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Mini 4. The Gold Mines

GOLD! It drives everyone mad! All are trying to get their hands on this precious metal, even though its value is only known at the end...

Components • 16 wooden gold ingots 
• 8 tiles with a gold ingot (identified with )

Game setup The new tiles are mixed with those of the base set. Keep the gold ingots nearby.

Playing the game The basic rules for Carcassonne remain unchanged. Whenever a player draws a tile with a gold ingot on it, he places it as usual. He then sets a gold ingot on that tile and on an adjacent tile (even diagonally). As such, a player will always place 2 gold ingots after placing a tile with an ingot. An ingot may be placed on a tile where there already is one or more ingots. A gold ingot counts for every feature on the tile; it is not assigned to a specific feature. After placing 2 gold ingots, the player can set a follower as usual.

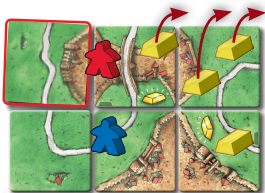
When a feature is completed, the gold ingots on the tiles forming the completed feature are taken by the player. The player with the most followers takes all the gold ingots from the tiles forming the completed feature. This means every tile that the road runs through or those used to build the city. For monasteries, count the tile with the monastery and the 8 adjacent tiles that complete it.

If more than one player has the majority on a completed feature, or if multiple features with gold ingots are completed at the same time, gold ingots are distributed as follows:

Blue places a tile with a gold ingot. He places a gold ingot on that tile and on an adjacent one.



Red completes the city and takes the 3 gold ingots that are on the tiles forming the scored city.

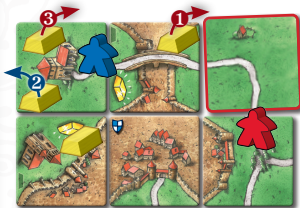


Starting with the active player and followed by the other players in turn order, each player that can receive gold ingots takes one ingot. Proceed accordingly until all gold ingots have been distributed amongst the players.

The **turn sequence** is now as follows with **The Gold Mines** mini-expansion:

1. Place a tile with a gold ingot
2. Place 2 gold ingots
3. Place a follower or not
4. Score completed features
5. Distribute gold ingots

Red completes a road. Since both Red and Blue occupy this road, they must share the gold ingots. Being the active player, Red takes the first gold ingot, followed by Blue, and finally Red takes the last one.



The players' gold ingots are never hidden. At the end of the game, gold ingots that are still on a tile are removed from the game. Farmers do not receive gold ingots.

After the final scoring, consult the table below. Players score points depending on the number of gold ingots they collected during the game. In short, the more gold a player has collected, the more points his gold will be worth.

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:

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Rules layout: Christof Tisch

 Number of gold ingots	 Points per gold ingot
1 – 3	1
4 – 6	2
7 – 9	3
10+	4