



Klaus-Jürgen Wrede

# Carcassonne

## The Signposts

In this mini-expansion you can receive extra points when scoring a road. To do so, you must direct the course of the road in accordance with the signposts.



### Contents



12 new land tiles, each depicting 2 of 3 different types of signposts:



### Setup

Shuffle the 12 land tiles of this mini expansion together with the land tiles of the base game.

*This expansion was developed for the Carcassonne base game and its rules still apply. You can combine The Signposts with other expansions; however, there will be no official rules for these combinations.*

### 1. Placing a tile

Draw a land tile and place it according to the rules of the base game.

### 2. Placing a meeple

You may place a meeple on the tile you just placed.

### 3. Scoring points

When completing a road, check if there are signposts next to it. If that is the case, in addition to the points for the road you also **score points** for each **signpost pointing in the right direction**.

For a signpost **to be pointing in the right direction**, the following requirements have to be fulfilled:

- The course of the road on the next tile has to follow the direction indicated by the signpost (left turn, right turn or straight ahead).
- The roads must not end on the first tile after the signpost.



*The three types of signposts: left, straight, right*



*Tile with 2 types of signposts: straight and right*



Distribution: Carcassonne & Co GmbH  
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## How to count the signposts:

- Count the signposts showing the correct course of the road on the road you want to score.
- Now count how many different types of signposts are pointing in the right direction on your road.

## You may score:

- Only **1 type** of signpost: **1 point** for **each** correct signpost.
- **2 different types** of signposts: **2 points** for **each** correct signpost.
- All **3 different types** of signposts: **3 points** for **each** correct signpost.

Signposts, that do not show the correct course of the road, do not score points.

*In this example, 5 signposts point in the right direction ✓. The rules for the roundabout are as follows: If a signpost points in one of the two directions of the roundabout, it is showing the correct course of the road (here: the blue ① and red ② arrow).*

*Three arrows are not correct ✗. Two are pointing in the wrong direction ③, ④ and/or the road already ends on the next tile ④, ⑤.*



You ★ complete your road by placing the tile and score 9 points.

For the 5 correct ✓ signposts, which include all 3 different types, you score (5x3) 15 extra points.

## Game end and final scoring

At the end of the game you receive **1 point** for each signpost on your roads, pointing in the right direction. The different types of signposts do not matter at this point.



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