# Setup

1. Set up a circle of tiles representing the river Clyde as follows. Make sure to keep the circle wide so that a grid of 4×5 Building tiles will fit in the centre.

   • Place an **Architect tile** near the centre of the table; we will refer to this as the **starting tile**.

   • Choose **4 Contract tiles** at random and place them **face up** in clockwise direction of the starting tile, followed by another **Architect tile**.

   • Repeat this process **two more times**, each time placing 4 random Contract tiles and another Architect tile. The **final** Architect tile should end up **next to the starting tile**, completing the circle *(see illustration)*.

   • Return the remaining two Contract tiles to the game box; you will not need them.

2. Shuffle the **Building tiles face down** and place them in one or more stacks nearby—this will be the draw pile. For each Architect tile, take 2 Buildings from the draw pile and place them **face up** in a column above the Architect tile.

3. Sit at **opposite sides** of the table and place a **player board** in front of you.

4. Place the **goods tokens** within reach. Take **1 Stone and 1 Steel** each and place these two goods in the **Storehouse** on your player board. *(The Storehouse has a limited number of spaces for each good.)*

5. Place the **Merchant figures** on the starting tile: The player who most recently did something Scottish takes the **first turn**, placing their Merchant on the left space. The other player places their Merchant on the right space.

first player

Course of Play

On your turn, you must advance clockwise along the River. You may then optionally carry out the action of the tile you land on.

> **1. Move along the River**
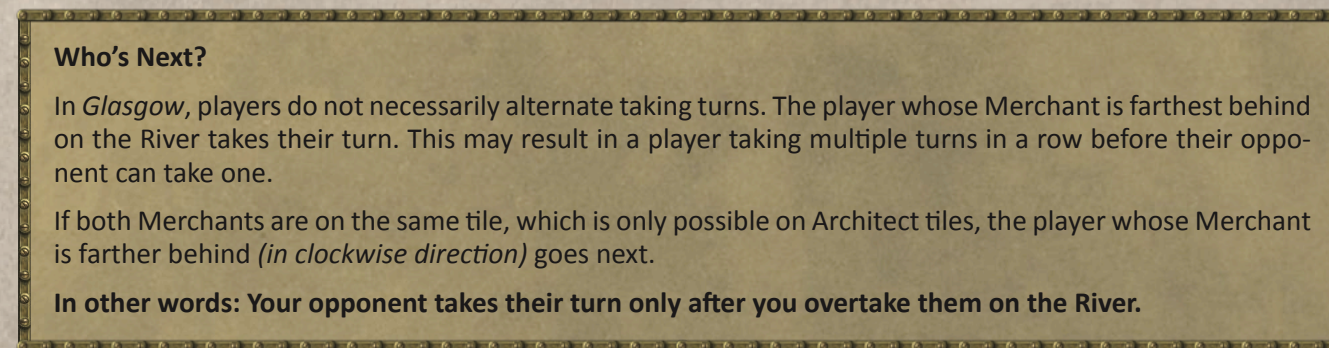> and then optionally
> **2. Carry Out the Tile Action**
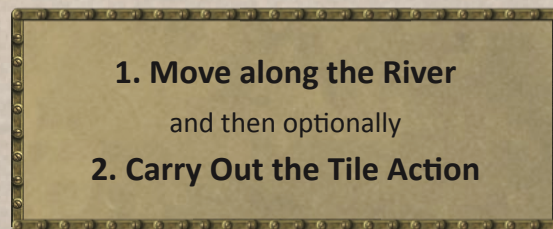
1. Move along the River *(Mandatory)*

Always moving **clockwise**, move your Merchant to a **different tile**, skipping as many tiles as you like *(if any)*. You **may not** occupy the same Contract tile as your opponent but you **may** occupy the same Architect tile. If you end movement on an empty Architect tile, place your Merchant on the right hand spot. If the Architect tile is already occupied, then you take the left hand spot.

2. Carry Out the Tile Action *(Optional)*

If you land on a **Contract tile**, you may now take the goods or use the depicted ability.

If you land on an **Architect tile**, you may now build one of the Buildings there.

> **Who's Next?**
>
> In *Glasgow*, players do not necessarily alternate taking turns. The player whose Merchant is farthest behind on the River takes their turn. This may result in a player taking multiple turns in a row before their opponent can take one.
>
> If both Merchants are on the same tile, which is only possible on Architect tiles, the player whose Merchant is farther behind *(in clockwise direction)* goes next.
>
> **In other words: Your opponent takes their turn only after you overtake them on the River.**

Landing on a Contract Tile

When you move your Merchant to a Contract tile, you may immediately take the depicted goods or use the depicted ability.

When you gain goods, add them to your Storehouse. If you do not have enough space in your Storehouse, the excess is lost. You can have at most 5 Stone, 4 Steel, 3 Gold, and 1 Whisky in your Storehouse at any given time.

Whisky: Whisky is a wild good that you can spend in place of Stone, Steel, or Gold. Only one player can have Whisky at any given time. If you gain Whisky when it is in your opponent's Storehouse, take it from there.

Gain the depicted good(s).

*Gain your choice of 1 Stone, 1 Steel, or 1 Gold.*

Discard all Buildings from an Architect of your choice and replenish that Architect with two new Buildings from the draw pile. See page 5 for details on Buildings.

Turn a Building from the draw pile face up: either pay the depicted cost and build it (see page 5), or discard it and gain the leftmost good (shown in the cost).

Choose one of the depicted conversions and use it any number of times, except for "Steel ⟷ Gold", which you may use only once per action.

Select a Factory (see page 5) in the City grid and immediately activate each Factory in the same row and column as the selected Factory (including itself). Each Factory provides its benefit to its owner only.
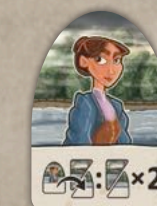
*Do nothing when you land on this. The next tile you land on when leaving this will be activated **twice**; e.g., you will gain double the goods, use the ability twice, or build twice (without paying Gold for the second build action).*

Landing on an Architect Tile

When you move your Merchant to an Architect tile, you may immediately take a **build action**, i.e., build one of the two Buildings above the Architect tile by paying the goods indicated in the top left corner of the Building *(see page 6)* and adding it to the City grid according to the **Placement Rules** *(see below)*.

Once the Building has been added to the City, replenish the offer by drawing a new Building from the draw pile and placing it above the Architect tile. If the draw pile is empty, shuffle the discard pile to form a new draw pile.

Afterward, you can pay **1 Gold** to take another build action at that Architect in the same fashion. Each additional build action on the same turn costs 1 gold more than the previous one: the second one costs 2 gold; the third one costs 3 gold. You must pay this gold on top of the cost of the buildings you build.

Placement Rules

The first Building built in the game is placed in the centre of the circle. Every subsequent Building must be orthogonally adjacent to an existing one and may not be placed outside of the **City bounds**, i.e., a 5×4 or 4×5 grid of Building tiles which will be formed as the game progresses. *(The first Building placed needs not end up in the centre of the finished town—until the City bounds are defined, you can place Buildings wherever you like, as long as you place them adjacent to existing tiles.)*

Always place your Buildings so that the little arrow at the bottom of the tile is facing towards you. This way you can tell which Buildings belong to you and which belong to your opponent.

Factories

Factories are activated each time a new Building is placed in the same row or column as the Factory *(regardless of who places the Building)*, immediately providing the depicted good or action to their **owner**. When multiple Factories are activated, the active player decides in which order they are resolved. A Factory does not activate itself when it is placed.

Example: You place a Tenement in this row, activating two Factories: You get one gold; your opponent may convert goods.

Gain the depicted good.
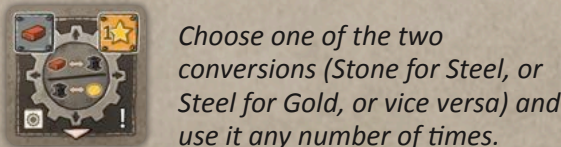
Choose one of the two conversions (Stone for Steel, or Steel for Gold, or vice versa) and use it any number of times.

Discard all Buildings from an Architect of your choice and replenish that Architect with two new Buildings from the draw pile.

Game End and Scoring

The game ends when the 20th Building is built, completing a 5×4 or 4×5 grid. Any Factories activated are still resolved before moving to scoring.

Your score is the total of the printed Victory Points *(VP)* in the top right corner of your Buildings plus any bonus VP from the effects of the Buildings *(see below)*. **The player with the most points wins.** In case of a tie, the player ending the game loses.

Cost
Type Icon
Bonus VP
Printed VP

Shop (3x): +5 VP if this is in a corner of the grid

Park (6x): 1/4/9/16/25/36 VP if you have 1/2/3/4/5/6 Parks, respectively *(e.g., 4 Parks are worth 16 VP total)*

Train Station (3x): +10 VP if you own a Landmark, Factory, Park, and Tenement *(a single set suffices to score 10 VP for each of your Train Stations)*

Tenement (6x): +3 VP for each Tenement that is orthogonally adjacent to this, regardless of owner

Landmark (7x): no additional VP

Bank (4x): VP for remaining goods / Factories you own

GLASGOW

Mandela Fernández-Grandon

A tile-laying game for 2 players
ages 10 and up
Playing time: ca. 30 minutes

Today Glasgow is the biggest city in Scotland and third-biggest in the United Kingdom. Since the 18th century, the city of Glasgow saw a great restructuring. Merchants of the area took the lead in developing what became modern Glasgow, one of the first grid plan cities in Europe. In this competitive game for 2 players, you play as one of those merchants, brokering contracts at the docks and buying real estate with the hope of having the greatest contribution to the new city of Glasgow.

Objective

Collect goods to fill the ever-evolving city grid with buildings. When the city construction is complete, the game ends and the player with the most points wins.

Components

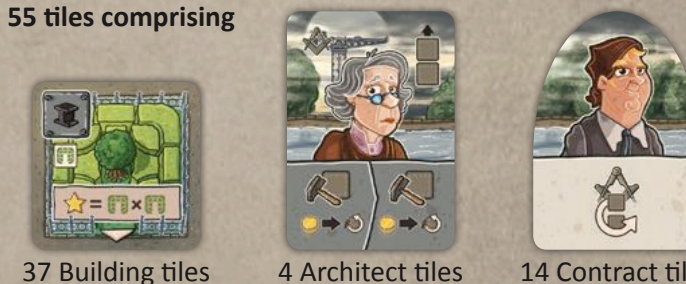**2 player boards** (one for each player) showing spaces for goods and a building distribution chart

2 Merchant figures (one for each player)

25 goods tokens comprising

10 Stone tokens
8 Steel tokens
6 Gold tokens
1 Whisky barrel

55 tiles comprising

37 Building tiles
4 Architect tiles
14 Contract tiles