
TALES OF
GLORY
Rules



*Young heroes hungry for adventure, your hour of glory is nigh!*
*Take this sword and shield, take these coins and potions. And don't forget your spell book!*
*The lands you are about to explore are full of creatures to defeat and treasures to collect.*
*You'll visit amazing places and meet surprising characters.*
*You'll come home a hero, but only the most glorious among you will go down in legend!*

## Goal of the Game

The player who has earned the most Prestige ( ) after 10 rounds is declared the winner.
This is won during the players' adventures in the game.



## Game Components



74 "Adventure" tiles



1 double-sided "Adventure Board"



5 "Banners"



18 "Combat" tokens ( )
18 "Magic" tokens ( )



40 selection cards
(8 per player)



2 double-sided
"Discard Pile" tiles



4 "Majority" tokens



1 "First Player" token



35 "Coin" tokens
(25 1-coin & 10 3-coin tokens)



35 "Potion" tokens
(25 1-potion & 10 3-potion tokens)



85 "Prestige" tokens
(40 1-point, 20 5-point & 25 10-point tokens)



30 "Key" tokens

# Setup

Put the **Adventure Board** (1) in the middle of the table so that all players have easy access to it, with the side matching the number of players facing up (6 slots for 2 or 3 players; 8 slots for 4 or 5 players).




Put the Potion ( ), Coin ( ), Key ( ), Combat ( ), Magic ( ), and Prestige ( ) **tokens** near the Adventure Board to form a shared reserve (2).







Take the 4 **Majority tokens** (3) and put them near the Adventure Board.




Take the appropriate discard pile tile for the number of players:
- with 2 players, you will discard 3 tiles,
- with 3 players, you will discard 2 tiles,
- with 4 players, you will discard 1 tile, and
- with 5 players, you will discard 0 tiles.

Place this tile next to the Adventure Board, to the left of slot 1 (4).
Put the other discard pile tile back in the box.

Sort the **Adventure tiles** into 5 piles of tiles with identical backs: Ages **1**, **2** and **3**, Quests ( ), and Heroes ( ). During your first game, set aside the Quest tiles and put them back in the box. Take the 4 remaining piles (1 pile per Age plus 1 pile of Hero tiles), shuffle each pile, and then put them next to the Adventure Board (5).




With 2 or 3 players, randomly remove 2 tiles from Age 1 and put them in the discard pile (6).




Each player takes one **Hero tile** at random and puts it in front of them to start building their individual Legend Board. The remaining Hero tiles can be put back in the box. Each player takes the **selection cards** associated with their hero and a **Banner token**, and puts them in front of them. Each player then gets the **reward indicated** on their Hero tile (see the list of rewards on page 15) and puts it in front of them (7).

*For example, this hero receives receives 7 Potions and 4 Coins. The contents of Chests are not taken at this time.*








The **First Player token** is given to the player with the most gallant (i.e. the longest) first name (8).

Put one tile from the Age 1 pile (5) on each of the slots on the Adventure Board (1).

**The first round can now begin.**

# Playing the Game

Each round is made up of the following phases:

**1) Obtaining Tiles**
- a. Choose Tiles
- b. Take Tiles
- c. Catch Up
- d. Change First Player

**2) Playing Tiles**
- a. Pay for the Tiles
- b. Place the Tiles
- c. Collect the Reward

**3) Setting Up the Next Round**

## 1 – Obtaining Tiles

**a) Choose Tiles:** The players simultaneously and secretly choose which Adventure tile they want to take from the Adventure Board. To do so, the players put the selection card matching the slot of their choice face down.

**b) Take Tiles:** When all the players have chosen, they reveal their selection cards simultaneously. Starting with the player who has the First Player token and moving clockwise one by one, the players take the tiles they chose (if they can) and recover their selection cards.

**c) Catch Up:** Sometimes the tile a player chose is no longer available because it was taken by another player earlier in the round. Players who were not able to take the tiles they chose play a catch-up round in which they each take one of the remaining tiles in turn following the current turn order.

***Example***

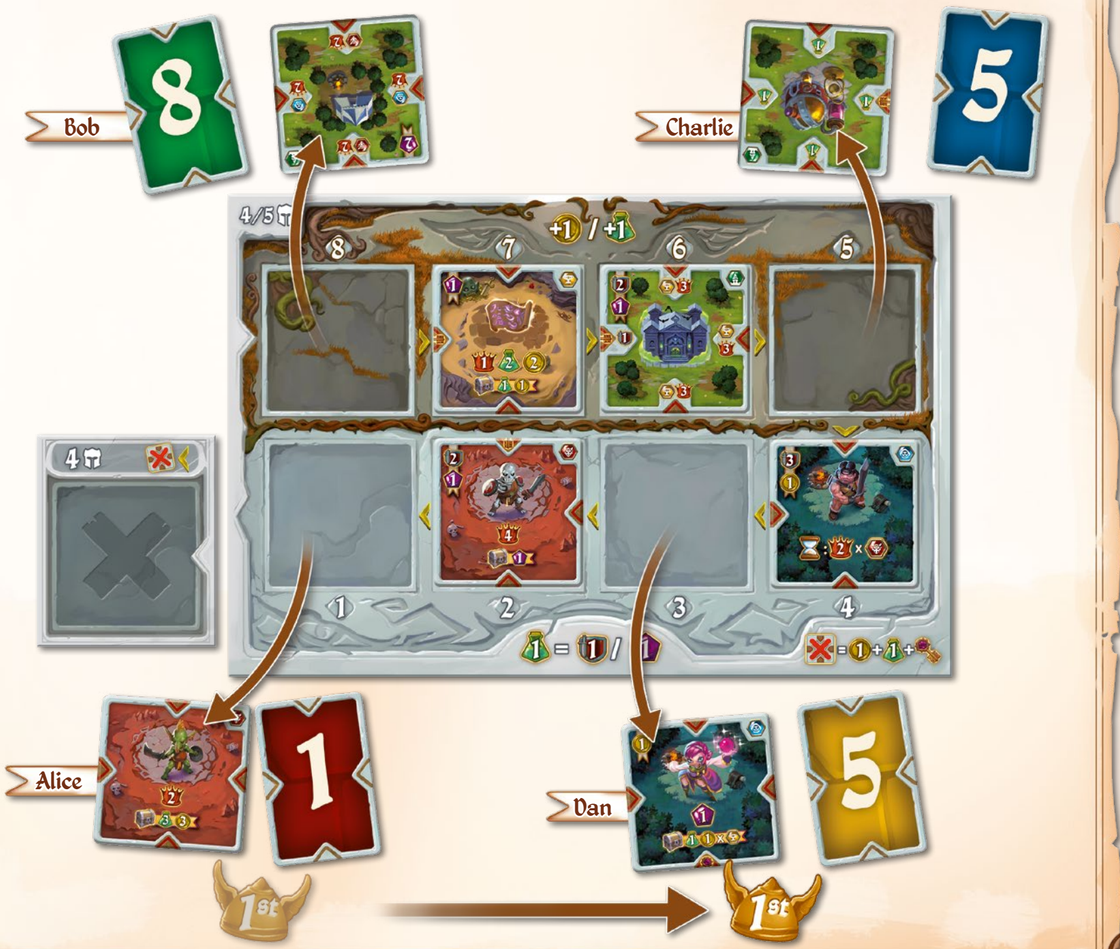
*The turn order is as follows: Alice, Bob, Charlie, then Dan. Using their selection cards, they respectively choose the tiles on the following slots: **3, 3, 4, and 3**. Following the turn order, Alice takes the tile on slot **3**; Bob cannot take the tile he chose on slot **3**; Charlie takes the tile on slot **4**; and Dan cannot take the tile he chose on slot **3**. During the catch-up round, Bob goes first (following the turn order) and takes the tile on slot **2**. Then Dan takes the tile on slot **7**.*



**d) Change First Player:** The First Player token then changes hands. **The first player must change at this stage.**
The player who took the tile on the slot with the smallest number recovers the First Player token, regardless of which selection card that player had played. If that player already has the First Player token, it goes to the player who took the tile on the slot with the second smallest number.

***Example***

*Alice has the First Player token. Alice, Bob, Charlie, and Dan respectively took the tiles on the following slots: **1, 8, 5, 3** (Dan took his tile during the catch-up round). Among these tiles, Alice took the tile on the slot with the smallest number **(1)**, but she already has the First Player token. Dan is the one who took the tile on the slot with the second smallest number **(3)**. Alice therefore gives him the First Player token.*



# Adventure Tiles

There are 4 types of Adventure tiles:


Monster ( )


Character ( )


Place ( )


Treasure ( )






## 2 – Playing Tiles

Then, starting with the player who has the First Player token and moving clockwise, the players may play the tiles they took. Playing a tile consists of paying for it, adding it to your individual Legend Board, and collecting the reward. Players may decide to complete this stage simultaneously if they do not want to wait to see what the other players do.

### a) Pay for the Tiles

Once a player has taken their tile, they must pay its cost in order to play it. The cost is shown on the pennant in the top left corner of the tile. If there is no pennant in that corner, the tile is free. Tiles cost Combat points ( ), Magic points ( ), Coins ( ), Potions ( ), or a combination of two of these elements.

To pay for a tile costing Coins ( ) or Potions ( ), the player must have enough in their personal reserve and pay the requested quantity into the shared reserve. To pay for a tile costing Combat ( ) or Magic ( ) points, the player must have at least that many of the corresponding tokens on their Banner. **Combat and Magic tokens are not removed from the Banner when they are used.**

**Wild Lands:** When a tile is located on the top row of the Adventure Board (slots 4-5-6 with 2 or 3 players, and slots 5-6-7-8 with 4 or 5 players), the player must pay an extra fee of either 1 or 1 (their choice). A reminder of this rule is noted on the Adventure Board.




**Compensating:** If a player does not have enough or to pay for a tile, they may use to lower its cost in or , getting a 1-point reduction (of or ) for each spent.
The thus spent are paid into the shared reserve. A reminder of this rule is noted on the Adventure Board.




**Discarding Tiles:** If a player does not want to play the tile they took, or cannot pay for it, they may discard it. They put the tile on the discard pile, receive 1 and 1 in compensation from the shared reserve, and add them to their personal reserve along with a Key token ( ) that they play immediately (see "Keys and Chests" on page 12). The discarded tile is not played. The player therefore skips steps **2b** and **2c** of the round (placing tiles and collecting the reward). Players do not have to pay the Wild Lands fee when they discard a tile from the Wild Lands. A reminder of this rule is noted on the Adventure Board.




***Example***

*Alice took this Character tile from slot **6**.*
*Alice is 1 short, so she must compensate by paying 1 .*
*In addition, slot **6** is located in the Wild Lands, so Alice must pay the extra fee of 1 or 1 .*
*To play the tile, Alice therefore pays:*

- *1 (the cost of the tile)*
- *1 (to compensate for the she was short)*
- *1 (the extra fee for Wild Lands)*

*For a total of 1 and 2 .*




**Note:** Players collect potential rewards from tiles only **after** paying for and placing them.
Therefore, rewards cannot be used to pay for tiles.

## b) Place the Tiles

Once a player has paid for their tile, they expand their individual Legend Board (which contains only their Hero tile at the start of the game) by adding the tile they just took.

### Tiles must be placed according to the following rules:

- All tiles must be placed facing in the same direction, with the illustrations right-side up in relation to the player placing them.
- Tiles must always form at least one Connection (the diamond overlapping two cards) by aligning at least one Connector on the tile being played with a Connector on a tile already in place. This completed Connection may be empty, contain a key, or even be empty on one side and contain a half-key on the other.
- Tiles may never be placed so that one side with a Connector is touching a side without a Connector on the adjacent tile. (Two tile edges that do not have Connectors may touch, as long as the two previous rules are followed.)

### *Example*

*The two Character tiles may be next to each other because they have valid Connections with other tiles already present. The two grayed-out Treasure tiles, however, do not follow the tile placement rules. The tile on the left needs to have a Connector on its top edge to be placed there. The tile on the right does not create a Connection.*



**Keys:** Certain Connections form Keys ( ). These are explained in the "Keys and Chests" section.



## c) Collect the Reward

Once a tile has been placed, the player collects the reward. Rewards are shown immediately under the illustration. The most common rewards consist of taking tokens from the shared reserve and adding them to one's personal reserve. (See the list of all possible rewards on page 15.)

The rewards from Character and Place tiles follow special rules.

### Rewards from Character Tiles ( )

Some Character tiles use the "✕" symbol (meaning "for each"). This means that the reward means that the player collects 1 and 1 for each Monster tile ( ) present on their individual Legend Board when the reward is collected (nothing is collected if there are no Monster tiles ( )).

In addition, some of the rewards from Character tiles are not collected when the tile is placed, but rather at the end of the game. The symbol representing the end of the game is listed before these rewards. The Character tile in the example below (the barbarian) provides 2 Prestige points at the end of the game for each Monster tile on the player's Legend Board.

### Rewards from Place Tiles ( )

Place tiles ( ) have special Connectors, each of which is associated with a reward. Players can get each of these rewards by connecting a tile to the corresponding Connector. The adjacent tile must sometimes be of a certain type to get the reward (see example below). This reward may be collected either when the Place tile is placed or when a new tile is placed adjacent to it. **Placing a Place tile may trigger the collection of several rewards at once.**

### *Example*

*Placing the Monster tile to the left of the Place tile triggered the 1 reward because it did not have a tile condition. Any tile placed in the same spot as the Monster tile would have triggered this reward. Playing the Treasure tile to the right of the Place tile triggered the 3 reward because a treasure tile was required ( ) to earn the reward. However, placing the Character tile above the Place tile did not trigger the reward associated with the upper Connector because it was a Character tile ( ) when a Treasure tile ( ) was required to earn the reward.*



## Keys and Chests

Some tiles contain Chests, shown under the reward. To open a Chest, a player must place a Key token ( ) on it. When a Chest is opened, its owner collects its contents, exactly as if it were a reward. The reward from each Chest may only be collected once per game. Therefore, there can never be more than one Key token ( ) on any given Chest.

### Players can get Key tokens ( ) in a variety of ways:

- When a player puts two half-keys together in a Connection ( ), that player wins a Key token ( ). This token may be used to open a Chest located on one of the two tiles in the Connection OR on the player's Hero tile.

- Players can also get Key tokens ( ) as rewards from tiles OR by discarding tiles instead of playing them. Players can use these Keys to open any Chest on their individual Legend Board, without restriction.

Whenever a player gets a Key token ( ), they must immediately place the token on one of the Chests they have not yet opened. If the player cannot place the Key, the token is lost and put back into the shared reserve.

***Example***

*Placing the Monster tile in this spot puts two half-keys together. The player therefore earns a Key to be placed immediately. This Key can open the Chest on the Monster tile or the one on the Treasure tile (because the Key was obtained by connecting these two tiles), or one of the two Chests on the Hero tile (a Key can always be placed on a closed Chest on the Hero tile). However, this Key cannot be placed on another Chest because it was obtained by connecting two half-keys.*





## 3 – Setting Up the Next Round

- Discard as many tiles as indicated on the discard pile tile. The tiles to be discarded are the remaining tiles that are located on the slots with the smallest numbers on the Adventure Board.

- After discarding them, slide the remaining tiles around the Adventure Board, following the arrows on the board, to fill slots 1 to 3 (for 4 or 5 players) or slot 1 (for 2 or 3 players).

- Finally, draw 5 tiles from the Age 1 pile. When this pile is empty, draw from the Age 2 pile. When both are empty, draw from the Age 3 pile. Place them randomly on the empty slots on the Adventure Board.

***Example***

*In a 4-player game, the discard pile tile tells players to discard 1 tile at the end of the round. Before filling the Adventure Board with new tiles, discard the tile on the slot with the smallest number, then slide the remaining tiles around so that they occupy slots **1** to **3**.*



# End of the Game

The game ends after 10 rounds, when all 3 piles of Adventure tiles are empty. Play is then wrapped up in the following stages:

**Majorities:** The player who has the most in their reserve takes the corresponding Majority ( ) token and collects a reward of 4 .
If two or more players are tied, they are all considered to have a Majority and collect 4 each.
Do the same thing for the , , and .

**Characters:** As explained above, some Character tiles ( ) provide rewards at the end of the game (as indicated by the symbol).
Each player who has these tiles on their individual Legend Board collects the rewards from these tiles.

**Counting Points:** The player who has the most wins. If two or more players are tied, the player with the most wins.
Secondary and subsequent ties are broken with , then , and then .

# Experienced Players

After you've played a few games, you can use the Quest tiles that come with the game.

### They work as follows:

At the start of the game, deal 3 Quest tiles face down to each player at random.
The players each look at their 3 Quests in secret, discard one (which is put back in the box), and put the other two face down in front of them. When it is their turn, each player may play one or two of their Quest tiles during the "Playing Tiles" stage, **before and/or after** the tile taken from the Adventure Board. To do so, the player must pay for each Quest tile just as they would for any other tile, in addition to paying for the Adventure tile that they play during their turn.





# List of Rewards

| | | : Receive X | | . Take the corresponding tokens from the shared reserve and add them to your personal reserve.

| | : Receive 1 Combat ( ) | Magic ( ) point. Take the corresponding token from the shared reserve and add it to your Banner.

: Take the First Player token and put it in front of you.

: Take a Key from the shared reserve and place it on a closed Chest on your individual Legend Board.

| | | | : If a reward is followed by one of these symbols, it is multiplied by the number of Place ( ) | Monster ( ) | Treasure ( ) | Character ( ) tiles on your individual Legend Board **at the time** the reward is collected.

: If a reward is followed by this symbol, it is multiplied by the number of Key tokens ( ) on your individual Legend Board **at the time** the reward is collected.

| : If a reward is followed by one of these symbols, it is multiplied by the number of | on your Banner **at the time** the reward is collected.

: If a reward is followed by this symbol, it is multiplied by the number of Majorities that you earned at the end of the game (including Majorities earned in ties with other players).

: If this symbol appears before a reward, the reward is collected **at the end of the game**. The reward is therefore not collected when the tile is placed.

## Quest Rewards

| : If a reward is followed by one of these symbols, it is multiplied by the number of sets of 3 | 3 in your individual reserve **at the time** the reward is collected.

: If a reward is followed by this symbol, it is multiplied by the number of tiles that are adjacent to 4 other tiles on your individual Legend Board **at the time** the reward is collected.

: If a reward is followed by this symbol, it is multiplied by the number of unopened Chests (i.e. Chests with no Key tokens on them) that are on your individual Legend Board **at the time** the reward is collected.





## Credits

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