

## PREPARATIONS:

The new school tiles have to set near the normal starting tile (the well known one with the street and one half of a city). The teacher meeple has to be placed on the school – where teachers belong!

## GAMEPLAY:

The normal rules of Carcassonne are used in the normal way. The player who closes one (or more) road(s) which leads to the school, receives **after the scoring of the street** the teacher. The teacher meeple has to be placed in front of the player. The next time something is being scored in the game, the player with the teacher meeple receives the same amount of points. If the person with the teacher scores for himself he gets the points twice. After the scoring the teacher goes back to school.

When all (six) streets to the school are closed the players have finished the goal to connect the school within the area. The teacher has now enough pupils in the school and therefore he will not leave the school anymore. In other words: At this moment the school and the teacher meeple transform in some special new landscape tiles with no more relevance about the gameplay and scoring.