Rezensionen zu den Spielen sind von Dagmar de Cassan) Englische Ausgaben Version 1.0

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5