Glen More II: Chronicles (2019)

2-4 Players   Designer: Matthias Cramer

Rondel tile selection & placement with commodity market. 4 rounds. 90 - 120 minutes

Board Setup

- Place the Rondel & Clan Boards on the table [either side]
- Place resources [wood, stone, barley, sheep, cattle], whisky casks, coins and VPs near the board. *Note*: resources, coins, VP & whisky are unlimited
- Sort & shuffle the tiles A-D into 4 stacks, place face-down on marked board spaces. Place the "World's End" tile in roughly the middle of the D stack
- Place the David Hume tile 🖼 above the Clan Board. Place the Clan Shields on the matching spaces for permanent effects - these shields will be taken by the player who claims the clan spot
- *2p/3p*: place 1 coin on the leftmost space of each market row. [option] Place matching resource on each open market space to easily show resource availability
- Playing with Chronicles [expansions] changes the setup & is not included in this guide

Player Setup

- Players get a **Home Tile** 🖼 [2 separate tile spaces], **10 Scotsmen** 🔴, and **10 Clan Markers** ⭕ in chosen color. Place 1 Scotsman on the Starting Village tile [next to Castle tile]
- Randomly assign 1 Scotsman from each player to any sequential spaces on the board. Give furthest player back [clockwise] $5, then $6, $7, $8 to subsequent players
- [optional for *3p/4p*] Place the die in the space in front of the leading player [clockwise]
- Randomly place the "S" tiles face-up in front of the leading player or die [clockwise], then fill in the rest of the spaces with face-up "A" tiles, leaving the one just before the last player empty

End Game & Scoring

- There are 4 scoring rounds. The 1st 3 scoring rounds take place when the last tile of the A/B/C stack is placed. Players get VP based on the difference between their achievement *vs* the player with the lowest in each category:
  - # of Scotsmen in the Home Castle [not any other castle]
  - # of Landmark Cards
  - # of Whisky Casks
  - # of Person Tiles [David Hume counts as 2]

Difference to player with lowest number	1	2	3	4	5
Victory Points awarded	1	2	3	5	8

- Keep all tiles/cards/casks/Scotsmen after scoring – they are not returned
- The 4th scoring round happens when the last player has moved their Scotsman on/over the World's End tile. Players can end on the World's End tile to not take an extra tile at the end of the game
- For final scoring, do a normal scoring, then compare the # of tiles in your Home Territory to the player with the least tiles. -3VP for each tile > the player with the least [Person Tiles do not count, overbuilt tiles count as 1]
- +1VP per coin remaining
- +VP for any Landmark Cards with end of game scoring 🏁
- Most VP wins. Tie: most resources remaining

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Game Play

- Turn order is determined by position on the Rondel: the player at the rear of the Rondel is next to go. This could result in the same player taking multiple turns
- If the die is being used & is in the last position, roll it and move it forward the # of tiles shown. Skip over Scotsmen & Chronicle tiles. Discard the tile where it lands
- On your turn, advance your Scotsman to any space with a tile, take the tile & pay the costs in the upper left of the tile. If you do not have the resources needed to pay for the tile, they can be purchased at the market [if available]. If you cannot pay the cost, you cannot take the tile
  - In the rare case you cannot take any available tile, move onto a tile & discard it, then take $1 **or** 1 movement
  - If a tile has the Protected Icon 🚫, you cannot move onto this tile – can only move over it
- The symbol in the upper-right of the tile indicates tile type 🏠. It is used for different effects & for overbulding
- Chronicle tiles are identified with a shield icon unique for each Chronicle 🎵
- After your turn, remove any tiles behind the new last player -> discard pile. Fill in empty space(s) with the current letter tiles, again leaving the space behind the last player empty

The Market

- Players can buy/sell resources from the supply at any time on their turn. Purchased resources *must* be used immediately to pay costs, but you can buy resources even though you have them available in your Home Territory
- When buying, place 1/2/3 coins in the spaces [left to right], and when selling, take coins [right to left]
- If all spots are full with coins, cannot buy that resource & if no coins for that resources, cannot sell

Tile Placement

- If a Person tile 🧑 is taken, place it to the side in your play area & execute the 1-time effect 🕐. *Note*: you may still take a person tile even if you cannot place a clan marker
- All other tiles must be placed with at least 1 edge touching an already placed tile in your Home Territory. It must be directly orthogonal or diagonal to 1 of your Scotsmen. River tiles with the river symbol in the upper right 🌊 must be placed in a line to the left or right of your starting tile [you can only have 1 river in your territory]. No other tiles may be placed next to your river tiles
- Overbuild tiles must be placed on top of an existing tile with the same icon 🔑 [can include river icon as well]. Must follow Scotsman rule [can be on the tile being overbuilt]. Keep one-time effects from overbuilt tile & leave any resources in place on new tile. Can overbuild existing overbuilt tiles to make a stack. Overbuild tiles trigger activation of surrounding tiles like any other placement
- Any **1-time effect** is shown in the lower-left of the tile. Take the effect immediately when placing [before activating]
  - **Landmark** 🏛 - take the matching landmark card. Landmarks can have 1-time effects ⚡, ongoing effects ♾ , and end game effects 🏁. Use 1-time effects before activating tiles
  - **Scotsman** 🧑 - place 1 Scotsman from your supply onto the newly placed tile. No limit to # of Scotsmen per tile
  - **Joker Resource** ❓ - take 1 resource of choice [not whisky] & put onto the newly placed tile
  - **Clan Marker** - 🕐 - place a clan marker on the Clan Board into an empty clan field. Pay road cost to travel from either the starting field **or** from any clan field with an already placed marker [from any player]. Each field can be claimed 1x per game [except Douglas – claim multiple times by multiple players]. Gain the bonus from the clan – if taking resources can be placed on any tile
  - **Whisky** 🛢 - take a whisky cask from the supply
  - **Coin** 🪙 - take a coin from the supply
  - **VP** 🛡 - take the # of VP indicated

Activating Tiles

- When placed, activate the current tile & all surrounding tiles [up to 9 total] in any order
- The activation benefit is shown in the lower right corner of the tile 🐕. This is given every time the tile is activated
- All tiles can receive their activation benefit max 1x per turn unless a rule says otherwise. Activation is optional
- Gained resources 🐄🌾 are placed on the activated tile. Each tile has a storage limit of **3 resources per tile**
- Exchanged resources must be unique 🛢❓ 2 4 / 4 8, any combination 🛢❓ 2 3 / 5 8, or exact 🐄▶6 depending on the activation
- Movement 🦮 allows a Scotsman to move 1 tile in any direction. The same Scotsman can move multiple times, or movement points can be split