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Carcassonne

Halflings

*We don't do things by halves! Or do we?
With this mini-expansion, you get half
tiles as triangles. You can use them to tease
your fellow players or complete an area
that seemed hopeless.*



This mini-expansion includes the tiles from Halfling and .

Components



24 half landscape tiles, called triangle tiles (including 4 tiles with features from the expansions *Hills and Sheep* and *Crop Circles* expansions).

Setup

For the first game, shuffle all triangle tiles (except the 4 tiles with expansion features, see p. 2 below) face down and give each player (including yourself) 3 tiles. Everyone looks at their tiles and then places them face down in front of them.

If you have already played *Halflings*, you can play the following version:

At the start of the game, you lay out all the triangle tiles face up and decide who goes first. The last player in the turn order begins: He takes a tile and places it face down in front of him. The others now take their turn in an **anti-clockwise** direction and also choose a tile. You do this until each player has **3 triangle tiles** in front of them. Put the remaining triangle tiles back in the box.

Depending on the number of players, each player can get more triangle tiles if you like to play with more.

This mini-expansion was developed for the Carcassonne base game, and its rules still apply.

You can combine Halflings with other expansions. However, there will be no official rules for these combinations.

1. Place a land tile

Instead of drawing and placing a normal landscape tile, you can place one of your triangle tiles.

You place a triangle tile according to the usual rules. This means that you must always place at least one side matching one or more landscape tiles on display. You may **never** place the **long side** of a triangle tile on the side of a normal landscape tile.

However, you may place the long side of a triangle tile next to another triangle tile if the landscape is suitable.



Here are two examples of how you may place the triangle tiles.



*You are **not** allowed to place a triangle tile like this.*

2. Place a Meeple

You may place one of your meeples on the triangle tile according to the usual rules. You may also place a meeple if there is already a meeple on a directly adjacent triangle tile.



Two meeples may stand on two adjacent triangle tiles.

3. Score points

If you complete a building with a triangle tile, it is scored according to the normal rules.

Monastery


A triangle tile in the vicinity of a monastery counts as a normal landscape tile for the monastery scoring.

It counts **1 point** and is enough to complete the monastery. The triangle tile does not have to be adjacent to the tile with the monastery.

If there are 2 triangle tiles on one of the spaces around the monastery, you still only score **1 point** for this occupied space.





In all three examples, you  score the monastery and get 9 points for it.

Tiles with expansion features

These three tiles show features from the 9th expansion *Sheep and Hills*. You play according to the same rules.

The features of tiles 1 and 2 can be used without any additional material. To be able to use the sheep on tile 3, you will need additional material from the 9th expansion.



1 Vineyard

If you complete a monastery and score it, the owner of the monastery receives an additional **3 points** for each vineyard on one of the surrounding 8 tiles.



2 Hill

If you place the triangle tile with the hill, you draw a normal landscape tile and place it face down underneath it. The half empty space can later be filled with another triangle tile. The hill counts for the entire tile space, including the second triangle tile. Your meeple on the hill decides a tie in your favor (see *Sheep and Hill* rules).



3 Sheep

You receive **3 points** for the sheep on this tile when you drive your flock of sheep into the barn. A wolf cannot drive these sheep away (see *Sheep and Hill* rules).

The tile with the crop circle is played slightly differently to the normal crop circles.



4 Crop circle

You make a normal move with the crop circle tile. Then you first choose a **type of meeple** (knight, traveler or peasant). Then you decide whether all the people playing (including yourself), starting with the person to your left, must perform **either A) or B)**.

A) Each person **may** add one of their own meeple from the supply to a meeple of the indicated type that is already on the playing field.

B) Each person must remove 1 of their own meeple of the indicated type from a landscape tile and return it into the supply.

If you do not have a corresponding meeple, you will perform neither A nor B.



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 and our spare parts service.