Klaus-Jürgen Wrede

Mini Carcassonne 5. Mage & Witch

Illustrious magic users are visiting Carcassone.
The mage's presence inspires the citizens,
whereas the witch undermines the value of their hard work.

Components

- 1 purple mage
- 1 orange witch
- 8 Magic tiles (identified with )

Game setup

Mix the tiles from this expansion (called Magic tiles) with those from the base set. Keep the mage and the witch (collectively called "magic pawns") nearby.

Playing the game

The basic rules for Carcassonne remain unchanged. Whenever a player draws a Magic tile (with the icon on the right), he places it as usual. **Before** placing one of his followers, the player **must** place or move either the mage or the witch (i.e. one of the magic pawns). He must place either of the magic pawns on an **incomplete road** or an **incomplete city**. The mage and the witch can never occupy the same city or road. If both the mage and the witch are already in play, one of them must be moved according the rules mentioned above. Once the magic pawn placement is resolved, the player can place one of his followers.

As explained above, whenever a Magic tile is placed, either the mage or the witch **must** be placed or moved; if this is not possible (for instance, because the magic pawn cannot be placed in any city or road), the player must remove one of the two magic pawns from play. When another Magic tile is placed, this magic pawn will be able to come back into play.

Special case: If after placing a tile the mage and the witch end up in the same city or on the same road, the active player must move one of them. If this same placement also results in scoring completed features, the magic pawn is moved **before** scoring the feature(s).

When a road or city occupied by the mage or the witch is completed, the magic pawn affects scoring as such:

- The mage gives **1 point** per tile in the scored feature.
- The witch **divides in half** the points of the scored feature (rounded up, in favor of the player).

After affecting a scored feature, the magic pawn is removed from the board and will be able to return into play when another Magic tile is placed.

The effect of the mage and the witch still applies during the final scoring.

*This city is scored. It would normally be worth 20 points (8 tiles + 2 banners, both worth 2 points each). However, the mage adds 8 points to the value of this city (because it contains 8 tiles). Both **Red** and **Blue** score 28 points.*

*Two roads are completed. The road occupied by **Blue** is made out of 5 tiles. However, **Blue** only scores 3 points since the witch is also on the road. The road with **Red** is comprised of 3 tiles. **Red** scores 6 points, thanks to the mage.*

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***