

Mists Over Carcassonne Rules Summary (v4)

Setup (starting player is the person reading this):

1. Players choose their color(s):
 - **3, 4 & 5 players:** players take 5 meeples of **one** color.
 - **2 players:** each player takes 3 meeples of **2** colors.
 - **1 player:** takes 3 meeples of **4** colors (*12 total*).
 - When scoring a road or city, each meeple color on it scores!
2. Place the Score Tracker board on the table.
 - Use a meeple color not chosen to track the score.
3. Setup varies by game level (use this chart):
Place **ghosts** and the tiles (face down) on the table.
Hound 1 & **Hound 2** tokens mark how many points are needed before tile stacks 1 & 2 run out.

Win token is points needed before all tiles run out.

The number in (parentheses) is the actual points.

Tiles	50*	All 60	3 equal stacks of 20			
Level	level 1	level 2	level 3	level 4	level 5	level 6
Ghosts	15	15	15	13	13	12
Hound 1	x	x	15	20	15	10
Hound 2	x	x	50	10 (60)	50	25
Win token	50	25 (75)	50 (100)	20 (120)	50 (100)	50

Game Play (clockwise beginning with start player):

Each player performs these steps in order:

1. **Draw one new tile** (from the current stack).
 - If there are no tiles left in the stack: **LOSE!**
2. **Place the tile** correctly matching an adjacent tile(s) already on the table. All tile edges must match any adjacent tile: city to city, road to road, **green pasture** land to **green pasture** land. Mist can match either gray mist or **green pasture** land.
3. **Ghost check:** if there is a gray mist area on the tile placed, do these two things in this order:
 - **First** check if that gray mist area on adjacent tiles (if any) is now completed (unbroken by mist next to **green pasture** land). If so, remove ALL **ghosts** in THAT mist area!
 - **If** the gray mist area was not completed (in ghost check step 1) or if it is starting a new mist area (or is broken by being placed next to **green pasture** land), place the number of **ghost** meeples on it as indicated by the **white ghost icons** on the tile. However, if it is adjacent to a gray mist area on a tile already on the table (*even if that tile has no ghosts*) then place **1 fewer ghosts** on it (**2 instead of 3, 1 instead of 2** and actually **none instead of 1**). If there are not enough **ghost** meeples in the supply: **LOSE!**
4. **Place your meeple option:** if you wish, you may place one of your meeples (of any color if you have more than one color) on a road, city or castle on the tile that you just placed that is either not completed yet or that you are now completing with the tile you placed (as long as there are no other meeples already on that road or city).
 - It is OK if the road or city is joined to another segment by a new tile added later. Actually, it is advisable to try to have different color meeples in areas that become joined because each color will score the points when gained.

5. **Score and remove all meeples** in a road or city if it now is completed. Score 1 point for each tile that the road is on or score 2 points for each tile that the city is on (plus 2 extra points for each shield that is shown on any of those tiles). These points are gained by every color that is on that road or city (even if one of the colors has more than 1 meeple there). Example: if the score is 8 and there are two different color meeples on that road or city, each color scores 8 (total of 16). If there are three colors, all three score 8 in this example (24 total)! Also score a completely surrounded castle and remove its meeple. If a **hound** token is under a scored meeple, also score the **hound** (1 point for each **ghost** currently on the board). Meeples scored return to the player.
 - **Goal check:** see if you met the end or mid game goals.
 - If you met or exceeded the victory goal: **WIN!**
 - If you now have met the point goal for one of the goals marked by **hound 1** or **hound 2**, follow the procedure in the **notes** below.
 - You may waive scoring points for completing a feature and instead remove **up to 3 ghosts** from any **1 tile** on the table.
 - **Note:** the large starting piece is four tiles in a 2x2 grid.

Game End:

- If you are required to place a ghost meeple and there are none left in the supply: **LOSE!**
- If the stack of tiles runs out before the goal is met: **LOSE!**
- Meet the end game points goal: **WIN!**

Notes:

- * **remove** the 5 cemetery and 5 castle tiles for **level 1**.
- **Cemetery:** special rules after placing an cemetery tile:
 - When an adjacent tile is on each of a cemetery's four edges (levels 2, 3 & 4) it is **closed**. **Bury** any one meeple from anywhere on the board (lay it on the cemetery tile). Then return all **ghosts** on that cemetery tile to the supply.
 - If a **ghost** was placed on a turn, also place a **ghost** in one active cemetery (only one and not if it is closed).
 - **Levels 5 & 6** have haunted cemeteries: **see the next page!**
- **Castles:** when placing a castle tile, you may place a meeple on the castle. If so, score points when that castle tile is completely surrounded by 8 tiles. Score 2 points for each of the 9 tiles with **mist** on it (include the castle).
- **Hounds:** When you reach (or pass) a hound on the score tracker three things happen:
 - **One:** You now can use the next stack of tiles (plus any left in the current stack).
 - **Two:** Place the hound token under a meeple on any non-cemetery tile. Then remove **up to 3 ghosts** on any **2 tiles** surrounding (and including) that tile.
 - **Three:** When the meeple that the **hound** is under is scored, also score the **hound**! Do 2 things:
 - Score the meeple as usual. Then...
 - Score **1 point** for each **ghost** on the board. Or waive the points to remove **up to 3 ghosts** from any one tile.
- **Level 6:** This level changes some rules. **See the next page.**

Haunted Cemeteries (level 5 & 6):

The original levels 2, 3 & 4 cemetery rules **change** for the last two levels as noted on pages 10-11 of the rulebook. Rules that **changed** are marked * in this list:

- Now, when a cemetery tile is placed, do two things:
 - *Add a **ghost** to each **mist** (*finished or not*) on a tile around the just placed cemetery (do this only when placed)
 - If there is a road or city on the cemetery tile, you may place a meeple on it (if another meeple is not on any tile that continues that road or is connected with that city as usual). If that completes the road or city, score it as usual.
- *On future turns, each time a **ghost** is placed on a tile added to the board, do **NOT** place a **ghost** in an active cemetery. *[this former rule is no longer used in levels 5 & 6]*
- *At the **end** of scoring each turn, place a face down tile from the stack on one of the empty spaces surrounding **one** active cemetery (adjacent or diagonal). It prevents connected features from being completed (including castles). But can fill spaces rather than hoping for the right tile to come up.
- *Instead of closing a cemetery by having a tile adjacent to each of its four edges, now the **diagonal tiles must also be filled** (ie, all **8** tiles placed all around the cemetery).
- When it is completely surrounded, do **two** things:
 - **Bury** a meeple that is on the board. Choose any meeple that is currently placed on a road, city or castle and place it laying down on the cemetery tile, and then...
 - Return all **ghosts** from that cemetery back to the supply.

Level 6 (very difficult, even with updated rules):

Big change in scoring! In prior levels all players scored with the same scoring marker. Now, there are **three** different color scoring markers on the Scoring Track (one per player only with 3 players)! This makes it harder, because **all three** must meet the required score to release a **hound** and as well as to **WIN**! If you need help with this increased difficulty, see optional suggested house rules (*or make your own*).

IMPORTANT: Setup Scoring Track (it's different):

- ☐ **1 player:** choose three of your four colors to put on the track (if you score with your 4th color you advance **any one** of the other three color markers). Note: take the 3 different color meeples from the box, **not** from your personal supply. You play with the same number of meeples as in previous levels (3 each from 4 colors).
- ☐ **2 players:** use both colors that one of the players is using and from the other player choose one of their two colors (if they score with the non-chosen color they advance **any one** color marker). Note: take the 3 different color meeples from the box, not from personal supplies and put on the score track. Players play with the same number of meeples as in previous levels (3 each from 2 colors).
- ☐ **3 players:** place one meeple from the personal supply of each player on the score track. They play with only 4 meeples of their color and score only their color.

- ☐ **4 players:** place one meeple from the personal supply of three of the players on the score track. Those three players play with 4 meeples of their color. The other player keeps all 5 of their meeples and when scoring can choose which **one** of the 3 scoring markers to advance.
- ☐ **5 players:** place one meeple from the personal supply of three of the players on the score track. Those three players play with 4 meeples of their color. The other two players keep all 5 of their meeples and when scoring choose which **one** of the 3 scoring markers to advance.

Note: **all three** colors scoring markers must reach or pass a **Hound** marker before it activates! Likewise, **all three** colors must then reach or exceed the **Win** marker in order to **win**!

Remember: if the meeple that scores is a color that is not one of the three on the score track, move **ANY** of the score markers (any **one** of the 3 colors)! This can advance a color marker that is behind! This is possible with all player counts **except 3**.

Optional House Rules:

1. Use the initial cemetery rule from levels 3-4 for all levels.
2. **Don't add ghosts to a cemetery tile** when it is placed (same as previous levels for level 5 & 6).
3. **Ignore placing ghosts for a tile with ghosts in its mist** that doesn't close the **mist** area **if you will score with that tile placement and waive its points** to remove up to three **ghosts** on any 1 tile (ie, the tile you just placed).
4. **Change the spaces for the three score track markers** to be less daunting for level 6:
5 for **Hound 1**
15 for **Hound 2**
35 for **Win** marker
5. **Reveal the top tile on the current stack** (*so you know what will be the next tile while placing the current tile*)
6. **Never "bury" more than one meeple of a specific color.** When closing a cemetery you "**bury**" one meeple from somewhere on the board. Set meeples of a color that have been **buried** once (in another cemetery) to be unavailable. If no meeple on the board is available, then no meeple is **buried**.
7. **Add several tiles from the base game** (if you have it) into this game. This will dilute the **mist** tiles. You could add tiles that you really miss (like a four-sided city tile).
8. **Start with the River 2 expansion** (if you have it) using its starting piece above the usual starting piece for this game (*River 1 should work too*).
9. **During play, check if a specific type of tile is possible** and still available. Use a list of all the tiles such as [wikicarpedia.com/car/Mists over Carcassonne Base Game#Tile reference](http://wikicarpedia.com/car/Mists%20over%20Carcassonne%20Base%20Game#Tile%20reference)
10. **Note:** Some suggestions are adjusted from posts like [this](#), [this](#) and [this](#) - thank you!