



Klaus-Jürgen Wrede **Mini 6. The Carcassonne Robbers**



Robbers have taken over the roads and stolen the travellers' gold. When followers score points, robbers are never far behind.

Components

- 6 wooden robbers
- 8 tiles with a bag (identified with)

Game setup

Mix the tiles from this expansion with those from the base set. Each player takes the robber of his color and places it in front of himself.

Playing the game

The basic rules for Carcassonne remain unchanged.

Using robbers: Whenever a player draws a tile with a bag (symbol to the left), he places it as usual. Immediately after placing the tile, the active player can place his robber on the **scoreboard**. The robber is placed on a space occupied by at least one marker belonging to another player. Then, in turn order, each other player may place their robber on the scoreboard. If the **active player's robber** is already on the scoreboard, the active player may move it.



Example: Turn order is: **Blue**, **Red**, **Yellow** and **Green**. **Blue** draws a tile with a bag. After placing her tile, she places her robber on a scoreboard space occupied by another player's marker. The **Red** and **Yellow** robbers are already on the scoreboard. **Green** finally places her robber.

"Robbing" points: If one or more robbers are on the same space as a marker that is scoring points, the owner of the robbers scores half of these points (rounded up), which he adds to his score by moving his own marker on the scoreboard. The owner of the "robbed" marker scores all the points, as usual. Then, the player **returns his robber back** in front of himself.

Reminder: Each feature is scored individually and the robber "robs" the points for one feature, not for all the points scored during a turn.

Additional rules

- If a player's robber is on the same space as a marker that moves because it "robbed" another marker, the robber **does not score any points**. Instead, the robber will follow the marker in order to "rob" him later. There is honor amongst robbers after all.
- A robber must always steal the next points that are scored (with the exception of "robbed" points). A player may not wait for a scored feature that may be worth more points.
- If a robber is on a space occupied by more than one marker and more than one of them is scoring points, the robber chooses from which player he is "robbing" half the points.
- If more than one robber are on the space of a marker that is scoring points, all of them score half the points.
- A robber may not "rob" the marker of his own color.

Red scores 5 points. The **Blue robber** "robs" 3 points, allowing the **Blue marker** to move 3 spaces. The **Blue robber** is then removed from the scoreboard. Since the **Yellow robber** cannot "rob" **Blue's**

"robbed" points, the **Yellow robber** simply follows the marker. The **Yellow robber** will be able to "rob" the next player to score points (here, either **Red** or **Blue**).



Blue scores 4 points. **Red** and **Green** both score 2 points. These robbers are then removed from the scoreboard.

© 2012 Hans im Glück
English version
© 2013 Z-Man Games Inc.
31 rue de la Coopérative
Rigaud QC J0P 1P0 Canada
info@zmangames.com
www.zmangames.com
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

