

Carcassonne Order of Play

Any time, but only once during your turn:

- You **may** buy back an imprisoned follower
- You **may** claim a tunnel portal
- You **may** take flight from the plague

Any time during your turn

You **must** spread the plague

Begin Turn

If the **fairy** is next to your follower, score 1 point

If there are no **fleas**, eliminate the lowest outbreak

You must use a tile from a previous **bazaar** auction

Otherwise:

You may use your **abbey** tile

Or:
You may use your **German Castle** tile

Or:
You may **draw a tile** from the bag

Place the tile

Follow tile placement rules

If the tile is a **Wheel of Fortune**, resolve the wheel

If the tile is a **hill**, draw a 2nd tile & place underneath the first tile

Finished tile features are considered complete

You **may** do one of the following:

...whilst adhering to all deployment rules for placing figures

Deploy a follower:
• Normal meeple
• Big meeple
• Mayor
• Wagon
• Abbot

Deploy a figure:
• Builder
• Pig
• Shepherd

Expand the Flock

Capture follower

Exchange follower

Deploy a Barn

Deploy a neutral figure:
• Move the **fairy**
• Place a **tower** piece
• Place a **little building**

Perform an action:
• Remove & score **abbot**
• Remove figure if **festival** tile played
• Remove knight if **princess** tile played
• Score **acrobat** pyramid
• Place follower on **Wheel of Fortune**
• Remove follower from **Razboynik** tile

You must build a **bridge** if required

You **may** build a bridge (even if not required)

If the tile has a **gold** symbol

You **must** place gold on that tile & an adjacent tile

If the tile has a **mage & witch**

You **must** move the mage or witch

If the tile has a **robber** symbol

You and the next player's robber **may** be placed

If the tile has a $\frac{1}{4}$ wind rose

& placed in the appropriate quadrant, score **3** points

If the tile is **Vodyanoy lake**

All surrounding followers **must** be moved to the lake

If the tile is **La Porxada**

You **may** choose to swap followers or play for a bonus

If a follower is in a **bath house**

You **may** pay **3** points to take it back to your supply

If a **bath house** tile is surrounded

A follower **may** be removed from that bath house

If the tile has a **plague source**

The lowest numbered outbreak **must** be placed

If the tile has a **volcano**

Place the dragon on it

If the tile **completes** a field with a **shepherd**

If the tile **extends** a field with a **shepherd**

If the tile has a **ferry lake**

If the tile **extends** a road with a **ferry**

If you placed a meeple on your tile & the adjacent tile has **fruit trees**

You **may** deploy your **phantom** unless a volcano or plague source was drawn or you removed a knight with a princess

Herd the Flock

Expand the Flock

You **must** place a ferry

You **may** move a ferry

You **may** harvest fruit

You **may** sell fruit

If your counting figure lands on a dark space on the scoreboard as a result of a scoring event, draw & resolve a **message**

At any time, when an opponent's counting figure moves, if your **robber** is on the same starting space you steal points from the 1st score.

Then:

If the tile has a **dragon** symbol

Move the dragon

Identify:
• **completed** features
• a **barn** placed with a farmer in a field
• a farm with a farmer **joined** to a barn

You **choose** the order in which to score & resolve the barn events & completed features

If you had a **builder** on a road or city that was extended & you have not had a repeat turn draw a 2nd tile

If the tile had a **bazaar**, carry out an auction

You may remove a knight from a **besieged** city if a monastery or shrine borders the city

End Turn

removes a meeple of their choice

If you placed a **fair** tile, use the catapult

If you placed a **crop circle** tile, you must choose if everyone:

removes a meeple of their choice

If you placed a **circus** tile, score it

If an opponent scored from the tile placement but you did not, you may place one meeple in a **Carcassonne** district

Move the Count

Deploy & determine control

All players **may** deploy followers from **city of Carcassonne** unless the Count is in the relevant quarter

A completed small city **may** be converted to a **castle** by its occupier

yes

no

Determine control of the completed feature

If the feature is a road connected to **Leipzig**, controlling player(s) **may** choose to score the road or deploy their meeple to a Leipzig quarter

yes

no

If the feature also completes either a **castle** or **German cathedral** resolve it next

Award tokens

If the feature tile has **gold**, distribute it to controlling player(s)

Collect **trade goods**

Collect **King** or **Robber Baron**

If **La Porxada** city is completed, note who has a knight in the city

Score & award points

Any player with a meeple on a **watchtower** tile & the feature scores points

Score meeples in the relevant **Leipzig** quarter

If a **Darmstadt church** completed, player(s) with the most followers on the tile & 8 surrounding spaces score **3** points

If a **ringmaster** is on the feature, it scores points for acrobat & circus tiles on the tile & 8 surrounding spaces

If a **fairy** is next to a follower, it scores **3** points

Score the **feature** & award points to the controlling player(s)

If a player has the **teacher**, award same points & return the teacher to school

Remove or move figures

If a player completed a school road, receive the **teacher**

If a barn event was scored, remove any **pig(s)** from the farm

If only one meeple is involved in scoring, place the meeple into a free **bath house** of the owner's choice

Remove the **mage** or **witch** if they were involved in scoring

Remove any losing **heretics** or **monks**

Move any **wagon** onto an adjacent, unoccupied, incomplete feature or return it to supplies