



## Introduction

Avignon is a computer game version of the tabletop board game "Carcassonne" by Claus-Jürgen Wrede. It's a completely unofficial version. The author of Avignon is in no way affiliated with the author or publisher(s) of Carcassonne. It's made purely as a hobby and released as both free and gratis software for the enjoyment of the public.

## Rules & How to play

The idea of the game is to build the medieval city of Avignon by placing game tiles. The tiles contain geographical features like parts of fields, roads, cities, rivers and monasteries. The players can place followers on the tiles and score points when the different features are completed. Each player starts with 7 followers, which may be re-used if/when they are returned.

## Game setup

When starting a new game you will be presented with a menu like this:

A screenshot of the Avignon game setup menu. The window has a title bar with the text "avignon" and standard window controls. The menu contains several settings: "Table width:" with a value of 20, "Table height:" with a value of 20, and "Players:" with a value of 2. Below these are three radio buttons for scoring: "1st edition scoring" (selected), "2nd edition scoring", and "3rd edition scoring". There are two columns of checkboxes. The left column is titled "Decks" and includes "core" (checked), "inns and cathedrals", "river", "river II", "the princess and the dragon", and "traders and builders". The right column is titled "Rules" and includes "core" (checked) and several other unchecked options. At the bottom of the window is a "Start game" button.

This will allow you to select the number of players, the size of the "table" to play on, which scoring to use, as well as which decks of tiles to include and which rules to use.

## Table width / height

The table size refers to the playing area. In the board game, when the edge of the table was reached, no tiles could (obviously) be placed there, nor would the rules allow the already placed tiles to be moved to accomodate further tiles. The same applies to the computer game. The playing area is finite, and once a tile is placed it can no longer be moved or removed. This setting allows you to define how big a "table" you want to play on. Anything between 10 x 10 to a whopping 50 x 50 is possible. The default of 20 x 20 should be a fairly reasonable value for most people.

## Players

This is the setting that defines how many players you have. Anything from 2 to 6 is fine.

## Scoring

Carcassonne has been released in three different editions. With each release the rules for how to count the score changed slightly. This setting will allow you to choose the method for scoring. See the "Scoring of finished features" section for details.

## Decks

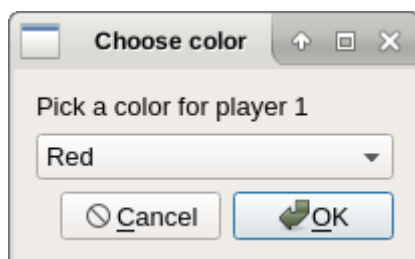
After the core game itself was released, Carcassonne has recieved a large number of expansions over the years. Some of these have been included with Avignon. Each expansion came with some additional tiles and additional rules that were meant to be used with the core deck. This setting allows you to pick which decks of tiles you want to include in the game. Avignon even allows you to create your own custom decks. You only need to define them in xml format, and add them to the "decks" directory, and they will automatically show up here. How to do this is subject to its own documentation, though. (I'm sure I will get around to writing that documentation one day. :-P )

## Rules

The selection of which decks to use is separate from the choice of which rules to play with. By default the game assumes that if you want an expansion deck, you want those rules as well, but it does not force your hand. This means that if you don't like the rules of e.g. "The princess & the dragon" expansion, but would still like to add those tiles to the game, you can do just that by selecting the corresponding deck, and de-selecting the corresponding rules. The core rules can not be disabled, as that would make no sense. Likewise, using the river expansion deck(s) forces you to use those rules.

Using a set of rules without the tiles *may* make some sense in some circumstances (though usually not), so it's not prohibited, but rather left up to the user to decide.

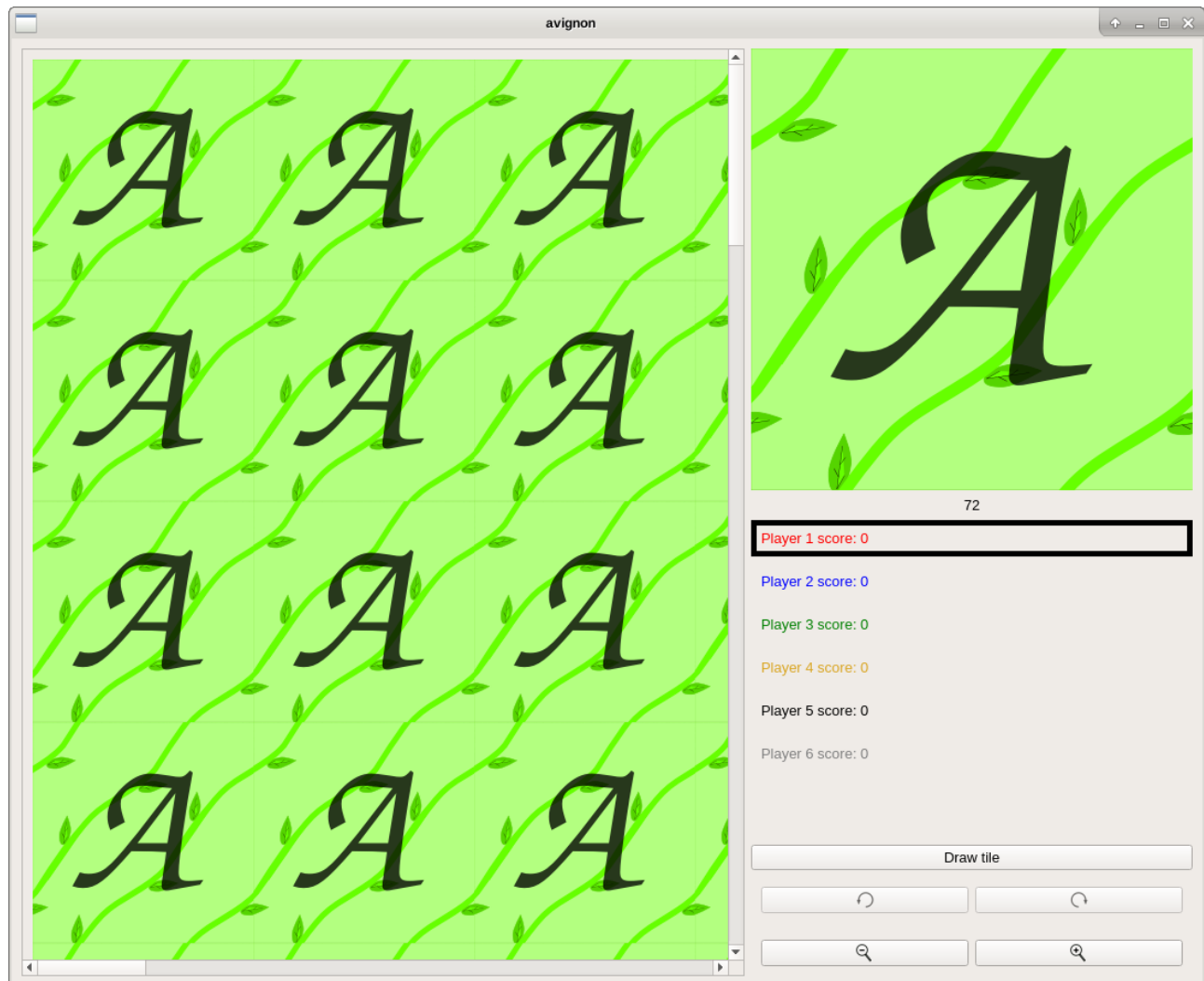
## Defining player color



Once you have defined the game parameter to suit your fancy, click the "Start game" button, and you will be tasked with defining the player colors. Once the game starts the players will go in the same order, starting with player 1, so when you decide which person will be player 1, which will be player 2, et.c. you also decide on the playing order. The colors available are red, blue, green, yellow, black and grey and have no meaning beyond differentiating the followers of different players.

## Playing the game

Once all the players have been defined, the game itself will start. It will look something like this:



The area to the left represents the table, and each tile with an "A" represents an empty slot on the table, which can receive a tile.

The top right hand corner represents the currently drawn tile. When it shows the "A" symbol, it means that no tile is currently drawn. The number directly under this indicates how many tiles there are left in the deck.

The middle right section shows the players, their respective colors and their current scores. The currently active player (whose turn it is) has a black border around their stats. When playing with the Traders & builders expansion, the merchandise collected by each player will also show up here.

The buttons (in order) do the following:

- Draws a new tile from the deck
- Rotates a drawn tile counterclockwise
- Rotates a drawn tile clockwise
- Zooms out on the table area
- Zooms in on the table area

## Shuffling the deck

Avignon automatically shuffles the deck for you – except the first tile, which is always the pre-determined starting tile.

## Playing a turn

When it's a player's turn to move he shall do the following, in this order.

1. Draw a new tile.
2. Place the tile on the table in a proper location and orientation. (See below) In order to place the tile, just click on the place where you want to put it. If the position is valid, it will be placed.
3. If the player so chooses he may place one of his followers on one of the features of the tile he just placed.
4. If the placing of the new tile causes a road, city or monastery to be completed, points will be awarded, and any followers on this feature will be returned to its owner.

## Proper location of a tile

The first tile drawn can be placed anywhere on the table, though it's recommended that it be placed somewhere near the middle. All subsequent tiles must be placed so that they have **at least one** edge-to-edge neighbor (just the corners touching does not count). Furthermore the features (cities, roads, fields, et.c.) of **all** the edge-to-edge neighbors of the tile must continue seamlessly. E.g. having a road abruptly stop at the edge of a field is not allowed, and the computer will refuse to comply with such a request. The tiles can be rotated in 90 degree increments to make them fit, and any rotation is acceptable provided that the criteria of seamlessness is fulfilled.

In case a tile can not legally be placed in any location, the computer will inform the players about this fact, the tile will be discarded and a new one drawn.

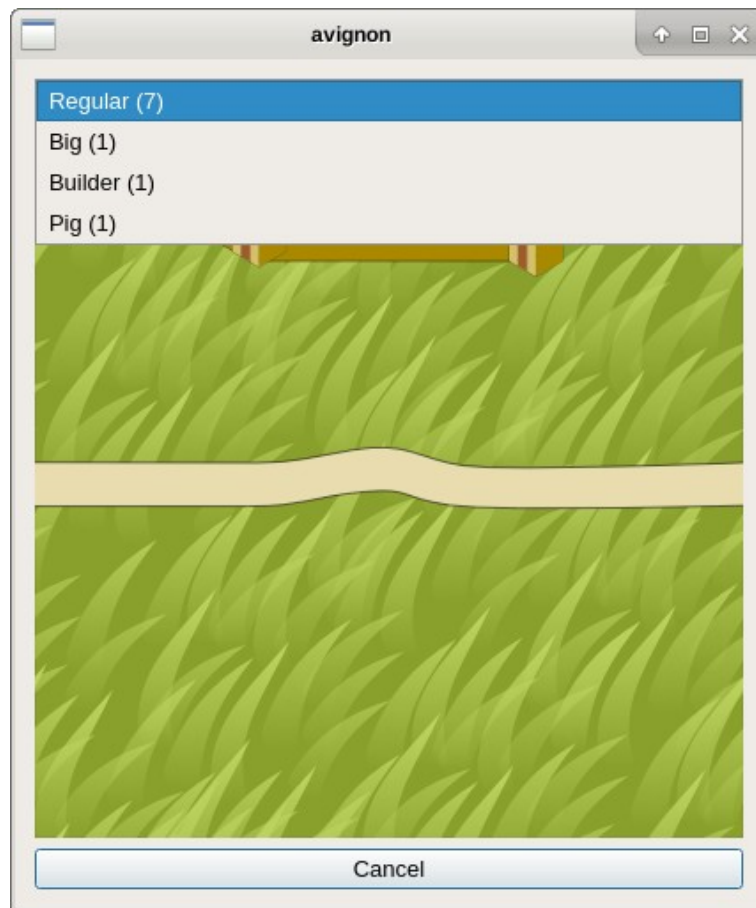
## Placing a follower

After placing a tile the player will be asked whether he wants to place a follower or not. If he chooses to so he will be greeted with a popup window containing a dropdown, the tile and a cancel button.

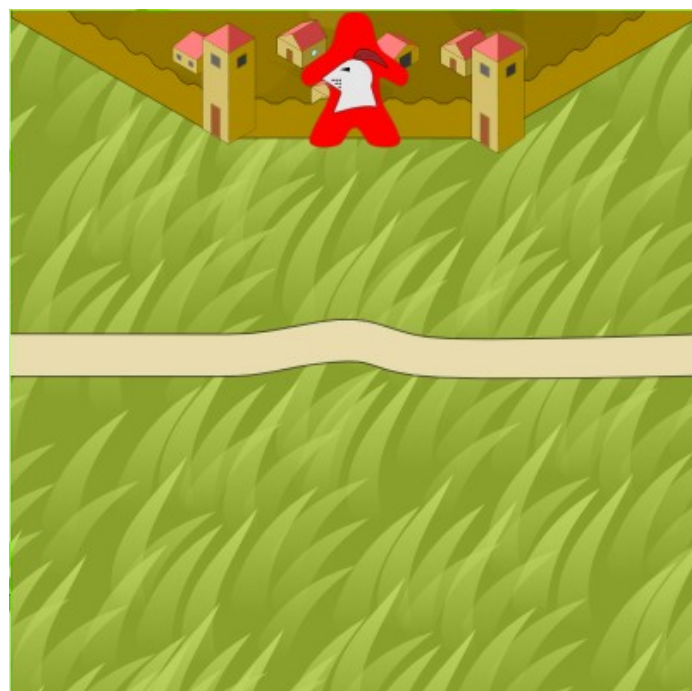
The dropdown menu is used with the expansions, where each player may have more than one type of follower. When playing with the only the core rules, only regular followers will be available. The number inside the parens tells the player how many usable followers he currently has left.

The cancel button is for if the player changes his mind about placing a follower (e.g. after noticing he only has one left, and doesn't really want to spend it).

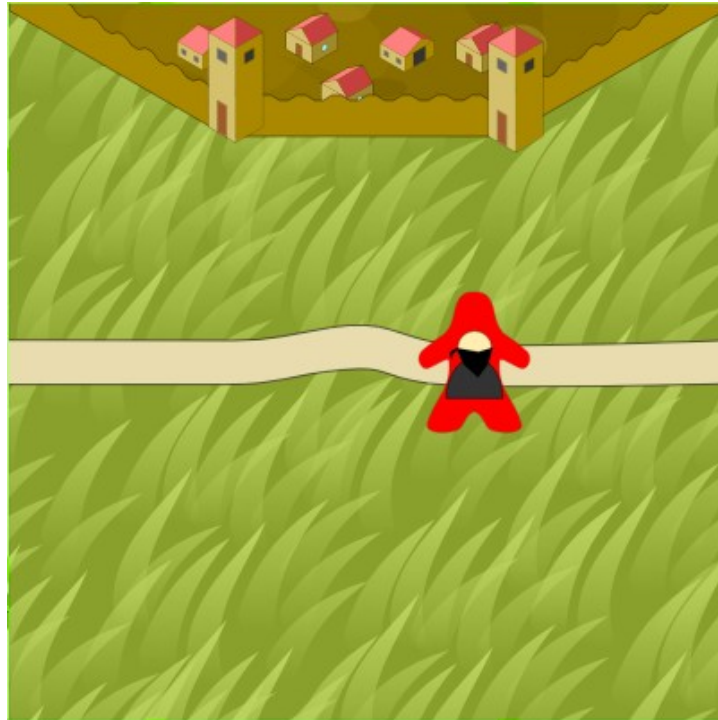
The primary function is however in the tile itself. By clicking the part of the tile where the player wants to add the follower he decides which feature he wants to add his follower to.



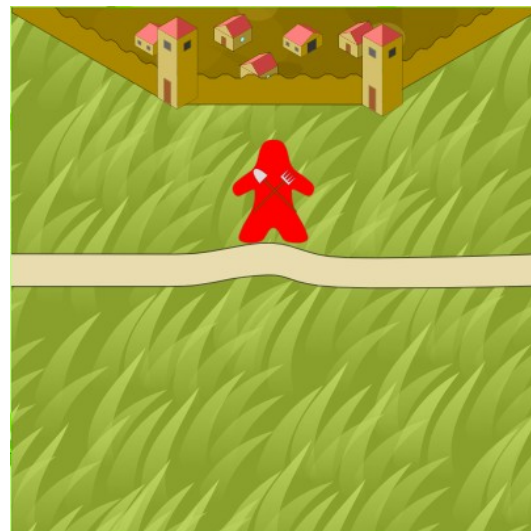
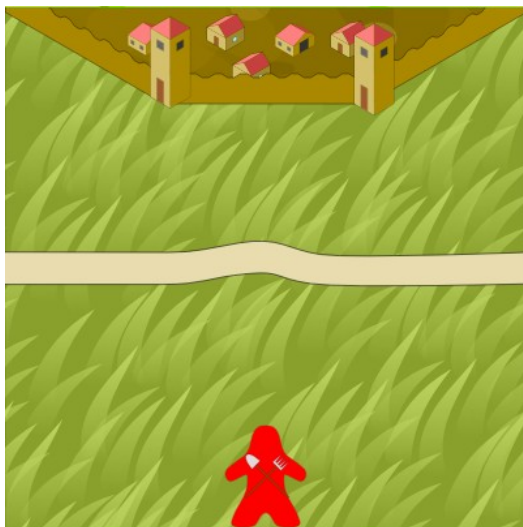
He can add his follower as a knight to the city...



...as a robber to the road...



...or as a farmer to the field. In this case there are actually two fields, so these two farmers are **not** equivalent, as the road separates the two fields from each other.





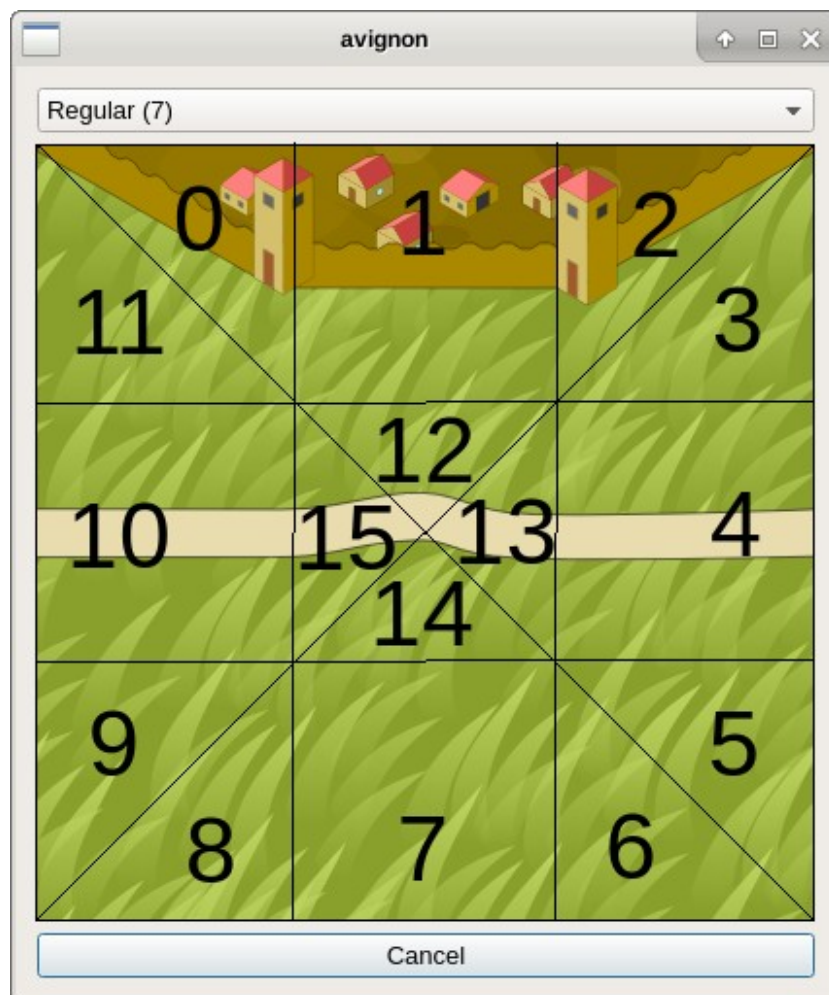
You can also add monks to monasteries.



## Tile placing in practice

It may be worth noting that how the tiles look visually technically has nothing to do with how they look logically. E.g. would it be easy to make a tile that looks like a monastery on a field, but behaves like a city edge in the north with a river running through the tile east-to-west. Naturally the tiles try to match the looks and logic to each other, but understanding how the tiles behave logically may help knowing where to place your followers to achieve the desired result.

Logically the tiles are divided into 16 sections like this:



In the picture above the city (logically) spans areas 0, 1 and 2. The road spans 10, 15, 13 and 4. The northern field areas 11, 12 and 3, and the southern field all the rest. It may be worth noticing that the areas are not the same size, or shape. The areas corresponding to the main directions north, south, east & west are the biggest and easiest to hit. It's also worth noticing that many features, e.g. roads take up much less space visually than they do logically. This means that roads and cities are usually easier to click on at the expense of fields, for which the opposite tends to be true. With this in mind, placing a follower on a field should not be a difficult task, though. The computer will also ask for confirmation before finalizing the selection.

## Rules for placing followers

- A player may place only one follower per turn.
- A player may only use followers in his inventory, i.e. he can not move a follower from the table to another location, unless the follower has been returned to him first. Even if placing a tile finishes a feature, returning a follower there to the player, he may not use that follower on the same turn, because the placing of followers happens *before* the scoring / returning of followers.
- A player may only place his follower on a tile he just placed.
- A player must specify which feature of the tile he wishes to add his follower to (see above).
- A player may not add a follower to a feature that already has a follower. It does not matter which player the other follower belongs to, or how far away he is.
- Placing a follower on a feature that is completed by the (previous) act of placing the tile is allowed. That feature will be scored normally, and the follower immediately returned.

## Scoring of finished features

Once a feature has been completed by the act of placing a tile, the feature is scored and any followers on that feature will be returned to their respective owners.

## Finished cities

A city is finished when it's surrounded by walls on all sides.

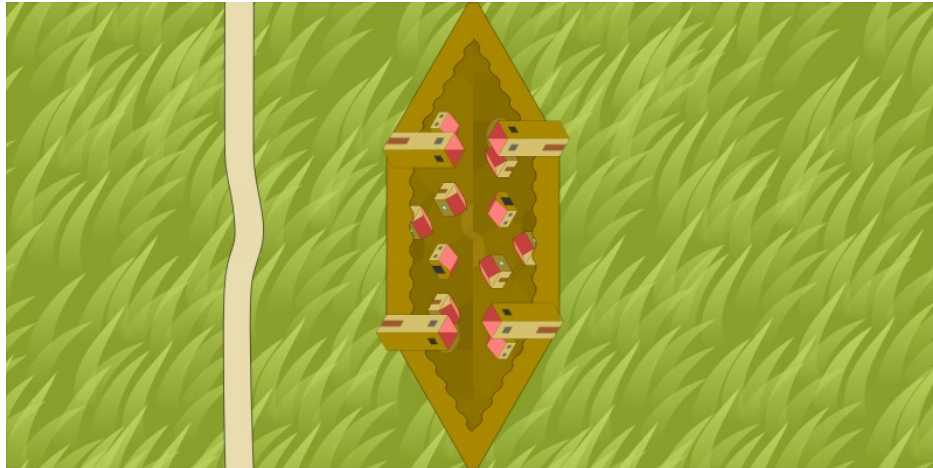


A city is worth 2 points per tile, plus another 2 points per blue & white shield inside the city. The above city is therefore worth 8 points (3 tiles \* 2 pts + 1 shield \* 2 pts).



## Differences between editions

The scoring of small cities (i.e. cities consisting of only two tiles like the one pictured below) has changed between editions:

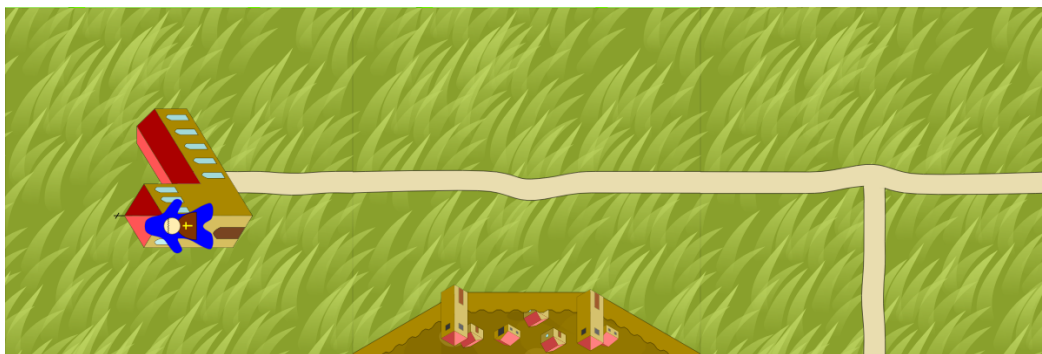


According to 1st and 2nd edition rules these cities score only 1 point per tile for a total of 2 points. This changed in the 3rd edition, where these cities score the same as other cities ( $2 * 2 = 4$  points).

## Finished roads

A road is finished when it...

1. ...has two ends – either intersections or dead ends count.
2. ...makes a full circle.



A road is worth 1 point per tile. This road starts at the monastery, ends at the intersection with one tile in between, for a total of 3 points. The full-circle road below is worth 4 points.



## Finished monasteries

A monastery is finished when it's surrounded on all sides (including its corners) with tiles. A finished monastery will score 9 points (1 for the monastery, and 1 for each surrounding tile).



## Features with more than one follower

While it's prohibited to add followers to a feature that already has followers, it's *not* prohibited to place tiles in such a way that two different features (with or without followers on them) merge. When that happens you can end up with a feature with two, or even more followers on it. Should that happen, once the feature is scored the player(s) with the most followers on the feature all get the full amount of points, while the rest get none.

E.g. if a megacity with 18 tiles (6 of which have shields) has emerged, and the blue player has 2 followers, the red player 2 followers and the green player 1 follower in it, red and blue will both receive the full amount of points (48) for the city, while the green receives nothing at all.

## Finished fields

A farmer's work is never complete, and a field is never finished. A field is only scored at the end of the game.

Roads, rivers and cities all cut a field off, serving as natural borders but having lots of (completed) cities neighboring a field is a good thing, because feeding the cities is what gives a farmer points.

How exactly the score is counted depends entirely on which scoring rules you use, since these have changed at every edition. Just about the only thing that hasn't changed is that the same winner(s)-take-it-all principle as explained above applies when there are more than one follower competing for the same points. Furthermore it's worth noticing that the size of the cities do not matter, only whether they're completed or not, as unfinished cities award no points.

### 1st edition rules

1. Pick a **completed city**.
2. Count how many farmers provide for that city (i.e. are on fields that touch the city walls at some place).
3. The player(s) with the most farmers receive **4 points**.
4. Move on to the next city.

### 2nd edition rules

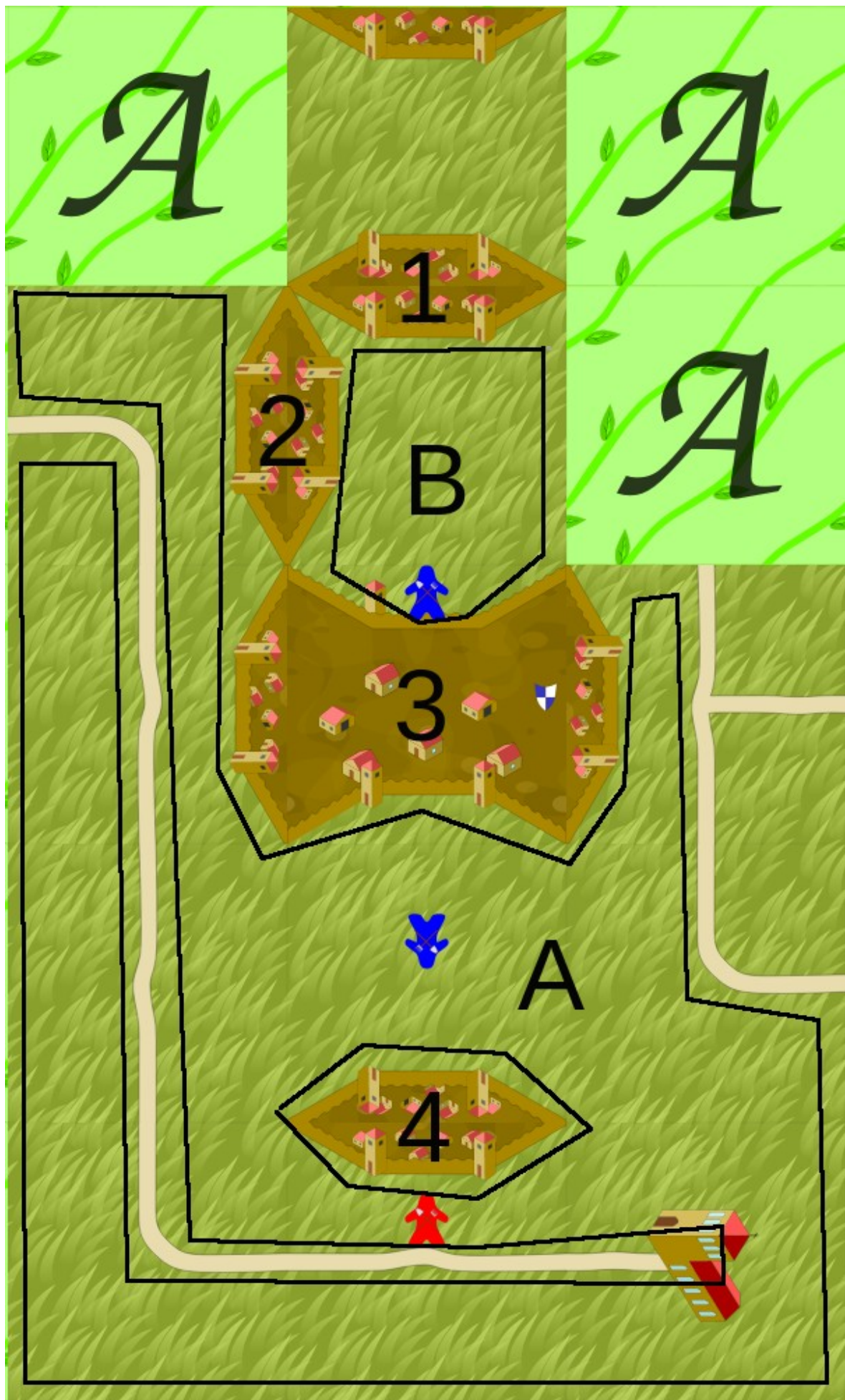
1. Pick a **field**.
2. Count the number of followers on the field.
3. The player(s) with the most followers receives **3 points** for every completed city the field touches, *unless* the player's farmers have already received points for that city, in which case he gets nothing. (I.e. each player may not score for the same city more than once.)
4. Move to the next field.

### 3rd edition rules

1. Pick a **field**.
2. Count the number of followers on the field.
3. The player(s) with the most followers receives **3 points** for every completed city the field touches. Each player may score multiple times for the same city as long as they do it from different fields.
4. Move to the next field.

The differences may be hard to grasp with a mere explanation, so an example might be in order. In the following picture we have two fields, A & B and four completed cities 1, 2, 3 & 4. Red and blue both have one farmer each on field A, and blue alone has a farmer on field B. Field A provides for cities 2, 3 and 4, and field B provides for cities 1, 2 & 3.





According to 1st edition rules:

- City 1: Provided for by blue farmer (B). Blue gets 4 points.
- City 2: Provided for by 2 blue farmers (A & B) and 1 red farmer (A). Blue has the majority and gets 4 points. Red gets nothing.
- City 3: Same as city 2. Blue gets 4 points.
- City 4: Provided for by 1 blue (A) and 1 red (A) farmer. Red and blue share the majority, so both get 4 points.

Total: Blue 16 points, red 4 points

According to 2nd edition rules:

- Field A: Has 1 blue and 1 red farmer. Provides for cities 2, 3 & 4. Blue and red both get 9 points.
- Field B: Has 1 blue farmer. Provides for cities 1, 2 & 3, but blue has already scored for cities 2 & 3. Blue gets 3 points for city 1.

Total: Blue 12 points, red 9 points.

According to 3rd edition rules:

- Field A: Has 1 blue and 1 red farmer. Provides for cities 2, 3 & 4. Blue and red both get 9 points.
- Field B: Has 1 blue farmer. Provides for cities 1, 2 & 3. Blue gets 9 points.

Total: Blue 18 points, red 9 points.

## Ending the game

The game ends after the last tile has been placed, and the player placing it has finished his turn (by placing a follower and counting points for finished features).

## Final scoring

1. Points are added for unfinished cities that have followers on them. Each tile of an unfinished city is worth 1 point. Shields do not award points when the city is not finished.
2. Points are added for unfinished roads. Each tile of an unfinished road is worth 1 point.
3. Points are added for unfinished monasteries. The monastery is worth 1 point, as is each neighboring tile (including corners).
4. Points are added for fields according to the rules above.

In case there are multiple followers on the same unfinished feature, the same rules apply as to finished features.

## Winning

The player with the most points at the end of the game wins.

# Expansions

## The river

The river was actually a set of 12 tiles with some additional rules that came with the original game. When playing using the river, the first starting tile is swapped out for a spring tile, which starts the river. After that the 10 normal river tiles (=neither begins nor ends the river) are played in random order, after which a lake tile (which ends the river) is played. Once that's done the rest of the tiles are played in random order.

Playing the river tiles differs from playing ordinary tiles in a couple of ways:

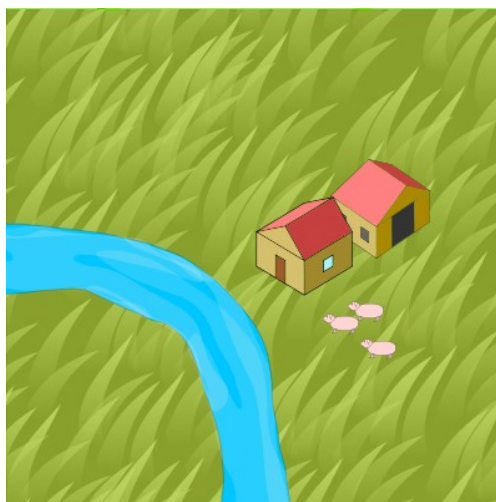
- The river must always connect to the river of the previous tile. You may not, e.g. connect a road to a road, even if the tiles would fit that way.
- Immediate U-turns in the river are not allowed, (though turning back in a less immediate fashion is). I.e. playing two left hand turns in immediate sequence is not allowed, since that would make an immediate U-turn, but playing left turn, straight section, left turn is ok because the U-turn is not immediate.

Players may place followers on the features of river tiles, just as they would on ordinary tiles, but placing followers in the river itself is not allowed. Rivers also act as field boundaries just as roads or cities would.

## The river II

The river II was a minor expansion consisting of another 12 river tiles, which include a spring tile, a fork tile and two lake tiles. When using the river II (either by itself, or together with the original river) the first two tiles are predetermined (spring & fork), then all the normal river tiles are played, after which the two lake tiles are played – first the one with a city, then the one with a volcano. The volcano is relevant only if playing with "The princess & the dragon" ruleset.

The tiles from the river II also contain some features (pigs & inns) which are relevant only if using "Inns & cathedrals" rules. The only difference between the pig herd (pictured below) and a player-placed pig, is that the player placed pig only benefits that player, whereas the pig herd benefits any farmer on that field.





# Inns & cathedrals

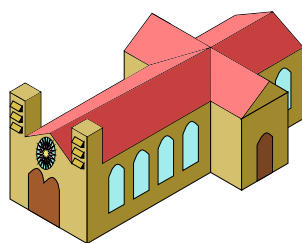
Inns & cathedrals was the first major expansion, which adds 18 tiles, and the big follower. It was meant to (among other things) address criticism about road building not being productive enough compared to city building. This is addressed by the inclusion of inns beside the roads.



## Inns

A road with an inn scores twice the points that a regular road does, once it's completed. There is a catch, however, and that is that an unfinished inn road at the end of the game scores nothing at all. Adding more than one inn to a road does not further increase its value.

Inns only apply to one road, so for instance, in the picture below, only the road that heads right from the intersection has an inn on it.



## Cathedrals

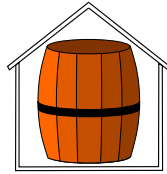
Cathedrals are to cities what inns are to roads. Adding a cathedral to a city means that when it's finished the player(s) gets 3 points for every tile, as well as 3 points for every shield. It also means that if the city isn't finished by the end of the game, it scores nothing.

## Big followers

This expansion also includes the addition of big followers. If using these rules to play, every player receives one big follower in addition to the seven regular followers. The big follower works the same way in every aspect as the regular one, except when it comes to deciding which player has the majority of followers on a feature that is to be scored. In this case the big follower counts as two regular followers.

## Traders & builders

This is the second major expansion, and it adds 24 tiles: 9 with wine merchandise (barrel symbol), 6 with grain merchandise (barley symbol), 5 with cloth merchandise (cloth roll symbol), plus 4 others. It also adds the builder and pig followers.



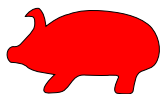
### Merchandise

Whenever a city that contains merchandise is completed, the player who completed the city gets all the merchandise in that city – as many tokens as the city contains. It doesn't matter whether he has the majority of followers in the city, or indeed any followers at all. At the end of the game the player with the majority of each type of merchandise gets 10 points for having the monopoly on that merchandise. The same rule applies here as to any other scoring: If two or more players share the majority of a particular merchandise, all those players receive the full amount of points (10).



### Builders

Builders – unlike regular followers – can only be added to either a road or a city where the player already has a follower present. After the addition of the builder, whenever the player expands on the feature that has the builder, he will receive one extra turn, i.e. he can draw one more tile and place one more follower, should he want to. Once the feature is completed the builder will be returned to the player, and can be played again. Notice that only one extra turn per turn is possible, even if the player extends the feature again on his extra turn.



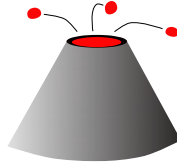
### Pigs

Pigs, just like builders can only be added to a feature that already has one of the player's followers on it. Unlike builders, which go on roads and cities, pigs are for fields/farmers only. Since farms are scored only at the end of the game, pigs are not returned to the player. When scoring a farmer who is on a field that has a pig on it, he will score one extra point per city (i.e. 5 points with 1st edition rules, 4 points with 2nd or 3rd). Note that a farmer will score extra only for his own pigs – if another player has farmers and pigs on the same field there will be no benefit. Also, a farmer must score in order for him to benefit from the pig. If he's outnumbered on a field, he will still score nothing, pigs or not.

# The princess & the dragon

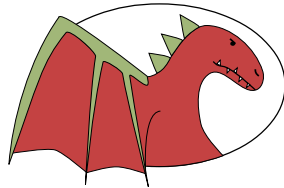
This is the third major expansion, and it tries to make the game more aggressive. In the previous versions players have been mostly focused on building their own things (and doing it better than the other players). This version, however, adds some elements that allow players to take pot shots at each others during the game.

It adds 30 tiles: 12 dragon tiles, 6 volcano tiles, 6 portal tiles and 6 princess tiles. It also adds two "non player characters": The dragon and the fairy.



## Volcano tiles

Whenever a player draws a volcano tile, he will then proceed to place it normally, however instead of placing a follower on the tile the dragon piece will be moved on to the tile, and the game will continue. If the volcano tile completes a feature, points will be awarded and followers returned normally.



## Dragon tiles

Whenever a player draws a dragon tile, he will proceed to place it normally. He may also place a follower on the tile, however after this has been done the game will enter into a different mode while the dragon moves. If the placing of the tile has caused any features to be completed, the scores for these will be calculated normally **after** the dragon has finished moving.

- The players will take turns in moving the dragon, starting with the player who placed the tile, continuing in the normal gameplay order.
- The dragon will be moved 6 times, or until it hits a dead end, whichever comes first. The number of moves does not depend on the number of players.
- Whenever the dragon enters a tile, all followers on that tile will be returned to their respective owners without receiving any points.
- The dragon can be moved to any directly neighboring tile, up, down, right or left, but not diagonally, given the following restrictions:
  - The dragon will never move to the tile where the fairy is.
  - The dragon will not double back, i.e. during the same round of movement he will never visit the same tile twice. This includes the tile he started from.
  - When the dragon can not make any further moves given these restrictions, he has reached a dead end.

After the dragon has moved 6 times or reached a dead end, the game will resume normally.

If a player draws a dragon tile before a single volcano has been drawn (and the dragon therefore is not in play yet) the tile will be mixed back into the deck, and a new tile drawn.

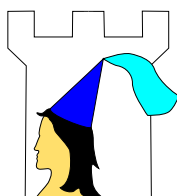
## Portal tiles



When a player draws a portal tile he will place it normally, and may then choose to place a follower. Unlike when placing a follower normally, he may now choose to place his follower to any tile and feature he wants, given the following restrictions:

- He may not place a follower on a feature that already has a follower.
- He may not place a follower on a feature that is already finished.

When the user has placed a portal tile, he will normally be asked whether he wants to place a follower (or the fairy – see "The fairy" for details). If he chooses to place a follower, the game will remind him that he may now place the follower to a tile of choice. He will then need to click the tile he wants to place the follower on. When he does he will be presented with the normal follower placer window.



## Princess tiles

When a player places a princess tile in a city that already has at least one knight, he *must* remove one knight (his choice if there are more than one) and he will lose the opportunity to place a follower. If he places the tile so that no knights are connected to the princess, he may place a follower normally.



## The fairy

Whenever a player has the opportunity to place a follower, but chooses not to, he may choose to place the fairy instead. The fairy can however, only be placed on tiles / features where the player already has a follower.

The fairy grants the following benefits:

- The dragon can't move the tile where the fairy is.
- Whenever a player starts his turn with the fairy on a tile and feature occupied by one of his followers, he is immediately awarded 1 point.
- Whenever the fairy is on a the same tile and feature as a follower who receives points – be it for a feature completion, or at the end of the game – that follower will receive 3 extra points.

A follower being returned when a feature is completed does not affect the fairy. It will remain on the same tile and feature.