

GLORY

INSTRUCTION MANUAL

two, three, & four player games



OVERVIEW

Victory & Defeat

Dry Erase

- I -

A once strong castle protects a troubled 4 lands. Trade is dangerous; roads are rife with strangeness and monsters. Find courage if you seek glory- now is your time!

You win if you are the first to earn 20 points of glory or you are the last surviving hero.
You are eliminated if your let your health become 0.

This is a dry erase game! Your hero board and cards are dry erasable. They are strewn with check boxes to track all sorts of things. Quests and lair spaces have facedown cards with secret information. Use your hero board to take notes on what you discover! When your strike, power, and health change, simply adjust them by writing down a new value.





SEER

STRIKE	POWER	HEALTH
0	2	3 / 4

GLORY
■■■■■
DRAGON MODE ■■■■

SPECIAL
You may always re-roll 1's

GOODS
Fairy Lantern
NO

Animated Cloak
2 coin



Once each
[] Re-roll your movement
[x] Add +1 to any roll
[] Regain 1 health

Fairy Lantern
1 coin



When you land on a haven
you may draw a fate
discard after 3 uses

SETUP

1. Put the ability, battle, fate, and goods decks near the board.
2. Give each player 5 coins.
3. Tuck a quest facedown under each town. Repeat for lair cards under lairs.
4. Choose a hero board and respective token for each player.
5. Put each player's token on an unoccupied space beside the castle.
6. Collect each hero's starting goods from the goods deck.
7. Draw 5 goods. Place them face-up above the board, side-by-side.
8. If 3 players, start with 1 glory; if 4 players, start with 2 glory.



Make sure all the decks are shuffled!

PLAY

Movement

Roll to see who goes first. Play continues clockwise.

On your turn, roll a die. Move that many spaces, landing on the last space counted. Follow the instructions on the Legend according to the final space you land on.

Choose a direction when your token arrives at an intersection. Never backtrack: you cannot traverse the same space twice with one movement roll.

Endpoints & Spaces

The castle, lairs, & towns halt your movement. They represent geographic points you can rely upon. Battles, fates, and havens represent events that happen to you along your journey. Trouble, fairies, good places to make camp- you can look for them, but there is no guarantee of finding them!



CASTLE



LAIR



TOWN



BATTLE



FATE



HAVEN

Marching

Once a turn, you may expend 1 health to add a +1 bonus to your movement roll.

Hero Progress

Each 5 glory you earn, draw 2 abilities, keep 1, & gain a coin. Every 5th check box for glory on your hero board is oversized to remind you.



Each 5 fates you collect, draw 1 ability. Keep fates you draw to keep track.



The Cost of Greatness

The first player to earn 15 glory skips a turn.

Battle and lair cards present monsters. This is when your strike, power, & health become critical. Your strike score is your ability to attack & defend. Your power is the damage you inflict if you win a strike roll. Your health is how much damage you can take without dying. It is always up to you whether or not you risk a round of battle that could eliminate you from the game.

Step 1

Decide to engage or withdraw (or re-engage if returning from Step 4).

If you engage, proceed to step 2; if you withdraw, the battle ends.

Step 2

Roll and add your strike to the result.

Another player does the same for the monster you are fighting.

Step 3

Whoever lost the strike roll loses health equal to the winner's power.

On a tie, nothing happens.

Step 4

If the monster has 0 health, you win the battle! Gain the glory on the monster's card, unless your current glory exceeds the monster's victory points.

If you have 0 health, your hero has died and you are eliminated from the game.



BATTLE

Step 1: Engagement

Step 2: Strike Roll

Step 3: Power

Step 4: Result

NOTES

Identity

Making a few assumptions explicit. You don't need this to get started.

Cards and effects you have can only be used to affect your own hero.

Permanence

Your cards are yours forever unless they tell you otherwise.

Combination

You can employ multiple uses from a single card or special ability at once.

Concurrence

When a fate affects everyone, it does so simultaneously.

Fairy Exemption

If you draw a Fairy when instructed to draw a battle card, discard it & draw again.

Health Bonus

When you improve your maximum health, similarly improve your current health.

Deck Depletion

If you fully deplete a deck, make a new one from discarded cards.

Effect Timing

You can use effects to replace or adjust a current roll unless it refers to your next roll.

Space Sharing

Any number of heroes can be on the same space at once.

Quest Singularity

A hero can only complete each quest once.

Duplicate Effects

If you have 2 or more of the same card, you gain the benefits of all of them.

"Roll" Semantics

A "roll" is the number on the top of your die after rolling it; a strike or movement roll is that roll plus relevant bonuses or penalties, if any.

Movement Magic

An effect to "move anywhere" or "move anywhere within x spaces" should be used instead of rolling to move.





On every hero board there are 5 boxes to check for DRAGON MODE. Decide whether you are playing this mode before you start the game. If you are, here are the rules:

You need 25 glory to win instead of 20.

When you draw a dragon from the battle deck and do not defeat it, place it by the closest edge of the board.

Thereafter, a hero who lands on that space may engage the dragon, but may not draw from the battle deck. Once the dragon is defeated, the battle space returns to normal.

You cannot re-draw dragons by any means (for example, the Green Dragon's special text).

This mode is longer and more difficult than normal mode. Each hero has extra starting resources to make it fair.

Extra starting resources:

ADVENTURER

Veteran Wisdom (ability)

DRUID

Wolf (good)

ENDER

Consolidation (ability)

GOLEM

Walker's Thoughts (ability)

KNIGHT

Bravery (ability)

TOTEM

Talisman (good)

Seer

Magic Compass (good)

STEWARD

Dancing Dagger (good)

WARLOCK

Enchanted Diary (good)



DRAGON MODE

LEGEND



BATTLE

Draw a Battle card.
Follow the battle rules.



CASTLE

Regain lost health.
You may buy face-up goods above the board.
When you do, replace them from the goods deck.



FATE

Draw a fate card (& keep it).
Follow the card's instructions.
Every 5 fate you collect, draw from the ability deck.



HAVEN

Regain 1 health.
You may peek at the closest lair card.
When you start your turn on a haven, you may move
anywhere within 5 spaces instead of rolling to move.



LAIR

Peek at the underlying lair card.

Decide whether to engage. If you battle & win, gain
5 glory. If you battle & withdraw, any health the lair
monster lost is regained. If you do not engage, return
the lair card without revealing it.



TOWN

Regain lost health.

Peek at the underlying quest card.
Take note of the quest in secret. If you complete the
quest, you may return to the town and flip the quest
card face-up for a reward.

Unless otherwise noted, the reward for a quest is 2
glory & 3 coin. Thereafter, one more player may
complete it and visit the town for 1 glory & 2 coin (then
discard the quest card).

You can't start a quest before seeing it.
A face-up quest counts as seen by everyone.



BLANK

Nothing happens.