

Carcassonne - the school

- Components:**
- ① 1 teacher meeple (in a random colour and doesn't count as a particular player colour)
 - ② 2 landtiles "the school"

Game preparations: The 2 tiles are placed side by side next to the regular starting tile. Placing them school tiles left or right to the starting tile is optional. The school tiles however should fit together.



Gameplay:

The rules of Carcassonne remain the same.

The player, who completes one or more roads leading to the school, scores the street and obtains the teacher meeple.

The player takes the teacher meeple from the school and puts it in front of him. As soon as the next feature is completed and scored, the player with the teacher scores the same amount of points. In case the player with the teacher is also the player who completes the feature, he will score twice the amount of points. After scoring with the teacher, the teacher meeple has to be returned to the school.

When all 6 roads are completed, the teacher won't leave the school anymore.