Glen More II

Chronicles



12+ 2-4 90-120

Rulebook

v2.0

1. Take a Tile

In contrast to many other games, there is no fixed player order in Glen More II: Chronicles. In each turn, 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 ...



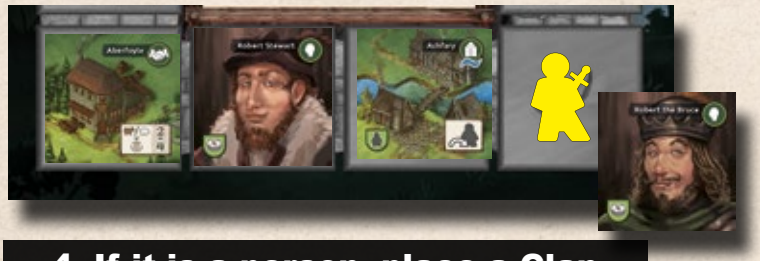
... to gain resources and/or Victory points, to move Scotsmen or to produce Whisky.





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 turns, 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 Round 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

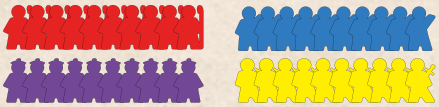


Clan Board



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)



8 **Chronicles** to expand the base game (including additional content)



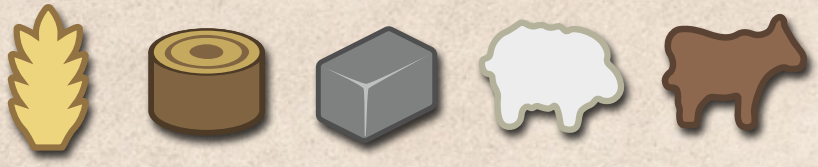
70 Victory Point Tokens in the following denominations:

20x 1VP 15x 3VP 15x 5VP 15x 10VP 5x 50VP



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 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



1 David Hume Tile



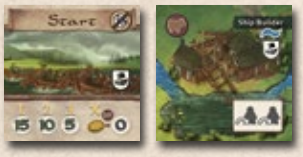
Contents (Chronicles)



4 Player Boats (in the player colors)



3 new Tiles: Race Start Tile (1x), Ship Builder Tile (2x)



7 Result Cards: Winner, Second, Third and 4 Last Cards



16 Reward Tokens



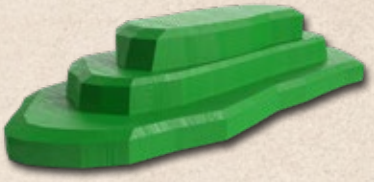
2 Non-Player Rivers



I



1 Double-Tile sized Mountain



II



2 new distilleries: Ben Wyvis (B-Stack), Glen Albyn (C-Stack)



5 replacement Tiles for the distilleries of the base game: Pulteney, Glen Mhor, Glenlochy, Edradour and Millburn



3 Selling Single Cask Tiles (B-, C- and D-Stack)



4 First Cellar Cards
4 Second Cellar Cards
4 Third Cellar Cards



III



1 playing piece Englishman



1 Market Overlay



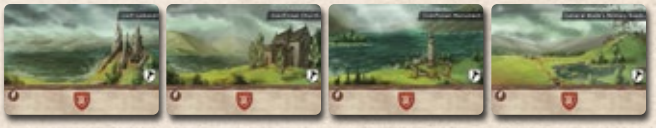
1 England Token



IV

4 new Tiles and corresponding Landmark cards: Loch Lomond, Glenfinnan Church, Glenfinnan Monument and General Wade's Military Roads





Contents (Chronicles)



4 Haggis Serving Tables



13 Haggis Tokens with values between 1 to 3 on the reverse side



V

6 new Tiles (Drover's Inn, Ye Olde Inn, Creek Inn, Haggis House, Beast Feast Inn, Shetland)





8 new Tiles (4 x Gathering A,B,C,D + Wallace Monument, Old Man of Storr, Dunvegan Castle, Fort George)



4 History of Scotland Landmark-Event cards (Wallace Monument, Old Man of Storr, Dunvegan Castle, Fort George)



VI

11 Base Game Landmark-Event cards



4 Hammer of the Scots Landmark-Event Cards





10 Great Glen Scoring Cards



28 Voting Markers (16 x AYE, 12 x NAY)



VII



9 Base Game Penny Mobsters marked S or B on the back



7 Penny Mobsters for use in other Chronicles, with 2 Chronicle icons



VIII

28 Pennies (with a -1 Victory Point and a +1 Victory Point side)



14 Tokens as listed in the Penny Mobster descriptions below



1. Basic setup

Each player chooses 1 of the available colors and receives:

- ► The Home 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.

2. Setting up the table

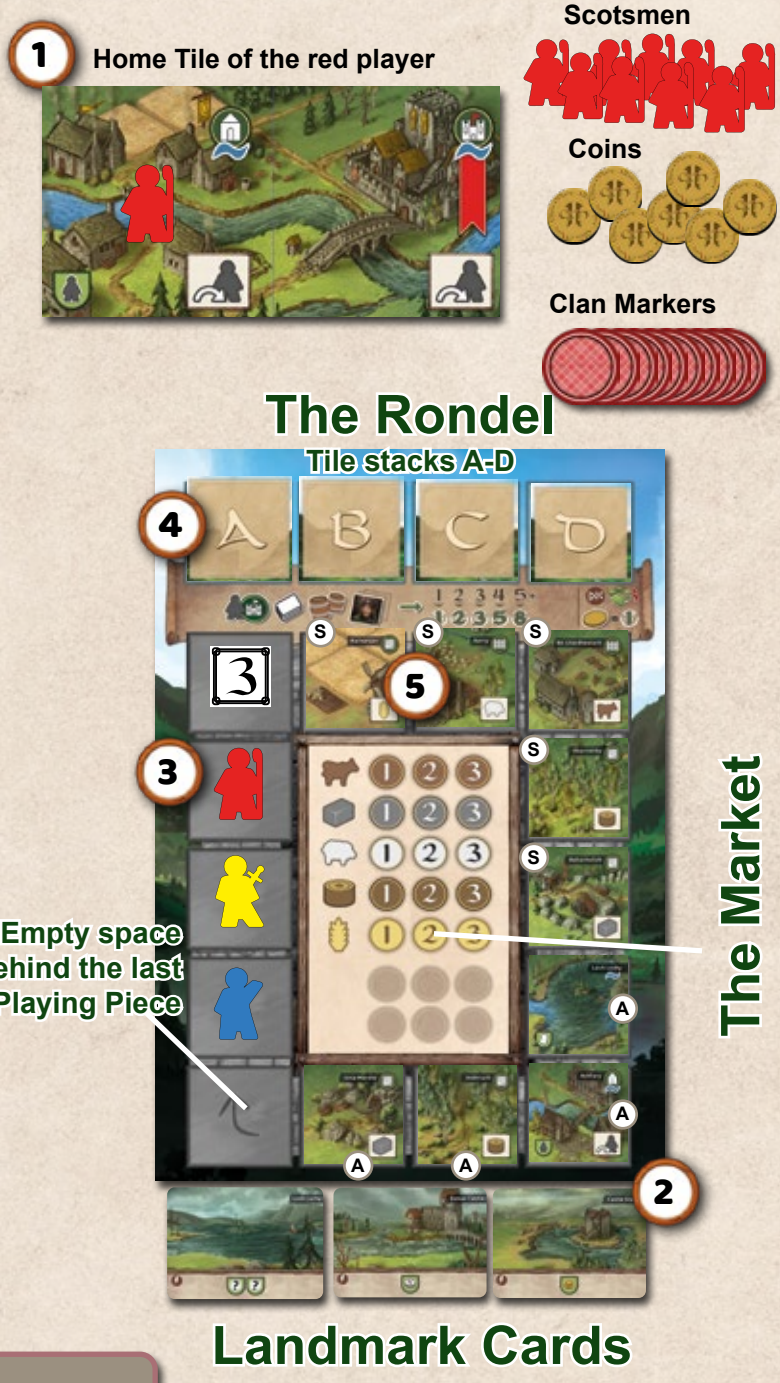
- ► Place both the Clan Board and the Rondel in the middle of the table.
- ► Place the following materials next to the board as a general pool: the Whisky Casks, the Resource Tokens (Wood, Stone, Barley, Sheep, Cattle), the Coins and all Victory Point chips.
- ► Place the Landmark Cards next to the board. 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.

3. Determining the initial player order and starting Coins

- ► 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.

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.

Setup

2 **Resources**



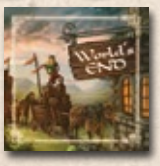
Whisky Pool



Victory Points

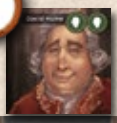


Note: Resources, Coins, Victory Points and Whisky are unlimited. If you should ever run out of any of them, please use a substitute. Scotsmen are limited.



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 randomly 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 Round takes place immediately when the last Tile of a stack (A-C) is placed (see *Scoring* on p. 18).

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

A final Scoring Round takes place (see *Ending The Game* on p. 18).

Turn Order

Please note that, contrary to many other games, there is no fixed player turn 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. 10, *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:

Exception: the *The End* Tile as described on p.18.

- ► Advance your Playing Piece to any space on the Rondel with a Tile on it.
- ► Take that Tile, pay costs if required, and place your Playing Piece in its position.
- ► Place the Tile according to the placement rules (see *Placement Rules* on p.12).
- ► Activate the placed Tile and all (up to 8) neighboring Tiles (see *Activating Tiles* on p.14-16).
- ► 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.

Note: If all players moved their Playing Pieces over a Tile without taking it, the Tile is placed in the Discard Pile. This happens immediately when the last player moves his Playing Piece over that Tile. This means that more than 1 Tile will 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.

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

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



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. 9).

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. 14-16).

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 place 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.). You don't need to spend your existing resources first to use the market.

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.



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. 11). 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.15 *Types of Activations*).



If you take a Person, see *Persons, Clan Markers and the Clan Board* on p. 17

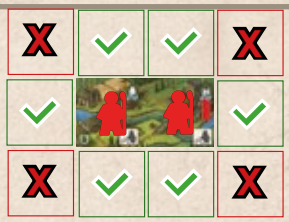


If you take any other Tile, see *Placement Rules* below.

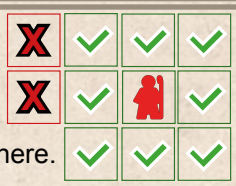
Placement Rules

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.



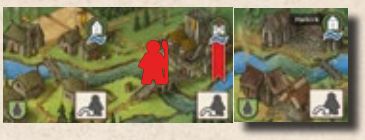
► A Tile must be placed neighboring orthogonal or diagonal to one of your Scotsmen.



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

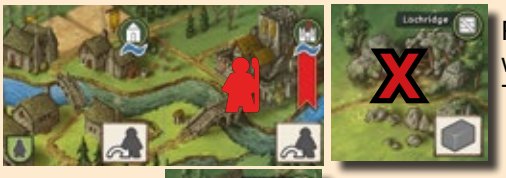
A River runs through your Home Tile.

- ► 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 Tile* and all connected tiles.

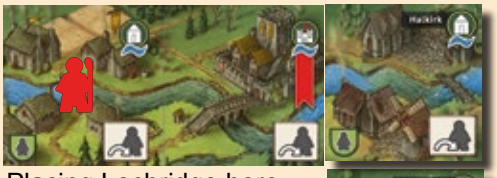
Placement rules examples:



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



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

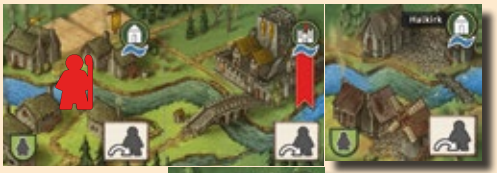


Placing Lochridge here is not possbile, because there is no Scotsman on a neighboring Tile.





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:

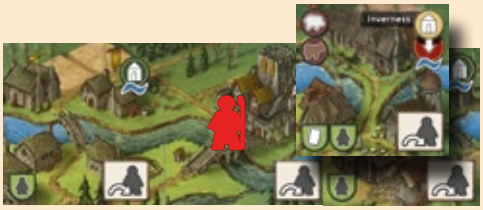
- The type of the Overbuild Tile needs to match the type of the Tile it overbuilds.
- The river must match as well (not adding the river nor removing the river).
- The Overbuild Tile is placed on top of the Tile that was overbuilt.
- The Overbuild Tile must be placed neighboring to one of your Scotsmen. It is sufficient to have a Scotsmen on the Tile that is being overbuilt.
- Only the topmost Tile is used for the remainder of the game.
- The tiles of the home tile can also be overbuilt if the other requirements are met.

One-time effects of a Tile that was overbuilt are retained (See *One Time Effects* on p. 14). 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. A stack of Tiles counts as 1 Tile for scoring purposes or when removing 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.
Use the Landmark Card one-time effects before activating the newly taken tile (see *Activating Tiles* below.)

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.

After one-time effects are executed, Tiles are activated.

Activating Tiles

After a Tile is legally placed and one-time effects are executed, 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.



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.16.

Activating Tiles

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. 17



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. 13 *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.

Activating Tiles

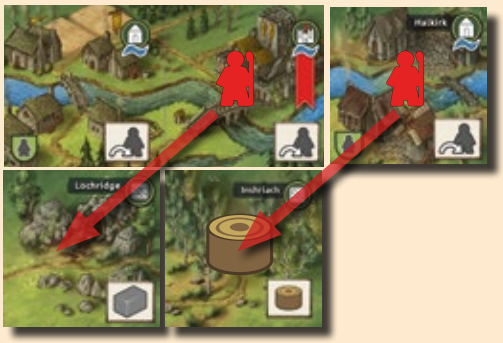
Activation Example:



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).

Persons, Clan Markers and the Clan Board



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. 19 for a list of Clan Fields.

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

Please note: The empty Clan Fields on the Clan Board are for use with future Chronicles or Promos.

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.



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

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.



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.21. 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.

Castle of Mey:
Instead of activating tiles in your territory by placing *Castle of Mey* next to them, you 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.

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. 17).

Duart Castle:
Immediately place 1 of your Clan Markers on the Clan Board. You receive 1 Coin. You need to pay the road cost, if applicable (see *Persons, Clan Markers and the Clan Board* on p. 17).

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. If Loch Morar removes itself, activation of surrounding Tiles still takes place.

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 (∞). Resources from Clan Fields can be placed on any Tile. When placing resources, bear in mind that the maximum number of resources (3 per Tile) still applies.

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.

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. Do not activate surrounding Tiles.

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. You do not have to pay the activation's normal cost to use this effect.

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.

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**.

MacLean: You may activate 1 Animal Tile and 1 Whisky Tile. Do not activate surrounding Tiles.

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

McKenzie: Immediatley take 1 Barley and place it on any Tile. In addition, take 1 Whisky from the pool.

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. 17).

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**.

Chronicle I - The Dragon Boat Races

2-4 Players.
Using this Chronicle adds 5 minutes to the game time.
It is an easy-to-play Chronicle.

Overview

It is a little known fact that there are indeed boat races taking place in the Scottish Highlands. Winning the boat race is done by sending the Player's Boat through all the other player's Home Territories along the river and returning first to the Home Castle!

Contents



4 Player Boats (in the player colors).
3 new Tiles: Race Start Tile (1x), Ship Builder Tile (2x).
7 Result Cards: Winner, Second, Third and 4 Last Cards.
2 Non-Player Rivers (use both for a 2 player game and one for a 3 player game).
16 Reward Tokens. 

Setup Modifications

Each player receives the Boat in his color and places it in the Home Castle.
To simulate the starting shot, the Race Start Tile is placed roughly in the upper third of the B-Stack (so it comes into play at the start of the B-Tile stack). The Result Cards are set aside until the end of the race. Place the Non-Player Rivers between the players if playing with 2 or 3 players. Shuffle the Reward Tokens and randomly place 2/3/4 of them (in a 2/3/4 player game) face down on each player's Home Castle and in each Non-Player Castle (on the Non-Player Rivers). Unused Reward Tokens are returned to the box.

New Rules

When the first player crosses the Race Start Tile with the Playing Piece, the race starts *for all players*. Any player may row his Player Boat in a clockwise direction along the river:

Players can now use Movement Points (e.g. gained through the activation of Villages) to move their Player Boat instead of a Scotsman. A Player Boat can only move along the river in clockwise direction. If a Player Boat reaches the leftmost part of the river in any Player's Territory, the boat continues in clockwise direction at the rightmost River Tile of the player (or Non-Player River) to the left. In a 2 or 3 player game, 1 or 2 Non-Player Rivers respectively are placed between the players and need to be travelled along as well with the Boat.

Scoring & Rewards

The first player to reach the Home Castle Tile again with the Player Boat receives the *Winner* Card, awarding 15 Victory Points (VP) and a Whisky Cask immediately. The second player to reach the Home Castle receives the *Second* Card, awarding 10 VP, the third player receives the *Third* Card awarding 5 VP. Once a ship has returned to its Home Castle, it cannot be moved any further. A player who has not reached the Home Castle when all other players reached their Home Castle receives a "Last" Card, representing a bottle of cod liver oil and that player's Coins are worth nothing in the final scoring. (The points for the *Armadale Castle* Landmark Card are still awarded). If the game ends and 1 or more players have not reached their Home Castle with their Player Boat, they all receive a *Last* Card.

In addition, if a player reaches or passes a Castle during the race, that player may choose 1 of the Reward Tokens at the castle he passed and take the respective reward, placing the rest of the tokens face down again. The bonus is received immediately. Entering the own Home Castle when finishing the race also gives a Reward Token.

New Activations



Gain 2 Movement Points to spend according to the Movement Point rules on p.15 or to move your Player Boat.

Note: Tiles that contain Player Boats cannot be removed from the Home Territory by any effect.

Using the Non-Player Rivers

These non-player rivers extend the length of the river and need to be travelled with the Player Boats as well to reach the Home Castle.
The Non-Player Castles are treated like Player Castles: When entering a Non-Player Castle with a Player Boat, that player picks 1 of the Reward Tokens.

Chronicle 2 - Highlander - There can be only One

2-4 Players.
Using this chronicle adds 5 minutes to the game time.
It is an easy-to-play chronicle.

Overview
There's a mountain. And on the highest peak of this mountain, there is space for exactly 1 Scotsman. We call this Scotsman "The Highlander" - and there can be only one.

Contents
1 Double-Tile sized Mountain.

Setup Modifications
The Mountain is placed right before the empty space during game setup, instead of the last 2 A-Tiles. The Mountain occupies 2 spaces on the Rondel.

New Rules

- If a player moves their Playing Piece over the Mountain, he must place 1 of the following from his personal supply on the Mountain: a Coin or a resource (Sheep, Cattle, Wood, Stone or Barley). If the player does not own any Coins or resources, the player does not need to place anything on the Mountain.
- A player can move onto the Mountain, if there is no player on the Mountain. That player does not place anything on the Mountain. When that player later leaves the Mountain, the player may take all Coins and resources on the Mountain, place the Coins in the personal supply and the resources on any tile in his Home Territory.
- When refilling the Rondell, ignore the Mountain and leave the last Non-Mountain space on the Rondell empty.

At the end of the game, if a player passes the *The End* Tile and chooses the Mountain as his destination, he will receive any Coins and/or Resources on the mountain at the end of the game without leaving the Mountain.



Complexity and the Highlander
This is an easy-to-play Chronicle. If you want to add a small dose of complexity, turn the Mountain sideways, so it only occupies one Tile Space. This adds one more Tile to the Rondel and makes picking the right place to go a bit trickier.

Using the Die?
Remember that the Die never takes a Tile with a Chronicle Icon out of the game!

Chronicle 3 - Ol' Jamey's Single Cask Reserve

2-4 Players. Using this Chronicle adds 10 minutes to the game time.
It is a medium-to-play Chronicle.

Overview
Of all things Scottish, the Scottish Single Malt Whisky is the most well-known Scottish specialty (right after The Haggis, some might add. But this is a story for another time). Players now produce Single Cask Whisky and increase its quality by letting it age.

Contents
5 replacement Tiles for the distilleries of the base game: Pulteney, Glen Mhor, Glenlochy, Edradour and Millburn.
2 new distilleries: Ben Wyvis (B-Stack), Glen Albyn (C-Stack).
4 First Cellar Cards, 4 Second Cellar Cards, 4 Third Cellar Cards.
3 Selling Single Cask Tiles (B-, C- and D-Stack).

Setup Modifications
Replace the base game distilleries with the distilleries featuring the Chronicle icon .
Shuffle the new Tiles into the Tilestacks indicated on their reverse side.
Each player receives a First Cellar Card.
The Second Cellar Cards and the Third Cellar Cards are placed next to the board for purchase.

New rules
Single Malt Whisky works like Whisky in the base game, e.g. when paying for a Tile or during the Scoring Rounds.

Receiving Whisky and ageing
When Whisky is produced or received, it may be placed on the leftmost free space on the First Cellar (marked with 1 VP, 2 VP or 3 VP). If all circles are occupied, the Whisky Cask is placed in the area marked with "0 VP". When paying a Whisky Cask, the Cask can be taken from anywhere in the Cellars.

New activations

When this activation icon is triggered, 1 Whisky Cask in any Cellar may be moved 1 space to the right. The new space needs to be empty. No barrel may be "jumped over". If a Whisky Cask reaches the rightmost Space in a Cellar, it can be moved to the first space of the next Whisky Cellar.


If 2 activation fields are shown on a Tile separated by a slash, one of the activations can be chosen, not both.


For 1 Barley and 1 Wood, 1 Whisky is produced. In addition 1 cask can be moved.

Building new Cellars
Players can buy additional Whisky Cellars to let their Whisky age further. The new cellar is placed next to the existing Cellar (First Cellar, then Second Cellar, then Third Cellar). This can be done at any time during a player's turn, if the cost indicated on the new cellar is paid. A player may own no more than one each of the 3 Cellar types.

Scoring
Single Malt Whisky in the Cellars still counts as Whisky in every aspect and counts towards the Whisky Scoring every round.

The *Selling Single Cask* Tile
In each of the Tile stacks B to D, there is one Selling Single Cask Tile. The number of Whisky casks that can be sold is limited and defined by the number of players in the game . Each space on the Selling Single Cask Tile holds 1 Whisky cask.


If players move their playing piece *over* this Tile, *they may sell 1 cask* from the Cellars and place the cask on 1 of the lower right hand selling spaces on the Selling Single Cask Tile. The player then receives Victory Points as indicated on the Cellar space the Whisky is taken from.
If players move their playing piece *onto* this Tile, *they may sell 1 or 2 casks*: 1 to the upper left bonus selling space and/or 1 to a space at the lower right, if still available. It is not allowed to move ontothis tile and not sell any Whisky Cask. Only one player can be on this Tile at any given time.

When the Single Cask Market Tile is placed in the discard pile, all Whisy Casks on the Tile are returned to the pool.
At the end of the game, all Whisky Casks that were not sold only count in the regular Whisky Cask scoring, no matter on which space in the Cellars a Whisky Cask is. Only selling Single Cask Whisky scores additional Victory Points.

Chronicle 4 - Hammer of the Scots

3-4 Players.
Using this Chronicle adds 10 minutes to the game time.
It is a hard-to-play Chronicle.

Overview

The Englishmen join the game – rejoice all of Scotland! Edward I (1239 – 1307), also known as Edward Longshanks and the Hammer of the Scots (Latin: Malleus Scotorum), was King of England from 1272 to 1307. Some Clan Leaders learned to use their influence with the Englishmen to gain advantages. This Chronicle adds an additional Playing Piece – the Englishman - to the Rondel. Players can learn to control it by picking the right Landmark Cards and using a new track on the Market to control the Englishman.

Contents

1 playing piece Englishman, 1 Market Overlay, 1 England Token.





4 new Tiles and corresponding Landmark cards: Loch Lomond, Glenfinnan Church, Glenfinnan Monument and General Wade‘s Military Roads.

Setup Modifications

Shuffle the new Tiles into the Tilestacks indicated on their reverse side.
Add the new Landmark Cards to the pile of Landmark cards.
Add the Market Overlay below the last row of the Market and place 1 gold on the leftmost field.

The Englishmen come in the form of an additional Playing Piece (“The Englishman”) that is placed on the Rondel instead of the first A Tile. Place the England token below the Englishman.

Setup: Playing Piece 1 – PP2 – (PP3) – (PP4) – (Die) – S Tiles - Englishman and England Token - A Tiles - Empty Space

New Rules

The first player to move over the Englishman or to buy 1 of the new Landmark Cards gains control of the England token. The player who is in control of the England token can use the Englishman as an additional Playing Piece when it’s the Englishman’s turn. The bad news is that this additional move costs Coins. A new England Market row is added to the Market below the normal Market. Whenever a player uses the Englishman, he places 1, 2 or 3 coins on the England Market row, just like when buying resources. The player still has to pay the cost of taking Tiles, even when taking them with the Englishman. *The extra turn the Englishman gives does not trigger Loch Ness or other effects in your turn - you just use the Tile taken by the Englishman.* The Englishman cannot take a Tile of the Hammer of the Scots expansion (General Wade‘s Military Roads, Loch Lomond, Glenfinnan Monument, Glenfinnan Church). If the Englishman is the last Playing Piece to move over the *The End* Tile, then the game ends when the Englishman finishes his last move.

If the player cannot or does not want to use the Englishman in this way, the player can move the Englishman ahead to any Tile and place the chosen Tile in the Discard Pile. Then the player takes the rightmost stack of Coins from the England Market row. If there is no money on the Market row, the player discards the Tile but receives no Coins.

The control of the England token changes when a player buys 1 of the 4 Landmark Cards showing the England Token Symbol. The player receives the England token.

New Tiles and Landmarks

Each of the 4 new Tiles comes with the corresponding Landmark Card that grants control of the England token. These tiles have additional effects:
Glenfinnan Church allows the player to exchange a Whisky Cask for 4 Victory Points when activated.
Glenfinnan Monument gains 3 Victory Points when activated. Unfortunately it costs a Scotsman.

New Activations and effects



Gain control of the England token immediately. You can now use the Englishman according to the rules until you lose control of the England Token again.



Return 1 Whisky cask to the pool to receive 4 Victory Points.

Using the Die?
Remember that the Die never takes a Tile with a Chronicle Icon out of the game!

Chronicle 5 - Address to a Haggis

2-4 Players.
Using this Chronicle adds 10 minutes to the game time.
It is an easy-to-play Chronicle.

Overview

Haggis is a savoury pudding containing sheep's pluck (heart, liver, and lungs); minced with onion, oatmeal, suet, spices, and salt, mixed with stock, and cooked while traditionally encased in the animal's stomach. You now have the opportunity to produce the best Haggis and compare it to the one produced by your fellow Clan Leaders – without the need to eat it! Who makes the best Haggis... and takes the right amount of risk?

Contents

6 new Tiles (Drover's Inn, Ye Olde Inn, Creek Inn, Haggis House, Beast Feast Inn, Shetland).
13 Haggis Tokens with values between 1 to 3 on the reverse side.
4 Haggis Serving Tables.

Setup Modifications

Each player receives a Haggis Serving Table. Shuffle the 6 new Tiles into the Tilestacks indicated on their reverse side. Place the Haggis Tokens face down as a pool. Turn over 2 of the Haggis Tokens, so their values can be seen.

New Rules

If a player receives a Haggis Token, he may choose to take the Haggis Token
► from the face up Haggis Tokens
► or to randomly draw 1 from the face down Haggis Tokens.

The player then places the Haggis Tokens face down on the Haggis Serving Table. Each Haggis Table holds 5 Haggis Tokens. If a player receives a Haggis Token when all spaces on his Haggis Table are occupied, that player may return Haggis Tokens to the pool to make room for the newly acquired Haggis Tokens. Tokens are returned to the Haggis Token supply face down. At the end of this action, turn over Haggis Tokens in the Haggis Token pool until 2 Haggis Tokens are face up again.

New Activations and one-time effects



Pay 1 Sheep to take 1 Haggis Marker from the Haggis Token pool.



Immediately receive 1 Haggis Marker from the Haggis Token pool.

The Haggis Scoring

There are 3 Haggis Scoring Rounds in the game: After the B-Stack Scoring Round, after the C-Stack Scoring Round and after the Final Scoring Round.

► The Die is rolled 4 times, and after each Die roll there is the following check:
► If any player has at least 1 Haggis Token with the value of the Die roll face down on the Table, that player must turn this Haggis Token on the Haggis Table face up.
► No more than 3 Haggis Tokens can be turned face up at any given time. If a player already has 3 face up Haggis Tokens on the Haggis Table, any further Die rolls are ignored.
► After the 4th Die roll, if a player has less than 3 face up Haggis Tokens on the Haggis Table, that player may spend 1 Whisky Cask to make an additional Die roll that just counts for himself. This can be done as often as the player chooses until there are 3 face up Haggis Tokens on his Haggis Table.

Then Victory Points are awarded as follows:
► The number of face up Haggis Tokens on a player's Haggis Table are multiplied by the combined value of all face up Haggis Tokens of that player. The player receives the calculated number in Victory Points. *Then all face up tokens on each Haggis Table are returned to the Haggis Token pool.*
Any face down Haggis Tokens on the Haggis Tables stay there.

Example: A player turned 2 of his Haggis Tokens face up (a "1" and a "3" because the Die showed a "1" and a "3"). His remaining face down Haggis Token (with a "1" on the reverse side) stays face down, because only a single "1" was rolled. He decides to not spend Whisky Casks for additional Die rolls. He scores 2 x 4 = 8 Victory Points: the 2, because he has 2 face up Haggis Tokens, the 4 because this is the sum of the face up Haggis Tokens.

Chronicle 6 - The Dubious Tome of Scottish History

2-4 Players.
Using this Chronicle adds 20 minutes to the game time.
It is a tricky-to-play Chronicle.

Overview
Scotland is not just beautiful scenery. It is a country with a deep history. This Chronicle connects important and interesting events to the landmarks where the events took place.

Contents
8 new Tiles (4 x Gathering A,B,C,D + Wallace Monument, Old Man of Storr, Dunvegan Castle, Fort George).
4 History of Scotland Landmark-Event cards (Wallace Monument, Old Man of Storr, Dunvegan Castle, Fort George).
11 Base Game Landmark-Event cards (replacing the original Landmark cards).
4 Hammer of the Scots Landmark-Event Cards (replacing the “Hammer of the Scots“ Landmark cards if playing with that Chronicle).

Setup Modifications
Replace all the Landmark cards of the base game, and of other Chronicles you play with, with the Landmark-Event cards of the same name. Add the 4 History of Scotland Landmark-Event cards to the Landmarks.
Shuffle the 8 new Tiles into the respective Tilestacks during setup.

New Landmark-Event Cards
The Landmark-Event cards are now double sided and the front side is divided into a left and a right section. When a Landmark-Event card is taken, the left section is immediately triggered - just as when playing the base game.



Using the Die?
Remember that the Die never takes a Tile with a Chonicle Icon out of the game!

Triggering an event



An event can be triggered, when this icon is activated.

If the player owns a Landmark-Event Card that is not turned to the Event Side, then he can choose to trigger the Event:
► The effect on the right side of the Landmark-Event card is then triggered once (see p. 27-29).
► The Landmark-Event card is turned to the Event side.

If a player cannot or does not want to trigger the right side effect on a Landmark-Event card when turning it over, he may do so.

“History of Scotland” Scoring
This Chronicle modifies the scoring of landmarks as follows: all Landmark-Event Cards count as Landmarks in terms of scoring, independent of the side they show. **However, each face-up Event side scores 1 additional point in all Landmark scorings, as indicated by the Icon below on each Event Side of the Landmark Cards.**



Chronicle 6 - The Dubious Tome of Scottish History

The Events of "The Dubious Tome of Scottish History" Chronicle

Old Man of Storr (A)

A priest from Skye decided to travel to Rome and speak to the Pope himself to put an end to a quarrel about the exact date of Easter. Climbing the Storr early one dawn he performed a spell which raised the devil and transformed him into a horse. During the journey, the devil questioned the priest about the reason for the journey. The priest had to use all his wits to answer the questions truthfully but at the same time avoid mentioning the name of "God", which if uttered would break the spell resulting in the devil disappearing and the priest falling into the sea. The priest was successful and despite the devil's trickery, arrived in Rome, learnt the date of Easter and returned safely to Skye. The devil was so impressed with the cleverness of his adversary that on leaving he was heard to utter the ominous words: "until we meet again".

Landmark effect: Immediately take 2 Stone from the pool and place them on the Old Man of Storr Tile.
Event effect: Pay 1 Scotsman to use the new Scoring Table for Scotsmen in the Castle on the Event side for yourself until the end of the game instead of the normal Scoring Table.

Wallace Monument (B)

The tower stands on the Abbey Craig, a volcanic crag above Cambuskenneth Abbey, from which Wallace was said to have watched the gathering of the army of King Edward I of England, just before the Battle of Stirling Bridge in 1297.

Landmark effect: You may immediately activate all the Tiles in your territory. This replaces the activations that the *Wallace Monument* Tile would normally trigger. Each Tile can still only be activated once per turn.
Event effect: Turn 1 Landmark card to its Event Side. If you own "William Wallace" you score 4 Victory Points.

Dunvegan Castle (C)

According to tradition, Malcolm was the third chief (1296-1370) on the way back from a secret lover (the wife of a certain Fraser from Glenelg) when he was attacked by a wild highland cow in Glenelg. Armed only with a "Dirk" he killed the animal. As a reminder of his courageous deed, he kept one of the bull's horns. This horn is considered the clan's treasure, and it is customary for any male heir to empty this horn filled with Claret in one go. Malcolm's little affair in Glenelg is still unforgotten today.

Landmark effect: Immediately take 2 Sheep from the pool and place them on the Dunvegan Castle Tile.
Event effect: Immediately return 2 Sheep to the pool to gain 7 Victory Points.

Fort George (D)

Fort George is an 18th century fortress located northeast of Inverness in northeastern Scotland on a promontory on the Moray Firth. The fort is considered to be one of the most important, almost original preserved European constructions from this time. It was built to pacify the Scottish highlands after the Jacobite Uprising of 1745/1746 and replaced an earlier site destroyed when, under the guidance of a French pioneer officer named L'Epine, a blasting of the facility was prepared and the premature explosion of the charges killed L'Epine among others.

Landmark effect: Move any number of your Scotsmen into your Home Castle without paying movement points.
Event effect: Return 1 Scotsman to the supply to immediately remove 2 tiles from your home territory. 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 on the tiles are moved to your Clan Castle.

The events of the base game Landmark cards (replacement cards)

The Landmark effects on the replacement cards are identical to the base game Landmark card effects.

Loch Lochy (A)

The River Bull is a gentle, harmless creature, who would emerge from the lake into the pasture of cows.

Event effect: Immediately receive 1 Cattle and activate all your Animal Tiles

Donan Castle (A)

To pacify the rebellious Highlands, King James I travelled to Inverness in 1427. He invited all the Clan Chiefs under the assurance of free escort, but had them either imprisoned or executed immediately upon their arrival.

Event effect: Activate up to 2 different Tiles in the territory of other players. You receive the benefits, but still need to pay any activation costs.

Chronicle 6 - The Dubious Tome of Scottish History

Castle Stalker (A)

In 1463, Sir John Stewart was keen to legitimise his son by getting married to the boy's Mother, a MacLaren, at Dunstaffnage when he was mortally wounded outside the church by Alan MacCoul, a renegade MacDougall, although he survived long enough to complete the marriage and legitimise his son, Dugald, who became the First Chief of Appin.

Event effect: Immediately return 1 Scotsman to your supply and choose 1 Tile from the Discard Pile. Build it in your Home 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. 17).

Inverness (B)

In 1562, the Queen of Scotland Mary Stuart was denied access to the city by the English governor in the Huntly Uprising. "Upon hearing of the danger of their princess, a great number of the ancient Scots, partly by persuasion, and partly of their own accord, flocked around her, particularly the Frasers and Monros, the bravest of these tribes. When the queen found herself sufficiently strong, she laid siege to the castle, which having neither a sufficient garrison, not being properly fortified for sustaining an attack, surrendered, when the commanders were executed, and the men dismissed" (History of Scotland, George Buchanan)

Event effect: Until the end of the game, use the new Scoring Table for Whisky on the Event side for yourself instead of the normal Scoring Table.

Loch Shiel (B)

In 1745, Bonnie Prince Charlie, also known as Charles I. set out with the Hochland Clans to an ultimately unsuccessful rebellion against English domination.

Event effect: Immediately return 1 Victory Point to the pool to receive 2 Scotsmen on Loch Shiel.

Duart Castle (B)

The castle is the headquarters of the MacLeans and is mentioned in 1390 as the dowry of the wife of the then clan chief Lachlan Lubanach Maclean. During the uprising of the Jacobites the Clan MacLean belonged to their supporters, and in the war of the three kingdoms to the royalists. During this phase Cromwell's troops besieged the fortress twice. During the second siege they lost three ships, one of which can be found today as a wreck in the waters outside the castle.

Event effect: You may immediately make a one time trade as indicated on the Event card. You can use Clan Sinclair's effect for this trade. If you occupy Clan MacLean on the Clan Board, immediately gain 3 Victory Points.

Loch Ness (C)

In October 1871 or 1872, D. Mackenzie of Balnain reportedly saw an object resembling a log or an upturned boat "wriggling and churning up the water". The object moved slowly at first, disappearing at a faster speed. Mackenzie sent his story in a letter to Rupert Gould in 1934, shortly after popular interest in the monster increased.

Event effect: Immediately receive 1 Coin for each face up Event Side of a Landmark Card in your play area, including Loch Ness.

Armadale Castle (C)

A mansion house was first built here around 1790. In 1815 a Scottish baronial style mock-castle, intended for show rather than defense, designed by James Gillespie Graham, was built next to the house.

Event effect: Immediately return any number of Stone to the pool to receive 3 Victory Points per Stone returned.

Loch Morar (D)

Legend has it that the sighting of Mhorag announces the death of a member of the local branch of the MacDonald clan. It is also claimed that Loch Morar is connected to the lakes and rivers in the Great Glen, including Loch Ness, by a labyrinth of underground tunnels.

Event effect: Immediately return 2 Scotsmen to the supply to receive 9 Victory Points.

Castle Moil (D)

The castle, an ancient seat of the Mackinnon clan, was a fortress commanding the strait of Kyle Akin between Skye and the mainland, through which all ships had to pass or else attempt the stormy passage of The Minch. According to that tradition, Alpín mac Echdach's great-grandson Findanus, the 4th MacKinnon chief, brought Dunakin into the clan around the year 900 by marrying a Norse princess nicknamed "Saucy Mary". Findanus and his bride ran a heavy chain across the sound and levied a toll on all shipping vessels. The Princess lies buried on Beinn na Caillich on Skye, her face reputedly turned towards Norway.

Event effect: Immediately receive 2 Coins. You may move 1 Scotsman from anywhere in your Home Territory into your Home Castle for free.

Castle of Mey (D)

The spirit of the Green Lady haunts there. This is supposed to be the daughter of the 5th Earl of Caithness. She had fallen in love with a farmhand and was therefore locked up by her father on the castle's top floor. Out of heartache she threw herself to death from a window.

Event effect: Immediately return 1 Scotsman to your supply to remove 2 Tiles from your territory. 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 on the Tile are moved to your Clan Castle.

The Events of "Hammer of the Scots" Chronicle (replacement cards)

Loch Lomond (A)

The poem Loch Lomond is said to be based on a letter the young soldier Donald McDonald of Clan Keppoch wrote to his lover Moira after the second Jacobite uprising of 1745, while waiting at Carlisle Castle for his execution for his participation in the uprising. Possibly based on this letter, Andrew Lang wrote his famous verses The Bonnie Banks o' Loch Lomond, which appeared around 1876. His poem has been set to music over the years and is today a traditional Scottish folk song which has become internationally known through the interpretation of the Scottish music group Runrig.

Event effect: Immediately take all the Coins from the England Market row.

Glenfinnan Church (B)

The Church of St Mary and St Finnan is situated in one of the most picturesque and historically significant areas in the Highlands; standing at the head of Loch Shiel, where Charles Edward Stuart raised his standard before the gathered clans.

Event effect: Immediately activate Glenfinnan Church and all its neighboring Tiles. No Tile may be activated more than once during a player's turn.

Glenfinnan Monument (C)

In fact, this was the beginning of the great uprising of the Jacobites, which ended sadly in Culloden. After a little over half a century, a certain romanticization of the events of that time began, so that a monument was finally erected here in 1815.

Event effect: You may immediately switch the places of the Englishman and a Tile on the Rondel. Pick a Tile on the Rondel, remove the Englishman from its current position and place it in the empty space from which you took the Tile. Place the Tile in the space where the Englishman was located before.

General Wade's Military Roads (D)

A network of military roads, sometimes called General Wade's Military Roads, was constructed in the Scottish Highlands during the middle part of the 18th century as part of an attempt by the British Government to bring order to a part of the country which had risen up in the Jacobite rebellion of 1715.

Event effect: Gain 1 Coin. Place 1 Clan Marker on the Clan Board using the usual rules. If none is available or you prefer not to place it, you may still turn over this card to its event side.

Chronicle 7 - Between a Rock and a Hard Place

2-4 Players.
Using this Chronicle adds 10 minutes to the game time.
It is a medium-to-play Chronicle.

Overview
Chronicle 7 adds a range of Scoring-Opportunities to the game, that take place in the Final Scoring Round.

Contents
10 Great Glen Scoring Cards.
28 Voting Markers (16 x AYE, 12 x NAY).

2 Players
Each player receives 3 AYE and 3 NAY Voting Markers. Players may, in one single vote of their choice, secretly choose 2 Voting Markers.

3 Players
Each player receives 3 AYE and 2 NAY Voting Markers.

4 Players
Each player receives 4 AYE and 3 NAY Voting Markers.

Setup Modifications
All the Scoring Cards are shuffled and 5 are randomly drawn.
They are placed face up next to the Rondel.

New Rules
If a player takes a Person Tile, after placing the Clan Marker, a *Clan Assembly* is called.
The player who took the Person Tile must choose one Great Glen Scoring Card that was not voted on.
Each player secretly takes a AYE or NAY marker in his hand. They are revealed simultaneously and placed on the Scoring Card. If a Great Glen Scoring card receives more or equal AYE votes as NAY votes, the Scoring on the card will take place at the end of the game. If all 5 votes have taken place, there are no further votes when taking a Person Tile.

Scoring
The scorings always award the player who has best performed at the task indicated on the Great Glen Scoring Card.
In case of a tie, the points are split between all tied players (rounded up).

The Scoring cards:



The player with the most Sheep and Cattle in the Home Territory earns 10 Victory Points.



10 Victory Points are awarded to the player with the largest square of Tiles in the Home Territory (2x2, 3x3, 4x4, etc. The Home Territory does not need to be square shaped, it is enough if a section of the Home Territory is square shaped.



The player with the most Wood and Stone in the Home Territory earns 10 Victory Points.



The Number of sets of each
- Scotsman in Home Castle
- Whisky Cask
- Landmark Card and
- Person Tiles

is compared. The player with the highest number of sets is awarded 10 Victory Points. Castle Moil's effect counts for scoring sets.

Example: Janet has 3 Scotsmen in the Home Castle, 5 Whisky Casks, 4 Landmark Cards and 2 Persons. So she has 2 sets.

Chronicle 7 - Between a Rock and a Hard Place



10 Victory Points are awarded to the player with the most Castles with at least 1 Scotsman in them. This includes the Home Castle. If playing with the Penny Mobs Chronicle, this also includes Mike McCastle for the player controlling Mike McCastle.



The player with the highest number of Tiles with the Whisky Symbol is awarded 10 Victory Points.



The player with the smallest Home Territory is awarded 10 Victory Points - to make the other players feel even worse.



The player with the most orthogonally connected pastures in the player's Home Territory is awarded 10 Victory Points.



The owner of the Scotsman in that player's Home Territory who is furthest from the Home Castle is awarded 10 Victory Points. Calculate Movement Points to get to the Home Castle to measure the distance.



If movement on the Rondel leads to a tile being discarded to the Discard Pile, it is instead discarded into the active players **personal Discard Pile**. Each player may have his own personal Discard Pile. This effect starts from the beginning of a game where this Scoring Card is available, even before it has been voted on! The player with the most tiles in his personal Discard Pile is awarded 10 Victory Points. If a player is allowed to take a Tile from the Discard Pile, that player may choose the Discard Pile of any player. When using the Die, if Tiles are discarded by the Die, they go to the normal Discard Pile. The Tiles in the normal Discard Pile do not compete for this Scoring.
If you play with the *Hammer of the Scots* Chronicle: When the Englishman you control removes a tile, it goes into your personal discard pile.

Chronicle 8 - The Penny Mobs

2-4 Players. Using this chronicle adds 10 minutes to the game time.
It is a hard-to-play chronicle.

Overview

The Penny Mobs was the name used by the press to describe the early street gang active in Glasgow, Scotland, during the early 1870s. As the court system offered heavy fines as an alternative to imprisonment, gang members were often freed after a collection from the gang at a “penny a head“ thus earning its name. Some of them fled into the Highlands.

Contents

9 Base Game Penny Mobsters marked S or B on the back.
7 Penny Mobsters for use in other Chronicles, with 2 Chronicle icons.
28 Pennies (with a -1 Victory Point and a +1 Victory Point side).
14 Tokens as listed in the Penny Mobster descriptions below.

Setup Modifications

Each player receives 7 Pennies with the -1 Victory Point side up and places them on the Home Castle. Take all Base Game Penny Mobsters. Add all Penny Mobsters with the Chronicle Icons of the Chronicles you choose to play.
Shuffle all Penny Mobsters and randomly choose:

- 6 Penny Mobsters when playing with 4 players
- 4 Penny Mobsters when playing with 3 players
- 3 Penny Mobsters when playing with 2 players

Note: *Kenneth McSnitch*, *Fergus MacDarkie* and *Mike McCastle* are for games with 3+ players only!

Of the chosen Penny Mobsters, place all of them with an S on the backside next to the Rondel face up. They are in prison. The Mobsters with a B on the backside are added to the prison when the first Tile of the B-stack is added to the Rondel. Return any unused Penny Mobsters to the game box.

New Rules

At the end of each player’s turn, that player can either:

- Place 1 of their Pennies on a Penny Mobster in prison. The Penny is turned to the +1 Victory Point side. If there is no Penny Mobster in prison, no Penny can be placed.

OR

- Take 1 of the Penny Mobsters and all Pennies on them and place them in front of them.

If a Mobster is taken, that player gains control of him. The effect of the Penny Mobster is immediately activated.

Scoring

At the end of the game, the following Scoring is added to the Final Scoring round :

- Each Penny Mobster costs Victory Points as indicated on the Penny Mobster.
- Each Penny on the -1 Victory Point side still in the player’s possession costs 1 VP.
- Each Penny on the +1 Victory Point side gains 1 Victory Point.



The Penny Mobsters



Peggy McWander (S)



You receive the 2 Peggy McWander Markers when taking Peggy McWander.

In any of your future turns, you may place 1 (or both) Peggy McWander Markers on any unoccupied Clan Field on the Clan Board.



If another player wants to take a Clan Field with a Peggy McWander Marker on it, that player needs to pay the owner of Peggy McWander the indicated number of Coins or that player may not claim this Clan.

You may take this Clan Field without paying the Peggy McWander Marker cost, but you still need to pay any road cost. The Peggy McWander Marker is then discarded.

Chronicle 8 - The Penny Mobs





Joe McDuff (S)
You receive the 3 Joe McDuff Markers when taking Joe McDuff.

In any of your future turns, you may spend 1 (or more) of your Joe McDuff Markers to take the highest stack of Coins from any 1 Market row. If playing with the *Hammer of the Scots* Chronicle, this includes the England Market row.



Bruce McMail (S)
You receive 3 Coins from the supply that you place on Bruce McMail.
If another player produces a resource by activating an Animal Tile or Material Tile you may decide to pay this player 1 of the Coins on Bruce McMail and take 1 produced resource *from this player*. Place this resource anywhere in your territory or sell it on the Market.



Peggy McLaird (S)
You receive the 3 Peggy McLaird Markers when taking Peggy McLaird.

In any of your future turns, you may spend 1 Peggy McLaird Marker to place on any Tile on the Rondel that is ahead of your Playing Piece. This Tile is reserved for you.



Another player can only take the reserved Tile, if he pays the Coin cost indicated on the Peggy McLaird Marker on the Tile. The owner of Peggy McLaird receives the Coins.

If no other player took the reserved Tile, you **must** take the reserved Tile on your next turn. You can not choose any other Tile. The owner of Peggy McLaird does not need to pay the cost on the Peggy McLaird Marker.

You need to be able to legally take a Tile you reserve when you reserve it. If you can, in your next turn, not legally take the Tile (because of changes in the Market supply, for example) , turn over Peggy McLaird and discard any Peggy McLaird Markers left on Peggy McLaird. You can not use Peggy McLaird anymore. You still need to pay the penalty indicated on Peggy McLaird at the end of the game.

The Peggy McLaird Marker is then discarded.

When you end the game by moving on or over the *The End* Tile, you can not reserve another Tile, even if you have Peggy McLaird Markers left, because you need to be able to take the Tile to legally place a Peggy McLaird Marker.

Chronicle 8 - The Penny Mobs



Kenneth McSnitch (S)

This mobster is for games **with 3 players or more**. You receive the Kenneth McSnitch Marker when taking Kenneth McSnitch. You may immediately (or in one of your later turns) place 1 of your Scotsmen (from the pool or your Territory) on any Tile in another player's territory. This Scotsman represents Kenneth McSnitch. Put the Kenneth McSnitch token below your Scotsmen to identify.



You can move Kenneth McSnitch by using Movement Points. If you move Kenneth McSnitch onto a Tile that contains resources, you may steal (take) 1 of the resources - unless the resources are guarded by an enemy Scotsman. If Kenneth McSnitch steals a resource, you may immediately place Kenneth McSnitch in another player's territory. If an enemy Scotsman enters the Tile of Kenneth McSnitch OR if that Tile is discarded, then you must immediately place Kenneth McSnitch in another player's territory.



Fergus MacDarkie (S)

This mobster is for games **with 3 players or more**. You receive the Fergus MacDarkie Marker when taking Fergus MacDarkie. You may immediately (or in one of your later turns) place 1 of your Scotsmen on any Tile in another player's territory. This Scotsman represents Fergus MacDarkie. Put the Fergus MacDarkie token below your Scotsman to identify.



If a Tile is built orthogonally or diagonally next to the Tile Fergus MacDarkie is placed on, the player building the Tile has to pay you 1 Coin. The Coin is part of the cost to take the Tile. If the player cannot pay the Coin, he may not build the Tile here. Once you receive a Coin in this way, you must place Fergus MacDarkie in another player's territory. If an enemy Scotsman enters the Tile of Fergus MacDarkie OR if that Tile is discarded, then you must immediately place Fergus MacDarkie in another player's Territory.

Fergus MacDarkie cannot move by spending Movement Points.



Sibyl MacSponge (B)

After you take Sibyl MacSponge, whenever a player receives at least 6 Victory Points from a single source during his turn, that player has to give you 1 of those Victory Points. This ability can only be used once during each player's turn.

During the Scoring Rounds, whenever a player receives at least 6 Victory Points from a single source, this player has to give you 1 of those Victory Points. This can happen multiple times during each Scoring round , and multiple times with each player.



Derek Anderson (B)

Once per game, you may activate Derek Anderson during 1 of your turns to steal a Tile from any player and place it (legally) in any other player's Territory. The Tile does not activate itself nor any Tiles it is neighboring to when it is placed in a Territory in this way. The layout has to be legal in both the Territory the Tile is taken from and the Territory the Tile is added to. There does not need to be a Scotsman on a neighboring Tile when adding the moved Tile to a Territory in this way. All other Placement Rules need to be followed.

It is not allowed to steal a Trade Tile in this way.

If an Overbuild Tile is moved, all overbuilt Tiles below the moved Tile are moved as well.

Chronicle 8 - The Penny Mobs



Mike McCastle (B)

This mobster is for games **with 3 players or more**. You receive the Mike McCastle Marker when taking Mike McCastle. You may immediately (or in one of your later turns) place 1 of your Scotsmen in an enemy Home Castle. This Scotsman represents Mike McCastle. Put the Mike McCastle token below your Scotsman to identify.



During Scoring, 1 of the other player's Scotsmen in the Home Castle does not count towards the Scotsmen Scoring, but Mike McCastle counts as a Scotsman in your Home Castle. Mike McCastle cannot move. If the other player moves a Scotsman into his Home Castle, Mike McCastle needs to flee and is placed in another player's Home Castle at the choice of the owner of Mike McCastle.



Calum McQuack (B)

Calum McQuack joins your boat. Whenever your boat passes another player's boat and whenever another player's boat passes your boat, you may give that player 1 of your Pennies worth -1 Victory Point.

Once per game, when your boat reaches a Castle and receives a Reward Token, you may choose 1 marker and then randomly pick a second one. That means there might not be a bonus marker left for every player. Tough luck. Should have hurried.



Bully McMuscle (B)

Bully McMuscle joins your boat. When moving your boat, you may pass enemy boats without paying a Movement Point for the River Tile the other boat is on.

Once per game, when your boat reaches a Castle and receives a Reward Token, you may choose 1 marker and then randomly pick a second one. That means there might not be a bonus marker left for every player. Tough luck. Should have hurried.



Fraser McStarve (B)

Fraser loves The Haggis. Once per game, during the Haggis Scoring and before the Die is rolled, you steal 1 Haggis Token from a player of your choice. That player decides which Haggis Token he gives to you. You place the Haggis Token face down on your table.

Chronicle 8 - The Penny Mobs



Oonagh McHagg (B)
Once per Haggis Scoring, you may decide to re-roll 1 of the 4 Haggis Die Rolls directly after the initial roll is made.



Elspeth McTrick (S)
When moving over the mountain or before leaving the mountain, you can exchange 1 of the resources or coins on the mountain with 1 resource from the pool (Wood, Stone, Cattle, Sheep or Barley).



Erin MacMalt (B)
If moving over the Selling Single Cask Tile, you can sell to the left bonus Selling Space in addition to the right side Selling Space. You can hereby sell 2 casks when moving over the Selling Single Cask Tile.



John McClaim (S)
You receive the 3 John McClaim Markers when taking John McClaim. During any of your turns, you may place 1 or more John McClaim Markers on unturned Landmark Cards (not on their Event Side).

These Landmark Cards count as your Landmark Cards during Scoring and they do not count for the owning player.

If a player turns a Landmark Card with a John McClaim Marker on it to its Event side, the John McClaim Marker is removed permanently from the game.



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
Creative Direction:	Steffen Rühl
Development:	Andreas Geiermann, Steffen Rühl, Ingelis Wipfelder
Production:	Nils Herzmann
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

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In Memory of Jörg Rohrer.



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