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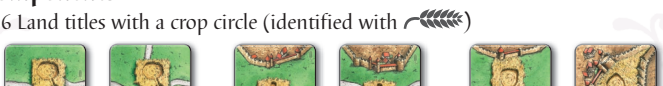
Carcassonne Mini 7. The Crop Circles

Curious circles are appearing in the fields of Carcassonne.
They hold mysterious powers over knights, thieves and farmers.

Components

- 6 Land titles with a crop circle (identified with)



Game setup Mix the tiles with a crop circle with those from the base set.

Playing the game

Whenever a player draws a tile with a crop circle on it, he places it and completes his turn as per the normal rules. He then decides for every player, starting with the player to his left, if:

A) they **can place another** follower on a tile where they already have a follower of the type designated by the crop circle,

OR

B) they **must** return to their supply one of their followers of the type designated by the crop circle.

Players must respect the following rules : The active player must choose either effect **A** or **B**, even if he did not place a follower. The type of follower concerned by the effect is designated by the crop circle on the placed tile.

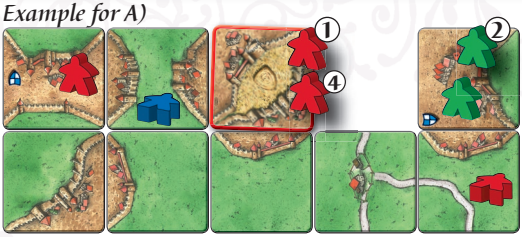
Crop Circle — Fork
Farmers (followers in fields) are affected by these tiles.

Crop Circle — Club
Thieves (followers on roads) are affected by these tiles.

Crop Circle — Shield
Knights (followers in cities) are affected by these tiles.

- With option **A**, the player must place the new follower with another one of his followers of the same type (a farmer with a farmer, a thief with a thief, a knight with a knight).
- If a player is unable to do the action, because he does not have a corresponding follower, his turn is simply skipped and the effect moves on to the next player to his left.
- The active player is last to apply **A** or **B**. Play then resumes its normal course with the next player.

Example for A)



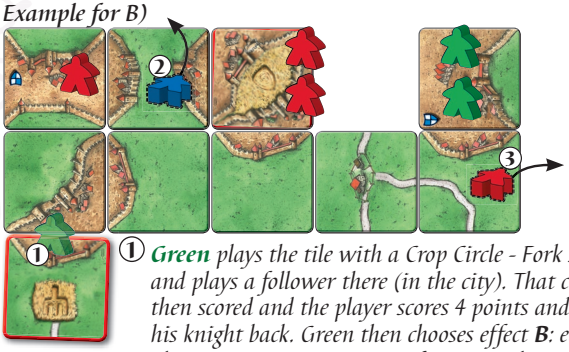
① ***Red*** *places the tile with a Crop Circle - Shield and places a follower on the tile (a knight). Red then chooses effect* ***A****. Every player can now place a knight (because of the shield) with one of their knights that is already on the board.*

② ***Green*** *places a knight with one of his that is already in play.*

③ ***Blue*** *does not have a knight in play so she does not place a follower.*

④ ***Red*** *places a knight with the one she placed in 1. She cannot place a knight in the top section of that tile since she does not have a knight there. (She could also have added a knight in the leftmost city since she already has a knight in that city.)*

Example for B)



① ***Green*** *plays the tile with a Crop Circle - Fork symbol and plays a follower there (in the city). That city is then scored and the player scores 4 points and takes his knight back. Green then chooses effect* ***B****: each player must now return one farmer to their supply (Fork = farmers).*

② ***Blue*** *takes her farmer back.*

③ ***Red*** *takes her farmer back.*

④ ***Green*** *does not have a farmer, so he cannot take one back.*

More titles in the Carcassonne series can be found at:
www.zmangames.com

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