If the **Fairy** is next to your follower, you score 1 point!

Must lay tile from last **Bazaar** auction (if possible) or You may lay your **Abbey** tile (if possible) or You may lay a **Halfling** tile (if possible) or You may lay a German **Castle** tile (if possible) or Draw a **Tile**

Lay the Tile!

If the tile is a **Wheel of Fortune**
1. Move the pig
2. Perform the 'Fortune' action
3. Score any crown spaces

or

If the tile has a **Hill**
1. Immeditely draw a second tile
2. Keep the second tile upside down, underneath the hill

You must lay a **Bridge** if required

If the tile has a **Gold** symbol → You must place a piece of gold on the tile and an adjacent tile

If the tile has a **Mage** and **Witch** symbol, or extends a feature with the **Witch** and **Mage** → You must move the Mage or the Witch

If the tile has a **Gold** symbol → You must place a piece of gold on the tile and an adjacent tile

If the tile has a **Robber** symbol → You and the next player may place your robber on the scoreboard, or move it if already played

If the tile has a **Wind-Rose** symbol → If placed in the correct quadrant of the field, you score 3 bonus points RM

If the tile has a **Volcano** symbol → Move the dragon

If the tile has a **Princess** symbol → You may extend an existing city and you may remove the knight of your choice

You may deploy a **Follower**
Normal follower, Big Follower Mayor or Wagon

You may deploy a **Figure**
1. Pig to a field containing your follower;
2. Builder to a city or road containing your follower
3. Shepherd to a field not already containing a shepherd

→ You must 'expand the flock'

You may deploy the **Barn**

You may deploy a follower to the **Wheel of Fortune**

You may move the **Fairy**
Next to one of your followers

You may deploy a **Ghost**
1. The Filer and Magic portal may be used, unless used during previous move.
2. You may not deploy a ghost if a volcano tile was played.

If the tile has a **Ferry Lake** symbol → You must place a ferry

If the tile extends a road with a **Ferry** → You may move the Ferry

If the tile extends a field with a **Shepherd** → You must expand the flock or Herd the flock into the stable

If the tile has a **Dragon** symbol → Move the Dragon!

Identify all completed **Features**
1. Roads, cities and cloisters/shrines completed by tile placement
2. Roads, cities and cloisters/shrines completed by abbey placement
3. Roads completed by placement of a bridge
4. Roads completed by placement or movement of a bridge
5. Farms scored due to placement of a barn, or joining of a farmer a barn's field
6. Castles completed by completion of a nearby feature
7. Perform the 'orange' steps for each completed feature

If a town has been completed, it may be converted into a **Castle** by the occupier

If the **Fairy** is next to a followed in a completed feature, they score 3 points!

Collect any trade goods for completing a city (if applicable)

Collect the **King or Robber** tile for largest city or road (if applicable)

The player to the left may move one or more followers from the relevant quarter of **Carcassonne** to the completed feature(s). Everyone else may follow suit.

Resolve control of the completed feature:
Follower: 1 vote
Big Follower: 2 votes
Wagon: 1 vote
Mayor: 1 vote per pennant
Hill: Tie breaker

If the completed feature has **Gold** distribute to the controlling player(s)

Tally points and award to the controlling player(s)

If a player has the **Teacher** they score the same number of points.

Remove the **Mage or Witch** if they were involved in scoring

Remove any losing **Heretics or Monks**

Move any **Wagons** onto an adjoining, unoccupied, incomplete feature

Return all followers from the completed feature to their owners

If any school roads are completed then take the **Teacher**

If you didn't score any points but an opponent did then you may place a follower in **Carcassonne** and you may move the Count to the quarter of your choice

If a **Crop Circle** was on the tile, you decide whether everyone may deploy a follower, or must remove a follower

If you had a **Builder** on a city or roadthat was extended, repeat from the 'purple' section

If the tile had a **Bazaar** symbol, then hold an auction