



Klaus-Jürgen Wrede

Carcassonne Maps USA West & East

In this mini-expansion you can take a peek or just venture straight ahead into unknown territories.

COMPONENTS

- 15 Map-chips per map. The Map-chips are available at our webshop (see: mini-expansions).
- We recommend playing with 110-120 tiles per map (e.g. base game + 1. + 2. expansion).

SETUP



Place 2 start tiles. The start-squares are marked with arrows in the picture on the right.



Choose 15 out of the 30 map-chips at random and shuffle them. Next, place one chip, facedown, on each town (indicated by a circle the size of a chip).



Draw 15 land tiles at random, without looking at them first and place them, facedown, onto the outlined squares (violet, orange, light blue).

start-squares West



start-squares East



This is what the setup in a part of the USA-West-map should look like.



GAMEPLAY

1. Placing a tile

Collecting chips and discovering tiles

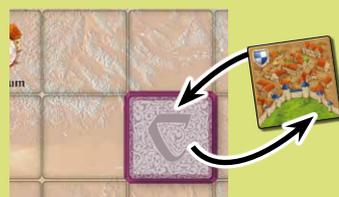
Each time you place a tile on a square with a chip, take this chip, flip it over and immediately receive the respective number of points on the chip (1 or 2). Afterwards, put the chip back into the box, to remove it from the game.

Next, take a **face-down land tile**, whose outline matches the color of the chip. Look at the front side of the tile but make sure that your fellow players can't see it. Try to memorize the tile. Now, put it back onto its square, face-down.

You may look at every tile, regardless of its place on the map and whether or not your fellow players have already looked at it, as long as the square's color matches that of the chip.



You place a tile on a square with a chip and receive 2 points. The chip is put back into the box.



As the chip is violet, **you** take a tile from a square with a violet outline and take a look at its front side, before putting it back, face-down.

Placing a tile next to a covert tile

Each time, you place a tile next to a covert tile (meaning that it touches one of its sides and continues the existing landscape), the covert tile is being flipped over for everyone to see. Now, try placing this tile onto its marked square next to the tile which you have just placed (according to the usual rules). You may rotate the (formerly covert) tile in doing so. Now, there are two possibilities:

- You are able to **place** the tile and **receive 2 points**.
- You are **not able** to place the tile and **lose 2 points** (to be deducted from your score). The tile, which has just been flipped over, is put back into the box and therefore removed from the game.



You place a tile next to the covert tile, which you have taken a look at before. You flip the covert tile over and, as it fits, place it and receive 2 points.



You place a tile next to a covert tile without knowing what is underneath. You flip the covert tile over. As it does not fit, you put it back into the box and lose 2 points.

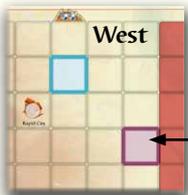
2. Placing a meeple

You may only place a meeple onto the tile, which you have placed first. When flipping over a covert tile and placing it, you cannot place a meeple onto it.

3. Scoring a feature

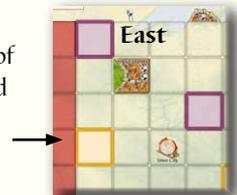
All features are scored according to the usual rules.

EXCEPTIONS FOR USA-MAPS



Playing with only one USA-map

If you use only one of the two maps, the half-sized squares on the right side of the western map and on the left side of the eastern map respectively (marked in red here), are not part of the game. Tiles cannot be placed here.



Playing with both West- and East-map

You can also play, using both maps at the same time. When doing so, please note the following:

- Slide the East-map over the West-map until you reach the dotted line (see circle) and glue them together.
 - As the half-sized squares on the edges of the maps form full-sized squares when using both maps, you may place tiles onto those squares.
 - Use twice as many tiles, hence 220-240 tiles.
 - Place tiles on all 4 start squares and all 30 outlined squares, and put all 30 map-chips onto the 30 fields marked with a circle.
- The rules remain the same, but keep in mind, that the two maps form one big map. This means, that when flipping over a map-chip, you may look at a covert land tile, even if it is placed on the other half of the big map.



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**Maps- and
rule-layout:**
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