



Carcassonne Basic Game

Designer	Klaus-Jürgen Wrede
Artist	Doris Matthäus
Year Published	2000
# of Players	2 – 5
User Suggested # of Players	Best with 2 players Recommended with 2, 3, 4, 5 players
Mfg Suggested Ages	8 and up
Playing Time	45 minutes

Honors

- [2000 Meeples' Choice Award](#)
- [2001 Deutscher Spiele Preis Best Family/Adult Game Winner](#)
- [2001 International Gamers Awards - General Strategy; Multi-player Nominee](#)
- [2001 Nederlandse Spellenprijs Nominee](#)
- [2001 Spiel der Spiele Hit mit Freunden Recommended](#)
- [2001 Spiel des Jahres Nominee](#)
- [2001 Spiel des Jahres Winner](#)
- [2002 Årets Spel Best Family Game Winner](#)
- [2004 Hra roku Nominee](#)
- [2004 Vuoden Peli Family Game of the Year Nominee](#)
- [2004 Vuoden Peli Family Game of the Year Winner](#)
- [2012 Ludo Award Best Board Game Editor's Choice Winner](#)

Carcassonne is a tile-placement game in which the players draw and place a tile with a piece of southern French landscape on it. The tile might feature a city, a road, a cloister, grassland or some combination thereof, and it must be placed adjacent to tiles that have already been played, in such a way that cities are connected to cities, roads to roads, etcetera. Having placed a tile, the player can then decide to place one of his meeples on one of the areas on it: on the city as a knight, on the road as a robber, on a cloister as a monk, or on the grass as a farmer. When that area is complete, that meeples scores points for its owner.

During a game of *Carcassonne*, players are faced with decisions like: "Is it really worth putting my last meeples there?" or "Should I use this tile to expand my city, or should I place it near my opponent instead, giving him a hard time to complete his project and score points?" Since players place only one tile and have the option to place one meeples on it, turns proceed quickly even if it is a game full of options and possibilities.