

Clans of Caledonia

SETUP

- Place the Map pieces on random sides, in alphabetical clockwise order.
- Randomly place 1 Port Bonus Tile adjacent to each of the 4 Factories according to the arrows. **3/4 players**  **1/2 players** 
- Place the Market and Export Boards on the sides according to the number of players.
- Place the transparent Price Markers on their circled starting prices.
- Shuffle Export Contracts into a face-down stack. Place 1 face-up in each box on the Export Board. **[3 players: leave 1 box empty]**
- Place 5 random Scoring Tiles on the edge of the Export Board.
- Each player chooses a colour and takes:
 - 1 Player Board**
 - 4 Sheep, Cows, Cheese Dairies, Bakeries, Fields, Distilleries** - place on your Player Board.
 - 8 Workers** - place on your Player Board.
 - 7 Merchant Cubes** - place 5 on your Player Board, keep the other 2 in your supply.
 - 1 Shipping Token** - place on the 1st space on your Shipping Track.
 - 2 Technology Tiles** - place arrow-side up below your Workers.
 - 1 Export Box Tile** - place on the side corresponding to the number of players.
 - 1 Glory Token** - place next to the Export Board.
 - 1 Settlement Token** - use to track your number of Settlements on the Glory Track.
 - 4 Port Markers**
 - 1 Turn Order Token**
- Determine a start player, turn order is clockwise from this player. Indicate this turn order on the Export Board using the Turn Order Tokens.
- Place a number of Clan Tiles according to the number of players + 1. Place 1 Starting Tile next to each. Each player selects 1 set in reverse turn order and gains the Goods shown.
- Each player places 1 Worker in turn order and pays their cost. Then in reverse turn order each player places a 2nd Worker and pays their cost.

PLACEMENT RULES

Each Space can only ever contain 1 Unit.
Placement cost = the cost shown above the Unit's column + the cost on the Space.
2 players: all shaded Land Spaces around the edge of the Game Board are not used. 

LAND PLACEMENT RESTRICTIONS

- GRASSLANDS:** Sheep, Cows, Dairies, Bakeries, Fields, Distilleries
- FORESTS:** Woodcutters
- MOUNTAINS:** Miners

GAME PLAY

The game is played over 5 Rounds, each consisting of the following 4 Phases.

1) PREPARATION - [SKIP IN THE FIRST ROUND]

- Flip the previous Round's Scoring Tile face-down.
- Refill any empty Export Contract spaces.
- Retrieve Merchants back to your Pools.

2) ACTION

In turn order, each player takes 1 Action per turn. This continues until all players have Passed.

3) PRODUCTION

Receive Goods and £ for each revealed Income Icon on your Player Board. 

You may then optionally produce Processed Goods:

-   +  Each Cheese Dairy may convert 1 Milk to 1 Cheese.
-  +  Each Bakery may convert 1 Grain to 1 Bread.
-  +  Each Distillery may convert 1 Grain to 1 Whisky.

4) SCORING

Each player earns the Glory Bonus indicated on the current Round's Scoring Tile, if applicable.

END GAME

After the 5th Round Final Scoring takes place:

• Gain 1 VP per:  Glory Earned. • Gain 2 VP per:  Processed Good.

 Basic Good.
 £10.

-  = 1 • Gain 1 VP per Hops icon on each of your completed Export Contracts.
- Gain VP for each Cotton, Tobacco, and Sugar Cane on each of your completed Export Contracts:
 5 VP per rarest | 4 VP per 2nd rarest | 3 VP per most common.
If tied: Cotton is rarest, then Tobacco, then Sugar Cane.

- The player with the most completed Export Contracts gains:
 - ▶ 3/4 players: 12 VP for most | 6 VP for 2nd most.
 - ▶ 2 player: 8 VP for most.

- The Player with the most Settlements within Shipping Distance gains: (A cluster of adjacent Units in 1 colour. A single isolated Unit is also a Settlement. Rivers split Settlements.)
 - ▶ 3/4 players: 18 VP for most | 12 VP for 2nd most | 6 VP for 3rd.
 - ▶ 2 player: 12 VP for most.

If tied: equally divide the VP of the respective tiers among the tied players (round down).
The player with the most VP wins. Ties are broken by leftover £.

ACTIONS

TRADE

Use Merchants from your Pool to either Buy or Sell Goods. You may not Buy AND Sell the same type of Good in the same Round.

- Place a number of Merchants on the Buy or Sell side of 1 Good on the Market Board. The number of Merchants is equal to the number of Goods you wish to Trade this turn.
- Pay or receive the Good's current price multiplied by the number of Goods bought or sold.
- Adjust the Marker up when Buying, or down when Selling by the number of Goods Traded.



GAIN 1 EXPORT CONTRACT

Pay or gain the amount shown next to the current Round's Scoring Tile and take 1 Export Contract of your choice from the Export Board. You may only have 1 unfulfilled Export Contract at a time.



EXPAND

Pay for and place 1 Unit (Sheep, Cow, Cheese Dairy, Bakery, Field, Distillery, Woodcutter, or Miner) from the top of the respective column on your Player Board onto any empty Space of the Map. It must be neighbouring or within Shipping Distance of any of your Units, according to Placement Rules.

NEIGHBOURHOOD BONUS

- If you expand to a Space neighbouring another player's Unit that is not a Worker, you may immediately Buy up to 3 Goods provided by that Unit [or 4 in a 2 player game].
- The Goods are bought in the same way as in the Trade Action; first by assigning Merchants and by adjusting prices afterwards.
- If you Expand to a Space neighbouring multiple opponent's Units, you may Trade for each type of Good.
- The Goods are acquired at a discount:

-  **BASIC GOODS** (Wool, Grain, Milk) are reduced by £2.
-  **PROCESSED GOODS** (Bread, Cheese, Whisky) are reduced by £3.

BUILDING BONUS

 If you deploy your 4th Building of 1 type (Cheese Dairy, Bakery, Distillery) and you have no unfulfilled Export Contracts, draw 3 Export Contracts from the draw pile. You may choose 1 to take, paying the usual costs, and discard the rest.

UPGRADE SHIPPING

Pay £4 to move your Shipping Marker forward 1 space.

-  No shipping. You cannot expand across any type of water. **1** You may now expand across the indicated number of Lochs (never across Land).
-  You may now expand directly across a River to an adjacent Land Space. **2**

UPGRADE TECHNOLOGY

Pay £10 and upgrade 1 of the Technology Tiles of your choice.



HIRE 1 MERCHANT

Pay £4 and add 1 Merchant from your Player Board to your Pool.



FULFIL 1 EXPORT CONTRACT

Discard the Goods shown on the left side of your Export Contract and receive the benefits on its right side. Place completed Export Contracts next to your Player Board.

-  Spend Beef by returning 1 of your Cows to your Player Board.
-  Spend Mutton by returning 1 of your Sheep to your Player Board.
-  Gain Import Goods by moving the relevant Token forward on the Export Board by the number received. Gain £1 if you reach a step marked with: 
-  Gain the indicated amount of £ from the supply.  Take an Expand Action without paying the Land cost, only the Unit cost.
-  Take either:
 - 1 Technology Upgrade Action for £5.
 - 1 free Shipping Action.
 - Hire 1 Merchant for free
 - Move 1 of your Merchants back to your Pool from the Market.

PASS

You may do no more Actions this Round. Move your Turn Order Token to the leftmost free space for the next Round and receive the £ shown. This determines Turn Order for the next Round.



FREE ACTION - PORT BONUSES

You may use each Port Bonus once per Game, mark with a Port Marker when used. You may use a Port Bonus before or after 1 of your main Actions if you have a Unit neighbouring or within Shipping Distance of a Port.



SCORING TILES



Gain 1 Glory for each Basic Good in your supply.



Gain 3 Glory for every 2 Processed Goods in your supply. (Including Whisky in the Cellar if you are Clan MacKenzie).



Gain 1 Glory for each of your deployed Sheep, Cows, Cheese Dairies, Bakeries, and Distilleries, and 2 Glory for each Grain Field.



Gain 2 Glory for each of your deployed Workers. (including Fishermen if you are Clan MacDonald).



Gain 3 Glory for every 2 of your Units on border Spaces of the active Map. In a 2 player game this means the Spaces adjacent to the shaded edges.



Gain 1 Glory for each Cotton, Tobacco, and Sugar Cane icon on your fulfilled Export Contracts.



Gain 2 Glory for each Meat icon on your fulfilled Export Contracts.



Gain 1 Glory for each Upgrade you have. I.e. each spot to the left of your Shipping Marker (including your Starting space) + each free Merchant spot + each flipped Technology Tile.



Gain 2 Glory for each £5 and £6 cost Space you occupy.

PORT BONUS TILES



Use this Bonus in a turn when you fulfil an Export Contract requiring Meat. The fulfilled Export Contract requires 1 fewer Meat.



Discard 1 Basic Good of your choice to gain any 3 Basic Goods of your choice.



Discard 1 Processed Good of your choice to gain any 2 Processed Goods of your choice.



Receive 1 Bonus Upgrade and gain 3 Glory. 



Gain £10.



Manipulate the price of 1 Good by 3 steps on the Market Board.



Take any 2 Units from your Player Board (other than Grain) and exchange them with any 2 of your Units on the Map (other than Grain) at no cost. The new Units must be different than the old Units and must match the Land type on which they're deployed. You may obtain the Building Bonus if you qualify but cannot gain any Neighbourhood Bonus.



Gain £5. If you have an empty Export Box you may also draw 3 Export Contracts from the draw pile. You may choose 1 to take paying the usual costs, and discard the rest.



Pay £3. You may use any other Port Bonus in play, even if you've already used it.

CLANS



You have an additional Export box and can thus have 2 Export Contracts in play at once and may fulfil 2 on the same turn. If you obtain 2 on the same turn, pay or gain the cost only once.

 If you gain the Building Bonus you draw 6 Tiles instead.



Each time you fulfil an Export Contract which gives you Hops, you may immediately discard up to 1 Grain for each Unit of Hops on the Export Contract a maximum of 3 times. Gain £9 for each Unit of Grain discarded.



- Your 1st Processed Good Factory of each type is £3 cheaper.
- Your 2nd and 3rd Factories of each type is £4 cheaper.
- Your 4th Factory of each type is £5 cheaper.



In the Production Phase gain £3 for each Unit of Whisky you produce. You have a Cellar:

- At the end of each Production Phase you may put 1 freshly produced Whisky on the leftmost spot in the Cellar.
- At the beginning of each Production Phase, Whisky in the Cellar ages, moving 1 spot to the right.
- At any time you may move Whisky from the Cellar to your Pool.
- Whisky starting a Production Phase in the rightmost space of the Cellar is placed into your Pool.
- Aged Whisky gains you £7 or £15 when moved to your Pool.



At the end of the Production Phase, you may discard any number of Milk Tokens in your stock (no Merchants are needed). For each Milk Token you discard, gain £8. Do not adjust the Milk price.



Each time you place a Unit in a Space that is adjacent to a River flowing into a Loch you pay £3 less in a 3/4 player game or £2 less in a 1/2 player game. This applies to placing your Starting Workers as well.



You start with 3 Workers (for which you still must fully pay). You place your 3rd Worker after all other players have placed theirs. You must place all 3 starting Workers on border Spaces of the active Map, they do not have to be adjacent..
1/2 players: You start with 1 Loch Shipping level for free.
3/4 players: You start with 2 Loch Shipping level for free.



You start with 3 additional Merchants (5 total) and River-Crossing Shipping level for free. Gain £1 each time you Trade at the Market (if Buying, receive the money before paying), no matter how many Units you Trade.
If you use the Neighbourhood Bonus and Trade multiple types of Goods in a turn, gain £1 for each type of Good Traded.



Your Technology Area remains empty because you cannot perform the Technology Upgrade Action. You have the following abilities:

- You may use your Workers as Woodcutters, Miners, or as Fishermen (even when placing Starting Workers). All Workers cost £6 and provide £4 Income. Fishermen can be placed onto or moved to all empty Loch Spaces and Port Bonus Tiles, even in a 1/2 player game. There are no Land costs on Loch placements. **2 Fishermen may never be adjacent to each other.**
 - Once per turn, you can "Row" 1 Fisherman to an adjacent Loch Space, but only before your main Action. Neighbourhood Bonus is not activated.
 - In 1/2 player games only, you start with River-Crossing Shipping for free.
- You still need the appropriate Shipping reach to Expand across Loch Spaces, but Land Spaces adjacent to Fishermen are considered to be neighbouring and thus accessible in the Expand Action even without any Shipping reach.