























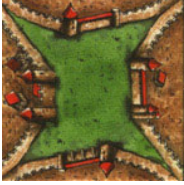
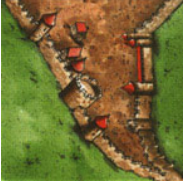
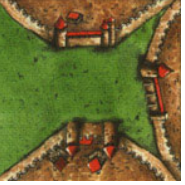


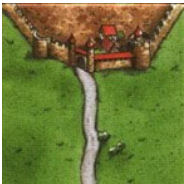


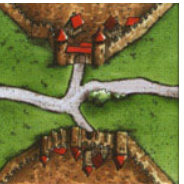







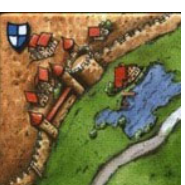


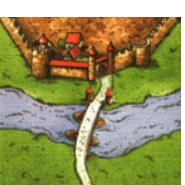


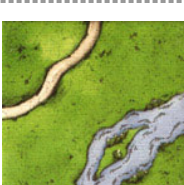


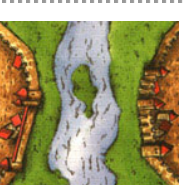



# Carcassonne tile distribution

 1	 1	 4	 2	
 4	 3	 1	 1	 2
 8	 3	 2	 3	 2
 9	 1	 2	 3	 3
 5	 2	 3	 3	 3 (+1, start)

*The tile with a straight road and a single city edge occurs three times in the pile, and a fourth time as the starting tile if the River expansion is not used. The 12 tiles in the river expansion each occur once, and take the place of the normal starting tile.*

 Carcassonne expansion tile distribution

 1	 1	 1	 1	 2
 1	 1	 1	 1	 1
 1	 1	 1	 1	
 1	 1	 1		
 1 (river start)	 1	 1	 1	 2
 1	 2	 1	 1	 1 (river end)