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Mini Carcassonne 3. The Ferries

A vast array of roads surrounds Carcassonne.
The ferries along these roads mean that paths can change,
making the thieves' job that much more fruitful...

Components • 8 wooden ferries

• 8 Land tiles with a lake (identified with)

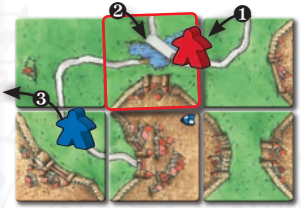
Game setup The new tiles are mixed with those of the base set. Keep the ferries nearby.

Playing the game

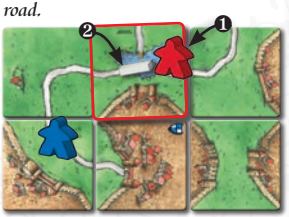
The basic rules for Carcassonne remain unchanged.

Placing a tile with a lake – Whenever a player draws a tile with a lake on it, he places it and he can put a follower on it, as per the normal rules. If he decides to place his follower on the road, he must put it on one of the three or four road sections. Then, this player (the active player) takes a ferry from the supply and sets it on the lake to connect two road sections, regardless of whether or not he placed a follower. The two sections connected by the ferry create a continuous road on the tile. The lake ends the other road sections. If, by placing a tile with a lake, one or more features are completed, these are scored as usual.

***Example 1:** **Red** places the tile with a lake. He also sets a follower ❶ and places a ferry on the lake ❷.*
*This completes the road with the **Blue** thief. **Blue** scores 4 points ❸.*



***Example 2:** **Red** places the tile with the lake. He also sets a follower on it ❶ and places a ferry on the lake ❷ to create a different connection. **Red** and **Blue** are now on the same road.*



Continuing a road with a ferry – If, by placing a tile, a player continues a road where there is a ferry, that player may move the ferry. Moving the ferry is optional; a player has the choice to move the ferry or not. The ferry must always connect two road sections. The ferry may be moved in such a way that it is no longer part of the road that was continued. Starting from the new tile, only the **first ferry** encountered on that road can be moved.

Two particular cases: 1. If, by a placing a tile, you continue the road in more than one direction, you may move the first ferry encountered in **each** continued direction. 2. By moving ferries, it is possible to reopen a closed road.

Additional rules: A ferry may only be placed (or moved) once per turn. If by placing **a tile with a lake** you continue a road with a ferry, you will first place the new ferry, and then you will be able to move the ferry (or more than one if that is the case) or not.

The **turn sequence** is now as follows with **The Ferries** mini-expansion:

1. Place a tile (with or without a lake)
2. Place a follower or not
3. Set a ferry (if the placed tile has a lake)
4. Move the ferry (if the placed tile continued a road with a ferry)
5. Score completed features (if at least one feature was completed)

Exemple 3 : Green places this tile (red border). She can move the first ferry on this road (see green dashed line). She moves the ferry from ❶ to ❷. As a result, Green and Yellow are no longer on the same road.

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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