

TO GLORY!

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OVERVIEW

Race to uncover buried treasures and engage in exciting naval battles to go down in history as the most glorious pirate to sail the seven seas.

COMPONENTS



4 Pirate Ships

4 Pirate Captain standees



10 Treasure tokens



48 Gold tokens



4 Pirate Captain cards



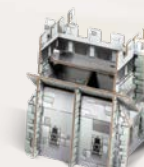
1 First Player Token



4 Island flags



1 Kraken



1 Tower

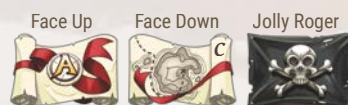


1 Game Board



4 Plastic bases

3 Wooden cubes



32 Map tokens

GAME SETUP

If this is your first game, follow the instructions on how to assembly the captains, the ships, the Kraken and the Tower. Lay out the game board on the table. Place the wooden cubes, treasure tokens, and gold tokens next to the board, these form the Supply.

Place the **Tower** on the island in the middle of the board.

The youngest player gets the First Player Token and places the **Kraken** on any empty sea hex on the board. Shuffle and place each map token face down on the island that matches the letter shown in its face up side. In the end you should have 4 map tokens on each island.



Starting with the first player, and proceeding clockwise, each player chooses a captain card, gets the matching standee, picks a ship and gets the matching island flag. Then places their ship on the island hex that has a flag matching theirs, and places the captain on the aft (back) of the ship.

Finally, places their captain's card and their island flag next to the board. This area will be their "hold". Whenever you gain a Treasure, Gold or a Map Token, you place it in your hold.



4 Player Setup Overview

GAMEPLAY

To Glory! is played in a series of rounds. Each round the first player starts by performing all their actions. Once they finish, the next player clockwise proceeds, and so on. The round ends when all players have taken a turn. During a turn the player may perform: up to 5 Actions (any combination of Move, Steer or Explore), one Cannon Volley, use once their Captain's Ability, in any order they choose. For example: perform 2 Moves, use your Captain's ability, shoot a Cannon Volley, Steer, Move and finally Explore.



Move: Move your ship or the Kraken to an adjacent sea hex with no Kraken, Tower, island or other ship. The Kraken may move to any adjacent free hex but keeps the direction it is facing. A ship may only move straight forward and can not end its move adjacent to another ship/Kraken or Tower, it must continue performing Move and/or Steer actions until it is no longer adjacent. If your ship ends adjacent to an island, and you already have the matching Map Token, then reveal the Map Token, get a Treasure Chest from the Supply and discard to the box your Map Token.



Steer: Rotate your ship or the Kraken or the Tower by 1/6 of a hex in either direction.

Explore: If your ship is adjacent to an island and you do not already have a Map Token, then pick a Map Token from the island. If the Map Token is a Treasure Map, keep it hidden from other players, and place it next to your Captain's card. If you drew the Jolly Roger perform the following in order:
 - Reveal the token, you are now Cursed! Flip your Captain's card to the cursed side.
 - Get a new Map Token from the island.
 - Place the Jolly Roger Map Token face down back on the island and shuffle it with the other tokens.



Cannon Volley: Once during your turn, you may use your ship, the Kraken or the Tower to fire at your opponents. To do so, place 3 wooden cubes on the chosen entity, and without turning or adjusting it, fire them!

Hitting an opponent's ship, the Kraken or the Tower will earn you Gold depending on the accuracy of your shot. You only gain, once, the highest value from any of the possible outcomes described below:

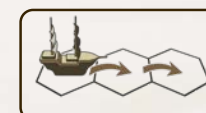
- 1 Gold: a cube hits an opponent's ship, the Kraken or the Tower
- 2 Gold: a cube lands on an opponent's ship, the Kraken or the Tower
- 3 Gold: you knock an opponent's Captain off their ship



For example, if with one shot you manage to hit the Kraken, land on the red captain's ship, and land on the yellow captain's ship, you will only gain once the highest value, which is 2 Gold.

Captain Abilities:

You may use your Captain's ability once per round at any time during your turn. While resolving the ability, you may not perform other actions in between.



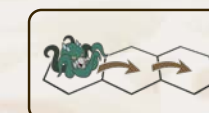
Perform up to 2 Moves with your ship for free.



Steer your ship up to 2 times for free.



Steer the tower up to 2 times for free.



Perform up to 2 Moves with the Kraken for free.

Cursed: If you are cursed (in any way during the game), flip your Captain's card to the Cursed side. While cursed, you can not use your Captain's ability. You remain cursed until you manage to hit an opponent's ship using your ship's cannons (not the Kraken nor the Tower). If you do so, you are cured but your opponent gets cursed! Flip your Captain's card back to their active side, while your opponent flips it to the cursed one!

- Should you hit multiple opponents while cursed, all of them get cursed!
- Should you get cursed while already cursed, you remain cursed.cursed!
- Should you get cursed while already cursed, nothing happens.

Victory: When any player collects their second treasure, the game ends at the **end** of that round (after all players finish their actions). Players then compare their collected Glory: You receive 1 Glory point for every Gold and 6 points for every Treasure in your hold.

The player with the most Glory is the victor! In case of a tie, the player with the most Treasure wins.



Active Side

Cursed Side