GlenIIMore
Chronicles

Base Game

Rulebook

1. Take a Tile

In contrast to many other games, there is no fixed player order in Glen More II: Chronicles. In each round, the active player is the last one on the Rondel.

It is the red player's turn (last in line) and red moves to the chosen Tile and takes it.

2. If it is a territory Tile, add it your territory.

Place it according to the placement rules.

3. Activate ✓ the new and all neighboring Tiles ...

... in any order you choose ...

... to gain resources and/or Victory points, to move Scotsmen or to produce Whisky.

Resources are placed on the Tile (up to 3)

Then it's the the next player's turn. Yellow is the last player on the Rondel and moves next. Yellow advances on the Rondel and picks Robert the Bruce.
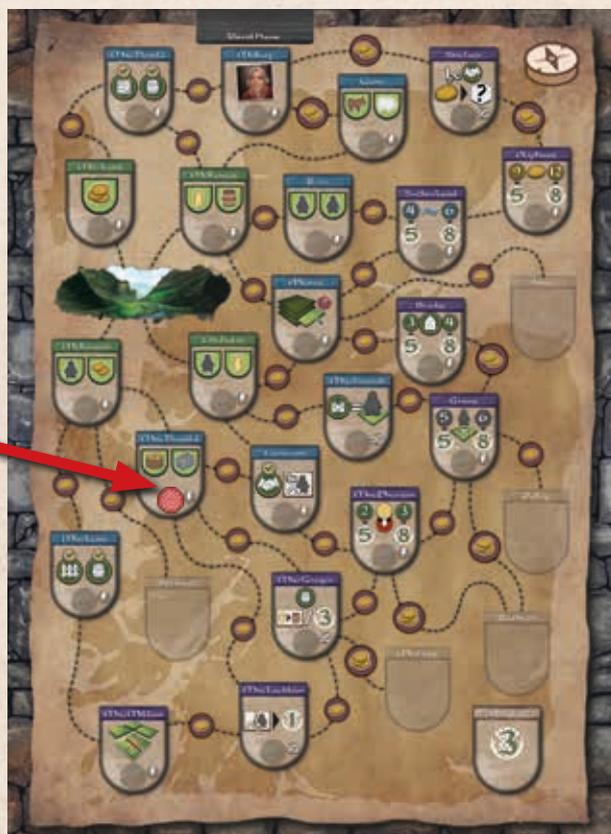

4. If it is a person, place a Clan Marker on the Clan Board.

Set aside the Person Tile for scoring (next to your Whisky Casks and the special Landmark Cards).

Placing a Clan Marker gives you useful one-time or ongoing effects.

5. Add Tile(s) to the Rondel.

6. Four Scoring Rounds and a final scoring take place.

When the game ends after a variable number of rounds, the player with the most Victory Points wins the game.

Story

In **Glen More II: Chronicles**, each player is the clan leader of a Scottish clan from the early medieval ages until the 19th century, looking to expand their territory and wealth. The success of your clan depends on your ability to make the right decision at the right time - by growing barley for whisky production, by selling your goods on the various markets, by befriending clans in the scottish Highlands, or by gaining control of special landmarks such as lochs and castles.

Does your clan leave the biggest impact on Scottish history? If you collected the most Victory Points (VP), then you've made it! You win the game and your clan stands above all others. Slàinte mhath!

Gameplay Overview

► The player in the last position on the Rondel moves forward to any chosen Tile. (1a)
► The Tile is taken (1b) and added to the player's clan territory (2), activating itself (3) and up to 8 neighboring Tiles (often placing resources onto the Tiles) or ...
► ... the Person Tile is set aside for scoring. It allows the activation of a special effect on the Clan Board.
► Add 1 or more Tiles from the Tile-stack to the Rondel.
► Then the player in the last position takes his turn.
► After finishing each Tile-stack, a scoring phase takes place.
► After the 4th regular scoring, an end-game scoring takes place.

The basic game can be expanded and the gameplay changed in many ways by adding one or more of the **Chronicles** included in the box. For your first few games we recommend playing the basic game.
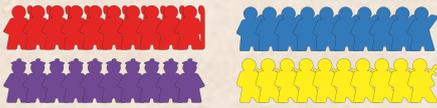
Contents

1 Rondel

1 Clan Board

Contents

40 Scotsmen (10 of each color)

40 Clan Markers (10 of each color)

40 Coins

1 Six-sided Die (with numbers 1-1-1-2-2-3)

1 2 3

8 Chronicles to expand the base game (including additional content)
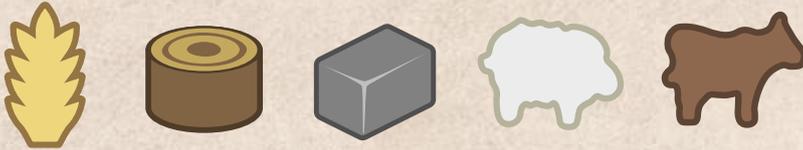
70 Victory Point Tokens in the following denominations:
20x 1VP 15x 3VP 15x 5VP 15x 10VP 5x 50VP

1 3 5 10 50

90 Resource Tokens:
20x Barley 20x Wood 20x Stone 15x Sheep 15x Cattle

11 Landmark Cards

25x Whisky Casks

A note on **Chronicle** content:

Each Chronicle adds rules and material to the game. To maintain clarity, the base game will be described first. Each Chronicle will be described in detail, later in this Rule Book.

4 Home Territory Tiles consisting of the *Starting Village* (left) and the *Home Castle* (right). For game purposes these are treated as 2 separate Tiles.

5 S-Tiles (Starting Tiles)
14 A-Stack Tiles
17 B-Stack Tiles
17 C-Stack Tiles
17 D-Stack Tiles

S A B

C D

1 David Hume Tile

David Hume

1. Basic setup

Each player chooses 1 of the available colors and receives:
► The Home Territory Tile in his color (a double Tile piece consisting of the Home Castle and Village along the River)
► All Scotsmen in his color
► All Clan Markers in his color

Place 1 Scotsman on your Starting Village Tile.

① Home Territory of the red player

Scotsmen

Coins

Clan Markers
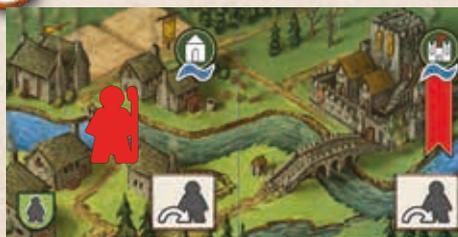
The Rondel

2. Setting up the table

► Place both the Clan Board and the Rondel in the middle of the table.
► Place the following materials next to the board as a general pool:
the Whisky Casks, the Resource Tokens (Wood, Stone, Barley, Sheep, Cattle), the Coins and all Victory Point chips.
► Place the Landmark Cards next to the board. We recommend to place only the A Landmark Cards at the start of the game face up and add the B, C & D Landmark Cards when the respective Tile stacks come into play.

Tile stacks A-D

④

③

⑤

The Market

3. Determining the initial player order

► Take 1 of each player's Scotsmen as a Playing Piece and shuffle them in your closed hand.
► Set the Playing Pieces in a random order in consecutive spaces on the Rondel, starting at any space.
► The player in last position will be the starting player and receives 5 Coins, the next players in player order receive 6, 7 and 8 Coins.

Empty space behind the last Playing Piece

② Landmark Cards

2 Players
Place the Die in the space clockwise ahead of the first Playing Piece.

3 or 4 Players
The Die is optional for 3-player and 4-player games (it shortens play time). Place the Die in the space clockwise ahead of the first Playing Piece, if you decide to use the Die.

What are the Chronicles?

*Each Chronicle is an expansion to **Glen More II: Chronicles** and adds a new gameplay element to the base game.*
*If you are new to **Glen More II: Chronicles**, you may want to play your first few games without any Chronicle.*
For the best experience we recommend adding only one Chronicle to start with and later try combinations of two or more Chronicles. Chronicles can be freely combined.

Start adding the 1st Chronicle "Highland Boat Race" when you feel comfortable with the base game mechanics.

2 Resources

Whisky Pool

Victory Points

1 3 5 10 50

Note: Resources, Coins, Victory Points and Whisky are unlimited. If you should ever run out of any of them, please use a substitute. Scotsmen are limited.

Clan Board

6

The *David Hume* Tile is placed near the Clan Board

4. Sorting the Tile stacks
► Assemble and shuffle the 4 Tile stacks (A to D on the back sides) and place them separately on the marked areas on the board face down.
► Put the "The End" Tile roughly in the middle of the D-Stack.

Introductory Game Setup
For your first game, or if you prefer a shorter game, we recommend placing the "The End" Tile on top of the D-Stack (instead of placing it in the middle).

5. Setting up the Rondel
► Take the 5 Starting Tiles (with S on the back) and place them face up in front of the Playing Pieces (or the Die, if used) as shown in the illustration.
► Fill the remaining spaces of the Rondel with Tiles from the A stack in clockwise direction.
► The space behind the last Playing Piece stays empty as shown in the illustration.
► The setup of the Rondel should look like this: Playing Pieces 1, 2, (3, 4) – (Die) – Tiles S - Tiles A (…) – Empty Space.

For 2 and 3 players only
Place 1 Coin from the pool on the leftmost space (marked with a 1) of each Market row.

6. Placing additional material

► Place the *David Hume* Tile near the Clanboard.

Advanced game setup

► Playing with **Chronicles** changes the setup. These changes can be found in the specific Chronicle Rules. Please refer to them during the setup.
► Choose the Chronicles you want to use.
► Add the Chronicles content to the game according to the Chronicle rules.

Before your first game
Please sort the materials of the Chronicles from the punch board sheets into the Chronicle Tuck Boxes. You can easily find the materials belonging to each Chronicle by looking for the Chronicle Icon on the punch board sheets and the components and sorting the material into the Tuck Box with the corresponding symbol.

This way, sorting the material after playing the game is easily done.

Gameplay

The game is played over 4 rounds. The first round ends when the last Tile of the A stack is placed on the Rondel, the second round ends with the last B Tile is placed on the Rondel and the third round ends when the last C is placed on the Rondel. A scoring phase takes place immediately when the last Tile of a stack (A-C) is placed (see *Scoring* on p. 16).

The 4th round ends when all players have moved on, or over, the *The End* Tile.

A final scoring phase takes place (see *Ending The Game* on p. 16).

Turn Order

Please note that, contrary to many other games, there is no fixed player order!

The player whose Playing Piece is at the rear of the Rondel (next to the empty space) takes his turn; he may advance his Playing Piece as far on the Rondel as he likes. A player may take several turns in succession if he stays in last position.

This also means that players may have taken an uneven number of turns when the game ends.

The Die

The Die acts as a dummy player that takes out Tiles in a random fashion and shortens play time.

This section only applies if the Die is used.

If the Die is in the last position, it is rolled and moved forward the number of Tiles shown on the Die (not the number of spaces - it ignores Playing Pieces). If the Die lands on a Tile with a Chronicle Icon - see p. 8, *Anatomy of the Tiles* - the Die advances to the next Tile that has no such Icon. Where the Die lands, that Tile is moved to the Discard Pile, and the Die occupies that now-empty space. The Die does not remove the *The End* Tile.

After the Die has moved, and has most likely removed a Tile, the next Player on the Rondel is determined.

Example:
The Die advances 2 Tiles, because a 2 is rolled. The second Tile has a Chronicle Icon on it. The Die ignores this Tile and advances to the next tile. Loch Lochy is placed on the Discard Pile.

Player Turn

A player's turn proceeds like this:

► Advance your Playing Piece to any space on the Rondel with a Tile on it.
► Take that Tile, paying costs if required, and place your Playing Piece in its position.
► Place the Tile according to the placement rules (see *Placement Rules* on p.10).
► Activate the placed Tile and all (up to 8) neighboring Tiles (see *Activating Tiles* on p.12-14).
► Add 1 or more Tiles from the current Tile stack to the Rondel to fill up the board, until only 1 empty space is left, right behind the last Playing Piece.

If you place the last Tile from a stack, scoring ensues before the next player acts.
The D-Stack is handled differently and scoring ensues when all players moved on or over the *The End* Tile.

> **Exception**: the *The End* Tile as described on p.16.

> **Note:** If all players moved their Playing Pieces over a Tile without taking it, the Tile is placed in the Discard Pile. This means that more than 1 Tile can be added from the Tile stack at the end of a player's turn.

Anatomy of the Tiles

Each Tile has one or more symbols on it.

> Tile name. This identifies the tile, but it has no effect on gameplay.

> The cost (if any); either Resources, Coins, Whisky, or Scotsman; to acquire the tile.

> This indicates the type of Tile. This can be referenced by Tiles and effects during the game.

> The *River icon* indicates a River flowing on the Tile.

> This identifies Chronicle material. Each Chronicle features a different Chronicle icon. Any Chronicle icon indicates Protection against the Die (see p. 7).

> A one-time effect is given (if any) when the tile is initially placed in your Territory.

> This shows the benefit each time the Tile is activated (see p. 12-14).

Limited resources per Tile: Each Tile can only hold up to 3 resources.

> Protected Icon. The Player cannot move onto this Tile. It is only possible to move over the Tile.

The Market

At any time during his turn, a player may buy or sell resources at the Market.

The Market is located in the middle of the Rondel. It shows a row of numbered fields (1, 2, 3) for each of the 5 resources.

Buying

If players want to buy a resource, they places Coins on the leftmost empty field for that resource - either 1, 2 or 3 Coins as indicated. If there are no empty fields, he can't buy that resource.

Players may buy as many resources as they want, if they use them immediately to pay any cost (e.g. paying for Tiles, or using resources using a Trade Tile, exchanging Barley for Whisky etc.).

It is not possible to buy resources to keep as a supply.

Selling

If players want to sell resources, they put them back into the pool and take the rightmost stack of Coins on that resource's row. Players may sell resources as long as there are Coins for the resource on the Market. If the Market row is empty, the resource cannot be sold. Players can sell any number of resources during their turn.

Selling can take place at any time during a player's turn, including before activation, e.g. to make room for newly produced resources.

The Market
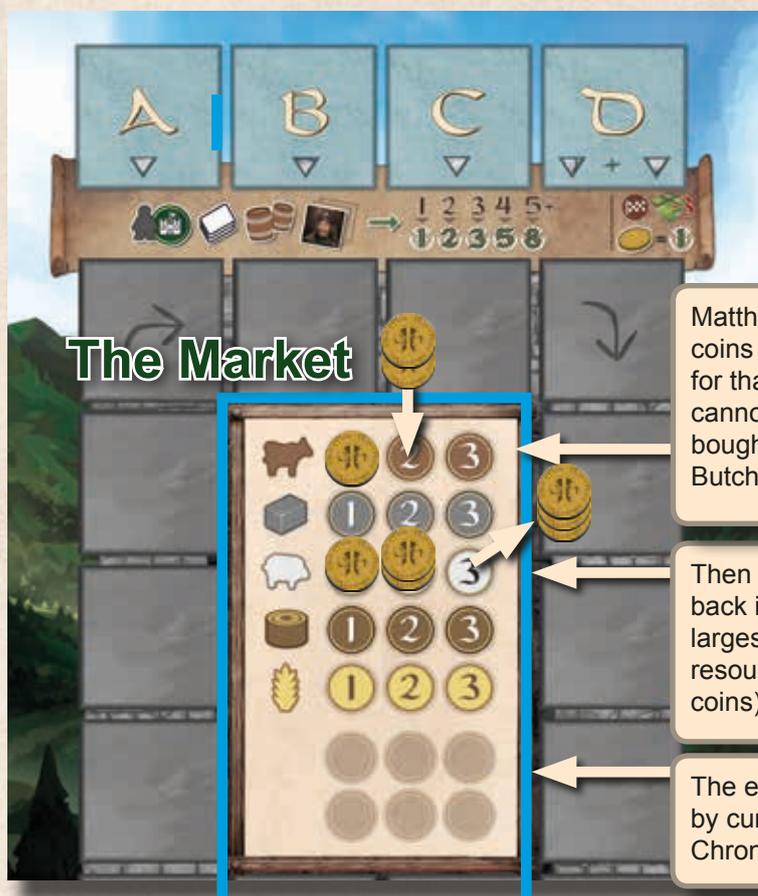
Matthias **buys** a Cattle, places 2 coins on the leftmost empty field for that resource. Since Matthias cannot retain the Cattle he just bought, he trades the Cattle at the Butcher Tile he activates.

Then he **sells** 1 Sheep, puts it back into the pool and takes the largest stack of Coins on that resource's row (in this example 3 coins).

The empty Market rows are used by current and possible future Chronicles

Note: Whisky Casks and Scotsmen may not be bought or sold! They are not resources.

Introductory Game Setup

When learning or teaching the game, you may want to place 1 of each resource onto any empty market field. If players buy a resource, they take it from the Market Field and replace it with the corresponding number of Coins. If players sell to the market, they take the Coins from the Market Field and place the sold resource in their place. That way it is easy to see which resources are available - at the cost of a bit more handling.

Thanks to Rahdo for this great suggestion!

Acquiring Tiles from the Rondel

▶ Move your Playing Piece onto a Tile of your choice.
▶ If there is a cost to buy the Tile, it must be paid before taking it. You can do this by spending the corresponding resources (from any Tile you have resources on) or Coins from your pool. Alternatively, the Market may be used to buy needed resources (see *The Market* on p. 9). If you need to pay a Scotsman, it needs to be taken from a Tile within your Home Territory.
▶ If you cannot pay the cost, you are not allowed to choose that Tile.
▶ In the rare case that a player cannot legally take any of the available Tiles, he can discard a Tile by moving onto it. The player then takes 1 Coin from the pool OR receives 1 Movement Point (see p.13 *Types of Activations*).

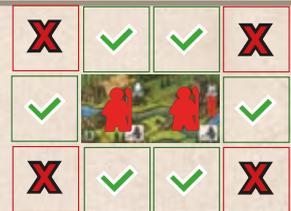**If you take a Person, see** *Persons, Clan Markers and the Clan Board* on p. 15

If you take any other Tile, see *Placement Rules* below.

Placement Rules

All placement rules must be fulfilled to place a Tile.

▶ Each Tile must be placed so that at least 1 of its sides touches the edge of an already placed Tile. It is not enough when there is just a corner touching the Tile.

▶ A Tile must be placed neighboring orthogonal or diagonal to one of your Scotsmen.

Important:
If there is no Scotsman next to where you want to place the new Tile, you cannot place the Tile there.

A River runs through your Home Territory Tile.

▶ All Tiles with a river must be placed so the river is extended (on either side).
▶ No Tile without a river can be placed left or right of a Tile with a river.
▶ There can only be 1 river in each player's territory.

Note: Your *Home Territory* consists of your *Home Territory Tile* and all connected tiles.

Placement rules examples:

Placing Lochridge here would interrupt the river. This is not allowed.

Placing Halkirk here would start a second river, which is not allowed.

Placing Lochridge here is not possbile, because there is no Scotsman on a neighboring Tile.

Placing Halkirk here continues the only river.

Finally Lochridge has found a place where it belongs.

Overbuild Tiles

Some Tiles are designated for overbuilding other Tiles of the same type (indicated by the matching golden type icon).
Overbuild Tiles show an overbuild icon in addition to its type icon.

Overbuild Tiles can only be placed on another Tile, never on their own.
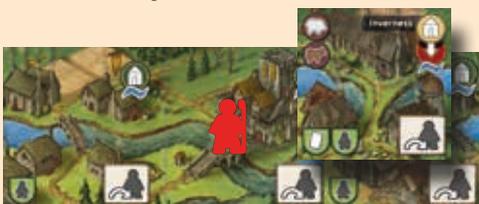
To overbuild a Tile:

► The type of the Overbuild Tile needs to match the type of the Tile it overbuilds.
► The river must match as well (not adding the river nor removing the river).
► The Overbuild Tile is placed on top of the Tile that was overbuilt.
► Only the topmost Tile is used for the remainder of the game.

One-time effects of a Tile that was overbuilt are retained (See *One Time Effects* on p. 12). For example, you do not have to return a Landmark Card to the supply if you overbuild your Landmark. Resources and Scotsmen on the overbuilt Tile are placed on the newly placed Tile.

Overbuild Tiles activate themselves and all adjacent Tiles – just like normal Tiles.

You can overbuild existing Overbuild Tiles.

Overbuild Example:

Inverness can be placed on top of Halkirk. They both share the village icon. The river is continued. And there is a Scotsman on a neighboring Tile.

Village Icon

Overbuild icon for a Village

One Time Effects

Once a Tile is legally placed, you receive the one-time effect in the lower left corner of the newly placed Tile.

Types of one-time effects:

Landmark Card:
Take the corresponding Landmark Card, use its effect (see Landmarks in Appendix I on p.17) and place it in a separate area next to your territory. Some Landmark Cards feature one-time effects ⚡, some feature ongoing-effects ∞ and some feature end-of-game effects 🏁.

Scotsman:
Place 1 of your Scotsmen from your supply on the newly placed Tile.

Joker Resource:
Take 1 resource of your choice (Cattle, Sheep, Wood, Stone or Barley). Whisky Casks are not a resource and cannot be chosen.

Clan Marker:
Take 1 of your Clan Markers and place it on the Clan Board, following the placement rules for Clan Markers outlined on p.15 *Persons, Clan Markers and the Clan Board.*

Whisky:
Take a Whisky Cask from the pool and place it in a separate area next to your Clan Territory (where you keep your Person Tiles, Landmark Cards and the Whisky Casks). The Whisky supply is unlimited.

Coin
Take a Coin from the pool.

Victory Points (VP)
Take the number of VP indicated.

Activating Tiles

Once a Tile is legally placed, the Tile itself and all surrounding Tiles may be activated.

You may then **activate this Tile and all adjacent Tiles, in any order you wish.**
Adjacent Tiles are all Tiles orthogonally and diagonally neighboring the newly placed Tile.

All Tiles can receive their activation benefit only once per turn, unless a rule says otherwise. The icon in the bottom right indicates what a Tile does during an activation.
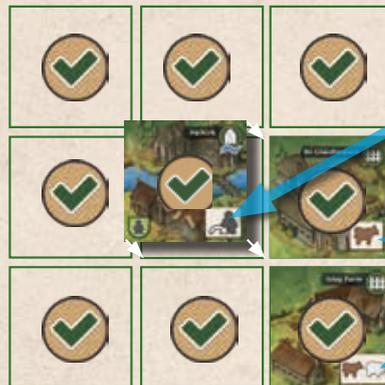
Activate the Tile you just placed.

Also activate all adjacent Tiles. For example these 2.

All activations are optional.
You can choose the order of the activations, but an activation has to be completed, before the next is started.
See the examples on activations on p.14.

Types of Activations:

Gaining Resources

Take the shown resource from the pool and place it on the activated Tile.

Take any 1 resource from the pool (Wood, Stone, Barley, Cattle or Sheep) and place it on the activated Tile.

Take the 2 shown resources from the pool and place them on the activated Tile.

Important: There is a limit of 3 resources per Tile. Any additional produced resource is lost.

Exchanging Resources

You may exchange resources for Victory Points, Whisky Casks or for placing Clan Markers. Exchanged resources are always returned to the pool.
Exchange 2 or 4 *different* resources of your choice for 4 or 8 Victory Points.

Exchange any combination of animals for the specified Victory Points. For example, return 1 Sheep and 2 Cattle to the pool to receive 8 Victory Points.

Exchange any combination of 3 resources for 7 Victory Points. For example, return 1 Sheep and 2 Stone to the pool to receive 7 Victory Points.

Exchange *exactly* the shown resources for the specified victory points.

Return any single resource to the pool and place 1 of your Clan Markers on the Clan Board, according to the rules listed in section *Persons, Clan Markers and the Clan Board* on p. 15

Exchange 1 Barley for 1 Whisky Cask.

Movement Points

You gain 1 Movement Point for each activated tile bearing the Movement Icon in its bottom right.

Each Movement Point enables 1 Scotsman to move from the tile he is on to a neighboring tile, orthogonally or diagonally, in your territory.

If you obtained multiple Movement Points you may use them to move multiple Scotsmen or to move some of them more than once.

You may use none, some or all of the Movement Points obtained.

Victory Points

When activated, immediately gain the number of Victory Points shown.

Overbuild Tiles

When Overbuild Tiles are placed (see p. 11 *Overbuild Tiles*), the Overbuild Tile and all adjacent Tiles are activated according to its activation effect. The Tile that was overbuilt is now below the Overbuild Tile and does not activate anymore and does not count for scoring purposes.

Activation Example:

Halkirk is placed next to the Home Castle.

First, the one time effect of Halkirk is triggered. An additional Scotsman is placed on Halkirk.

The Halkirk Tile activates itself (for 1 Movement Point) and all surrounding Tiles (for 1 Movement Point from the Home Castle and 1 Wood from Inshriach).

1 Wood is placed on Inshriach and the red player may spend 2 Movement Points to move his Scotsmen.
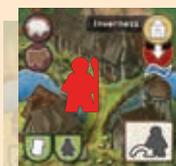
Later in the game, the red player overbuilds Halkirk, receiving the corresponding Landmark Card and another Scotsman as one-time effects.

Then Inverness and the surrounding Tiles are activated, generating 2 Movement Points (1 from Inverness, 1 from the Home Castle) and 1 Wood (from activating Inshriach again).

William Wallace

If a player takes a Person, the Tile is not added to the Clan Territory, but placed in a separate supply (next to the player's Whisky Casks and Landmark Cards). Therefore taking a Person does not activate any tiles in your territory and they do not count towards the territory size in the end game scoring.

However, Persons feature a one-time effect. The player gains the favor of another Clan:
► The player places 1 of his **Clan Markers** on 1 of the empty Clan Fields on the **Clan Board**.
► A player needs to pay the cost indicated on the roads connecting the chosen Clan Field with
    • either the green **Start** Field or
    • any Clan Field with an already placed Clan Marker (regardless of the player color of the Clan Marker)
► The player pays the Coin cost indicated on the roads to the pool. If a player cannot pay the road cost, he may not choose this Clan Field.
► Then the player receives the bonus from the Clan.
► Please refer to Appendix 2 on p. 17 for a list of Clan Fields.

► **Each Clan Field can only be claimed once per game**

Clan Board Examples:

At the start of the game, if there is no Clan Marker placed on the Clan Board yet, road costs are calculated from the *Start* region.
If a player wants to place a clan marker on MacLeod (to gain 3 Coins), no road cost needs to be paid, as there is no cost on the road between the Start region and MacLeod.

Placing a Clan Marker on McKay in the same situation would cost 2 Coins as there are two roads with Coin costs between the Start region and McKay.

Later in the game...

Placing a Clan Marker on MacLachlan (to receive 1 Victory Point per unused movement point) would cost only 1 Coin in road costs, as there is a Clan marker on MacMillan - the closest road from any occupied Clan Field. It does not matter which player wants to place the Clan Marker on MacLachlan, the cost can be calculated from the nearest occupied Clan Field, in this case MacMillan.

Cut-out from the Clan Board at the start of the game
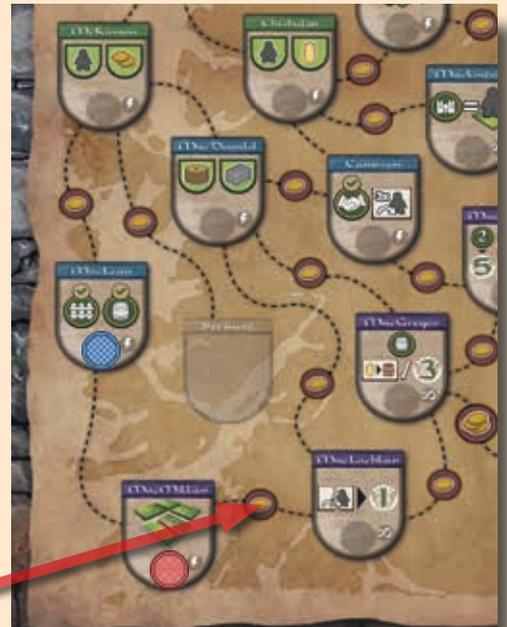
Scoring

The Scoring Rounds

There are 4 Scoring Rounds in the game. The first 3 Scoring Rounds take place when the last Tile of each Tile stack (A, B and C) is placed on the Rondel. The 4th Scoring Round is explained below (*Ending the game*).

Each of the Scorings Rounds work identically:

► The game is suspended for a Scoring Round
► In each Scoring Round, players compare their achievements in 4 areas to the player with the least in each category:
- Number of Scotsmen *on the Home Castle Tile* (not in any other castle)
- Number of Landmark Cards
- Number of Whisky Casks
- Number of Person Tiles
► A player earns points for his lead over the player who has the LEAST of each item.

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

> **Example**: Players compare the number of Landmark Cards. Matthias has 5 Landmark Cards, Andreas has 3 and Steffen has 1: Matthias has 4 more than the player with the least Landmark Cards (Steffen) and scores 5 Victory Points. Andreas has 2 Landmark Cards more than Steffen and receives 2 Victory Points. Steffen has the fewest Landmarks and does not receive any Victory Points.

Note that players keep their Scotsmen, Landmark Cards, Whisky Casks and Person Tiles after the Scoring Round. They are not returned to the pool after the Scoring.

Ending the Game

The game ends and the 4th Scoring Round takes place when the last player has moved his Playing Piece on or over the *The End* Tile.

Generally players will move over the *The End* Tile, pick their last Tile to take from the Rondel and use it accordingly. If a player prefers not to take another Tile from beyond the *The End* Tile, he can finish the game for himself immediately by moving onto the *The End* Tile. More than 1 player can move onto the *The End* Tile.

If playing with the Die, the Die is removed from the game when it reaches the *The End* Tile.

The final scoring works as follows:
- a normal scoring takes place, as indicated above (*Scoring*).
- then the size of each Player Territory is compared to the smallest Player Territory (with the least Tiles). Each player **loses** 3 Victory Points for each Tile he has placed more, compared to the player with the fewest Tiles! (Persons do not count towards the territory size).

> **Example**: If Andreas has 15 Tiles, Matthias 13, and Steffen 16, then Andreas loses 6 points (2 Tiles more than Matthias, who has fewest, for -3 Victory Points each) and Steffen loses 9 points (3 Tiles more than Matthias, who has fewest, for -3 Victory Points each).

- Each player receives 1 Victory Point for each Coin he has.
- Some Landmark Cards award additional Victory Points at the end of the game

The player with the most Victory Points wins the game.
If there is a tie, the player with the highest number of resources held wins.
If there is still a tie, players share the victory.

Appendix 1 - Landmark Cards

These are the 11 Landmark Cards in the base game. Some Chronicles will add further Landmark Cards as listed in the Chronicles Rules starting on p.19. If a Landmark Card features a one-time effect (⚡) it takes place before activation.

Armadale Castle:
In the Final Scoring, for the first 8 Coins you own, you receive 2 Victory Points instead of the usual 1 Victory Point per Coin.

Donan Castle:
Immediately place 1 of your Clan Markers on the Clan Board. You need to pay the road cost, if applicable (see *Persons, Clan Markers and the Clan Board* on p. 15).

Castle of Mey:
Instead of activating tiles in your territory by placing *Castle of Mey* next to them, you may immediately activate all the Tiles in your territory. Each Tile can still only be activated once per turn.

Castle Stalker:
Immediately take 3 Coins from the pool.

Castle Moil:
In all Scoring Rounds, the Scotsmen in your Home Castle count double when calculating Victory Points. So, if you have 3 Scotsmen in your home castle, they count as 6 Scotsmen for scoring purposes.

Duart Castle:
Immediately place 1 of your Clan Markers on the Clan Board. You receive 1 Coin.

Inverness:
Immediately take 1 Barley and place it on the Inverness Tile. Also take 1 Whisky Cask and add it to your Whisky supply (next to your play area with your Landmark Cards and Persons, if available).

Loch Lochy:
Immediately take any 2 resources (Wood, Stone, Barley, Sheep or Cattle) and place them on the Loch Lochy Tile.

Loch Morar:
You may remove up to 2 of the Tiles from your clan territory. Take them out of the game. However, the layout must still be legal. Loch Morar can be removed by its own landmark effect. If you remove an Overbuild Tile, all Tiles in that position must be removed as well. If removing a Landmark Tile, you keep the Landmark Card. Any resources and Scotsmen on the removed Tile are moved to your Clan Castle.

Loch Ness:
In each of your turns, you can activate any 1 additional Tile in your territory with an Activation symbol on it. This Tile does not need to be adjacent to Loch Ness or any other Tile you activate. However, each Tile can still only be activated once per turn. When placing Loch Ness, you need to first pay the Scotsman (cost of the Tile) and then place the Tile. The Scotsman needs to be taken from within your home territory. You cannot place Loch Ness adjacent to the Scotsman you used to pay for the cost for Loch Ness.

Loch Shiel:
Immediately place 1 Scotsman on the Loch Shiel Tile and take 1 Whisky Cask and add it to your Whisky supply.

Appendix 2 - Clan Fields

Clan bonuses are usually immediate (⚡) effects, but can also be ongoing effects (∞). When placing resources, bear in mind that the maximum number of resources (3 per Tile) still applies. The colors of the Clan Fields indicate the distance from the Starting Area.

Brodie: Immediately score Victory Points (VP) for villages you own: If you have 3 Villages, score 5 VP. If you have 4 or more Villages, score 8 VP.

Appendix 2 - Clan Fields

Cameron: Immediatley activate 1 Trade 🟢 Tile. Immediately gain 3 Movement Points. You may still only activate each tile once per turn.

Chisholm: Immediatley take 1 Barley and place it on any tile. Take 1 Scotsman and place it on any tile.

Douglas: This Clan can be taken multiple times and by different players. Immediatley **score 3 VP**.

Grant: Immediatley score Victory Points for the number of tiles with at least 1 Scotsman on it: if you have *at least 5 Scotsmen on different tiles*, you **score 5 VP**. If you have *6 or more*, you **score 8 VP**.

Gunn: Immediately take 1 Sheep and 1 Cattle from the pool and place them on any of your Tiles.

MacPherson: Immediately score Victory Points for the number of Overbuild 🛡 tiles in your territory. This includes Overbuild Tiles that were overbuilt. If you have *at least 2 Overbuild Tiles*, **score 5 VP**. If you have *3 or more Overbuild Tiles*, **score 8 Victory Points**.

MacDonald: Immediately take 1 Stone and 1 Wood from the pool and place them on any tiles.

MacDonell: You may activate 1 Material 🟢 Tile and 1 Whisky 🟢 Tile.

MacGregor: If you activate a Whisky 🟢 Tile, you may choose not to use the activation effect to produce a Whisky Cask and immediately receive **3 Victory Points instead**. This is an ongoing (∞) effect. If a distillery does not have an Activation Icon to produce a Whisky Cask, this effect cannot be used.

Mackintosh: Your Castle 🏰 tiles are now treated like Scotsmen concerning tile placement. You can place new tiles next to any of your Castles without the need for a Scotsman. This is an ongoing (∞) effect.

MacLachlan: You can relinquish unused Movement Points for **1 Victory Point** each. This is an ongoing (∞) effect.

MacLeod: Immediately take 3 Coins from the pool.

MacMillan: Immediatley take 1 of the tiles in your territory out of the game. The layout still has to be legal. If you remove an Overbuild Tile, all tiles in that position must be removed. If removing a Landmark Tile, you keep the Landmark Card. Any resources and Scotsmen on the Tile are moved to your Clan Castle. Neither the Village nor the Home Castle in the Home Territory can be removed in that way.

MacLean: You may activate 1 Animal 🟢 Tile and 1 Whisky 🟢 Tile.

McKay: Immediatley take the *David Hume* Person Tile. It counts as 2 Persons in the Scoring Rounds.

McKinnon: Immediatley take 1 Scotsman and place it on any Tile. In addition, take 2 Coins from the pool.

Munro: Immediatley choose 1 tile from the discard pile and build it in your territory without paying its cost. If you choose a Person Tile, you still have to pay any road costs (see *Persons, Clan Markers and the Clan Board* on p. 15).

Oliphant: Immediately score Victory Points for Coins you currently have: If you have at least *9 Coins*, score **5 Victory Points**, if you own *12 or more Coins*, score **8 Victory Points**.

Ross: Immediatley take 2 Scotsmen and place them on any tiles.

Sinclair: If you activate a Trade 🟢 Tile, you can replace 1 resource needed to pay the Activation Cost by paying 1 Coin to the pool. This is an ongoing (∞) effect. This effect can only be used once per activation and only for 1 of the resources needed.

Sutherland: Immediately score Victory Points for the number of River 〰 Tiles in your territory. If you have *at least 4 River Tiles*, score **5 VP**. If you have *6 or more River Tiles*, you score **8 VP**.

Credits

A lot of people were involved in making Glen More II: Chronicles a reality.

Matthias Cramer, the author of *Glen More II: Chronicles,* has been successfully developing and publishing board games since 2010. His debut work Glen More was nominated for the International Gamers Award. With *Lancaster* Matthias won the Dutch Game Award and a nomination for Kennerspiel des Jahres, the expert game category of the Spiel des Jahres Award. *Rococo*, which he developed with Louis and Stefan Malz was also nominated for Kennerspiel des Jahres. His ludography includes great games like *Helvetia*, *Kraftwagen* and *Dynasties*.

Klaus-Jürgen Wrede, author of *Carcassonne* and guest designer of the Chronicle "*Highlander - there can be only one*". Since visiting the game fair in Essen in 1989 the occasional playing became a great passion, and soon the development and conversion of own game ideas resulted. *Carcassonne* was named Game of the Year in 2001 and received the German Game Award in the same year and many international awards. Further games have been placed on the recommendation list several times by the Spiel des Jahres jury. When inventing games, Klaus-Jürgen Wrede is particularly attracted by the conversion of historical themes into family-friendly games.

Arve D. Fühler is the designer of *The Penny Mobs* Chronicle. The name Arve is due to his quarter-Finnish descent. Born in 1966 in Frankfurt / Main in Germany. As a game designer Arve is fascinated by finding and developing creative ideas and solutions: how can a topic, a mechanism or complex process be transformed into a simple, playful and entertaining action system? How could an aesthetic, visual and haptic implementation be designed? Finding the answer to these questions drives Arve to design great games like *TA-KE*, *Festo!*, *El Gaucho* and *Pagoda* among others. Arve's next game (prototype name *Capone City)*, will be published by Funtails.

The *Spieleautoren Südschwarzwald* (game authors of the Southern Black Forest), SAS for short, are a young association of committed game authors and game testers in Freiburg, Germany. The group has been meeting once a week since 2013 to test, debate and improve together. In addition, the SAS organises larger test days in the region. In addition to their own developments, tests for publishers are also on the agenda again and again. This is how the cooperation with Funtails came about. Some members of the SAS were intensively involved in the tests of the game and the Chronicles and also contributed the promotional Chronicle *The Loch Ness Monster*. Involved were: Bettina Brennecke, Alexander Grevel, Max Hoffmann, Sarah Löffler, Ferdinand Schnitzler, Laurin Schürer, Holger Siefke, Martin & Rebekka Zeeb.

Credits

Game Design:	Matthias Cramer
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Development:	Andreas Geiermann, Steffen Rühl, Ingelis Wipfelder
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Art Direction:	Daniel Müller
Illustrations:	Hendrik Noack, Jason Coates
Community Management:	Andreas Geiermann, Nils Herzmann, Ingelis Wipfelder
Proof Readers:	Miguel Conceição, David McMillan, Stephen Orr, Winona So, Tyler Somer
Additional Design and QA:	Bettina Brennecke, Alexander Grevel, Max Hoffmann, Sarah Löffler, Ferdinand Schnitzler, Laurin Schürer, Holger Siefke, Martin Zeeb, Rebekka Zeeb

Special Thanks

We especially want to thank all our Kickstarter backers, who helped us finance our first boardgame. Your input and feedback has been incredibly helpful!

The Funtails team wants to especially thank:
André Beautemps, Uli Blennemann, Andreas Buhlmann, Stefan Burkhardt, Luca Vince Caltabiano, the wrong Jason Coates, Marty Connell, Christwart Conrad, Susanne Cramer, Jan Cronauer, Kevin Delp, Dean Dunning, Sven Engelken, Christian Flender, the HAL9000 crew, Richard Ham, Tom Heath, Nils Herzmann, Karsten Höser, Jimmy Hudson, Mandi Hutchinson, Benjamin Knab, Jörg Köninger, Daniel Krause, Flavio De Leonardis Oivalf, Stefan Lampinen, Michael Liebe, Thomas List, Mike Love, Stefan Löw, Melanie & Angelo Marrandino, David McMillan, Jon McPeters, Matthias Nagy, Tilman Petters, Tim Plöger, Christoph Post, Jeremy D Salinas, Frank Schmidtsdorff, Brody Sheard, Stephanie Straw, Jenni Stephens, Ellie und Chris, Markus Weihrauch, Michael J Wright, Dominik Zöllner.

Andreas:
A big thank you to Nicole Bechler for her support in the last year. Couldn't have done it without you <3
Big thanks to Steffen for going on this risky voyage together!
Thank you to Nils, Ingelis & Daniel for the great team effort. You are great!
Thanks to Benjamin Sandberg & Christian Fern for your personal support and insights into Kickstarter. Bro hug!
Thank you Freio, Anna and Thomas for your great job on our Kickstarter video. It went better than we ever hoped for!
Thank you to Klaus-Jürgen Wrede for being an allround great guy!
Thanks to Jamey Stegmaier for the work on his Kickstarter blog. It has been invaluable!

Daniel:
My thanks go to Steffen Rühl, who made it possible for me to work on this game, and to the great FUNTAILS team. It was fun working with you! I would also like to thank my future wife Franziska. Thank you for supporting me in making my dreams come true. I love you!

Nils:
Special Thanks to Peter Csuka, Dan & Frank DiLorenzo, Judith & Charlotte Herzmann, Jamey Stegmaier, Matthias Trojnar

Steffen:
I want to thank my wife Jutta: I love you for supporting me when I have crazy ideas like this and supporting me to make my dream come true. Thanks to my wonderful daughters Svea and Liv: Your smiles keep me going in hard times. Now turn off the lights! I am especially grateful for the great Funtails team and their families, who made this all happen. Special thanks to Matthias Cramer, Gerhard Gohr, Stefan Kalveram, Astrid Krings-Gohr, Thomas and Liisa List, Mike Love, Claudia Scarabis, Julian Sommer, Marc Sommer.

In Memory of Jörg Rohrer.
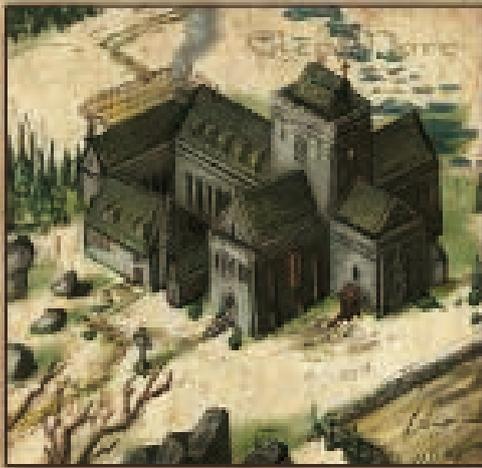
Glen More
Chronicles

It was an exciting journey and at the same time a first step. Before *Glen More II: Chronicles* there was no *Funtails*. This project is - and will remain - our first work, with a lot of idealism, some rough edges and a lot of passion and love. We have learned a lot: some things we would have done better differently, some things we will do differently in the future.

But a lot of things we would do again this way in the future: With our love for games we will always work hard to create something that deserves to exist in this world. Just the way *Glen More II* once started as a thought: This game should exist!

Now it does.