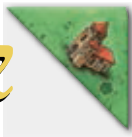# Klaus-Jürgen Wrede
Carcassonne
Half & Half

*The "Half & Half" mini-expansion is available in two versions. One version is available in the 5/2014 issue of **spielbox®** magazine (www.spielboxshop de.) and these tiles are marked with a ⬠ symbol. The second version is available at the **Hans im Glück online shop** (www.cundco.de) and these tiles are marked with a 🏠 symbol. Therefore, it is possible that in the examples that follow, tiles may be shown that are not a part of the "Half" set you may own.*

Game Materials (for each version): 12 "half-sized" triangular Land Tiles

Preparation: This mini-expansion is playable with up to 6 players. If several copies or versions of this mini-expansion are present, more than 6 may play. For the first game with this mini-expansion, we suggest mixing all triangle tiles face down, and giving 2 to each player. The players look at their tiles and return them face down to the table in front of them. Once the players are more familiar with the new tiles, they may want to try the following variant: At the beginning of the game all triangular tiles are placed face up on the table. A starting player is determined. Starting with the player who will be **last** in turn order and moving counterclockwise, everyone takes one tile and places it face down in front of him. All players then take a second tile in the same way. Thus, each player has chosen 2 tiles to use during the game.

With the exception of the new rules used with this mini-expansion, **all basic Carcassonne rules remain unchanged**.

Game Rules: On a player's turn, he may play one of his 2 triangular tiles **instead** of drawing a normal tile. The triangular tiles are placed according to the usual rules. Therefore, they must be placed so that at least one of the shorter sides of the tile touches a previously placed tile (not corner-to-corner only) and any city, road, and field segments must continue segments already in play. **Note:** The long side of a triangular tile may never be placed against the side of a normal tile.
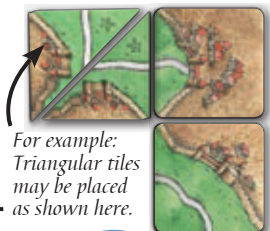
For example: Triangular tiles may be placed as shown here.

*They may **not** be placed as shown here.*

*This road continues across the two triangular tiles.*

Game End: The game ends immediately at the end of the turn in which the last normal (not triangular) land tile is placed. If any player still has any unplayed triangular tiles in front of them, they may no longer play them.

Cloisters: When playing with this expansion, a cloister is considered to be completed even if one or more of its surrounding tiles are triangular tiles. In this case, a triangular tile scores as a normal landscape tile (1 point per tile surrounding the cloister). If there are 2 triangular tiles in the same square "space", they still only count as 1 point (together) for scoring a cloister.

Final scoring example:
Blue scores 6 points
for his cloister.
Red scores 5 points
for his cloister.
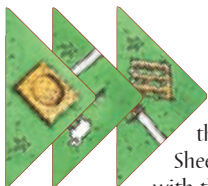
Tiles with expansion features: Some of the tiles from the **cundco.de** version contain features from the "Hills & Sheep" and "Crop Circles" expansions. If you are not playing with those expansions along with "Half & Half", you may disregard those features.

Hills: If a player places a triangular tile containing a Hill feature, and you are playing with the "Hills & Sheep" expansion, he immediately draws a second (normal) tile, in accordance with the "Hills & Sheep" rules, and places it face down under the triangular tile. The other "half" of the face down tile may be covered with another triangular tile at a later time. Both triangular tiles would then be considered part of the same Hill.

For everything about **Carcassonne**, visit our homepage at **www.carcassonne.de**, where questions are answered about the game, you may participate in contests, and get all the latest game information.

Shop online for quality products for **Carcassonne** and other games, as well as our Spare Parts Service. **www.cundco.de**