

# Glen More

*From Scotland: sheep, stones, and Scotch.*

## Game Idea

The players lead Scottish clans, in the late 17th Century, trying to gain influence and power in the Highlands. Each clan chief enlarges his territory by playing landscape tiles that, whenever they are activated, bring certain benefits... such as resources needed to buy more tiles, or to convert into victory points. Expanding the clan with members is also necessary! There are thirteen special tiles with additional powers.

In this new game mechanic, the player who is last on the chain can advance as little or as far as he likes, so players can largely determine how large their area is and in what way it develops. This gives the game variety. After three scoring rounds, the player with the most victory points is the winner!

## Components

- 25 Clansmen** (black meeples)
- 5 Player** figures (multi-coloured meeples)
- 44 Resources** (10x Wood (green) and Stone (grey)  
8x Grain (yellow), Cows (brown) and Sheep (white) )
- 16 Whiskey barrels** (natural wood octagons)
- 1 Die** (with 1-1-1-2-2-3)
- 8 Die-cut sheets** with:
  - **1 Game Board**
  - **13 Cards "Special Places"**
  - **72 Tiles** (Dörfer, Wälder, Wiesen, Weiden, ...)
  - **33 Coins**
  - **58 Victory Point Chips** (18x 1, 10x 3, 15x 5, and 10x 10)
  - **2 Overviews** (Short rules + tile summary)

The materials in the game are not intended to be limited. If any resource or marker runs out, use an available substitute.

Before the first game, carefully punch out all the tiles from the cardboard sheets.

## Set Up

The board is laid in the middle of the table.

The tiles are shuffled according to their backs (0s, 1s, 2s and 3) and placed as four face down piles next to the board. There are also five "Start" villages, one per player.

The 13 cards corresponding to the special tiles are placed next to the board.

The 25 clansmen (black meeples), the 16 Whiskey barrels (octagons), the 44 resource cubes of different colours, the 33 coins and all the VP chips are placed next to the board as a general supply.

Each player receives:



- 1 double-sided start village tile (Dorf) that he places before him to form the beginning of his tableau (Unused start villages are returned to the box)
- A clan member from the stock, which he puts on his initial village;
- A chieftain figure in his choice of colour
- 6 coins (money is public through the game).

The youngest player is the first player: he puts his chieftain on any of the 14 fields in the Chain. The next oldest player puts his chieftain on the next field clockwise, and so on until all players have placed their chieftains.

Starting from the last-placed chieftain the remaining fields are filled with tiles from the 0 deck. With less than 5 players you will start to dig into the 1 deck to complete the chain.

**Important:** one field - the field behind the rearmost chieftain - is always empty, so that the chain is not a complete circle.

**The player who placed first is at the rear of the chain and moves first. The front of the chain is the tile furthest clockwise from this player**

**Additional set-up for 2 and 3-player games can be found at the end of the rules.**

## Gameplay

The game is played over three rounds. At the end of each round, the game is interrupted for scoring. The first round ends when the last tiles of the "1" deck are placed on the Chain, the second with the laying of the last "2" tiles, and the third with the laying of the last "3" tiles. At the end of the third round and the end-game scoring, 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 at the rear of the chain is the one who gets to act; he may advance his Chieftain a small or great distance down the chain, and must then wait until he is rearmost again, to take another turn. So, a player may take several turns in succession, or wait a long time before taking a turn.

## Taking a turn

A player's turn proceeds like this:

- 1) Advance your Chieftain to any space with a tile on it and take that tile. If a player is STILL rearmost after completing his turn, he may immediately take another turn (after completing steps 2-4).
- 2) Place the tile in your display. See the following pages for rules.
- 3) The placed tiles and all of its neighbors may be activated - even diagonally adjacent tiles!
- 4) Finally, the player fills the chain by drawing tiles from the deck. Once one deck is exhausted move on to the next one.

(To fill the chain, first remove and return to the box any tiles that are behind the rearmost Chieftain, as nobody will be able to claim them. Then, in clockwise order, fill all the empty fields except for the field right behind that Chieftain - remember, that field is always left empty.)

**Tiles are always placed into the empty spaces in clockwise order.**

In this example, it is Red's turn. He may advance his Chieftain one or two spaces and take the tile there, then take another turn as he is still rearmost! Alternatively, he may decide to take a tile beyond Yellow's chieftain, in which case after placing and activating the chosen tile, it is now Yellow's turn to play.

### Anatomy of tiles

- \*Each tile has a border colour, which distinguishes different kinds of tiles.
- \*Many tiles require a cost to be paid (see the top left of tile). You must be able to pay the placement cost before placing the tile.
- \*On the bottom right side of some tiles are one-time windfalls of resources that you receive when first placing the tile.
- \*In the middle of the bottom edge, you see what is produced every time the tile is activated.
- \*The special tiles have a purple rosette to remind you to take the associated card.

### The Market - trading resources

In the center of the playing surface is the "market". It shows, for each of the five resource types, a row of numbered fields (1, 2, 3). The players can sell or buy resources from the market at any point in their turn.

In this example, a player can buy a sheep (white cube) for 3 coins or sell one for 2 coins.

#### BUYING

If you want 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, you can't buy that resource.

A player may buy as many resources as he wants, as long as he has none of that resource on any of his tiles and uses them immediately to place or activate a tile.

#### SELLING

If you want to sell one of your resources, put it back in the supply and take the largest stack of coins on that resource's row. You may sell one or more resources as long as there are a stacks of coins to take.

NOTE: Whisky and clan members may not be bought or sold!

*Example: Anna needs to pay the cost of laying "Iona Abbey", 1x wood, sheep and stone. At the start of her turn she has 2 wood, 1 cow and 3 coins. She sells the cow for 2 coins which she uses to buy 1 stone from the market. She also buys a sheep for 3 coins. Paying the two goods she bought and one more wood she lays Iona Abbey.*

The Market can be used at any point during the player's turn.

Resources can only be bought if the player has none in stock, and they are used immediately

Selling resources is possible if there is a stack of coins on that resource's market row.



*The Abbey is laid next to and activates a quarry, a meadow and the middle-sized market fair. Anna takes 1 stone and 1 sheep, and one resource of her choice for the abbey. For the market fair, she needs 4 different types of resources, so she produces 1 sheep on Iona Abbey, sells that for 3 coins, and buys 1 grain for 1 coin. Anna sells 4 different goods (sheep, grain, wood, stone) at the market fair for 8 victory points and has 2 coins left at the end of her turn.*

## Placing Tiles

- \*If there is a cost to buying the tile this must be paid before placing it
- \* Each tile must be placed so that at least one of its sides touches an already-placed tile.
- \* There must be a clan member in one of the 8 spaces surrounding a new tile.
- \* Through your start village, a road runs directly east-west and a river flows always north-south. All tiles with a road or river must be laid along these lines, and no tiles without a row or a river can be laid there.
- \*There are no other restrictions.

**Placement costs must be paid before placing the tile.**

**You must take a tile that is possible for you to place if one exists.**

If you cannot place the tile you discard it and move a clan member one space. You can only choose and discard a tile if there is no tile available to you that you could choose and place in your tableau.

*Example:*

*In the village shown on the right, the blue space can only take a tile with a river, the yellow space must have a tile with a road while the green spaces can take tiles without either a road or a river. All other spaces are impossible to lay a tile in because they are not adjacent to a clansman, or do not share a side with an existing tile.*



## Activating Tiles

Once a tile is paid for and placed in your tableau, you receive the one-time windfall if the tile provides any. (i.e. if there is an icon in the bottom right of the tile).

Then you may activate this tile and all adjacent tiles, in any order you wish. All tiles distribute their benefit only once per activation and all activations are optional.

For example the distillery, when activated, will convert exactly one Grain resource into Whisky.

### Yellow and Green tiles: Production

If a production field (Quarry, Forest, Meadow, Field) is activated, the player takes a cube of the appropriate resource from the general store and places it on the tile itself.

A tile can only hold a maximum of 3 cubes - if a production tile is activated but already has 3 cubes, you do not receive a fourth.

Each activated Distillery allows one Grain (yellow) cube to be discarded from anywhere on your board (or bought from the Market) and a Whiskey barrel taken in exchange. The barrel is placed next to your tableau (not at the distillery).

The Iona Abbey, when activated, allows you to place one resource cube of your choice onto the Abbey. Like other production tiles, Iona Abbey can only store 3 resources.

### Brown Tiles: Victory Points

There are three Butchers (Fleischerei) in the game. One allows the exchange of one or two Sheep cubes (from your board or bought from the Market) for 2 VP each; the other offers a similar deal for Cattle; and the third allows you to exchange only the exact combination of one Sheep and one Cattle for 5 VP. The cubes for the Butcher may be taken from anywhere on your board.

The Fairs, the Grocer, the Bridge, and the Tavern allow you to exchange different sets of resources for VP. Yet again these cubes may be taken from your tableau's tiles or bought at the Market.

### Grey Tiles: Castles and Villages

When a village or castle is placed, take a clan member from the stock and put him on the tile. In the case of a castle you also receive the accompanying "Special Tile" Card.

Every time a grey tile is activated (including when it is placed!) you may move any one clan member from the tile he is on to a neighboring tile. If more than one grey tile is activated you may use the movements on multiple clan members or move some of them more than once. Clan member movement can be orthogonal or diagonal.

A movement privilege may instead be used to promote a clan member to Chieftain. He is removed from your tableau, but he is useful in the scoring rounds.

Note: if a player has only one clan member, he cannot be promoted to Chieftain because you would then have no clan members and be unable to place more tiles!

**Place clansmen who have been promoted to Chieftain next to your tableau, so they can be seen for scoring. They can guard your whiskey barrels**

## Blue Tiles: Lochs

Playing a Loch earns you the corresponding "Special Tile" Card. The activation of a Loch has no effect.

## The "Special Tile" Cards

Each of the 13 unique tiles in the game has an associated card, which you claim when you place the tile. Some of them give you VP at the end of the game while others offer special once-per-game powers.

## The 3 Scoring Rounds

When the last tile of the "1" deck is placed on the chain, the game is temporarily suspended for a Scoring Round. Play then proceeds with the rearmost player moving, etc. A second and third Scoring Round is held when the last of the "2" and "3" tiles is placed.

In each Scoring Round, players compare their achievements in three areas:

- \* Whisky stores
- \* Chieftains and Caps (from some castles)
- \* the number of "Special Places" Cards

A player earns points for his lead over the player who has the FEWEST of each item.

Lead	0	1	2	3	4	5+□
Points	0	1	2	3	5	8

**Only Chieftains next to your tableau, not your coloured piece on the chain are counted for scoring.**

As an example, if the players A, B, and C have amassed 2, 4, and 7 whisky barrels:

A would score 0 VP as he has the fewest.

B would score 2 VP for having two more than A.

C would score 8 VP for having five more than A.

The same evaluation is done with Chieftains+Caps, and with Special Tiles or cards.

## The End of the Game

After the third Scoring Round, it's time for the final scoring assessment.

\*The players who hold Iona Abbey, Loch Morar and Castle Duart receive VP from these cards.

\*Each player receives 1 VP for each coin he has.

\*Each player **loses** 3 VP for each tile he has placed above and beyond the

player with the fewest tiles! For example if Anna has 15 tiles, Bruno 13, and Clare 16, then Anna loses 6 points and Clare loses 9.

The player with the most points wins! Ties are broken by the number of resources held; if this too is tied, the players share the victory.



*Example: For the four players shown above, the end-game special scoring would be as follows. Players would also score for money, victory point chips, and end-game scoring special tiles (so player 2 would receive 3 points for each village)*

Player	Whisky	Chieftains+ Caps	Special cards
1	3pt	2pt	1pt
2	0pt	1pt	1pt
3	3pt	5pt	0pt
4	8pt	0pt	0pt

### Playing with Two or Three

All the above rules hold, but a die is introduced into the game to represent a "ghost player.". The die is placed on the chain in the space in front of the other player's chieftains before the remaining tiles are added.

The "ghost player" uses the die as a Chieftain on the chain, and each time it is his turn he rolls the die to see how many spaces he advances (not counting spaces where other players have their Chieftains) and what tile is removed (placed back in the box).

The ghost player naturally does not have a tableau, he cannot score points and thus he stands a very poor chance of winning the game.

In addition to these changes, at the beginning of the game the Market is seeded, with the "1" fields of each resource being filled with a coin, to represent the commercial activities of the ghost player.

**The ghost player's die is placed so that its first turn will be after the other players have had one turn.**

## Glen More - Tiles and Cards

When tiles are activated

**Brucke** (Bridge) Exchange 1 stone and 1 wood for 7VPs.

**Destille** (Distillery) Receive 1 whisky barrel when distillery is placed (one time benefit) plus exchange 1 grain for Whisky when activated.

**Dorf** (Village) Receive 1 new clan member when placed (one time benefit). Move a clan member one step when activated.

**Fleisherei** (Butchers) Exchange 1 or 2 sheep, 1 or 2 cattle, or exactly 1 sheep and one cattle for VPs (3 types)

**Getreidefeld** (Grain field) Take a grain (yellow)

**Jahrmarkt** (Fair) Exchange a set of all different resources for VPs

**Krämer** (Grocer) Exchange any 3 resources for 8 VPs

**Steinbruche** (Quarry) Take a stone (grey)

**Taverne** (Tavern) Receive the stated VPs every time it is activated.

**Wald** (Forest) Produce a wood (green)

**Wiede** (Pasture) Produce a cattle (brown)

**Wiese** (Meadow) Produce a sheep (white)

**Iona Abbey** Produce 1 resource of your choice .

Sets of cubes for the Jahresmarkt must be all different.
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One off bonuses from special tiles:

**Iona Abbey** At the end of the game collect 2 VPs for every yellow tile including Iona Abbey.

**Loch Lochy** Immediately take any two resources and place them on Loch Lochy.

**Loch Morar** At the end of the game, score 2 VP for every Green tile.

**Loch Ness** Every turn, you may activate a single additional tile. You may not activate any tile twice in one turn and surrounding tiles are not activated.

**Loch Oich** Every tile in your tableau is activated in the turn you build Loch Oich (any 2 different resources to build).

**Loch Shiel** Immediately place a resource on every resource producing tile (incl. Iona Abbey) which is currently empty. Since you may sell goods to the market at any time, you may do before receiving this placement bonus.



**Armadale Castle** Immediately take 3 coins from stock,

**Castle of Moil** Immediately take 1 Whisky.

**Castle of Mey** When scoring, every Chieftain next to your tableau is counted twice. Caps are not doubled!

**Castle Stalker** Immediately take a second clan member and put him on Castle Stalker in addition to the normal grey tile clansman.

**Cawdor Castle** When scoring, this card is worth three Caps.

**Donan Castle** Immediately take two Whisky barrels.

**Duart Castle** At the end of the game, score 3 VP for each village (NOT castle!) in your tableau.