

MINI-CARCASSONNE RULES

Mini-Carcassonne is a series of small expansions for Carcassonne by Klaus-Juergen Wrede and published by Hans im Glueck.

This is a very basic translation with no pictures. I assume basic knowledge of the base game, and hopefully they should be clear enough if you have the tiles and German rules.

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 plies.

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 banner:** For every banner/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 off 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.

Further Rules. If you score more than one feature on a turn, then the follower/messenger must be moved the full amount around the scoreboard before deciding whether a message is given. The player can only get one message from one scoring round. However, if you get points from a message, you can get points and earn another message. And that message can get you more points and more messages, etc.

Note though only the *active* player can ever get message tiles.

At the *end of the game* add up the scores of both figures (messenger and normal follower) for a player's total score. (This means that the messenger and normal scoring follower are essentially the same, they do not act differently). Note, you cannot earn messages in the final scoring at the end of the game.