































































BEGIN TURN: (*Can trade anytime)		
*	(If  , then trade  = +/-3)	Tower
1	If  , then  = +1	Princess And Dragon
DRAW A TILE:		
1	If using  , then skip #2	Abbey And Mayor
2	Draw your tile	
3	If  , then  + 	Wheel of Fortune
4	Place your tile	
5	If  , then place  & Can't choose A, D, or E below	Princess And Dragon
MOVE WOOD *Choose only 1*:		
NOTE: If  , then place anywhere		Princess And Dragon
A	Place 	
B	Place  on 	Wheel of Fortune
C	Place  or 	Traders And Builders
D	Place large 	Inns And Cathedrals
E	Place  or 	Abbey And Mayor
F	Place 	Abbey And Mayor
G	Place  , (capture  If  , then trade  > 	Tower
H	Move 	Princess And Dragon
I	(If  , remove  or )	Princess And Dragon
J	Do nothing	
RESOLVE:		
1	If  , move  6 tiles (Place  on )	Princess And Dragon Tunnel
2	If scoring, then: Move  or  from 	Count of Carcassonne
SCORE:		
1	Determine majority	
2	If  or  , then  = +1/ea.	Inns And Cathedrals
3	If  , then  = -1/ea.	Siege, Cult, Creativity
4	If  , then  = +3	Princess And Dragon
5	Add  to scoreboard	
6	If  = +0 and  = 1 or more, Then move  to  & Move  to different section	Count of Carcassonne
7	If  ,  or  , then get tokens	Traders And Builders
8	If longest road, then take 	King And Scout
9	If biggest city, then take 	King And Scout
10	(If  , then move )	Abbey And Mayor
11	If  , then Choose  ,  ,  , or 	Catapult
12	If  , then go to "Draw a Tile" **Only works once per turn**	Traders And Builders