

tigerzone™

V2.2.2

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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 & crocodiles

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

- ▶ 7 tigers &
- ▶ 2 crocodiles.

On a player's turn, they may, if they have any available, play *either* a tiger or a crocodile on the tile they just placed—tigers and crocodiles 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.

Restrictions on crocodile placement

A crocodile may be placed on any tile with a shore and/or game-trail, so long as neither the lake nor game-trail does *not* already contain a crocodile. When played on a tile with intersecting game-trails, it is considered to be adjacent to *all* game-trails terminating on that tile. When played on a tile with *two* lake shores, it is considered to be adjacent to both shores. Once played, a crocodile may never be removed.

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, & animals

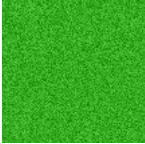

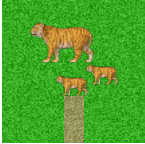
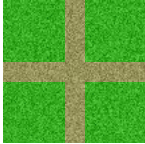
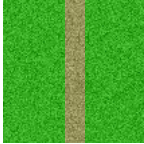
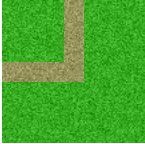
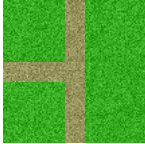

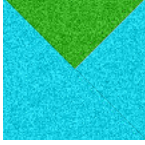
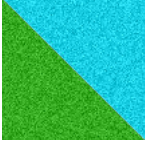
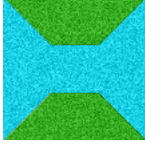
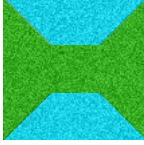
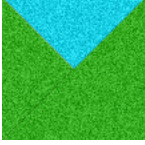
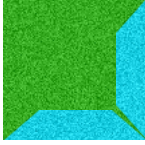
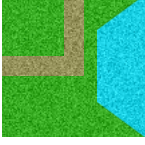
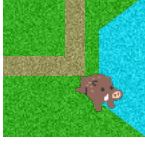
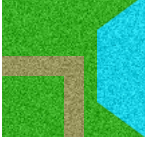
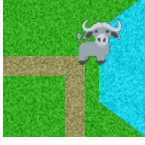
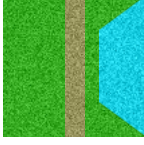

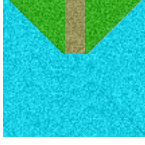
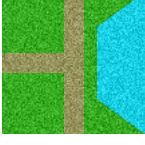

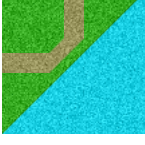

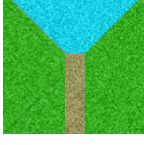


Lakes have *shores* where they meet the jungle. Thirsty animals travel by a game-trail to drink at a lake's shore, making them easy prey. The shore on a particular tile *may* have a specific kind of animal that tigers find especially delicious—if so, the shore will be annotated to show the type of ***prey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

- ▶ deer,
- ▶ boar, or
- ▶ buffalo.

Some lake shore tiles contain ***crocodiles***. These can be placed subject to the normal rules of *tile* placement (*i.e.*, a tile containing a crocodile *may* be added to a lake which already contains a crocodile—this is the *only* way a crocodile can be added *directly* to a crocodile infested lake).

Note: all tiles in ~~tigerzone~~[™] that come pre-populated with animals contain both a lake shore and one or more potentially intersecting game trails. The animal shown on the tile is considered to be on/adjacent to those shores and game-trails.

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		1
		boar				buffalo		deer					
	1		2		3		2		1		2		2
		boar				buffalo		deer				crocodile	

Unplayable tiles

In the event there is *no* legal location where the current tile can be placed, the tile is discarded. As compensation, the player may :

- ▶ pass,
 - ▶ pick up one of their previously played tigers and return it to their supply, *or*
 - ▶ put another a tiger from their supply on top of a tiger they previously played.*
- *—this is the *only* way to *directly* add a tiger to a region which already contains a tiger.

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 or crocodile (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. For each crocodile present, the number of *unique* prey animals is reduced by 1 due to predation—of course crocodiles can't eat animals than aren't present, so the minimum number of *unique* prey animals is 0 (zero).

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. For each crocodile adjacent* to that game-trail, the number of prey animals is reduced by 1 due to predation—of course crocodiles can't eat animals than aren't there, so the minimum number of prey animals is 0 (zero).

*—*adjacent* in this context means “on a tile which is part of the game-trail.”

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 prey 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*).