

Pokésonne

BGG: FiammaFenice

MASTER EDITION v2.0

A fan made reskin of Klaus-Jürgen Wrede's Carcassonne for 2 to 5 players
Includes tile replacements for Carcassonne Base Set, River I, River II, Inns & Cathedrals, and Traders & Builders

Welcome to the world of Pokésonne! This document contains all the graphics you need to create your own set of Pokémon themed tiles to play Carcassonne. My goal for this project was to keep the mechanical simplicity of Carcassonne, but add in thematic flavor from Pokémon! For now only Pokémon 001-151 are included in this game.

To start, I'd recommend playing with the Core Set, River Expansions, and Gym Leader Expansion.

If you're a Carcassonne veteran, I've also included graphics to create tiles for the Inns & Cathedrals, and Traders & Builders expansions. Each set adds more tiles and rethemes mechanics from the official Carcassonne expansions.

As this is a cosmetic update to Carcassonne, you can use your copy of Carcassonne rules to play the game. If you have never played Carcassonne before, please download and read the official rules. This guide does not include a comprehensive rules summary. Below are examples of all the graphical changes in this version. Setup, gameplay, and scoring all follow the regular rules of Carcassonne.

Carcassonne Base Game

The first and most important pieces in Pokésonne are the Land Tiles: there are 96 tiles which depict roads, tall grass, and Pokécenters, all of which are generally surrounded by short grass fields.

(cities)



Tile showing tall grass

(roads)



Tile showing a road

(monastery)



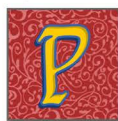
Tile showing a Pokécenter

Note: Graphical elements such as pokémon, trees, flowers, fences, boulders, etc are purely for thematic decoration and do not affect the game.

River I and River II expansion

Twenty-four (24) of these tiles show a river. These are a one-to-one reskin from the two River expansions. Other graphical elements such as trees, Pokémon, flowers, boulders, etc, have no impact on the game.

Every tile shares the same red back, with the exception of the Starter Tile and the twenty-four river tiles. Their backs are blue, making them easy to set aside.



Regular back



Blue Back

Bonus: Score tracker sheet



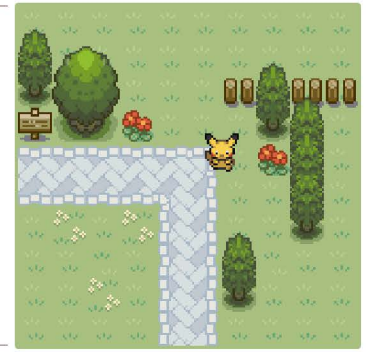
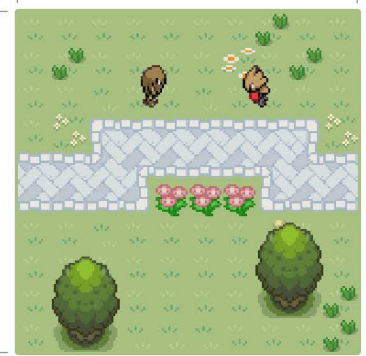
The Coat of Arms from Carcassonne has been replaced with a Trainer Encounter. This is noted by the Character sprite with the red "!" icon above.

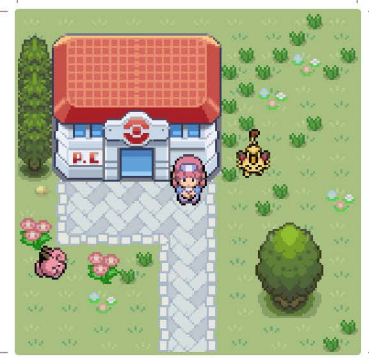
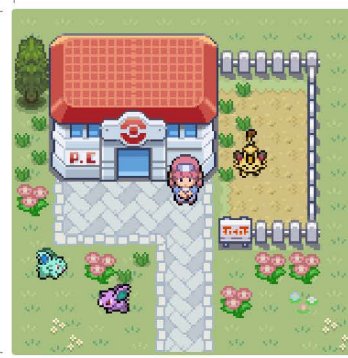


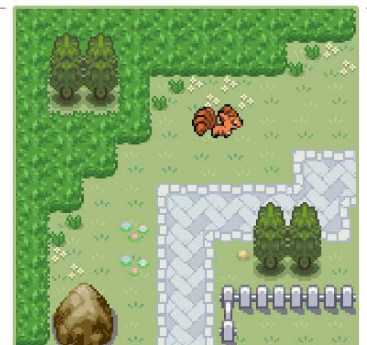
Scoring trainers is the same as Coat of Arms

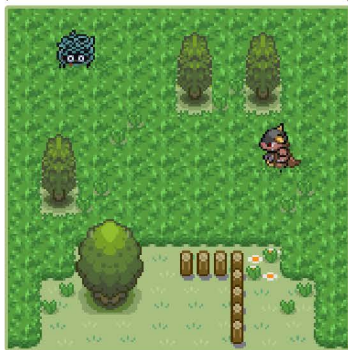
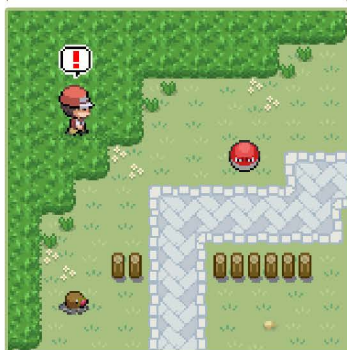
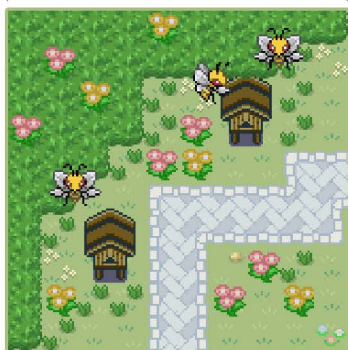
Special thanks to FireFlashX32 for posting the initial idea on Reddit. Additional thanks to pokefans.net for their amazing library of sprite sheets.

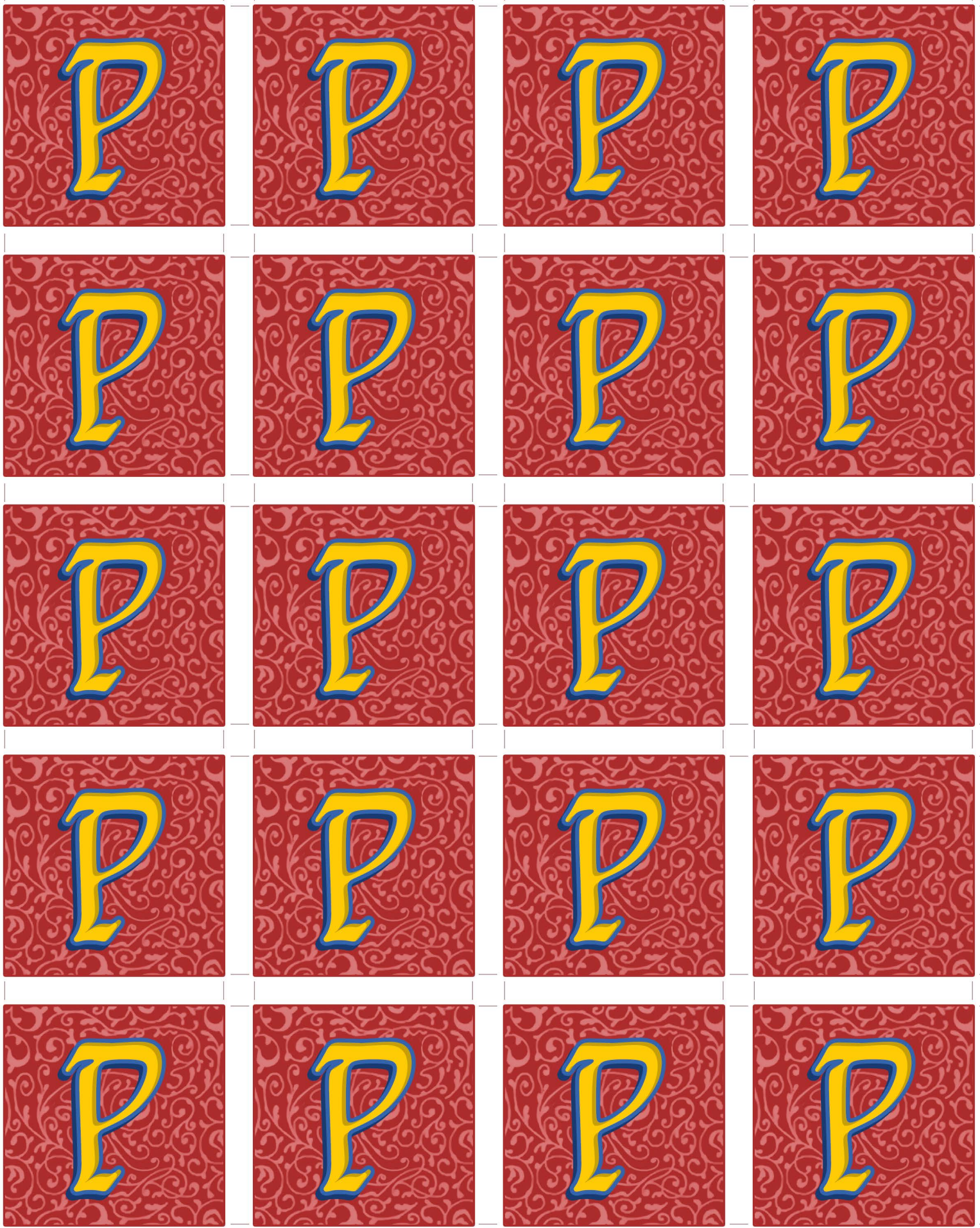
Pokésonne: is a fanmade, nonprofit game reskin. This is in no way affiliated with Nintendo, The Pokémon Company International, Creatures Inc, GameFreak, or Z-Man Games in any way.
Please support the official releases and have fun gaming!



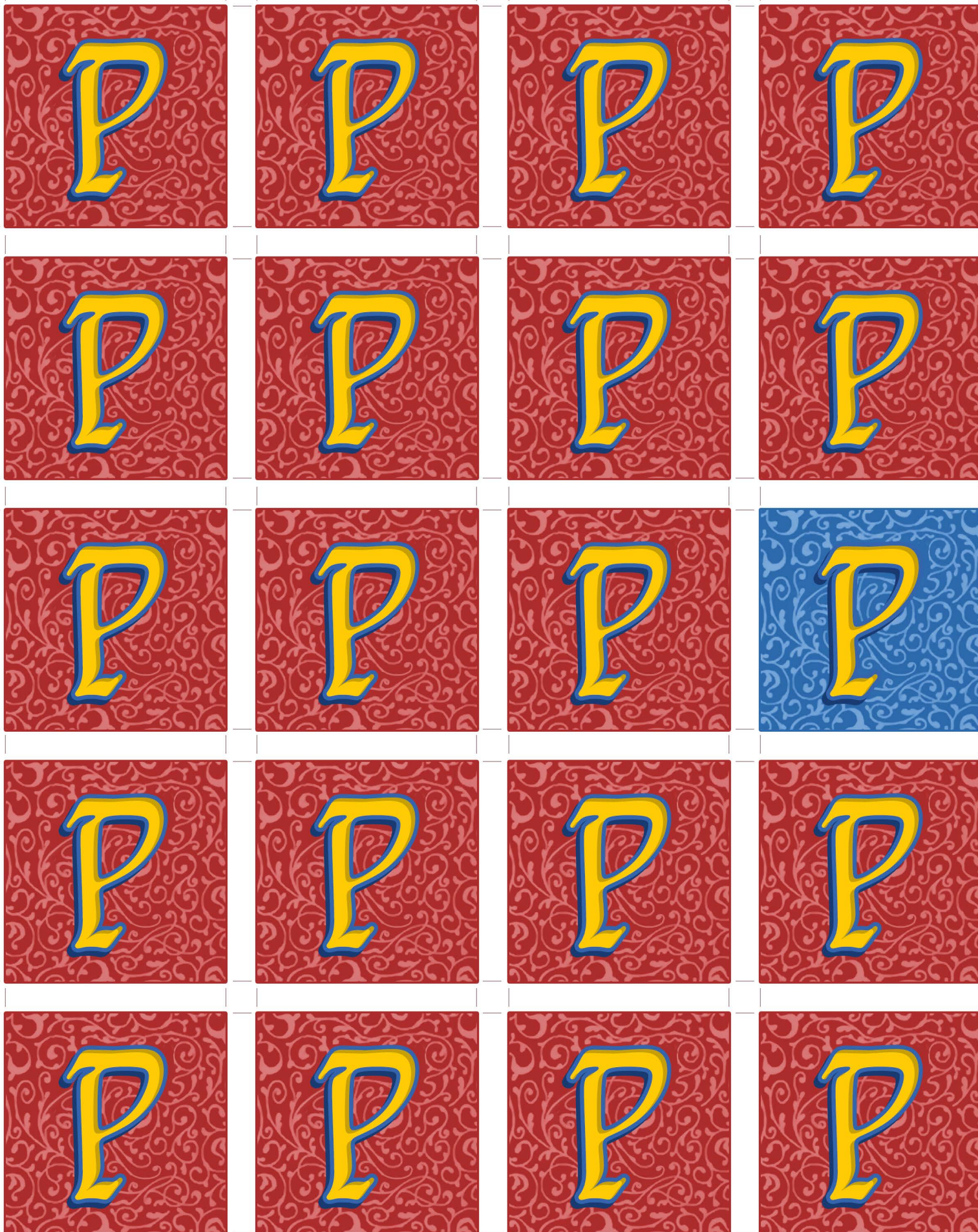




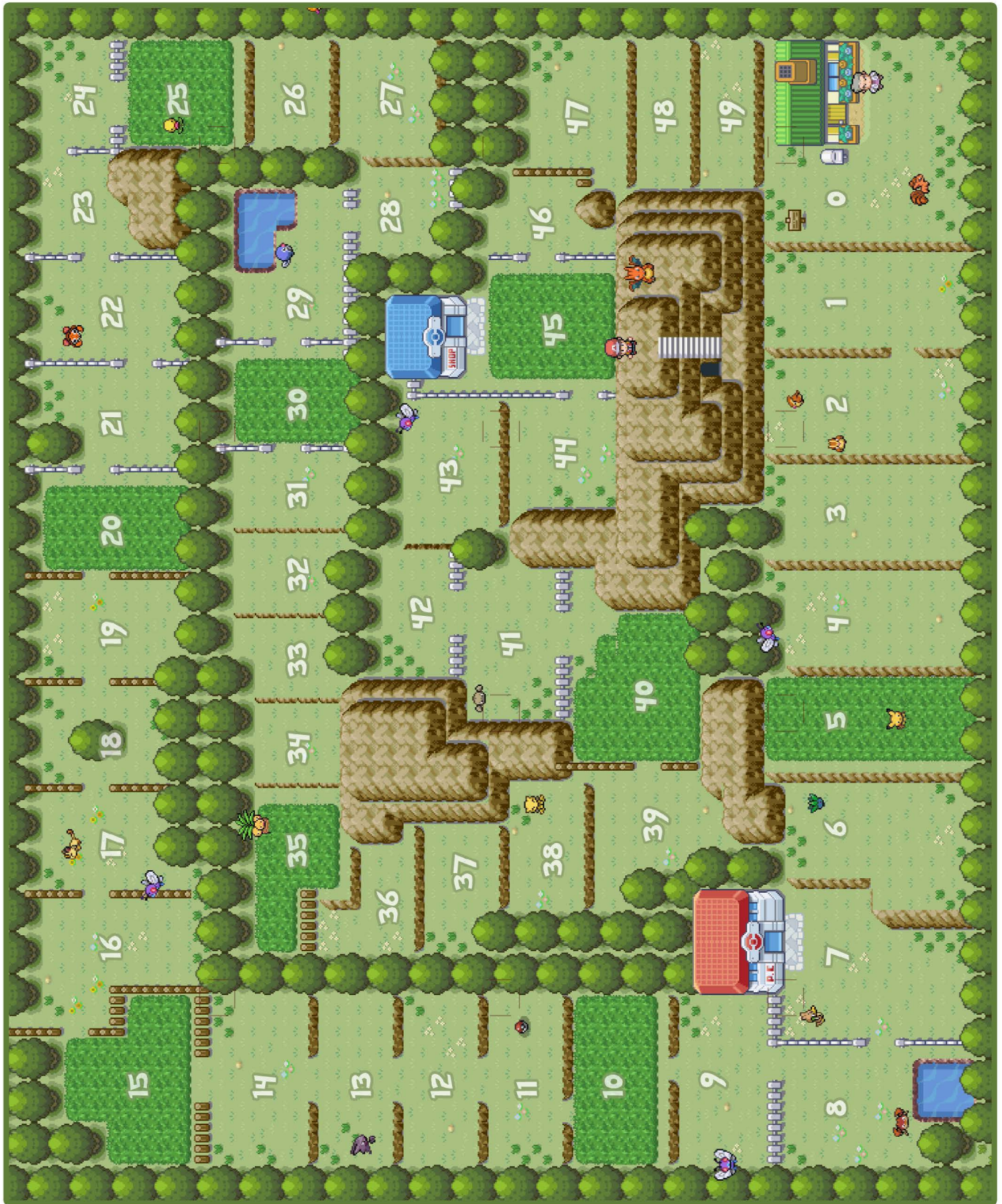


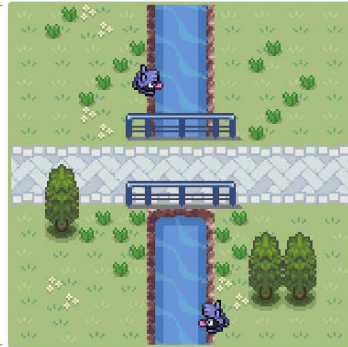
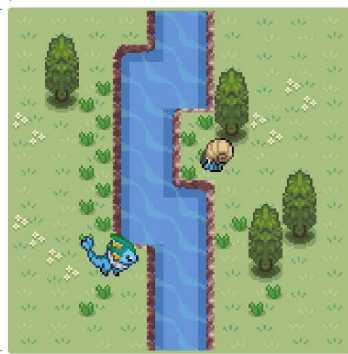


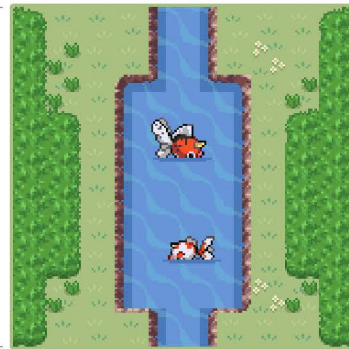
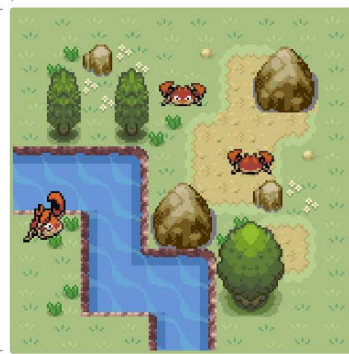
WARNING! This sheet contains the blue backed starter tile. Only print with base set 2/6

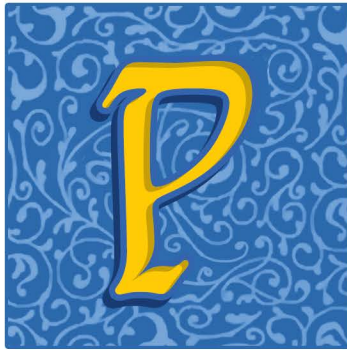
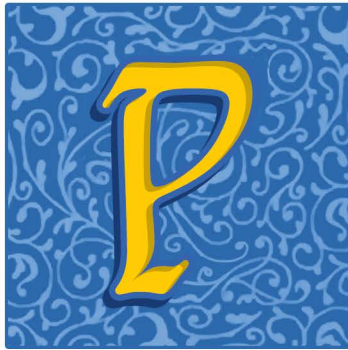
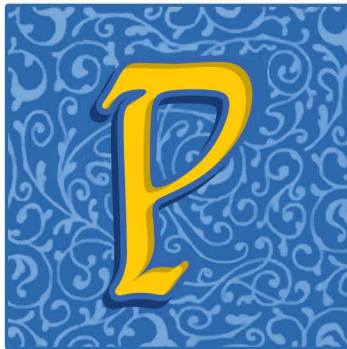
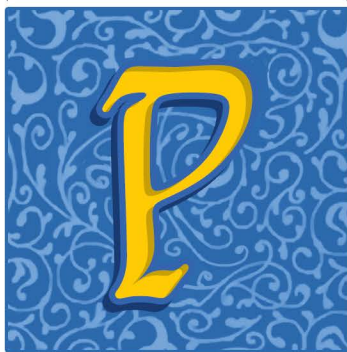
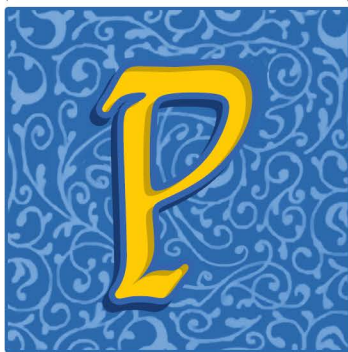


WARNING! This sheet contains the blue backed starter tile. Print with base set 2/6











Preparation

Shuffle the 8 Land tiles with orange gyms together with the Land tiles of the basic game. Arrange the 32 Gym Badge tokens according to their type. Then, shuffle each group of badges separately placing them value face down. Place the 8 stacks next to the scoring track for easy access.

Gameplay

1. Placing a tile

When you draw a Land tile with a Gym (Gym tile), you place it according to the normal rules. Then, you place a stack with 4 badge tokens (of the same badge type) on top of the Gym tile with the values still face down. Match the badge type to the symbol on the Gym tile.

2. Placing a Meeple

You may place one of your meeples on the Gym tile according to the normal rules. **Note** that you are not allowed to place a meeple on the gym itself.

Carrying out a "gym challenge action"

If you have **deployed a meeple**, you may now perform either one of the following two actions. If a player **in a later turn** places a tile adjacent (vertically, horizontally, or diagonally) to a Gym tile and places a meeple on the tile, they may also perform **one** of the following two actions.

- Challenge
- Redeem

Challenge

Challenge the gym leader and take the top most badge token from the Gym tile (if available). Then, **immediately** score points according to the badge token's value. The badge token is then placed in front of you.

Redeem

Instead of taking a new badge token, you can choose to redeem a badge token you have previously earned. You may redeem 1 to 4 badges, but the more you redeem, the more points you score. If you want to redeem more than one token, they must (all) be of different badge types. You may only redeem one set at a time. The value on the back does not matter when redeeming badges. Redeemed badges are set aside and removed from the game.

Points for redeeming badges	
	1 Badge = 3 points
	2 Badges = 6 points
	3 Badges = 10 points
	4 Badges = 15 points

Example: Challenge Gym Leader
 You place a tile next to the gym tile and you place a meeple. You decide to challenge the gym leader. Therefore, you take the top most badge token (that matches the symbol in the corner) and look at its value. You get 3 points and place the token in front of you, next to the other tokens.

Example: Redeem Badges
 Later you place a tile next to the gym again and you place a meeple. Now, you want to redeem. Up to now, you have received 2 Boulder badges, 1 Cascade badge, and one Thunder badge. You redeem three different tokens for 10 points. As you are only allowed to redeem one set at a time, you may keep one Boulder badge.

3. Scoring a feature

When you complete one or more areas (e.g a Pokécenter, a road, etc.) by placing a Gym tile, you score them according to the normal rules.

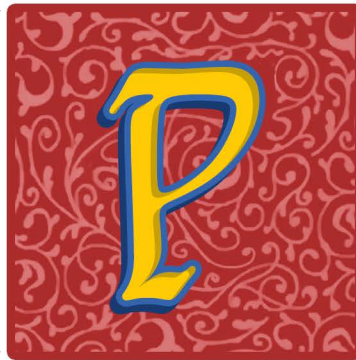
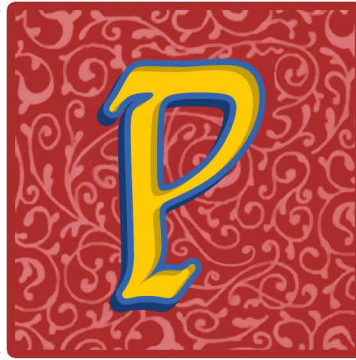
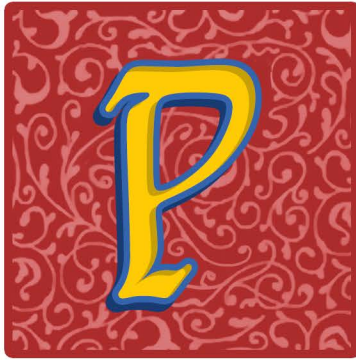
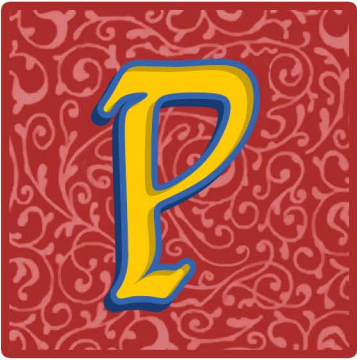
Final Scoring

At the end of the game, each gym badge token is worth **1 point**.

Pokésonne: Gym Expansion Frontside



Pokésonne: Gym Expansion Backside





A copy of Pokésonne Master Edition is required to play this expansion. You may integrate it fully or partially. It may also be combined with other Pokésonne expansions.

This retheme is based on Carcassonne: Inns & Cathedrals. For an extensive breakdown of the rules, please download the official Carcassonne: Inns & Cathedrals rulebook.

Land tiles are marked with a potion icon  so you can easily remove them if you need to.

Preparation

Shuffle the new Land tiles with those from the base game (and any other expansions you wish to use). These tiles are played like those from the base game.

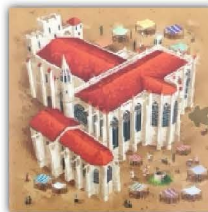
What's Changed?

Inns are now Poké Marts



(Note: The garden icons are not represented in this fan retheme)

Cathedrals are now Poké parks



What's the same?

Everything else! This retheme was based on the rules for Carcassonne: Inns & Cathedrals. A quick summary of scoring is below. For an extensive breakdown of the rules, please download the official Carcassonne: Inns & Cathedrals rulebook.

• Scoring a road with a Poké Mart on it

When a player completes a road with **one or more Poké Marts**, the scoring player(s) each get **2 points per tile forming this completed road** (instead of the usual 1 point per tile). CAUTION: At **game end**, an incomplete road with a Poké Mart on it does not score any points.

• Scoring a road with a Poké park on it

When a player completes a tall grass region with **one or both Poké parks**, the scoring player(s) each get **3 points per tile and Trainer "!" challenge(s) in this completed tall grass**. (instead of 2 points). CAUTION: At **game end**, an incomplete tall grass region with a Poké park in it does not score any points.

• Scoring a feature with large meeples (You will need to supply your own tokens for large meeples if you don't have them.)

When scoring a feature where a large meeple is present, the large meeple is worth 2 normal meeples. If you have more meeples in a feature than any of the other players present, then you score all the points, whereas your opponents score nothing. After scoring, any large meeples in the scored feature are returned to their owner's supply, to be used on any following turn.

Clarifications for some of the new tiles.



This tile shows 4 different tall grass segments and 1 empty field in the middle.



The Pokémart counts for the road heading left AND the one heading right, but not the one heading down.



This Pokécenter cuts the road into 2 segments.



The intersection cuts the road into two segments (top and bottom).



The field ends here.

Carefully note the tall grass tiles that end in a corner point. The tall grass has a curved edge to help indicate that it does not continue into a new tile.





A copy of Pokésonne Master Edition is required to play this expansion. You may integrate it fully or partially. It may also be combined with other Pokésonne expansions.

This retheme is based on Carcassonne: Traders & Builders. For an extensive breakdown of the rules, please download the official Carcassonne: Trader & Builders rulebook.

Land tiles are marked with a  icon, so you can easily remove them if you need to.

Preparation

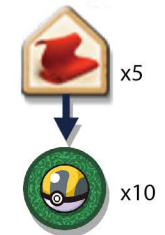
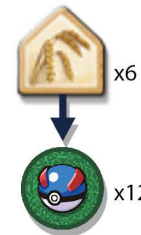
Shuffle the new Land tiles with those from the base game (and any other expansions you wish to use). These tiles are played like those from the base game. Place the various Capture tokens face down as a general supply within easy reach of all players.

What's Changed?

This expansion contains a few rules that are not from the official Traders and Builders expansion. These are fan made modifications and may alter the gameplay in new ways. If you wish to adhere to the official rules, feel free to disregard the following rule changes! This document still provides the graphics to make a full retheme.

Tiles with a Goods resource now have a Capture icon in the corner.

Goods tokens are now Poké Balls, Great Balls, and Ultra Balls.

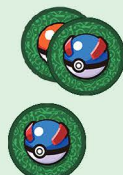


Included in this expansion are 151 capture tokens with Pokémon on the backsides. For a more balanced experience, I have selected 40 tokens to play with (indicated on the print sheet). If you would like to play with all 151 you certainly can! Just know that the chances of getting bonus points from evolutions are reduced.

1. Placing a Tile

When you draw a land tile with a Capture icon (Capture tile), you place it according to the normal rules. Then, you grab a Capture token from the supply that matches the icon on the Capture tile and place it in the tall grass with the pokémon side face up. **Note** there are more capture tokens than Capture tiles, so you may not see all the same pokémon in each game.

You place a Capture tile with a Capture icon (Greatball).



Reveal a matching Capture token from the supply and place it face up in the tall grass.

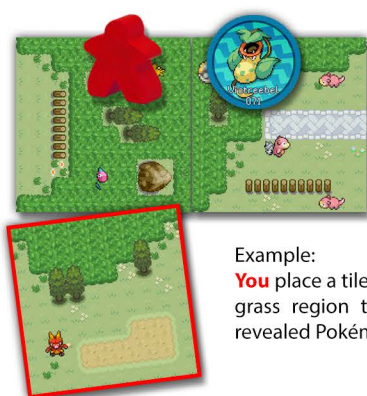


Reminder: Pokémon on the tiles themselves are purely decorative.

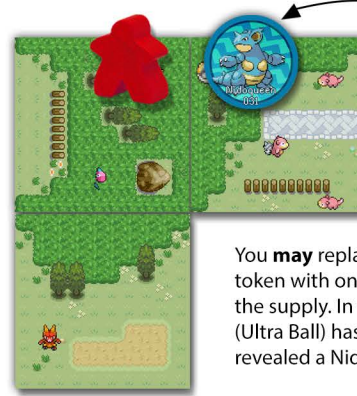
2. Placing a Meeple

You may place one of your meeples on a Capture tile according to the normal rules.

If you expand a section of tall grass by a tile, you may swap any one currently visible Capture token in that region with one from the supply. The removed token goes back into the supply face down and is shuffled in with the remaining tokens.



Example:
You place a tile that expands a tall grass region that already has a revealed Pokémon.



You **may** replace the revealed Capture token with one of matching type from the supply. In this example the Victreebel (Ultra Ball) has been swapped and has revealed a Nidoqueen!



3. Scoring a feature

Scoring a tall grass section with Capture symbols

Whenever you or another player completes a tall grass section featuring Capture tokens, the following occurs:

- 1) You score the tall grass as usual.
- 2) Then, you give the player who completed the tall grass by placing the last tile **all** the face up Capture tokens in the completed tall grass. This can be any player (the presence of meeples in the grass has no impact on this).

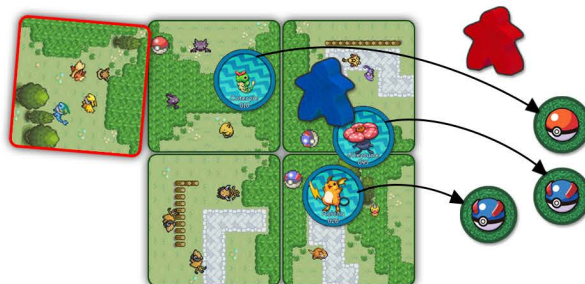
Important: It does not matter if the player who placed the last tile had any meeples in the tall grass, or if any meeples were present in the tall grass; it is always the player who placed the last tile that receives the Capture tokens from the tall grass.

You have just completed this region of tall grass

Blue scores 10 points for this tall grass.

Since **you** completed the tall grass, you get 1 pokeball token, and two great ball tokens.

In this case, a Caterpie, a Raichu, and a Vileplume!



Final Scoring

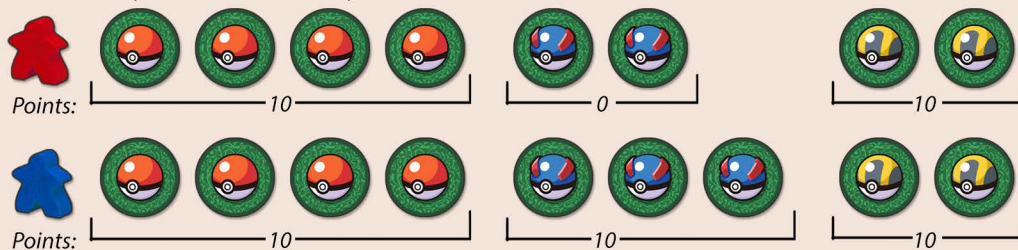
Capture tokens are scored at the end of the game.

During final scoring, Capture tokens are scored as follows:

- For each type (Poké Ball, Great Ball, or Ultra Ball), the player who has the most tokens scores 10 points.
- In case of a tie for a type, tied players each score 10 points.
- Additionally, for each complete evolutionary set (of two or more pokémon), you receive an additional 3 points. Pokémon with no evolution forms do not score additional points.

2 - player game example:

You score 20 points. **Blue** scores 30 points.



You have two complete evolutionary sets. Charmander to Charizard, and Pikachu to Raichu. Each set gives you an additional 3 points at the end of the game.

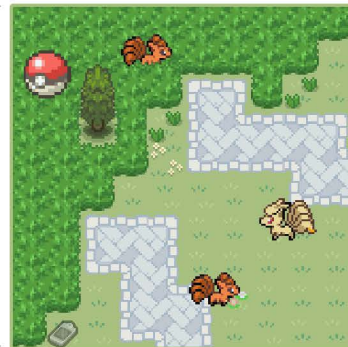
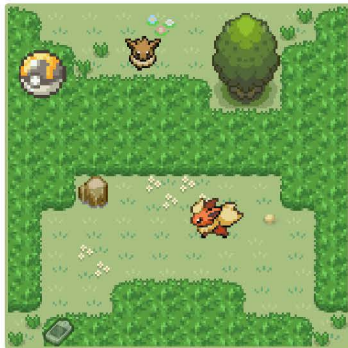
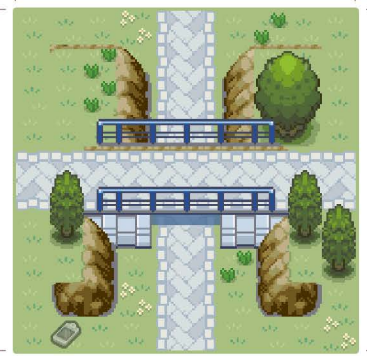


Using Builders and Pigs

This is a quick refresher on scoring. Please read the official Trainers and Builders rules for detailed info.

Pokémon Professor: Instead of placing a meeple, you may place your Professor on the tile you have just placed, but only onto a road or tall grass region. Note that there must already be one of your own meeples on the feature where you wish to place your builder. If you place a Land tile that continues the road or tall grass your Professor occupies, you may immediately draw and place another Land tile. You place this tile following all the normal rules.

Starter Pokémon: You may only place your starter pokémon onto a field occupied by your meeple. Once placed, your pokémon will stay in its field until game end. Your starter Pokémon allows you to score more points for the field it occupies at game end. However, for your starter to be worth any points, you must have the most meeples in that field. The starter itself is not counted for majority. If you have majority in the field with your starter, you score **4 points** (instead of 3) for each completed tall grass regions that borders that field.







Note from the Author

If you are playing with the capture mechanic from Trainers & Professors, I recommend playing with these 40 Pokémon (marked with a 🍷) for your first playthrough. Using all 151 tokens makes gaining bonus points from evolution sets more up to random chance over playing the odds.

That being said! If you want to play with all 151 Pokémon from Kanto and truly become a Pokésonne Master, go ahead and use them all! Finding that token you need may become all the more thrilling. Alternatively, you can make your own selection of tokens using your favorite pokemon! Just try and keep a ratio of 2:1:1 of Poké Ball, Great Ball, and Ultra Ball tokens.

If you come up with a house rule that fits your group, let me know and I'll add it to an official house rule page in a future update!



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