

Carcassonne: The Flying Machines

Components:

- 8 tiles with a flying machine icon on them

Setup:

- Shuffle the tiles in with the land tiles

Gameplay:

If you place a tile with a flying machine on it, you may choose to use the tile in its normal manner OR to place a meeple on the flying machine icon (they then are a flier). If you use the flying machine you may not place a meeple on any other features on that tile.

When placing the tile you may rotate it so that the flying machine is "pointing" in the desired direction. Your meeple will fly and then land 1, 2 or 3 spaces in that direction. Roll the die to see how many space it will fly.

- If there is no tile on the space where the meeple lands, it is returned to your supply.
- A meeple may not land on a field.
- A meeple may not land on a completed feature (ie, a city that is completed).
- If there is no uncompleted feature on the tile that it lands on, it is returned to your supply.
- You may land on an occupied feature (either with your own meeple or another players meeple) and in that case ownership of the feature is shared (ie, this is one way to add your meeple to someone else's city or to reinforce your own ownership of it).
- Once you roll the die, you must place your meeple if possible (even if it is not on the tile you had hoped for).

Example: if a medium size city has a tile that is next to the flier tile (1 away) and also 2 away you may hope to roll a 1 or a 2 to join that city. However if you roll a 3 and there is a tile 3 away, you **MUST** place your meeple on an uncompleted feature of that tile if possible (ie, if there is a road on that tile that is not completed, you must place your meeple on the road even if you already control the road via a meeple on an adjacent tile... you will then have two meeples on that uncompleted road).

Notes:

- An abbot may be a flier (landing only on a garden, monastery or shrine)
- A phantom may be a flier (but cannot fly WITH another meeple, only on its own)

When packing up the game, keep flying machine tiles (& die) separate (ie, in a baggie) for a quicker startup of the next game.

Carcassonne: Inns & Cathedrals

Components:

- 6 Red Roof Inns (by a lake) land tiles
- 2 Cathedral land tiles
- 10 other land tiles (*optional use*)
- 6 Large Meeples (equivalent to 2 meeples)

You may play without the Large Meeple mini-expansion if you wish.

Setup:

- Shuffle the tiles in with the land tiles
- Give each player their large meeple

Gameplay:

Any road that includes an image of a red roof inn by a lake has double or nothing scoring.

- If the road is completed, it scores double
- If the road is not completed by the end of the game, it scores nothing

A cathedral tile is placed like a normal city tile, but a city that includes a cathedral tile has double or nothing scoring.

- If the city is completed, it scores double
- If the city is not completed by the end of the game, it scores nothing

Notes:

Inns must have red roofs AND be by a lake.

Large Meeples

You may play with just the Large Meeple mini-expansion if you wish.

A large meeple may be used just like a normal meeple only it counts as two meeples (double) when determining who controls a feature (ie, road, city, monastery, field)

When packing up the game, keep these tiles (and large meeples) separate (ie, in a baggie) for a quicker startup of the next game.

Carcassonne: Traders & Builders

(may play each separately if you wish)

Components:

- 6 Builder meeples
- 6 pigs
- 20 goods tokens
 - 9 wine
 - 6 wheat
 - 5 cloth
- 20 land tiles with goods icons
 - 9 with wine icon
 - 6 with wheat icon
 - 5 with cloth icon
- 4 other land tiles (*optional use*)

Traders (with goods)

Setup:

- Shuffle the tiles in with the land tiles

Gameplay:

- When a player completes a city with goods icons, score the city as normal
- The player who completed the city (who may or may not control the city) collects goods tokens matching each goods icon on the city tiles
- End game scoring: 10 points to the player with the most of each type of goods. Players tied for most get 10 points each.

Builders

Setup:

- Each player gets their color builder meeple

Gameplay:

- When extending a road or city where you already have a meeple, you may place your builder on it.
- When extending or completing a road or city where your builder is, you get a free turn even if using another feature on that tile (free turn=draw another tile and place it)
- No second free turn on that turn

Pigs

Setup:

- Each player gets their color pig

Gameplay:

- If you place a tile with a field that already has one of your meeples, you may place a pig
- End game scoring: If you score for a field with your pig on it you score 4 points per adjacent completed city (instead of 3)