

OPERATION:

The user attempts to place a tile, without a meeple.

PRECONDITIONS:

It is the player's turn to play. The location of the attempted placement is unoccupied by tiles, but has at least one neighboring tile. The segment(s) on the tile to be placed aligns with their corresponding neighboring segments.

POSTCONDITIONS:

The new tile and the location of its placement was added to the game board. Additionally, had any segments on the new tiles completed one or more features, each completed feature's owner received a corresponding score which was added to their running score in the score board. The meeple(s) occupying any completed feature are no longer associated with the features and return to their corresponding players meeple supply.