

MISTS OVER CARCASSONNE

Does the starting tile count as 1 tile?

No. The starting tile represents 4 regular-sized tiles. So if you forego the scoring and remove ghosts instead, you have to choose 1 quarter (regular-sized tile) from which the ghosts are removed.

»→ See rulebook p. 2

**Can I place a meeple on a road covered by mist?**

Yes. You can place a meeple on a road, **even if the road is covered by mist.**

In this version meeple cannot be farmers, so you cannot place a meeple on a field (regardless whether the field is covered by mist or not).

»→ See rulebook p. 5

**Can I remove ghosts from a cemetery instead of scoring?**

Yes. Instead of scoring, you can **remove up to 3 ghosts** from exactly **1 tile of your choice.**

This can also be a cemetery.

»→ See rulebook p. 6, 8

**Can I choose to remove ghosts instead of taking the points from one color in a joint scoring?**

No. A joint scoring counts as **1 scoring.** So choosing to remove ghosts means not getting any points.

»→ See rulebook p. 6

Do I get points for joint scoring even if one meeple color has the majority in the scored region?

Yes. Unlike in the base game, it does not matter how many meeple of one color are in 1 region. Instead, for **each color that is involved**, you get as many points as usual.

»→ See rulebook p. 6



Each of you gets 6 points for the road, so 12 in total.

How does the setup for solo and 2 player game work?

In a **2 player game**, each of you plays with 6 meeple in 2 colors (3 per color). You place 1 meeple of a not used color on the scoring track.

In a **solo game**, you play with 12 meeple in 4 colors (3 per color). You place 1 meeple of a **not used color** on the scoring track.

Example for a 2 player game: Player 1 takes 3 yellow and 3 green meeple. Player 2 takes 3 pink and 3 blue meeple.

You take 1 black meeple and put it on the scoring track as your joint scoring meeple. You return the rest of the meeple.

»→ See rulebook p. 3

Level 6: Which color gets points if I score the dog?

You score a dog immediately after scoring the meeple to which you added the dog. Its color indicates which color gets the points for the dog.

»→ See rulebook p. 11



You close the city. After scoring it, you score Rufus. You move the red scoring meeple forward.

Is Level 6 impossible?

Yes and no.

Unfortunately, we made a mistake in the setup of level 6. As a result, level 6 is way too difficult for 2, 4, 5 players and when played solo. We apologize for that!

With the following change you should have a fair chance:

Independent from the number of players, you take **3 meeple in 3 colors, which take part in the game**. You place these as scoring meeple on space 0/50 of the scoring track. You choose the colors.

Note: In a solo and 2 player game, you don't take the 3 scoring meeple from your stock, but from the box.

If you score points in a color that has **no** corresponding scoring meeple (so no meeple of that color on the scoring track), you can move a scoring meeple **of your choice**.



You  connect the two cities and score it. Yellow  and red  both get 6 points. Your scoring meeple have the colors yellow , green  and pink .

Therefore, you  can choose which color gets the points. You decide for green . You move the yellow and the green scoring meeple 6 spaces forward.



»»→ See rulebook p. 11

EXPANSION: GHOSTS, CASTLES AND CEMETERIES

What happens when I limit an existing mist on the game board by placing a tile?

Limit the mist: If you place a tile (with or without mist on it) such that at least **1 misty side** is placed next to a **mist-free side** of a tile, you limit the mist. You **must** then add 1 ghost  to **1 of your own meeple**  on the game board.

It can happen that you simultaneously expand one mist bank while limiting another. In that case you **must** first add 1 ghost to another player's meeple on the game board, after which you **must** add 1 ghost to one of your own meeple on the game board.

»»→ See extra sheet p. 2



You place a tile such that you expand (1) and limit (2) the mist simultaneously. Therefore, you place 1 ghost to another player's meeple , then place 1 ghost next to your own  meeple.

Can I add ghosts to meeple on cemeteries and castles?

Yes. If you place a tile with mist on it such that at least 1 side expands an existing mist bank, you **must** add 1 ghost  to another player's meeple  **of your choice**. The place of the meeple on the game board does not matter (so it can be a knight, a farmer, a cemetery keeper, and so on).

You cannot add ghosts to a guard meeple .

»»→ See extra sheet p. 2

Do I get negative points when scoring a cemetery keeper to which ghosts have been added?

Yes. If the cemetery is completely surrounded, you trigger a scoring as usual. In this case, you take a guard meeple  of your color from the stock, instead of getting points. If there are added ghosts next to your cemetery keeper when it is scored, you get -2 points per ghost as usual.

»»→ See extra sheet p. 3