

The Princess and the Dragon

Released in 2005.

Fairy

If a player completes a city and does not deploy a follower, can he or she move the fairy to a follower in the city and earn the 3 bonus points?

Yes, the deployment of a follower—and so the movement of the fairy—occurs before any scoring.

When a player is forced to place a tile on a city occupied by another player, and therefore cannot deploy a follower, can they still move the fairy? Or is it the same as being forced not to deploy a follower when placing a volcano tile?

In this case he or she may move the fairy, since the volcano rule only applies to the volcano and princess tiles.

Scenario 1: Player A has a knight in a city. He chooses to place the fairy next to the knight. Then, using a magic gate, he places a farmer on a farm segment on the same tile. Later, the city is completed, and the knight removed. So now there is a farmer on a farm, and a fairy in a city. Question: does the player still receive 1 bonus point for having a fairy on the same tile as a follower? And would a follower on a tower score for being on the same tile? ("Steht zu Beginn des Zuges eines Spielers ein Gefolgsmann dieses Spielers zusammen mit der Fee auf einer Karte, so bekommt dieser Spieler sofort 1 Punkt.")

Scenario 2: the same as Scenario 1 - but if the thief completes the road, does the player score 3 bonus points, even though the fairy is not in the same feature?

Scenario 3: Player A has a knight in a city. He chooses to place the fairy next to the knight. Player B, using a magic gate, places a thief on a road on the same tile. Does Player B score 1 bonus point at the start of his turn as well? And if player B completes the road, does he also score 3 bonus points for being on the same tile as the fairy? (The RGG rules suggest this: "When a feature (city, road, cloister, or farm) with the fairy is scored, the player whose follower stands on the tile with the fairy scores 3 points for standing there.")

Neither nor. The fairy is directly connected to a follower. In special cases, such as those you described, it is probably worth removing the fairy as soon as confusion may arise.

Can you move the fairy if you have no followers, pigs or builders left, and are as such unable to deploy one?

Yes.

Since a player is allowed to deploy a followers when placing the river tiles, can the fairy be moved when they do not deploy a follower at this stage?

Yes.

Can the fairy be moved to the outer tiles of the City of Carcassonne?

No.

Can you move the fairy to a tile, when the only follower on the tile is on a tower?

Yes.

According to the rules, "no other figure" may be in same feature as the wagon - does that include the fairy, the dragon and tower pieces (because they're all figures)?

We didn't pay enough attention here (damn!): instead of "figure" it should read "follower". As such the question shouldn't arise. The fairy normally stands next to a follower (except when the follower is taken prisoner) and so the feature would already be occupied. The dragon would eat the immediately and the tower is always on its own feature (the tower foundation).

Can the fairy be placed next to the barn and if so, does the player score a bonus point each turn and 3 extra points during scoring?

Following the previous question: No, because the barn is not a follower.

Magic Portal

Can a follower be deployed to the city of Carcassonne via a magic portal?

No. The magic portal only allows followers to be deployed to tiles that can be legally occupied according to the usual rules, as if the player had just placed the tile in question. The city of Carcassonne is occupied according to different rules.

Can followers be deployed to the fields, cities and roads on the outer tiles of the City of Carcassonne via a magic portal?

No, that would just cause trouble. Would they then be protected from the dragon, or could the dragon indeed move onto the fields and only rampage outside the city? But the dragon always empties the whole field.

Can the magic portal be used to place a follower on the tower?

Theoretically yes, but it isn't necessary, since it is always possible to place a follower there anyway.

Can the mayor, the wagon and the barn use a magic portal?

Mayor and wagon: Yes; barn: no.

Imagine I have an unoccupied cloister next to an occupied shrine. I place a tile with a magic portal which completes both buildings, and choose to use the magic portal to deploy a monk to the cloister. Does this declare a challenge, if so, and who wins?

Then it's a challenge which ends in a draw.

When a challenge is resolved, both the monk and heretic are removed from play. What if that leaves one of the buildings incomplete? Can I reoccupy it using a magic portal or a follower from the City of Carcassonne?

Gnnnn... (damn!)

Yes, that's allowed (if unforeseen).

Volcano

Is it really true that pigs and builders can be placed on the same tile as the dragon? The new rules seem to suggest this: when I place a volcano tile, I must move the dragon to that tile, but I can still deploy a builder or pig - to the same tile, surely. Don't they get eaten? Or does the dragon only eat them when it enters a tile?

The dragon eats everything within its reach (on its tile), regardless of whether it moves, is deployed or simply stands there.

Dragon

When a city, cloister or road is completed by placing a dragon tile, is it scored before the movement of the dragon?

The dragon is moved before scoring and may possibly clear the city, cloister or road in question before any scoring takes place.

Does the dragon also eat the followers or the Count in Carcassonne itself?

No, Carcassonne is safe! Since the meeples in Carcassonne aren't unambiguously on the tiles as such, and some problems would ensue (for example, what would happen to the Count?), the dragon may not enter Carcassonne.

The dragon is unable to enter Carcassonne—but can it move onto the outer tiles? Can it fly around the outside of the city to reach a normal tile?

In order to avoid the consequences described above, that must also be forbidden. The dragon clears out the whole tile and doesn't distinguish between city or farm... that's also valid for Carcassonne.

If you place a dragon-tile and add a block to a tower, what happens first: follower capture by the tower, or dragon movement?

Prisoners are taken first; placing a tower block is an alternative to deploying a follower, so occurs before dragon movement.

Dragon, princess

Can the mayor and the wagon be eaten by the dragon, captured by the tower, or seduced by a princess?

Yes (at which point the question of what the princess does with the wagon arises...)
