Carcassonne score sheet

Date: _____

2 to 6 players · End: whenever you decide · Winner: highest total

Turn	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
21						
22						
23						
24						
Total						

How scoring works in Carcassonne

- A completed road scores 1 point per tile.
- A completed city scores 2 points per tile and 2 points per coat of arms.
- A monastery surrounded by its eight tiles scores 9 points.
- At the end of the game, unfinished roads, cities and monasteries score 1 point per tile and 1 point per coat of arms. Each completed city that touches a field scores 3 points for the farmer who holds it.
- The player with the most points wins.

Tour de table: let the app keep score for you

The app adds up every round, applies the rules of the game and names the winner.

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