

Carcassonne: The River

Components:

- 12 River tiles (dark back) (replace start tile)
 - May be replaced by (or mixed with) River 2 tiles

Setup:

- If mixing with River 2, the 1 source and 1 lake tiles are not used
- Set aside the tiles with ends to the river
 - Source and lake
- Shuffle remaining river tiles into a facedown stack
- Place the lake tile (end of river) facedown at the bottom of that stack
- Place the river source tile on the table as the starting tile
 - 20th anniversary edition river source tile is double wide and players may extend the river from either side
 - Set aside both lake tiles before shuffling remaining river tiles - then place both at the bottom in random order
 - The double wide starting river tile counts as 2 tiles for features such as an adjacent monastery)

Gameplay:

Play is clockwise beginning with the starting player. On a player's turn, they:

- Draw a river tile
- Place the river tile to extend the river
 - River may not bend in same direction two tiles in a row
 - River may not flow "upstream" towards the source
- Place a meeple on the tile if so desired
 - A meeple may NOT be placed ON the river

Once all river tiles have been placed (including the lake tile(s), continue drawing a random regular tile as per normal game rules.

When packing up the game, keep the river tiles separate to allow quicker startup of the next game.

Carcassonne: The River II

Components:

- 12 River tiles (dark back) (replace start tile)
 - May be replaced by (or mixed with) River 1 tiles

Setup:

- If mixing with River 1, one source and one lake tile are not used
 - Note: if mixing with 20th anniversary edition it's river source tile is double wide and players may extend the river from either side (do not use the source tile in the River 2 expansion)
 - Set aside both lake tiles before shuffling remaining river tiles - then place both at the bottom in random order (River 2 lake tile is not used)
 - The double wide starting river tile counts as 2 tiles for features such as an adjacent monastery)
- Set aside the tiles with ends to the river
 - Source and lake
- Shuffle remaining river tiles into a facedown stack
- Place the lake tile facedown at the bottom of that stack
- Place the river source tile on the table as the starting tile

Gameplay:

Play is clockwise beginning with the starting player. On a player's turn, they:

- Draw a river tile
- Place the river tile to extend the river
 - River may not bend in same direction two tiles in a row
 - River may not flow "upstream" towards the source
- Place a meeple on the tile if so desired
 - A meeple may NOT be placed ON the river

Once all river tiles have been placed (including the lake tile(s), continue drawing a random regular tile as per normal game rules.

When packing up the game, keep river tiles separate for a quicker startup of the next game.

Note: there are 3 bridge tiles. The one connecting two city segments actually connects the segments into part of ONE city and the field on each side of the river is not split. The other two bridges split the field on each side.

Carcassonne: The Phantom

Components:

- 6 different color translucent meeples

Setup:

- Give each player their color phantom meeple

Gameplay:

- After a player places a tile they may place a meeple on a feature of that tile.
 - They may use their phantom instead of a meeple if they wish. However no other pieces may be played after the phantom.
- In addition to placing a normal meeple, they may also place their phantom on a different feature of that tile (thus placing two meeples on the tile).
 - The phantom is always the last piece played.
- Just like with other meeples, when placing a phantom on a feature it must be unoccupied
- A phantom can be a flier (with Flying Machines expansion) and used as a normal meeple.
 - It cannot be a "second" flier (in addition to another meeple). If a normal meeple is used as a flier, the phantom may not also use the flier feature. However, the phantom may be placed on another feature of the flier tile (ie, road or field) in addition to the regular meeple using the flier feature.

When packing up the game, you may wish to keep the phantom meeples all together in a container or baggie.