Setup

- Place the game board in the middle of the table. Use the front side in a 2 to 4-player game (as indicated) and the back side in a 5-player game.
- Shuffle the scoring tiles and place a random scoring tile face up on each of the spaces marked “A” to “D.” Put the remaining scoring tiles back into the game box – you will not need them.

Course of Play

The game is played over 6 rounds (5 rounds in a 5-player game). Each round goes through the following six phases:

1. Income
   - Each player receives income: You receive 5 gold for your castle. You receive 1 additional gold for each tile with barrels of whisky connected to your castle via roads.

2. Draw Tiles and Set Prices
   - Beginning in round 3, you receive additional gold for each player whose token is ahead of yours on the scoring track (i.e., who has more victory points than you).

3. Discard a Tile
   - The amount of gold you receive per player increases from round to round and is displayed next to the round track.

4. Buy a Tile
   - You can make change from gold at any time, if need be.

5. Build
   - The amount of gold you receive from each player increases from round to round and is displayed next to the round track.

6. End of Round and Scoring
   - The game ends after the final round.

3. Discard a Tile

Each player puts the tile marked with their discard marker back into the bag. Then shuffle the contents of the bag thoroughly.

4. Buy a Tile

Beginning with the Starting Player, each player in clockwise order can buy exactly one tile from another player. To do so, pass an amount of gold from your remaining supply equal to the assigned amount at the tile you want to buy. As the selling player, you not only receive the proceeds from the sale, but you also immediately take back the gold you assigned to that tile. As the buying player, place the tile you purchased beside your screen – in phase 5, you will add it to your clan territory.

If you cannot or do not want to buy a tile, you must pass. After all players have either bought a tile or passed, you receive the remaining tiles in front of you, but you lose all of the gold you assigned to those tiles. Put the lost gold into the general supply.

5. Build

All players must add all of the tiles they received during this round to their clan territory, according to the following placement rules: Each tile you add must share an edge with another tile in your display [this can be the tile you just placed, too]. If two tiles share an edge, the terrain on that edge must be the same (pasture, mountain, water). Important: Roads DO NOT need to be continued.

Some scoring tiles award victory points for completed areas. An area is considered completed if it is fully enclosed by areas of a different terrain type. Again, roads do not count.

If you cannot place a tile according to the placement rules the tile goes back into the bag (you do not get back any money).

6. End of Round and Scoring

All players receive victory points according to the scoring tiles of the current round. Which of the four scoring tiles applying in which round is indicated on the scoring track by letters A to D. For each victory point you receive, advance your token on the scoring track by one space.

Each scoring tile will only be used three times per game. See the last page of this rule book for an explanation of what each of them does.

After scoring, pass the Starting Player tile to the next player in clockwise order. The new starting player moves the round token one space forward. After the final round, there is a final scoring.
In case of a tie, leftover gold breaks the tie. The player with the most victory points wins.

You do not receive 0.5 VPs for these scrolls. Example: You receive 2 VPs for 5 objects of the same type.

If a scroll is in a completed area, you receive double the victory points for it. Finally, you receive victory points for gold you have: 5 gold are worth 1 victory point.

The player with the most victory points wins. In case of a tie, leftover gold breaks the tie.

Scoring Tile Summary

- **2 VP for every 2 sheep**
- **2 VP for every 2 tiles with barrels of whisky**
- **1 VP for every 2 ships**
- **1 VP per farm**
- **1 VP per broch (round tower)**
- **1 VP per lighthouse**
- **1 VP per each completed area in the clan territory**
- **1 VP for each set of broch, farm, and lighthouse in the clan territory. Each building can be part of one set.**
- **1 VP for each completed mountain area in the clan territory.**
- **2 VP for each square of 4 landscape tiles. Landscape tiles can be part of multiple squares.**
- **1 VP for each sheep in the clan territory.**
- **1 VP for each cow in the clan territory.**
- **1 VP per completed area of at least 3 landscape tiles in the clan territory.**

These icons on the game board are to remind you of the final scoring values.

If a scroll is in a completed area, you receive double the victory points for it. Finally, you receive victory points for gold you have: 5 gold are worth 1 victory point.

The player with the most victory points wins. In case of a tie, leftover gold breaks the tie.