

# Carcassonne



## mini expansions - 2012

English Rules

# 1. The Flier

*As resourceful and clever people, the players want to achieve the one of the oldest dreams of mankind and test their new wings out. However, flight length and landing are not yet exact sciences.*

## Contents.

- ✚ 1 game die
- ✚ 8 Land tiles with flier symbols.

**Set-up.** Mix the flier cards with the normal tiles. Keep the die handy.

**Rules.** Follow the normal rules of Carcassonne. When a tile with a flier on is drawn, the player may either place a follower as normal OR place a follower as a flier.

An arrow on the tile shows which way the flier will go (diagonal or straight). Now roll the die. The result gives the distance that the follower will fly. The follower must be placed on the resulting tile, if possible. The active player may choose which feature the follower will occupy, but must obey the following rules:

- ✚ The follower must be placed on an unfinished feature.
- ✚ The follower may be placed on a feature that is already occupied.  
*(E.g. they may be placed in a cloister or a city that is already occupied).*
- ✚ The follower may not be placed in a field, even if the field is unoccupied.
- ✚ The follower cannot not be placed in a position where there is no tile.

If the follower cannot be placed, then the follower is simply returned to the players supply. He crashed! Fate is cruel to meeples



## 2. The Messages

### Contents.

- ✚ 6 Messenger followers in 6 colours.
- ✚ 8 Message tiles.

**Set-up.** Shuffle the message tiles and put them to one side. Take a messenger follower of each players colour, and put them on the 0 space on the score board.

**Rules.** When a player scores some points, they may choose to either move their normal follower or their messenger on the score board. The active player (and only the active player) gets a message tile if the score token (either the messenger or the normal follower) lands on a dark square on the score board (0, 5, 10, etc.).

The player then takes the top card from the message pile and either:

- ✚ Carries out the action that goes with the tile

**OR**

- ✚ Takes 2 points immediately.

After making their choice and carrying out the results, the player then puts the message tile on the bottom of the message tile pile.

### The Messages.

Hopefully it is clear which one is which from the pictures;



- 1) Score smallest road: The player chooses a road on which they have at least 1 follower (they do not have to have the most followers on the road, just one). If there are more than one roads to choose from, then the player must choose one that is worth the smallest number of points. The player gets the number of points that the road would be worth if it was the end of the game. The follower is not removed after this scoring.
- 2) Score smallest city: As above, but as for cities.
- 3) Score smallest cloister: As above, but as for cloisters.
- 4) 2 points for every pennant: For every pennant/shield icon in every city where the player has at least one follower (again, they do not need a majority) the player scores 2 points.
- 5) 2 points for every knight: For every knight (follower in a castle) that the player has, they score 2 points. The knights are not removed.
- 6) 2 points for every farmer: For every farmer the player has, the player scores 2 points. The farmers are not removed.
- 7) Play another tile: The player takes another tile and plays it as normal. They may then place followers as normal.
- 8) Score a follower and take it of the board: The player chooses a follower. If the follower is on a feature (in which the player has the majority), then score that feature as if it were the end of the game. Then place the chosen follower back in the player's stock



### 3. The Ferries

Many roads around Carcassonne lead to small lakes. Here the ferries run, some-times connecting some roads, and sometimes others. This gives new challenges from robbers

#### Contents.

-  8 ferries
-  8 Land tiles with lakes.

**Set-up.** Mix the ferry cards with the normal tiles. Keep the ferries handy.

**Rules.** Follow the normal rules of Carcassonne. When a tile with a ferry on is drawn, the player places it by the normal rules, choosing either to place a farmer or a robber on one of the 3 or 4 roads. After this, the player must take a ferry from the supply and join up 2 of the roads. A road-end with no ferry closes that road at this end, whereas roads connected by a ferry now count as one road. If the tile with the lake ends a feature then this feature is scored as usual. If a player adds a tile which extends a road with a ferry as part of it, then the player may move the ferry, but does not have to. The ferry must, however, always join 2 road ends. The player may move the ferry so that it no longer joins up the road which they player has just extended. If there are two ferries on the road that has been extended, the player may only move the one nearest to the tile that has just been placed. If the tile placed extends more than one road, then the player may move the nearest ferry to the tile placed on every road extended. A ferry can only be moved once per turn. If a player is playing a tile with a lake on it, they must first place the ferry on the new lake, and then they move any other ferries that they are allowed to.

*The turn order goes in the following way:*

- 1) Place (Lake) tile.
- 2) Place follower.
- 3) Place ferry on new Lake-tile.
- 4) Move ferries on other lakes.
- 5) Score the board as usual.



## 4. The Goldmines

*Gold!!! There's a lot of commotion and lots of people are coming in order to stake their claim to the precious metal. Who will come out on top in the end?*

### Contents.

- ✚ 16 gold bars
- ✚ 8 Land tiles with gold symbols.

**Set-up.** Mix the goldmine cards with the normal tiles. Keep the gold bars handy.

**Rules.** Follow the normal rules of Carcassonne. When a tile with a goldmine on is drawn, the player places it by the normal rules. The player then places a gold bar on the tile, and any adjacent tile (including diagonal), that is 2 gold bars are placed for each gold mine tile. You are allowed to put a gold bar on a tile that already contains one or more gold bar. Gold bars are not connected to a particular feature, just the tile. The player may then place a follower as usual. When a feature on a tile with a gold bar on it is completed, the gold is distributed. The player with the majority on the feature takes all the gold on the tile. When a city or a road is completed, all the gold that is on a tile with a piece of the city or road is distributed. When a cloister is completed, all the gold on the cloister tile and all 8 of its neighbours is distributed.

*The turn order goes in the following way:*

- 1) Place (gold) tile.
- 2) Place the gold bars.
- 3) Place follower.
- 4) Score the board.
- 5) Take gold.

If more than one person has the majority in the feature when the gold is claimed, then the then gold bars are distributed among those tied players, going clockwise from the active player one at a time for as long as there is enough gold left. Players keep the gold until the end of the game. Farmers do not earn gold at the end of the game (they are lazy, lazy people).

*At the end of the game, bonus points are awarded for gold piece. Depending on how many you have;*

- ✚ 1-3 pieces = 1 point each
- ✚ 4-6 pieces = 2 point each
- ✚ 7-9 pieces = 3 points each
- ✚ 10 or more = 4 points each



## 5. The Mage and the Witch

*Magic users are visiting the land of Carcassonne. While the power of the Mage brings streets and cities into bloom, the inhabitants remain mistrustful of the skills of the Witch.*

### Contents.

- ✚ 1 Mage in purple
- ✚ 1 Witch in orange
- ✚ 8 Land tiles with Mage symbols.

**Set-up.** Mix the Mage & Witch cards with the normal tiles. Keep the Mage and Witch figures handy.

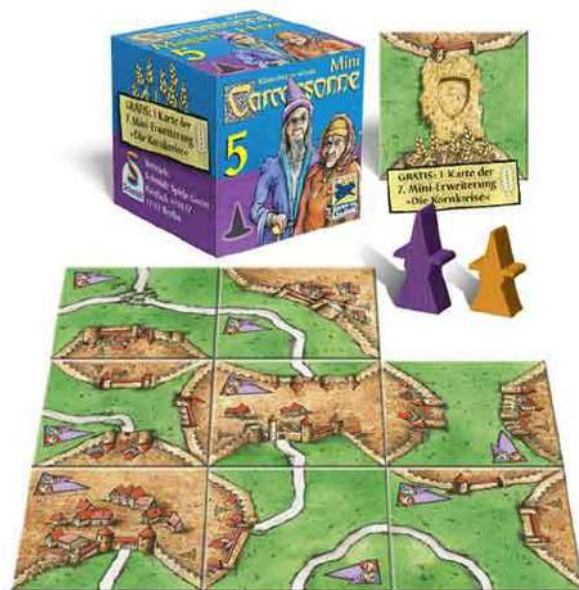
**Rules.** Follow the normal rules of Carcassonne. When a tile with a Mage symbol on is drawn, the player places it by the normal rules. Before placing a follower, the player must move the Mage or the Witch. The player places one of the figures on any piece of road or part of a city that is not yet completed. The Mage and the Witch may not be placed in the same feature. If the Mage or the Witch are already on a tile, then the player may move them to a new tile. The player can then place a follower as usual.

The Mage or Witch must be placed or moved after a tile with the Mage symbol is played. If this is impossible (for example, if there are no incomplete cities or roads) then the FIGURE is removed from the tile. If a player plays a tile which joins a feature with a Mage in with a feature with a Witch in, then the player must move one of the figures. If the placing of this tile completes a feature, then the figure is moved before scoring.

If a feature with a Mage or a Witch is completed, then the following rules apply:

- ✚ The Mage gives an extra point to each tile in the feature. (Tiles with pennants are worth 4)
- ✚ The Witch halves (rounding up) the points given to the feature.

When a feature with a Mage or Witch is scored, the figure is removed from the board, and can come on again later when a tile with a Mage symbol is played. At the end of the game, the Mage and Witch affect the scoring in exactly the same way as during the game.



## 6. The Robbers

*Bands of Robbers are on the loose and are demanding their tributes. When followers gather their points, these "noble companions" hold out their hands.*

### Contents.

- ✚ 6 robber figures in 6 colours
- ✚ 8 Land tiles with Robber symbols.

**Set-up.** Mix the robbers cards with the normal tiles. Keep the Robber figures handy.

**Rules.** Follow the normal rules of Carcassonne. When a tile with a robber symbol on is drawn, the player places it by the normal rules. The player may now place a robber figure on the score board. The robber is placed on the same space as at least one follower of another player. The player whose turn is next may also place their robber in the same way. If the active player has already played his robber, then he may move him. When a player with a follower on the same space as a robber gets points, the owner of the robber gets half the same number of points (rounded up). The first player keeps all of his points. The follower of the owner of the robber then moves the right number of points along the score board. The robber is then placed back in its owner's supply.

### Further rules.

- ✚ If the robber is next to a follower that gains point due to robbing someone else, then the robber's player gains no points. Instead, the robber overs with the follower around the score board, so he can rob him later (honour among thieves).
- ✚ The robber must always take the points at the first opportunity to do so. He cannot wait for a bigger score to come along later.
- ✚ If the robber is in a space with many followers, and several of these followers gain points on the same turn, then the robber's player may choose who the robber steals points from.
- ✚ If there are many robbers in a space with a follower who gains points, then all of the Robbers in that space gain the stolen points
- ✚ You cannot rob your own follower (that would be mean).



## Bonus. The Crop Circles

### Contents.

- ✚ 6 new landscape tiles with "Crop Circles"

**Set up.** The 6 "Crop Circles" landscape tiles are mixed in with the other tiles.

**Rules:** The player who pulls a landscape tile with a "Crop Circle" places it on the map according to the usual rules and takes a normal turn. Subsequently, all players beginning with the player to the left of the active player, either:

A. Place a follower from their supply to a landscape tile where they already have a follower of the same type determined by the "Crop Circle" feature.

**-OR-**

B. Remove a follower of the type determined by the "Crop Circle" feature and return it to their supply.

Players must consider:

- ✚ The active player must select A or B.
- ✚ The type of follower affected is determined by the pulled tile. Crop circle: "pitchfork" - Here the farmers (on a meadow) are concerned. Crop circle: "club" - Here the thieves (on a road) are concerned. Crop circle: "shield" - Here the knights (in a city) are concerned.
- ✚ If a player chooses option A, all players may place a follower on the same area in which he already has a follower of this type (farmer to farmer, thief to thief, knight to knight).
- ✚ If a player does not have a follower of the determined type on the board, they perform no follower placement or removal and the player to their left proceeds as above.
- ✚ The active player takes this action last then the next player takes their turn as normal.

### **Example of A**

1. Red places the tile with the "shield" Crop Circle and sets a follower on it. Red selects option A. Each player may place a knight (symbol = "shield") to a tile where one of their own knights already exists.
2. Green places an additional knight with the existing one.
3. Blue has no knight and can therefore not place one.
4. Red places an additional knight with the knight he placed on the last placed tile. He may not place a knight on the upper quarter of the same tile as any knight stands on that city section. (He could have placed its knight on the tile two places to the left since he already has a knight on the city portion of that tile.)

### **Example of B**

1. Green places the tile with the "pitchfork" Crop Circle and sets a follower (a knight) on it. The city is scored; green gets 6 points and removes his knight. Subsequently, he selects option B. Each player must remove a farmer (the "pitchfork" symbol concerns the farmers).
2. Blue removes his farmer.
3. Red removes his farmer.
4. Green has no farmer and therefore removes no follower from the board.