

John du Bois

AVIGNON

A CLASH OF POPES



An influence manipulation game
for 2 players.

The year is 1378, and your rightful claim to the papacy has been challenged by a usurper. You must gain influence among the congregation in order to secure your legitimacy and the Throne of Saint Peter.

COMPONENTS

12 Character Cards,
5 Map Cards,
1 Reference Card

SETUP

Set up the Map Cards between the players in a column so that they read from left to right as follows: Avignon, Nice, Genoa, Florence, Rome.



TURN SEQUENCE

NOTE: At the beginning of each turn, players should rotate all Character Cards in play, so that the orientation of the card is facing themselves. As players get more familiar with the cards, the rotation will no longer be necessary.

Then the first player, on his or her first turn, take one of the following Actions:

BESEECH: Pull one Character one space.

CHASTISE: Push one Character one space.

EXCOMMUNICATE: Choose one Character and place it in the Discard Pile. Draw a Character and place it in the exact position the removed Character occupied. If the deck is empty, shuffle all discarded cards to form a new deck.

PETITION: Use the unique PETITION maneuver of one Character on the board.

After the first player's first turn, each player takes exactly two of the above Actions. Players must take two different Actions on their turns; that is, a player may Beseech a character and then Petition that Character, but may not Beseech two different Characters or Petition two different Characters.

Players may not take Actions that, at the end of their turn, have completely reversed the previous player's turn.

CONGREGATION

If any action causes a card to move off the edge of the board, that card is added to the Congregation of the player it is closest to (see Scoring).

After the active player takes his or her actions, it is the other player's turn.

Shuffle the Character Cards. Draw five cards and place them face up in a row between the two players next to the Center Row card. Place the remaining cards face-down in a deck, leaving space for a discard pile.

Choose a player to go first.

SCORING

If an Action causes a Character Card to move off the edge of the board, that Character is added to the Congregation of the player it is closest to.

When adding a character to his or her Congregation, a player sets the card aside on his or her side of the play area, then draws a card and places it in the center row of the same column the removed Character was in.

Cards in a player's Congregation are out of play and cannot be affected by Actions. Adding a card to a player's Congregation does not cost an Action.

ENDING THE GAME

The game ends when one player has three Character Cards in his or her Congregation. That player wins the game.

GAME TERMS:

The game rules and map cards use two key terms that it is helpful to know before playing:

When an Action instructs the active player to Push a card, the active player takes one card and moves it one space toward his or her opponent.

When an Action instructs the active player to Pull a card, the active player takes one card and moves it one space toward himself or herself.



PUSH



PULL



PULL TWICE



RIVAL (Opponent)



WIN

The Noble has two other conditions under which the game could end; these conditions supersede the rule above.

If two players would win the game at the same time, the player who took the game's final action wins.

NOTES

-If you choose to play with the character cards facing a single player, give the quick reference card to the other player.

-Some may want to play with the character cards one their side, not facing either player. In that case, the map cards can be flipped to their backside to create horizontally facing map cards.

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SETUP

Avignon: A Clash of Popes is played with 6 Character Cards, 2 of each Character type. With these new Characters, you can change up the way your games play. To do so, make any number of the following changes before starting the game:

-Remove the Cardinals and add the Evangelists.

-Remove the Knights and add the Guildmasters.

-Remove the Nobles and add the Priests.

During the game, the new characters are affected by other cards, as if they were the cards, they were replacing.

Example: If the Knight is not in play, a player that has the Noble in their Congregation would win if their Rival had the Guildmaster (instead of the Knight).

GUILDMASTER
Affected as Knights



PETITION:



of Others

equal to the amount of unique characters in all Congregations.

-----then-----



Guildmaster

that many times.

EVANGELIST
Affected as Cardinals



PETITION:



Evangelist
(up to four times)

-----then-----



of Others
equal to the amount
of spaces Evangelist
moved.

PRIEST
Affected as Nobles



PETITION: Priest



You: Priest
& Bishop



You:
Priest without
Bishop