



# Glass Road (2013)

1-4 Players

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Duration: 4 Building Periods. 20-80 minutes.



## Board Setup

- Place **Building Board**  on side for # players [1-3 or 4]. Sort **Building tiles** by symbol [arrow , hourglass , purse , place about 1/2 stack each face-down on board spots on left side.
- 1p-3p**: draw 4 tiles from each stack and place face-up on board **4p**: draw 5 tiles each

## Player Setup

- Each player gets a **Landscape board**  and a **Production Wheel** . Rotate the wheel so the longer pointer points upward [top = **Glassworks**, bottom = **Brickworks**].
- Put depicted components on **Production Wheel**  spaces as printed on board
- Put 6 **Forests** , 2 **Pits** , 2 **Grove** , 2 **Ponds**  on player **Landscape board** spaces. Landscape tiles are meant to be unlimited.
- Each player gets set of 15 **Specialist cards**  of a color
- Pick start player, award **Start player goblet** . Agree to play 4 or 5 Building Periods.

## End Game & Scoring

- The game ends after 4 building periods [or 5 for a longer game]. Then players use **Processing buildings**  any # of times before scoring.
- +VP for value of Buildings [if not upgraded]:
  - Brotherhood of Masons** = +1 VP per remaining brick
  - Forest Glassworks** = +1 VP per remaining glass
  - Glassmakers Colony** = +1/2 VP for each remaining sand [do not round values]
- +VP for Bonus Buildings. Upgraded buildings score VPs, the building upgraded from does not.
- Most VP wins. Tie: no tiebreaker

## Goods Tokens



## Initial Landscape Board Setup



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## Game Play

- Play 4 [or 5] Building periods, each with **3 card rounds**. At the beginning of the period, choose **5 Specialist cards** of the 15 available [always choose from full set] to keep in hand.
- The value of the buildings you have built determines your final score
- 3 **Building** types: Processing , One-time Effect , and End Game Bonus VP   
**Costs**  are shown on left [wood, glass, clay, brick], **Ability**  in the middle, and **VP**  on the right
- When **both brown** sectors of a **Production Wheel** are empty at the end of a transaction, the wheel must be rotated until 1 or both **brown** sectors are not empty. This changes the # of resources on both sides of the wheel – glass/brick goes up, everything else down.

## Playing a Turn

- All players **simultaneously** choose 1 card from hand and place face-down on the table.
- Begin with start player, flip the chosen card. If any other player has same card **in hand**, they must also immediately play it on right side of player board [if they have room – 2 max]. If you have played a matching card *face-down*, do not reveal it until it is your turn.
- In turn order, starting with player who 1<sup>st</sup> played card, these players can now **choose** between the 2 abilities of the card, paying the fee on the left  [if applicable]. Can choose not to use any ability [pay no fee]
- If only the current player played that card, they can use **both** abilities [pay fee 1x only] in any order
- Continue flipping played cards clockwise. After all cards revealed, choose another card and repeat, beginning with player with . After 3 card rounds, any cards left in hand are discarded.
- At the end of a building period, refill empty spaces on Building Board from stacks and pass the  clockwise.  
**3p/5 rounds**: for last period, pass  to player with fewest buildings [clockwise if tie].

- Production Wheels**: when goods are produced, move the resource token 1 space clockwise, and when consumed move counterclockwise. Can't take action to move token below 0. You can't rotate the wheel in middle of a transaction [such as buying a building]. It may be rotated multiple times in a row as needed. If you produce charcoal or food, decide which wheel to add to – multiples must move on same wheel – can't split.
- When gaining goods, can take fewer than allowed

**Anytime Actions**: fully execute action at any time [even not your turn]. Execute a **trade** using top row building  - pay attention to **wheel rotations**. You can also **remove landscaping** [pit, grove, or pond] any time, but forests can only be removed through card actions.

**Buildings**: buildings with a wooden border  are placed on empty board space. Those with brick border  are upgrades & are placed on top of indicated start buildings. Buildings can't be removed.

- Buildings are considered adjacent if they have an edge – not diagonal
- **Tavern**: note, the Tavern lets you re-use an Immediate  building like you just placed that adjacent Immediate Building. Carry out its effects immediately.