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Mini 1. The Flying Machines

Mankind has always been fascinated by flight, wings and flying machines. Followers can finally soar into the sky... without knowing exactly where they will land.

Components • 1 special die (1, 1, 2, 2, 3, 3) 

• 8 tiles featuring a flying machine (identified with )

Game setup

The new tiles are mixed with those of the base set.

Keep the die nearby.

Playing the game

The basic rules for Carcassonne remain unchanged with the following exception: Whenever a player draws a tile with a flying machine, he places it as usual. Then, the player can, just like in the basic game, place a follower on the road, in the field...

Or he places his follower on the flying machine, hoping to land on another tile in play. Once the tile is placed, the flying machine shows the trajectory that the follower's flight will follow (horizontal, vertical, or diagonal). The player then rolls the die. The result determines the exact number of tiles that the follower will travel in a straight line (1 to 3 tiles).

The follower must be placed on the tile designated by the die, if possible. The active player (the one who owns the follower) then chooses where on the designated tile he places his follower.

The following rules must be observed: A flying follower...

... may only land (be placed) on an **incomplete** feature (road, city, or monastery).

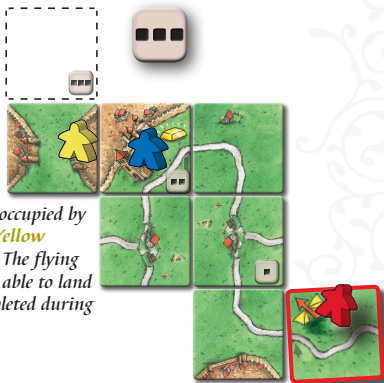
... may be placed on an **occupied feature**, no matter the owner(s) and number of followers that are present. For instance, two followers could find themselves in the same monastery or city section.

... **cannot be placed into a field**, even if the field is still unoccupied (no followers in it).

... may not be placed somewhere where **there is no tile**.

If the follower cannot land (because every feature has already been scored, because it could only land into a field, or because there is no tile present), the player returns his follower to his supply. That player may not place another follower during this turn.

Red placed the tile with the flying machine, determining the flight's trajectory. He plays a follower on the flying machine and rolls a 3. The follower cannot be placed as there is no tile where it lands. A 2 would have allowed him to land on the monastery (even though it is occupied by **Blue**), or in the city (despite **Yellow** having a knight in that city). The flying follower would not have been able to land on the road since it was completed during a previous turn.



Red places his tile, determining the flight's trajectory. He rolls a 2. He places his follower in the city (with **Blue**), since he could not place it in the field or on the completed road.



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English version
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Rules layout: Christof Tisch

The Crop Circles: Each mini-expansion also includes a tile for the 7th mini-expansion: The Crop Circles. Although it can be played with only one tile, it is much more interesting with all six tiles. The rules for it can be found at: www.zmangames.com

