

Meepledrone29/01/2021

Regarding sending meeples to Carcassonne, this action opens some questions...

[13:35]

The issue is that you can send a meeple to Carcassonne when you place a tile that triggers a scoring for other players but you.

[13:37]

Does this condition consider only features or also all the bonuses associated to meeples on those features (fairy, ringmaster)? What about big top points?

[13:38]

For example, if you place a tile and someone else scores but you get the fairy points, can you send a meeple to Carcassonne?

[13:42]

The case with the big top is similar: You place a tile with a circus area and someone else scores, but you get points from the big top, maybe along with some other players.

Johannes | HiG Spiele29/01/2021

It does consider all points, you get out of scoring a feature (Step 3 in the rules). In some cases, you even get points if you are not scoring. (for example the 1 extra point from the fairy at the beginning of your turn is not considered). But every other scorings, like the big top, artists etc, are considered.

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But artists (acrobats) are scored in Step 2

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You trigger it in Step 2, but still get the points in step 3

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For all the scorings in Step 1 and 2?

[14:09]

What about these clarifications then? We are assuming up to 6 rounds of scoring so the acrobats, the shepherds and the fruit-bearing trees, for example, are scored in a round of scoring at the end of Step 2 (which can even trigger a message) before the dragon is moved. \* About the scoring the fairy 1-point bonus: "Scoring 1 point for possession of the fairy is a separate scoring event, so it can trigger an opportunity to receive a Message by itself. In this case the dispatch may interrupt your turn, so you might have to keep track and resume the turn where you left it. You don't lose a phase of your regular turn. (5/2014)"

\* About removing and scoring the abbot: "This scoring occurs immediately during the 2. Placing a meeple phase when the abbot is removed. This effectively protects the abbot from the dragon and produces a scoring round for Messages. Afterwards, the normal scoring phase occurs. (3/2015)"(edited)

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Here is the clarification about Rounds of Scoring from 10/2014, where all this is based on... BEGIN OF CLARIFICATION

**Q4.** The rules for the Messages refer to "scoring rounds," as all features scored in one "scoring round" are counted together, and only at the end of a "scoring round" is it determined if a follower is on a dark space.

**Q4a.** How many scoring rounds are there in a turn?

**A4a.** If you play the "Messages" only with the base game - than you have only one scoring round. If you play the "Messages" with base game and some expansions - you can have many different scoring rounds...

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(edited)

[14:29]

**Q4b.** Based on other clarifications, it seems that there may be scoring rounds for the fairy, the wheel of fortune, the wind roses, shepherds, all normal features together (cities, roads, cloisters), and each individual message tile earned. Is this true?

**A4b.** Yes, it is true. examples:

at the beginning of the players turn:

- one fairy point

at the first part of the turn after "to draw the tile, before to place the tile":

- points for the actions of the Wheel of Fortune

at the first part of the turn after "to draw the tile and after to place the tile:

- 3 points for the wind roses

at the second part of the turn - after "move wood" (place a follower...):

- points for the sheep with the shepherd with the action "Herd the flock into the stable"

**Note:** we should also consider here points for the abbot (as per the clarification about), and points for the fruit-bearing trees and acrobats (as inferred from the rules)

at the third part of the turn - during the "score":

- points for finished features - examples: city, road, cloister...

at the end of the turn

- points for the Catapult (as added in the CAR)

the second part for the double turn of the builder (see above, but without the fairy-point) points from the action of a message

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(edited)

Meepleddrone<sup>29/01/2021</sup>

**Q4c.** Are there others (such as tower ransom)?

**A4c.** Here is no "scoring round". It is a kind of business to pay points to get the follower back. The same is with the bazaar. It is also no "scoring round"

- It is a kind of business to pay points to get the tile during the bazaar round.

(edited)

[16:12]

----- END OF CLARIFICATION

(edited)

[16:12]

So, we've been considering this subphases with rounds of scoring and messages in the middle of your turn for years."

Johannes | HiG Spiele<sup>29/01/2021</sup>

@Meepleddrone please keep in mind I am always referring to the new rules. It may happen, that the online versions might be different from other explanations and answers I gave you. I will try to answer you questions above.(edited)

Meepleddrone<sup>29/01/2021</sup>

I'm checking with you because all this made our lives very complicated with nested turns because of messages...

[16:20]

If you tell me that there is only one round of scoring at the end of your normal turn or two in case of a

double turn due to the builder... We will be able to live with it.

[16:22]

(I will have to rewrite half WICA though )

Johannes | HiG Spiele<sup>29/01/2021</sup>

If the place, where the rule is stated in the rules within a red border (3. Scoring) it happens during that phase. But I'm not sure what you refer to , if you say "because of messages". For example, the dragon is moving before the scoring! About the other questions I'm not sure. It's really hard to follow you there without the context.

As per the clarifications from 2014 and 2015, there were a number of checkpoints where you could score points happened during certain subphases... So, you scored those points, robbers could steal points and messages (dispatched) could be received by the active player.

[16:31]

For example, after scoring the fairy point (before drawing a tile), your scoring meeple could land on a dark space. Then you would receive a message. If it was Message #4 (Add a landscape tile), you would interrupt your turn and perform a nested new turn (maybe even a double turn), and after that you would continue with your paused turn by drawing a tile and blah blah blah....

[16:37]

This is what we are dealing with currently after the clarifications from 2014 and 2015 mentioned above.

The image is from last year so some expansions are missing (i.e. Peasant Revolts in Round #1b) but you get an idea of the complexity we are enduring: nested turns due to Message #4 and bazaars to start with.)(edited)

## Double Turn - Dead or Alive



Ah ok I understand. Mini Expansions combined with other expansion will create questions and loopholes, we haven't thought about. Therefore we can't answer those.



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Here the issue is simply the builder and messages to start with  
[16:45]

According to the original intent, we will reorganize the rounds of scoring on our own (edited)  
[16:47]

The first issue is how many times you can receive messages? \* 1 after Step 3 in a normal turn \* 1 after each Step 3 in a double turn?

[16:48]

(This is pure Big Box 6)

[16:51]

My point is that if you delay scorings until Step 3, life is much much easier.

Johannes | HiG Spiele29/01/2021

You will get messages in each Step 3. In the case of a double turn with a builder, you could get another message. Because the new turn does have 3 steps.

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So you delay all your scorings until that moment, including the fairy point, right?(edited)  
[16:55]

The rules for the fairy indicate in **1. Placing a tile \* 1 point at the beginning of your turn** If the fairy is still assigned to your meeple at the start of your turn, you **immediately** score 1 point.

[16:56]

So this immediately is not so immediate?

Johannes | HiG Spiele29/01/2021

This is a combination of expansion 3 and a mini, therefore not answered. Again a special combination that we can't consider.

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Sorry, not my intention. In this case I just wanted to understand if the rules in Exp.3 -the "immediately" part- is supposed to happen in **1. Placing a tile** (it is in a green box) or in **3. Scoring a feature** as any other scoring

[17:14]

It would be the same as for the Wheel of Fortune actions...

Johannes | HiG Spiele29/01/2021

you get the VP during 1. placing a tile. It is not part of the scoring phase. you get it before playing a tile. "At the beginning of your turn".

Meepledrone29/01/2021

OK. So to summarize, in order to send a meeple to Carcassonne you cannot receive any points **after placing a tile**, no matter if it is a feature being scored or any bonus (shepherd, 3-point for the fairy, ringmaster), right?

[17:20]

Cool! Thank you so much