

GLEN MORE

The players represent the heads of Scottish clans, in the late 17th Century, trying to gain influence and power in the Scottish Highlands. Each clan chief enlarges his territory by playing landscape tiles that whenever they are activated, bring certain benefits... such as resources that are needed to play more tiles, or that can be traded into victory points. New clan members are necessary for expansion! There are thirteen Special Tiles with interesting special rules.

Because of the new game system - the player who is last on the Circuit can advance as far as he likes and players can largely determine how large their area is and in what way it develops. This makes the game interesting and varied. After three scoring rounds, the player with the most victory points is the winner.

SET UP

- The board is laid in the middle of the table.
- The tiles are shuffled according to their backs (0s, 1s, 2s and 3s) and placed as four facedown stacks next to the board. There are also five "Start" villages, one per player.
- The 13 cards corresponding to "Special Tiles" are placed next to the board.
- The 25 clan members (black meeples), the 16-Whisky barrels (octagons), the 44 resource cubes of different colors, the 33 coins and all the VP chips are placed next to the board as a general supply.

Each player receives:

- 1 Start-Village that he places before him, which is the beginning of his tableau.
- A clan member from stock, which is put on the Start-Village.
- A Chieftain in the color of his choice.
- 6 coins.

The players choose a start player by any method they prefer. The start player puts his Chieftain on any of the 14 fields in the Circuit. The next player puts his Chieftain on the next field clockwise, and so on until everyone has placed their Chieftains.

The remaining fields are filled with tiles from the 0 stack. With less than 5 players tiles from stack 1 are used to complete the circuit.

One field - the field behind the hindmost Chieftain - is always empty, thus the Circuit is not a complete circle.

Note: During the game money and resources are public. Victory Points are always kept secret.

GAMEPLAY

The game is played over three rounds. At the end of each round play is interrupted and scoring takes place. The first round ends when the last tile from the "1" stack is placed on the Circuit, the second with the laying of the last "2" tile, and the third with the laying of the last "3" tile. At the end of the third round, whoever has the most victory points is the winner.

Glen More is not like many games where the turn order is fixed. The player whose Chieftain is hindmost on the circuit is the one who gets to act; he may advance his Chieftain as far as he wants down the Circuit, and must then wait until he is hindmost again, to take another turn. So, a player may take several turns in succession, or wait a long time before taking another turn.

TAKING A TURN

A player's turn consists of 4 steps; always executed as described below.

- 1) Advance your Chieftain to any space with a tile on it and take that tile.
- 2) Place the tile in your display.
- 3) The placed tile and all of its neighbors are activated. (Orthogonally and diagonally).
- 4) Finally, the player fills the Circuit by drawing tiles from the current stack. Once one stack is exhausted move on to the next one.

To fill the Circuit, first remove any tiles that are behind the hindmost Chieftain. As everybody already has passed these tiles with their Chieftain they will be discarded. Then, fill all empty fields in the Circuit with new tiles except for the field right behind the hindmost Chieftain – remember, that field is always left empty.

Filling up the Circuit is done in clockwise order. (The later a tile is drawn, the farther away from the players Chieftains it is placed in the Circuit).

ANATOMY OF TILES

- Each tile has a border color, which distinguishes different kinds of tiles.
- Certain tiles require a cost to place. This **cost** is shown in the **top left** of the tile. If you can't pay the cost discard the tile instead of placing it.
- Certain tiles provide an **immediate benefit** when it is placed, shown in the **bottom right** of the tile.
- Each time a tile is **activated**, its ability is shown in the **bottom center** of the tile.
- The 13 special tiles have a purple rosette to remind you to take the associated "Special Card" when it is placed.

PLACING TILES

- If there is a building-cost, this must be paid before placing the tile.
- Each tile must be placed so that it is orthogonally adjacent to at least one other tile.
- A tile must be placed adjacent to at least one other tile containing a clan member. (Orthogonally or diagonally).
- Through the Start Village, a road runs directly East-West and a river flows North-South. Tiles that show river or road must continue these features. Tiles that show neither must not be placed in such a way that they "block them off". It is not allowed to place a tile so it forms a second river or road.
- If you cannot place a tile, discard it and move any clan member one space.

ACTIVATING TILES

- Once the tile is placed in the tableau, the player receives the one-time benefit of that tile. (If there is an icon in the bottom right of the tile).
- Afterwards, activate this tile and all adjacent tiles (orthogonally and diagonally) in any order the player wish. All tiles provide their special ability exactly once per activation. (See table on the next page).

THE MARKET

In the center of the game-board is the Market. It shows, for each of the five resource types, a row of numbered fields (1, 2, 3). **The players can buy or sell resources from the market at any given time during their turn!**

BUYING:

If a player wants to buy a resource, place coins on the leftmost available field for that resource - either one, two or three coins as indicated. If there are no empty fields, the player can't buy that resource. A player may buy as many resources as he wants, as long as he immediately uses those resources to pay the cost for placing or activating a tile.

SELLING:

If a player wants to sell one or more of his resources, he puts it back in the supply and takes the rightmost stack of coins. Unlike buying there is no limit on selling resources, except, of course, that there must be a stack of coins to take!

Note:

- A player cannot buy resources unless they are used right away!
- Whisky and clan members may not be bought or sold!
- It is not allowed to buy at the market if the player got the sufficient resources on his production-tiles!

Tile	Spec	Cost	Immediate benefit	Activation	Other function
Forrest				Produce 1 Wood	
Quarry				Produce 1 Stone	
Distillery		1 Stone	Produce 1 Whisky	Exchange Grain → Whisky	
Iona Abbey	©	1 Stone 1 Wood 1 Sheep		Produce any good	Game end: Each yellow tile: 2VP
Cornfield				Produce 1 Grain	
Pasture				Produce 1 Cattle	
Meadow				Produce 1 Sheep	
Tavern		1 Whisky		3VP/4VP	
Fair		1 Wood		Sell <i>different</i> goods for VP	
Butcher		1 Wood/Free		Sell Cattle/Sheep for VP	
Grocer		1 Stone		Sell <i>any</i> goods for VP	
Bridge				Sell Stone/Wood for VP	
Loch Shiel	©		Empty production tiles produce 1 good each		
Loch Lochy	©		Loch Lochy produce any 2 goods		
Loch Morar	©				Game end: Each green tile: 2VP
Loch Ness	©	1 Clan-member	Each turn: Activate one additional tile		
Loch Oich	©	Any 2 goods	Active all tiles in the tableau		
Village		1 Stone/ 1 Wood/ Free	1 Clan-member	1 movement	
Armadale Cast.	©	1 Stone 1 Wood	1 Clan-member 3 coins	1 movement	Scoring: 1 Bonnet
Castle Stalker	©	1 Stone 1 Wood	2 Clan-members	1 movement	Scoring: 1 Bonnet
Duart Castle	©	1 Stone 1 Wood 1 Sheep	1 Clan-member	1 movement	Game end: Each Village: 3VP
Cawdor Castle	©	1 Stone 1 Wood 1 Cattle	1 Clan-member	1 movement	Scoring: 3 Bonnets
Castle of Mey	©	1 Stone 1 Wood 1 Cattle	1 Clan-member	1 movement	Scoring: Parliament members doubled Scoring: 1 Bonnet
Castle of Moil	©	1 Stone 1 Wood 1 Grain	1 Clan-member 1 Whisky	1 movement	Scoring: 1 Bonnet
Donan Castle	©	1 Stone 1 Wood 1 Grain	1 Clan-member 2 Whisky	1 movement	Scoring: 1 Bonnet

TILE CLARIFICATIONS

PRODUCTION TILES (Forrest, Quarry, Distillery, Abbey + Cornfield, Pasture, Meadow)

When a Production tile is activated, the player takes a cube of the appropriate resource from the general supply and places it on the tile itself. Whisky is, however, always stored next to the Tableau.

A production-tile can hold a maximum of 3 cubes. If the tile is activated but full of cubes, the player do not receive a fourth.

Iona Abbey, when activated, allow the player to place one resource cube of any kind on the Abbey. Like other production tiles, Iona Abbey can hold a maximum 3 resource cubes.

When Iona Abbey is placed the player takes the corresponding "Special Tile Card".

Note: When a Distillery is build the player immediately receives 1 Whiskey.

VICTORY POINT TILES (Tavern, Fair, Butcher, Grocer, Bridge)

When a Victory Point tile is activated, the player is allowed to exchange different sets of resources for VP. These cubes may be taken from the Production tiles and/or bought at the Market.

LOCH TILES (Shiel, Lochy, Morar, Ness, Oich)

The activation of a Loch has no effect.

When one of the Lochs is build the player takes the corresponding "Special Tile Card".

Note: Loch Ness. When activating an additional tile, no tile may be activated twice in a round!

Note: Loch Oich. Every tile in the tableau is activated when Loch Oich is placed!

CLAN MEMBER TILES (Village + Castles: Armadale, Stalker, Duart, Cawdor, Mey, Moil, Donan)

When a Village or a Castle is placed, take a Clan member from the supply and place it on the tile.

Every time a Village or a Castle is activated the player may move any Clan member in his Tableau to a neighboring tile (Orthogonal or diagonal). A single Clan member may move several times during a turn if several Clan member tiles are activated.

A movement may also be used to send a Clan member to Parliament. Simply remove the Clan member from the tile where it is situated and place it next to the Tableau. (See "Round Scoring")

When one of the Castles is build the player takes the corresponding "Special Tile Card".

Some Castles provide an immediate benefit (Extra Clan member, Coins or Whisky), which are gained when the Castle is placed.

Note: It is not allowed to send a Clan member to Parliament if it leaves the player with no Clan members left on the Tableau. (Thus the player will be unable to place further tiles).

ROUND SCORING & END OF GAME

When the last tile of the "1" stack is placed on the Circuit, the game is interrupted and a Scoring Round occur. After scoring play proceed with the hindmost player moving, etc. Similar, Scoring Rounds occur when the last tile of the "2" and "3" stack is placed on the Circuit.

In each of the 3 Scoring Rounds players earn VP based on how well they have done in the following 3 areas:

- 1) Production of Whisky
- 2) Clan members send to Parliament (+ Bonnets)
- 3) Number of "Special Tile Cards"

Each player compares their holding in each area with the player holding the FEWEST of the given item, and score VP according to this table:

Difference	1	2	3	4	5+
VP	1	2	3	5	8

Example: Players A, B and C have collected 2, 4 and 7 Whisky respectively.

- Player A scores 0 VP as he has the fewest.
- Player B scores 2 VP for having two more.
- Player C scores 8 VP for having five more.

The same evaluation is done with "Special Tile Cards" and "Member of Parliament + Bonnets". Bonnets appear on several Caste cards, in the form of a small icon in the bottom right corner. Each Bonnet counts as one additional Members of Parliament during the three scorings.

Note: For a player possessing Castle of Mey, only Members of Parliament count double. Not Bonnets!

After the third Scoring Round the game is about to end and Game End Scoring is done as follows:

- Players receive 1 VP for each Coin in their possession.
- Players with Iona Abbey, Loch Morar and Duart Castle receive VP for these cards.

Note: Iona Abbey itself counts as a yellow tile!

- Finally, each player loose 3 VP for each tile in his Tableau compared to the player with the fewest tiles!

Example: Players A, B and C have a total of 15, 13 and 16 tiles in their Tableaus at game end. Player A loose 6 VP and Player C loose 9 VP.

The player with the most Victory Points wins.

**Ties are broken in favor of the player with the most resource cubes left.
If the players are still tied, they share the win.**

SPECIAL RULES FOR 2/3 PLAYER GAME

Games played with only 2 or 3 players use the same rules as written above with the following few exceptions and additions:

- An imaginary player "Ghost" is added to the game. Instead of a colored Chieftain to represent "Ghost" on the Circuit, use the special die included in the game. Each time it is "Ghost" turn to move (i.e. hindmost on the Circuit), roll the die and move forward as many spaces as rolled, not counting spaces containing other players Chieftains. Tiles obtained by "Ghost" are simply removed from the game, thus his only function is to simulate a real player.
- During set-up, to simulate "Ghost" financial activities in the game, each "1" space in the Market is pre-filled with 1 coin. During the game "Ghost" never use the market nor have to pay for the tiles obtained.
- "Ghost" does not collect any VP or effect gameplay in any other way than described above.