

Special: The Samaritan Rule

Players may not take actions that, at the end of their turn, have completely reversed the previous player's turn. Partial reversals are legal.

SCORING

If any action causes a card to move past either the Rome or the Avignon card, it is placed face up in front of the player it was moving towards. This stack of cards is the player's Congregation. That player then draws a new Character and places it in the same row as the removed card, equal to Genoa. If the deck is empty, shuffle the discard pile to form a new deck.

Cards in a player's Congregation are considered to be out of play and cannot be affected by actions. Also these cards may be looked at by either player at any time.

ENDING THE GAME

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

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

You (the player with the Noble in their Congregation) win if your Rival has the Knight in their Congregation.

Your Rival wins if you have the Peasant in your Congregation.

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

NOTES

During their turn, each player may rotate the cards in play, so that the orientation of the card is facing them. As players get more familiar with the cards, this rotation will no longer be necessary.

If you choose to play with the character cards facing a single player, the other player should use the Reference Card.

Some may want to play with the character cards one their side. In that case, the map cards can be flipped to their backside to create horizontally facing map cards.

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2016 Button Shy Games
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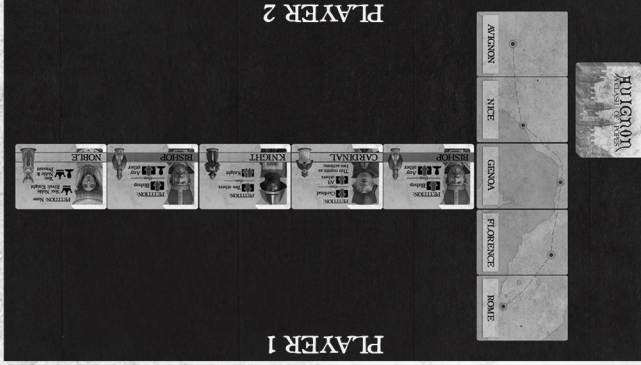
John du Bois

AVIGNON

A CLASH OF POPES



PLAYER 2



PLAYER 1

Set up the map cards between the players in this order: Avignon, Nice, Genoa, Florence and Rome.

SETUP

1 Reference Card

5 Map Cards

12 Character Cards

COMPONENTS

Saint Peter.

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

An influence manipulation game for 2 players.

Shuffle the character cards. Draw five cards and place them face up in a row extending outwards from Genoa. Place the remaining cards face-down in a deck, leaving space for a discard pile. One player will play as Rome and the other as Avignon. The Roman player goes first.

WIN

RIVAL (Opponent)

PULL TWICE

PULL

PUSH

toward themselves.

PULL a card, that player takes one card and moves it the distance of one map card toward his or her opponent.

When an action instructs a player to **PULL** a card, that player takes a card and moves it the distance of one map card toward his or her opponent.

When an action instructs a player to **PUSH** a card, that player takes a card and moves it the distance of one map card toward his or her opponent.

GAME TERMS:

The game rules and map cards use two key terms that are helpful to know:

PETITION: Use the unique PETITION maneuver of one card in play.

a new deck.

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

CHASTISE: Push a Character one space.

BESIEGE: Pull a card one space.

The player who has the first turn of the game takes only a single action:

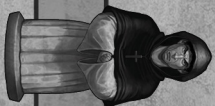
Special: The Selfless Rule

Play then alternates between the players. On his or her turn, each player takes exactly two of the actions listed below, and the same action may not be taken twice.

TURN SEQUENCE



PETITION:
↔ Inquisitor
then -----
↕ Any
other
--or--
↔ Cardinal



INQUISITOR



PETITION:
↕↔ Any



PEASANT



PETITION:
↔ Cardinal
then -----
↕ All
others
This counts as
two actions.



CARDINAL



PETITION: None
👑 You: Noble
Rival: Knight
👑 You:
Noble &
Peasant



NOBLE



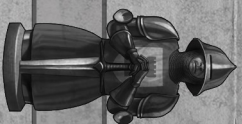
PETITION:
↕ Bishop
then -----
↕↔ Any
other



BISHOP



PETITION:
↕ Two others
then -----
↕↔ Knight



KNIGHT

AVIGNON
A CLASH OF POPE

AVIGNON
A CLASH OF POPE

AVIGNON
A CLASH OF POPE

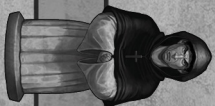
AVIGNON
A CLASH OF POPE

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AVIGNON
A CLASH OF POPE



PETITION:
↔ Inquisitor
then -----
↕ Any
other
--or--
↔ Cardinal



INQUISITOR



PETITION:
↕↔ Any



PEASANT



PETITION:
↔ Cardinal
then -----
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others
This counts as
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CARDINAL



PETITION: None
👑 You: Noble
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Noble &
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NOBLE



PETITION:
↕ Bishop
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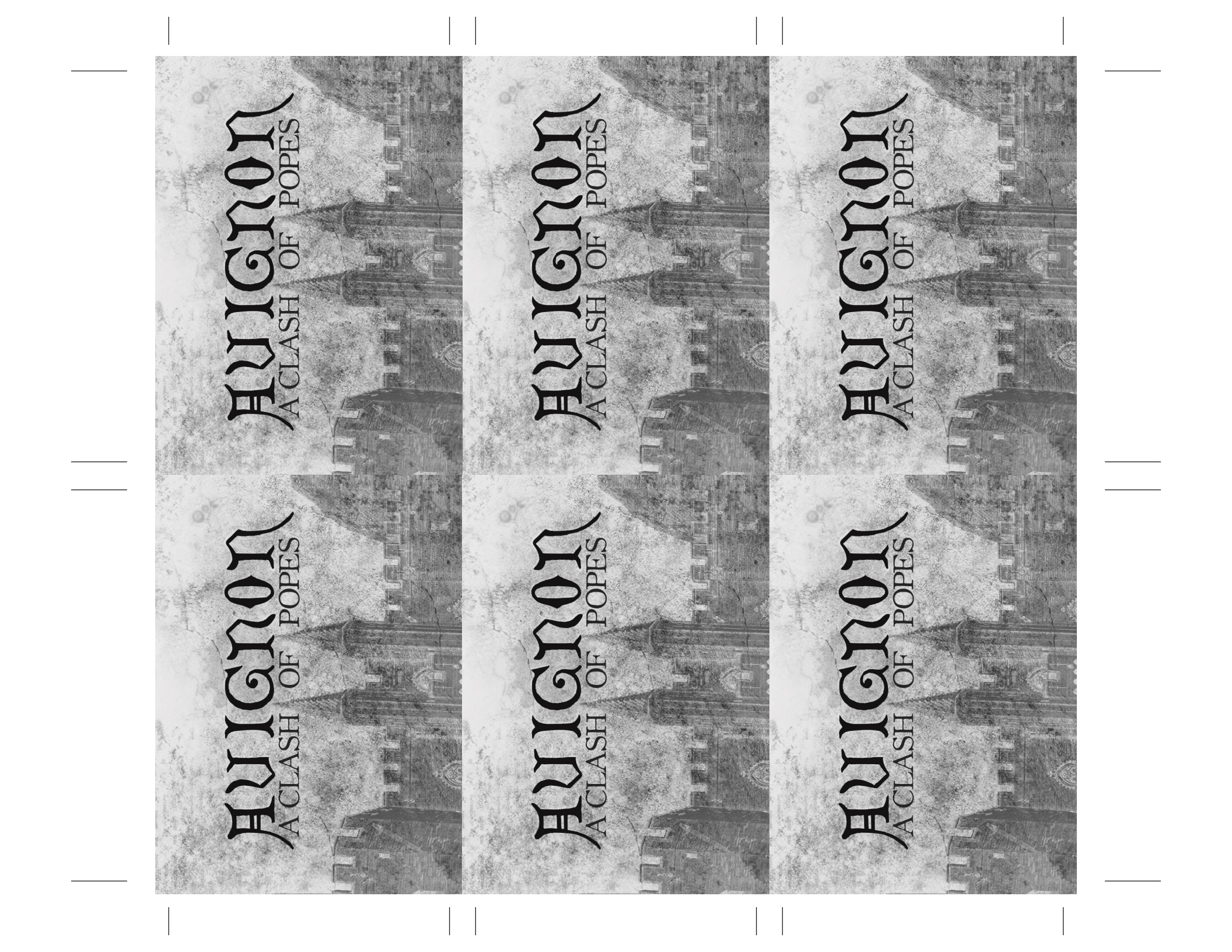
BISHOP



PETITION:
↕ Two others
then -----
↕↔ Knight



KNIGHT



AVIGNON

A CLASH OF POPES

AVIGNON

A CLASH OF POPES

AVIGNON

A CLASH OF POPES

AVIGNON

A CLASH OF POPES

AVIGNON

A CLASH OF POPES

AVIGNON

A CLASH OF POPES

NICE

AVIGNON

ROME

FLORENCE

GENOA

KNIGHT



PETITION:



Two others

-----then-----



Knight

PEASANT



PETITION:



Any

NOBLE



PETITION: None



You: Noble
Rival: Knight



You:
Noble &
Peasant

