This expansion only affects the scoring. As usual, you will conduct the following steps:
1. Placing a tile and
2. Placing a meeple.

### 3. Scoring a feature

For each of the three features (cities, roads and monasteries) **one scoring tile** is always activated. During the scoring of a feature, the scoring tiles determine how many points a player receives. If you score more than one feature during a turn, all of those scorings are being influenced by their respective scoring tile.

After a turn in which you scored at least one feature, take all active scoring tiles and put them underneath the respective pile. After that, take the upper tile of each of the three piles and put it next to the pile (becoming the active scoring tile). If you complete a feature, but no points are being scored (because it has no meeple on it), the active scoring tiles remain and are not being replaced.

### The SCORING TILES in detail

**Citizens’ Jury** | If a city is scored, the rule of the meeple majority does not apply. Any player, who has at least 1 meeple in the city, scores the points.

You have completed a city. Due to the Citizens’ Jury scoring tile both Red (having the majority of meeples) and Blue (with only 1 meeple) score 14 points.
**Highway** | During the scoring of a road you receive 5 points, regardless of the length of the road.

**Street Fair** | During the scoring of a road you receive twice as many points.

**Peasant Uprising** | During the scoring of a road, each tile with a farm scores you one point less. Stables do not affect the scoring.

**Hermit Monastery** | During the scoring of a monastery, you receive 1 point less for each of the 9 surrounding tiles, depicting a city segment.

**Pilgrimage Route** | During the scoring of a monastery, you receive 1 extra point for each of the 9 surrounding tiles, depicting a road.

**Wealth / Poverty** | During the scoring of a city, road or monastery, you either receive +3 or -3 points. Therefore scoring minus-points is also possible and it can happen for your overall score to fall below 0.

**Siege** | During the scoring of a city each coat of arms gives you 1 extra point.

**Red’s city only scores 6 points, because of the Bad Neighbourhoods. All city tiles with x do not score.**

**Bad Neighbourhood** | During the scoring of a city, these completing city segments are not part of the scoring and do not get you any points.

**Due to the Peasant Uprising Red only scores 4 points for their road. All road tiles marked with x do not score any points.**

**Due to the Hermit Monastery, Red only scores 5 points (9 - 4 Points) for their monastery. Each tile marked with x do not score any points.**

**Due to the Pilgrimage Route, Red scores 15 points (9 + 6 points) for their monastery. Each tile marked with scores 1 extra point.**

You have completed both roads. Because of the Highway scoring tile being active, both Red and Blue receive 5 points each for their roads.