

tigerzone™

V1.2

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Summary

tigerzone™ is a two-player tile-placement game inspired by Klaus-Jürgen Wrede's *Carcassonne* boardgame series. This document describes how tigerzone™ differs from the original rules for *Carcassonne*.

For tournament play

The starting tile is placed and the remaining tiles are shuffled. Then the shuffled tiles are revealed in the order they will come into play *before* the first move is made. This is to allow the players to plan ahead.

Tigers

Instead of placing workers, players place *tigers* to claim territories. Players start the game with:

- ▶ 7 tigers

On a player's turn, they may, if they have any available, play a tiger on the tile they just placed—tigers cannot be placed anywhere else.

Restrictions on tiger placement

A tiger may be placed in any jungle, lake, game-trail, or den which does *not* already contain a tiger.

Tiles

Description

To ensure both players have the same number of turns, ~~tigerzone™~~ has one *starting tile* and 76 playable tiles. Tiles are square and thus have four *faces*. Each face of a tile will be either

- ▶ a *lake*,
- ▶ a *jungle*, or
- ▶ a *game-trail* through the jungle.

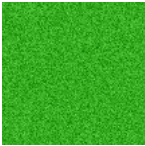

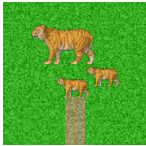
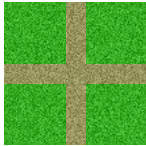
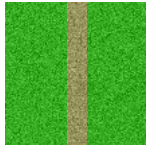
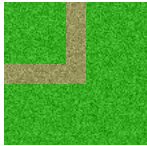
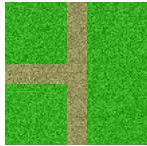
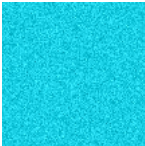
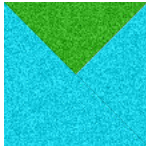
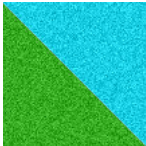
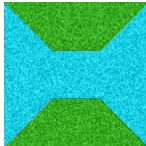
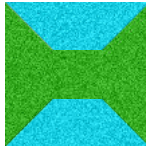
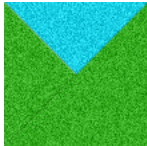
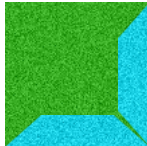
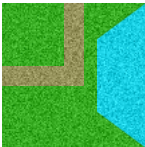
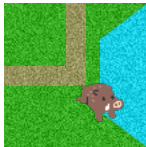
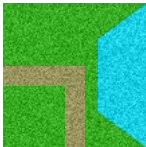
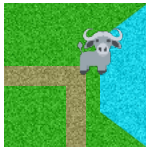
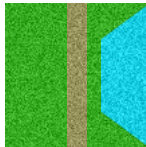
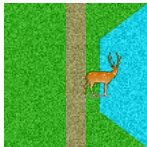
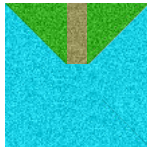
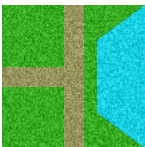
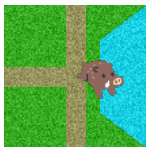
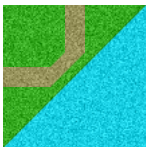

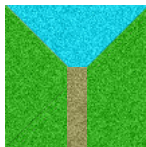

The center of a tile may contain a *den* (a place where a mother tiger raises her cubs) in the middle of a jungle; there may be a game-trail connecting the den to exactly one face.

Lakes, game-trails, & prey animals

Lakes have *shores* where they meet the jungle. Thirsty animals travel by a game-trail to drink, at a lake's shore, making them easy prey. The shore on a particular tile *may* have a specific kind of animal that tigers find especially delicious—if so, the shore will be annotated to show the type of **prey animal** which drinks there:

- ▶ deer,
- ▶ boar, or
- ▶ buffalo.

Catalog of tile types and frequencies

type	#	type	#	type	#	type	#	type	#	type	#	type	#
	1		4		2		1		8		9		4
		den		den									
	1		4		5		3		3		5		2
	1		2		1		2		1 + 2		2		3
		boar				buffalo				deer			
	1		2		3		2		1		2		
		boar				buffalo				deer			

Scoring

Jungles

Jungles are scored at the end of the game and are worth 3 points per adjacent *completed* lake **plus** 5 points per adjacent *completed* den.

Completable features: lakes, game-trails, & dens

Completable features completed during the game are scored when completed and any tigers placed upon them are returned to their owners. The scoring occurs *after* the player has had the opportunity to place a tiger (subject to availability and normal placement constraints).

Lakes

Unique prey animals

A lake whose shores have 3 deer, 2 boar, and 1 buffalo have 3 *unique* prey animals.

Completed

Are worth 2 points per tile **multiplied** by 1 plus the number of *unique* prey animals on the lake's shore.

Incomplete (scored at the game's end)

Are worth 1 points per tile **multiplied** by 1 plus the number of *unique* prey animals on the lake's shore.

Game-trails

Game animals

A game-trail adjacent to 3 deer, 2 boar, and 1 buffalo has 6 prey animals.

Completed

Are worth 1 points per tile **plus** by the number of prey animals along the trail.

Incomplete (scored at the game's end)

Are worth 1 points per tile **plus** by the number of game animals along the trail.

Dens

Completed

Are worth 9 points (1 for the den **plus** 8 points for the tiles in the *Moore neighborhood*).

Incomplete (scored at the game's end)

Are worth 1 for the den **plus** 1 points for each tile in the *Moore neighborhood*).