



Clans of Caledonia (2017)

1-4 Players

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Duration: 5 rounds. 30 minutes per player



Board Setup

- Construct the game map by randomly choosing map module sides, placing the module letters [on rocks] in alphabetical clockwise order in the center of the map
- Shuffle hex **Port bonus tiles** and randomly choose 4. Place tiles adjacent to a **factory** in each corner of map, using the # players icon and arrow to indicate the space [1/2 or 3/4 spots]
- Flip **Market board** to correct side for # of players, put transparent **Price markers** on encircled starting prices. Put **Goods tokens** and their **tiles** below the Market in separate piles.
- Put **Export board** by map to correct side for # players. Shuffle **Export contracts** into face-down stack. Put an Export contract face-up in each box on Export board [**3p**: leave 1 box empty]. Shuffle **Scoring tiles** and pick 5 randomly. Place face-up in 5 slots on edge of Export board.

Player Setup

- Each player gets **Player board** and all tokens of a color. Place all tokens on board in designated spaces – sheep, cows, dairies, bakeries, fields, distilleries, Woodcutters and Miners. Take 4 **Port markers** . Fill **Merchant track** on left with 5 cubes, remaining 2 go below board. Put **Shipping token** on leftmost spot of **Shipping track**. Put 2 **Technology tiles** with arrow in upper-left below Workers. Put 1 **Export box** by board with correct side for # players.
- Pick start player for 1st round, put players **Turn order tokens** on Export board track [clockwise].
- Randomly pick **Clan tiles** = # players + 1, put a random **Starting tile** next to each. In reverse turn order take a Clan, get goods and \$ shown on Starting tile. See rulebook for special abilities.
- In turn order, each player places 1 **Worker** from the top of their Player board onto an empty hex on board. Woodcutters go on forest; Miners go on mountain [some spaces have several terrain types]. Each board hex can have 1 token max. Place 2nd **Worker** in reverse turn order. Pay for placements (hex cost + Worker cost). Initial placement does **not** have to be to adjacent hexes.



End Game & Scoring

- Final scoring after 5 rounds completed
- +1 VP for each step on the **Glory track**
- +1 VP for each **Basic Good** in stock [wool , grain , milk
- +2 VP for each **Processed Good** in stock [bread , cheese , whisky
- +1 VP for every £10 of **money**
- +1 VP for each **Hops** imported that is listed on your fulfilled **Export contracts**
- +3/4/5 VP each for **Cotton** , **Tobacco** , and **Sugar cane** according to rarity [least imported = most valuable]. If tied, Cotton is rarest, then Tobacco, then Sugar cane.
- VP for fulfilled **Export contracts**. **3p/4p**: +12 VP for most, +6 VP second. **2p**: +8 VP for most. Tie: add points and divide evenly, rounded down.
- 3p/4p**: +18 VP for most **Settlements** within **Shipping reach**, +12 VP for 2nd most, +6 VP for 3rd most
- 2p**: +12 VP for most **Settlements** within **Shipping reach**, 0 VP for 2nd most
 - Settlements are clusters of your adjacent units [including single units]. Rivers and lochs separate Settlements. Shipping reach allows the separated Settlements to be summed for scoring.
 - Tie: add points and divide evenly, rounded down
- Most VP wins. Tie: leftover money















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Game Play

Play 5 rounds, each consisting of 4 **phases**. At the end of the 5th phase, proceed to end game scoring.












Phase 1 - Preparation: Flip the previous round's Scoring tile  face-down. Refill empty Export contracts [per player #]. Players retrieve Merchants  from Market and place by player board.



Phase 2 - Action: In turn order, each player takes 1 **Action** per turn until all players pass. Can take same action multiple times [except passing]

- **Trade:** use Merchants in your stock [not on player board] to buy or sell goods. Put as many Merchants on the buy **or** sell side of 1 **good** as you wish to trade. Pay or receive current £ times # of goods being traded [1 good per Merchant]. Exchange goods with supply. Move the price marker up or down = # goods bought or sold. A player can **buy or sell** each good type in each round – not both.
- **Export Contract:** pay current round £  [1st round player is payed £5] to place a contract from the Market board to empty Export box. Must fulfill Contract before obtaining new one.
- **Expand:** place 1 unit from top of column on Player board to an empty space *neighboring* or within *Shipping reach* of any of your units. Each hex can have 1 unit max. Neighboring = adjacent with no river between. Shipping reach = reachable with current Shipping level. Woodcutters go on forest; Miners go on mountain. All other units must be placed on hexes with grassland. Hex can have mix of terrains.
- If you expand to a hex neighboring another player's unit, may immediately buy up to 3 resources of each type [**2p**: 4 resources] produced by that unit [not yours] at reduced price. Basic goods = -£2, Processed goods = -£3. Must use Merchants and adjust prices like normal **Trade**. If expanding to space neighboring multiple opponent units, can trade for each *type* of good.
- If you deploy last building of a column and your **Export box** is empty immediately check for Export Contract bonus . Draw 3 from top of stack, may keep 1, return rest to bottom. Pay £ per round.
- **Upgrade Shipping:** pay £4 to move Shipping marker  forward 1 space.  allows expanding directly across a river.  allows expanding across that # of lochs [never across land]
- **Upgrade Technology:** increase income for Workers by upgrading. Pay £10 and flip the Technology tile over  so the up-arrow is on the right side. If using a bonus upgrade  only pay £5.
- **Hire Merchant** : pay £4 to take additional Merchant from player board & add to stock
- **Fulfill Contract** : pay goods listed on left of Export contract in Export box, receive benefits on right side. Export contracts that need *beef*  or *mutton*  require slaughtering cows or sheep - remove animal from map and put back on player board.
- When receiving **import goods**, move the token on Export board track forward by # received. If player moves token to a step marked  gain £1. Place completed Contract tile face-up next to Export box.
- **Expansion bonus**  allows immediate expansion to a free space. Must still pay unit cost but not land cost. Expansion rules & neighborhood bonus still applies.
- **Upgrade bonus**  lets player choose 1 Action: **Upgrade Technology** for £5 **or** **Upgrade Shipping** [no cost] **or** **Hire Merchant** from player board at no cost [or take 1 Merchant back from Market]
- **Pass:** no more Actions for round. Move Turn Order token to leftmost free spot for next round and receive £ shown. Pass order determines player order for next round.
- **Free Action – Use Port bonus:** Can use before or after main Action **if** Neighboring or within Shipping reach. Each player can use each Port Bonus 1x per game – mark with player token when used.

Phase 3 - Production: Receive goods for resources shown on player board with Income icon .

Upgraded workers provide extra £ each [on right side].

- Produce **Basic goods:** Sheep  -> wool , Cow  -> milk , Field  -> 2 grain .
- Optionally produce **Processed goods:** each Dairy  turns 1 milk -> 1 cheese , each Bakery  turns 1 grain -> 1 bread , each Distillery  turns 1 grain -> 1 whisky .

Phase 4 – Scoring: Earn Glory [VP] bonus  on bottom ½ of Scoring tile  if player fulfilled requirement on top ½. Move VP marker along same track as export goods.