

Generalized tile reference

When determining a starting point of naming the tile, one should view these things in the following hierarchy:

- alphabetically first tile edge in clockwise order
- single edge city segments before multi-edged city segments (same for roads)
- presence of a pennant or trade symbol (not the princess!)

player should then proceed to name all tile edges in clockwise order according to consolidated tile reference.

Capital letters mean a beginning of a feature segment, small letter means continuation of the said segment. Since tile has only four sides, it can have max two 2-sided segments. In such case, they should be differentiated by apostrophe to avoid confusion.



CC'cc'+



CCcF+



FR!RR

Pennants are marked by + at the end of tile name. It is not needed to allocate it to specific C in the name itself as pennants are only in the biggest city segment on the tile. (there is one easy to go around exception in abbey and mayor, and also one that I will discuss later) Inns are marked with ! allocated to last letter of road segment.



FRFr!

That should be enough to cover edge identity and internal connections of the tile.

Another huge source of potential variance is the roads and whether they are touching certain features or not – touching directly or through other non-basic feature.(cloister, corn field, bazaar etc.) This can be indicated **/ for touching, // for separated**. The letter marking the edge type should be followed by one of these symbols which designates its relation to the nearest road-edge in clockwise order. This is important for farm scoring. For example T-

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junction from base game would be **FR/R/R** as the three separate road segments are touching – further examples below:



Rr//Rr



Cc/RF



CCC/R



CCc/R



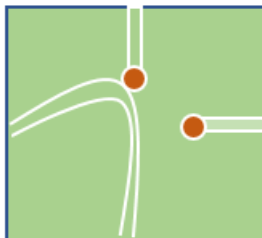
CcCR/



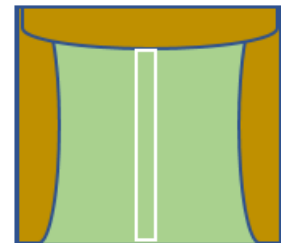
C/R/C/R



Cc//Rr!+



R//R//Rr/



CC/CR



Rr//FR



FfR/R



Rrrr

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C/Rc/R+



C/Rc/r



C//Rc//r



C/Rc//r+



C/FR/R//



C/FRr



Cc/R//R/



CC'+CF this is an exception and the pennant has to be linked to a specific city segment

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Elongation of city segments also has to be noted. I came up with a simple and intuitive way of noting this. Symbols are allocated after the segments they describe (*reason why i think it is intuitive in italics*):

C. touching in the middle of the opposite tile edge (*one central dot - center of the edge*)¹

C.. touching the corner closest in clockwise order (*one dot right next to the other*)

C:. touching corner further clockwise (*added dot in clockwise order*)

C:: touching in both corners (*segment is effectively in all 4 corners*)

I wouldn't use C: as that might get confused with other parts of notation which use : symbol

Examples:



C..FFf



C:.FFf



C::FFF+



Cc..FF



C.FFF



same can be applied to inverse
example: **CCCF.**



C:.CcF+

¹ the field edge that is being separated is both a continuation of previous field and beginning of the other. However I would recommend marking this edge by capital F as the city touching the center is enough to make it clear – same with the inverse example)

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CC../RR/