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# CLANS AND GLORY

For 2 to 4 players aged 10 and up

Scotland, a long, long time ago...

As the fog lifts over the hills of the Scottish Highlands, sunlight pierces through the clouds, casting a mystical glow upon the ancient meeting place of the clans. People from across the Highlands gather here, seeking their future. Following ancient traditions, clan chiefs commence a recruitment ceremony, selecting the best of those gathered to join their clan.



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## OBJECT OF THE GAME

As a clan chief, you will try to gather as many new recruits for your clan as you can by cleverly placing cards to give you as many points as possible. When it's your turn, you must always add exactly one card to a meeting place. You can also decide to place one of your shields on the shield space to bid for the favor of potential followers. Decide wisely: when is the best time to place a shield? How can you turn everything to your advantage with one card?

## GAME SET-UP

Each player takes 5 wooden shields of one color/symbol.

### 2-player game set-up

1. Place 4 meeting place tiles next to each other in the middle of the table, with the 2 meeting places on the outer edges showing a campfire.
2. Remove all cards showing an 8 and a 7 from the game.
3. Shuffle all remaining cards and then remove 3 random cards from the game, face down.
4. Then, place 8 randomly drawn cards on the meeting places as shown.
5. Deal 9 cards to one player and 8 cards to the other.
6. The player with 8 cards plays last.



### 3-player game set-up

1. Place 5 meeting place tiles next to each other in the middle of the table, with the 2 meeting places on the outer edges showing a campfire.
2. Remove all cards showing an 8 from the game.
3. Shuffle all remaining cards and then remove 4 random cards from the game, face down.
4. Then, place 5 randomly drawn cards on the meeting places as shown.
5. Deal 8 cards to one player and 9 cards to the others.
6. Play proceeds in clockwise order with the player with 8 cards playing last.



### 2-player overview

- 4 meeting place tiles.
- Remove 8s, 7s and 3 random cards from the game.
- Place 8 random cards as shown below.
- Player 1: Receives 9 cards.
- Player 2: Receives 8 cards (plays last).



### 3-player overview

- 5 meeting place tiles.
- Remove 8s and 4 random cards from the game.
- Place 5 random cards as shown above.
- Players 1 and 2: receive 9 cards each.
- Player 3: receives 8 cards (plays last).



## 4-player game set-up

1. Place all meeting place tiles next to each other in the middle of the table, with the 2 meeting places on the outer edges showing a campfire.
2. Shuffle the cards and then remove 5 random cards from the game, face down.
3. Then, place 6 randomly drawn cards on the meeting places as shown.
4. Deal 7 cards to one player and 8 cards to the others.
5. Play proceeds in clockwise order with the player with 7 cards playing last.



## HOW TO PLAY

Play proceeds in clockwise order (the game set-up above explains which player starts). When it's your turn, do the following:

### 1. Take a slot (mandatory)

You must place **exactly one card** from your hand on one of the free card slots on any meeting place tile. The card must be placed next to, or opposite, a card already on the meeting place tiles.

**Rules for choosing a slot:** the card must either have the **same color** or the **same rank** (same figure/number) as a card **neighboring it** or **directly opposite it**.



Example of possible placings.



**Tip:** the card has to match at least **ONE** of the neighboring or opposing cards, not **ALL** of them.





#### 4-player overview

- 6 Meeting place tiles.
- Place 6 random cards as shown above.
- Remove 5 random cards from the game.
- Players 1, 2 and 3: receive 8 cards each.
- Player 4: receives 7 cards (plays last).

**Note:** the two single slots at the ends of the meeting place tiles with campfires are considered opposite each other. The slots next to them, i.e. to the right and left of the single slots, are considered to be their neighbors.



#### Unable to take a slot?

If you are unable to place a card according to the rules, you may place any card from your hand **face down** on a free slot of your choice. You may still choose to place a shield on this meeting place tile in step 2. This card occupies a slot for the rest of the game, but does not count towards other cards neighboring or opposing, and neither for scoring at the end of the game.

## 2. Play a shield (optional)

After you have played a card, you **may** place **exactly one** of your shields on the shield space (the grey stone) on the meeting place tile **on which you also played the card**.

**If there is already a shield there, place your shield on top of it.** If you have already placed a shield on this meeting place tile in a previous turn, you may still place another one there now. There is **no limit to the number of shields** of your color that can be placed on a meeting place tile. You can also decide **not to place a shield at all when it's your turn**.

Then it is the next player's turn in clockwise order.



## END OF THE GAME

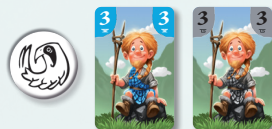
As soon as the player who started with the fewest cards has played all of their cards, the game ends immediately. Players who still have cards in their hand remove them from the game. If there are any cards that have been placed face down, remove them from the game before scoring.

## SCORING

1. Start at one of the two outer meeting place tiles. **Turn the stack of shields on this meeting place completely over** so that the shield that was last played there is now at the bottom.



2. Give **the shield which is now at the top** to the player whose color it is. They also **receive all** of the **lowest-ranked cards** on this meeting place.



3. The player whose **shield is now at the top** gets their shield back as well as all the cards with the **next highest rank** on that meeting place tile.



4. Do this for all shields and cards on this meeting place tile. **It may happen that some players do not get any cards from a meeting place tile even though they have placed a shield here.** This happens **when there are more shields than different ranks on a meeting place tile.** As long as there are enough cards of different ranks, you will receive cards for each shield.



5. **If there are any cards left on the meeting place tile** at the end of the game after you have removed all shields, then no one gets these cards.
6. Perform steps 1 to 5 for **all** meeting place tiles.
7. Now sort your collected cards in front of you according to rank. Add up the values on the cards. **The player who has the most points is able to put together the best clan and wins the game.** In the event of a tie, the player who has collected the most cards wins. If there is still a tie, then the tied players share the victory.



8 + 8



+ 7 + 7 + 7



+ 6 + 6



+ 5 = 54 points



## TIPS ON PLAY

### Tip for your first game:

True clan leadership doesn't fall from the sky: it's completely normal that in your first turns you don't yet understand exactly where it's best to place cards and shields. But just remember: the shield that is at the bottom ultimately gets all the cards with the fewest points on that meeting place tile. The next shield gets the next ones up, etc.

### Tips for experienced chiefs:

- Sometimes you can influence the entire scoring with just one card. If, for example, there were only 4 and 6 cards on a meeting place tile with two shields and you now put a 3 in the last free space (and no shield), then suddenly no one gets the 6 in the final scoring, only the 3 and 4 cards will be distributed.
- It can sometimes be attractive to get the lowest numbered cards. For example, if there are four 3s on a meeting place tile and only two 4s, then you get more points if you can collect the 3s ( $4 \times 3 = 12$ ;  $2 \times 4 = 8$ ).
- Think carefully about when you want to place a shield. Remember – your number of shields is limited. Once you have placed a shield, you cannot move it!

### Frequently asked questions:

- **Do I have to play a card?** Yes, you have to play a card every turn.
- **Do I have to play a shield?** No, playing a shield is optional.
- **There is already a shield on a shield space. Can I put another shield on top?** Yes!
- **Can I place a shield in any shield slot?** No. If you decide to place a shield, you must place it on the same tile where you played your card.
- **What happens if I want to place a shield but don't have any left in my supply?** Then you can't play one. Think carefully about when to place your shields!
- **Do the single slots on the outmost meeting place tiles with a campfire also have neighboring spaces?** Yes, both the spaces to the left and right of them are considered adjacent.
- **Do the single slots on the outmost meeting place tiles with a campfire also have opposite slots?** Yes, the two single seats at the heads of the meeting place are opposite each other.
- **What if I can't place a card because the adjacent and opposite cards don't match?**  
See 'Unable to take a slot?'

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