

Operation: player is trying to play a tile without a meeple.

Pre-Conditions:

- Should be the turn of the player trying to place a tile.
- Location player is trying to place the tile, should be vacant and adjacent to at least one tile.
- Tile should be oriented such that any features that are adjacent to another tile match that tiles features.

Post-Conditions:

- The deck lost one instance of a tile, and the player no longer has the attribute tile.
- The board is modified, and now has a tile placed at the specified location.