

## BASE GAME

### GAME (optional)

- 1) Give the following information as a comma separated list:
  - a) Date of game
  - b) Start time (optional), preferably with a locale. For example, 13:01 BST or 12:01 UTC
  - c) Type of game, such as:
    - i) Simple
    - ii) BGA Arena
    - iii) BGA 2022x12 April
    - iv) WTCOC 2022 3<sup>rd</sup> Round
    - v) UKGE 2022 Group stage
  - d) Game mode, such as:
    - i) Turn-based
    - ii) Real-time

### PLAYERS

- 1) Players are identified in playing order, one per line with the following information:
  - a) Player ID, starting with 'A', followed by ' = '
  - b) BGA or nickname
  - c) Optional: actual name in parentheses
  - d) Optional: country they are representing in square brackets
  - e) Optional: meeple colour in angular brackets
- 2) Examples
  - a) General 2 player game:  
A = wallaceprime (Chris Wallace) <yellow>  
B = Riesemax <black>
  - b) WTCOC 2 player game:  
A = wallaceprime (Chris Wallace) [UK]  
B = isloun [RCP]
  - c) General 4 player game:  
A = danisthirty  
B = wallaceprime  
C = Corelli  
D = ted the notty bear

## LOCATION

- 1) The starter tile is always the origin 0,0 with the co-ordinates being x,y where x is left-right and y is down-up from the perspective of the person notating.

(-2,-2)	(-1,-2)	(0,-2)	(1,-2)	(2,-2)
(-2,-1)	(-1,-1)	(0,-1)	(1,-1)	(2,-1)
(-2,0)	(-1,0)	<b>(0,0)</b>	(1,0)	(2,0)
(-2,1)	(-1,1)	(0,1)	(1,1)	(2,1)
(-2,2)	(-1,2)	(0,2)	(1,2)	(2,2)

- 2) The starter tile may be oriented in any direction – this allows convenient notation from any direction, but be aware that each person's co-ordinate system will be different.
- 3) For subsequent tiles, co-ordinates increase upwards and to the right.
- 4) Co-ordinates downwards and to the left are negative.
- 5) Discarded tiles are notated as '(dis)'

## TILES

- 1) The 4 sides of the tile are represented by the following symbols, starting from the leftmost edge and reading clockwise around the tile:
  - a) C = city
  - b) R = road
  - c) F = field
- 2) City edges are assumed to be joined unless suffixed by a number to indicate a separate city. For example, a joined corner city would be CCFF, whereas a corner splitter would be CC2FF.
- 3) Additional features are notated after the last side:
  - a) K = cloister
  - b) P = pennant
- 4) Roads are deemed to be continuous if there are just 2 road sides to a tile.
- 5) Roads are deemed to be separate – and so terminate those roads - if there are 3 or 4 road sides to a tile.
- 6) Meeples are represented by:
  - a) m = road or city meeples
  - b) M = farmer
- 7) Meeples symbols, m and M, are placed immediately after the feature they claim.

- 8) If there is not a field symbol to place the farmer symbol after, the symbol is placed immediately after the last face symbol encountered, progressing clockwise, BEFORE the field, such as:



RMCCCP

- 9) If a farmer is placed in the bottom half of the first (left-most) face having a road, this means the last face before that field is the city or road on the fourth face, such as:



RCCCMP



RFRRM

- 10) Where a meeple is placed on a feature with at least 2 adjacent sides, such as claiming a city on a CCCF tile, the 'm' can be legitimately placed after any of the 'C's, but is easier to visualise if placed at the end of the longest run. For example: CCCmF, CCmFC, CFCCm or FCCCm are all preferable to splitting the run of 'C's like this CmCCF.

## SCORING (optional, since points can be reconstructed from the moves)

- 1) If the player whose turn it is scores, the points scored are indicated with a '+' prefix, for example '+4'
- 2) If an opponent scores from the tile-placing player's move, the points scored are indicated inside brackets, for example '(+4)'
- 3) For convenience, multiple features scored by the same player may be strung together instead of just notating the total, for example '+4+2' and '+6' are equally valid.
- 4) If there are more than 2 players, the opponent's scores must be allocated to the correct player by prefixing them with the player's ID, for example '(B+4)'
- 5) If more than one opponent scores during a turn, give multiple scores separated by commas, for example '(B+4, C+2)'
- 6) At the end of the game, points for farmers and unfinished cities and roads are recorded, for example '+10 (B+4, C+15)'
- 7) The scores total after the move can optionally be given after an '=', for example '+4=19' or (including the opponent's score) '+4=19 (B=16)'.

## MOVES

- 1) The first move is designated as move 0 and shows its location and the starter tile:  
0 (0,0) RCRF  
Note: the starter tile can be in any orientation, not just with the city uppermost; it is notated according to the perspective of the notator.
- 2) Subsequent moves show the move number and player identification (A, B etc) as well as the location and tile/meeple placement, for example:  
1A (0,1) FCCCm
- 3) Discarded tiles are shown on the same line before the tile able to be played, for example:  
31A (dis) CCCCCP (5,4) FCFCmP

## RESULT

- 1) After each player's entry given at the start, add their final position with the points given in parenthesis. For example:  
A = wallaceprime (Chris Wallace) [UK] 1<sup>st</sup> (91)  
B = isloun [RCP] 2<sup>nd</sup> (90)

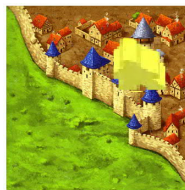
## NOTES

- 1) Position and tile/meeple information can be separated by spaces or tabs (tabs can add legibility)
- 2) Notes can be added between or after moves by starting them with a '/', such as:  
17C (4,6) CRRF / good move!
- 3) If a player concedes the game, 'conceded' is entered instead of position and tile/meeple information. For example, if player A conceded after playing a tile in move 57, the notation would be:  
56B (6,3) CmRRF  
57A (4,-2) RFFR  
58A concedes
- 4) If a game is abandoned, 'abandoned' is displayed next to all player's ID's. For example:  
3AB abandoned

## EXAMPLE TILES



RCCCMP



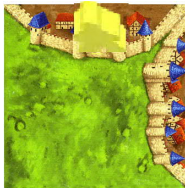
FCCmF



RmRRR



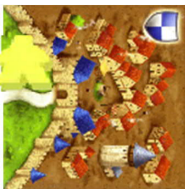
RmCCCP



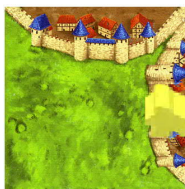
FcmC2F



RRRRm



RMCCCP



FCC2mF



RRMRR



RCCcmP



FCC2FM



RRRRM

## EXAMPLE GAME 1 (without scoring)

19/04/2022, 21:19:15 UTC, BGA 2022x12 April Semi-final, Turn-based

A = RieseMAX <black> 2<sup>nd</sup> (80)

B = wallaceprime (Chris Wallace) <yellow> 1<sup>st</sup> (81)

0 (0,0)	RCRF	43A (-2,-1)	FFFFK <sub>m</sub>
1A (0,1)	FCCC <sub>m</sub>	44B (-2,1)	FFC <sub>m</sub> F
2B (1,0)	RRCC <sub>m</sub>	45A (-3,-4)	FCFC2
3A (0,-1)	RFRR	46B (-3,2)	CFCF
4B (-1,-1)	FFRR <sub>m</sub>	47A (0,4)	RFRF
5A (0,2)	FC <sub>m</sub> FC2	48B (-3,1)	CFFF
6B (2,0)	CFC2 <sub>m</sub> F	49A (-2,0)	FFFFK
7A (2,-1)	FFCC <sub>m</sub> P	50B (-4,1)	FFC <sub>m</sub> F
8B (-1,-2)	FRFR	51A (-1,1)	CC2 <sub>m</sub> FF
9A (2,-2)	RCCR	52B (-2,3)	FC <sub>m</sub> FF
10B (1,2)	FFFFK	53A (-3,-1)	RRFF <sub>m</sub>
11A (1,-2)	FCRR	54B (-4,0)	RFFR
12B (2,1)	FFFFA	55A (5,0)	RCCCP
13A (3,1)	FFRR	56B (2,-4)	FRFR <sub>m</sub>
14B (-1,-3)	RRR <sub>m</sub> F	57A (-1,4)	FFRR
15A (0,3)	RFRC	58B (2,-5)	CRRR
16B (0,-2)	FRFR	59A (1,-4)	CFFC
17A (-2,-3)	CCR <sub>m</sub> C	60B (2,-6)	CR <sub>m</sub> RR
18B (-2,-2)	CFFC <sub>m</sub>	61A (-4,-4)	RRFF
19A (4,1)	RFC <sub>m</sub> R	62B (-2,4)	CFFMC2
20B (3,0)	CRR <sub>m</sub> C	63A (-3,3)	RRFF
21A (-1,-4)	RFRC <sub>m</sub>	64B (-3,4)	FRC <sub>m</sub> R
22B (4,2)	FFRFK	65A (-3,-6)	RCCRP
23A (-1,0)	FFRFK <sub>m</sub>	66B (1,-5)	FCCC <sub>m</sub>
24B (-3,-2)	FFCF	67A (6,0)	CCCCP
25A (-4,-2)	FRFR	68B (-1,3)	FRR <sub>m</sub> C
26B (-3,-3)	FFCCP	69A (6,-1)	FCCCP
27A (-4,-3)	FRFR	70B (-5,-4)	RRR <sub>m</sub> R
28B (-1,2)	CCFC	71A (-4,3)	RFR <sub>m</sub> F
29A (3,-2)	CRCCP		
30B (0,-3)	RRCF		
31A (-1,-5)	RCRR		
32B (-2,-5)	FRRC <sub>m</sub>		
33A (5,1)	CRRCP		
34B (4,0)	RRRF		
35A (-3,-5)	FCFC <sub>m</sub> P		
36B (-2,-6)	CCFF		
37A (1,-3)	C <sub>m</sub> RRF		
38B (2,-3)	RRFR <sub>m</sub>		
39A (-2,-7)	FFRR		
40B (4,-1)	RFRF		
41A (-3,-7)	RRFF		
42B (-2,2)	CFCFP		

## EXAMPLE GAME 2 (with scoring and notes)

05/06/2022, ~15:45 BST, UK Championships Final, Real-time 15 min

A = wallaceprime (Chris Wallace) <yellow> 1<sup>st</sup> (104)

B = Uhome (Daniel Cheng) <blue> 2<sup>nd</sup> (103)

0 (0,0)	FRCR
1A (0,-1)	FRFRm
2B (1,-1)	FFFFKm
3A (1,0)	CFCmF
4B (2,-1)	FRCmR
5A (0,1)	FCmRR
6B (1-2)	FFFFKm
7A (0,2)	CCFC
8B (3,-1)	CFC2mF +4
9A (3,0)	RRRF
10B (4,1)	CRRC
11A (0,-2)	FRFFKm
12B (2,-2)	FRFRm
13A (-1,-1)	RRFF
14B (1,-3)	FRFFKm
15A (-1,2)	CFCF
16B (2,0)	CCRR +9 = 13
17A (1,1)	RFRF
18B (-1,3)	FCCmF
19A (2,1)	RRCCp
20B (4,-2)	FCFF +6 = 19
21A (-2,3)	CFFCm
22B (1,-4)	CFC2FM / 1 <sup>st</sup> farmer
23A (-1,-2)	FFFFKm
24B (2,-4)	CmFFF +4 = 23
25A (-2,-2)	FRFR
26B (0,-4)	RFCmR +4 = 27
27A (2,2)	FRRR +7 / at last, I've points on the scoreboard, but only 7 to B's 27!
28A (2,-5)	FFMCC2 / added 2 <sup>nd</sup> farmer (now 2-0 farmers to B)
29A (-1,-3)	FFRR /blocked 4 of our cloisters to restrict B's meeples since he had 2 farmers
30B (3,2)	RCRF
31A (-2,2)	CCCF
32B (4,2)	RmRCR +3 = 30
33A (4,1)	RRFF / protecting city from blocking
34B (2,3)	FRFR / B doesn't meeples this - he's only got 1 meeples - but he must have judged it worth it for the chance to stop me joining my 2 city meeples to his 1 city meeples.
35A (-3,2)	RCCR
36B (-1,4)	CCCCp
37A (2,4)	FRFRm
38B (0,4)	CFFCp
39A (3,-4)	FFRR / trying to compartmentalise farms, hoping to force a junction

40B (2,-3) RRCCF + 6 = 36

41A (-3,3) FFCC

42B (3,4) FFRR

43A (3,1) CFRRm +12+4 = 23 / at last, some decent points and a meeple back

44B (1,3) CCFCp / B blocks my overpowering of ruin

45A (3,-3) CmFFF +4 = 27

46B (4,3) FRRRm +2 = 38

47A (5,2) CFCmFp

48B (3,5) CCCC

49A (4,5) CFFCp / B is hindering my road, so I add to city that I will add to if my road is completed and my meeple released

50B (5,3) RRCC

51A (2,5) CCCRp +4 = 31 / I get my meeple back, but at this point I still need meeples for farming, so maybe adding tiles to the ruin wasn't a great idea (B claimed it with his last turn)

52B (3,-5) CmRRR +4 = 42 / [04:01 remaining on B's clock]

53A (3,-2) FFFKm / a desperately needed 9 points and quickly returned meeple back if I can get just one tile to complete the cloister

54B (3,-4) RmCCRp / [03:24]

55A (5,4) CCCRp +3 = 34

56B (2,-6) RCmRF +4 = 46 / I guess B thought the farm was safe with a 2-0 meeple advantage, so he went for the 4 point road. I'd wondered after the game if B should have added a 3<sup>rd</sup> farmer to completely guarantee the farm, but this would have left him with no meeples. If he'd added the farmer he would have foregone the 4 point city and a 6 point ruin, but secured a 24 point farm. I think that would have been very difficult for me to have overcome.

57A (6,2) CFRR +8 = 42

58B (5,-4) CFCC / B was trying to set up a block for my cloister, but he was unlucky as, despite any road tile would have accomplished this for him, I immediately completed my cloister before he got the chance to block. [02:24]

59A (4,-3) FFFC +9 = 51 / with the 8 points from the previous city and a meeple back from the cloister, I now have 3 meeples in hand and I'm ahead in points 51-46; this was the clarion call to mount the fight to equalise the farm. Despite being very unlikely, it was now a mathematical possibility for me to win!

60B (5,-2) FRFR / this blocks one of the few joining points into the farm; I'm still 0-2 meeples in the farm.

61A (5,-5) FCmFF / another great tile for me, giving me a 5 point ruin needing just a city cap to become a 12 point completed city.

62B (-1,+5) RRRC

63A (1,-6) FFMRR / At this point, B has only 41 seconds remaining on his clock and I sense there is a very real possibility I can win on a time default, probably my best chance of winning, so I throw caution to the winds and place farmer number 1 waiting in the wings ready to join, not knowing if there are the tiles needed to join in! Although I had lots of time on my clock, spending time counting would have given B time to also count, so I just had to place tiles quickly and hope for the best, keeping pressure on B all the time to deprive him of thinking time.

64B (4,-5) RRFF +4 = 50 / my heart sank a little at this point as it gave B two meeples to play with; a much more dangerous situation! However, he's now down to 21 seconds remaining.

65A (3,-6) RRmRR +2 = 53 / one farmer in, now only 2-1 in B's favour...

66B (5,-5) FCmRR / B threatens to join the city, but there is still a corner splitter remaining and, due to the time pressure I've put B under, he hasn't had time to count that there are no joining tiles remaining and he could have got more points using his meeple to claim a 3 point ruin – but this is easy to assess in hindsight and not something that was at all obvious in real time and under significant time pressure.

67A (0,-5) FRFRM / farmer number 2 waiting in the wings ready to join.

68B (-1,-5) FCFC2 / B is jarred by the 10 second warning beep and makes a hasty attempt to set up a block for my field join, but he's only got 7 seconds remaining on his clock after this move!

69A (0,6) RRF / Farmer number 2 is in – I've equalised the farm, woohoo!! However, at this point I still don't know how many points we each have in unfinished features.

70B (3,6) CFFC2m / in a desperate flurry of action, B manages to claim a 6 point ruin with his last tile and meeple with just 2 seconds remaining on his clock!

71A (-2,-3) RRFR / with the last tile of the championship I add 1 more point to my cloister

$$A+7+8+5+7+24 = 104$$

$B+8+8+1+6+6+24 = 103$  / the last point added to my cloister was crucial to the game; had I scored just 1 point less we would have been tied in points and B would have won since I had the advantage of going first.



# GAMES with EXPANSIONS

## TILES (in addition to base game notation)

- 1) The 4 sides of the tile are represented by the following symbols, starting from the leftmost edge and reading clockwise around the tile:
  - a) C = city
  - b) R = road
  - c) F = field
  - d) V = river
  - e) A = abbey
  - f) O = ocean (fan-based expansion)
  - g) S = shore (fan-based expansion)
  - h) T = forrest (Trees) (fan-based expansion)
- 2) City edges are assumed to be joined unless suffixed by a number to indicate a separate city. For example, a joined corner city would be CCFF, whereas a corner splitter would be CC2FF.
- 3) Additional features are usually notated after the last side:
  - a) K = cloister (the K is capitalised to highlight that it can be meepled)
  - b) p = pennant
  - c) I = inn
  - d) w = wine
  - e) g = grain
  - f) c = cloth
  - g) h = garden (herbs)
- 4) If there is more than one place on the tile that the additional feature can be placed, it must be placed immediately after the face it refers to, such as:



CCcC2C3M

## MEEPLES

- 1) Standard meeples remain as 'M' for farmers, and 'm' for all others.
- 2) Non-standard meeples are identified within '[' ]' after the 'm' or 'M' as follows:
  - a) [B] = big meeple
  - b) [b] = builder
  - c) [a] = abbot
  - d) [m] = mayor
  - e) [p] = pig
  - f) [w] = wagon
  - g) [barn] = barn
  - h) [ph] = phantom

## EXAMPLE TILES

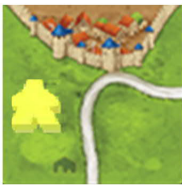


CC2pCFm[p]



R1R1FR1

Note: roads are assumed to be continuous if having 2 ends, separate roads (such as a standard junction) if 3 or more ends. Since on this example tile these roads are all continuous, they need to be identified as the same road - in case, all R1.



F1MCRR

Note: In this tile the road touches the city, so there are three field segments instead of the two field segments in the standard FCRR tile which doesn't have the touching road. To identify this, the field face is designated with a '1', so 'F1' instead of 'F'.