Clans of Caledonia

Clans of Caledonia is a medium- to heavyweight economic game set in 19th-century Scotland.

During this time, Scotland made the transition from an agricultural to an industrialized society that relied heavily on trade and export. Consequently, food production increased to support the growth in population. Linen was increasingly replaced by cheap cotton imports and raising sheep gained importance. When the European wine and brandy production was ravaged by a plague of insects in the late 19th century, Scotch whisky was drafted as a substitute for cognac and the industry exploded into life turning it into the premium alcoholic beverage in Europe.

In Clans of Caledonia, players represent unique historical clans competing to produce, trade, and export agricultural goods as well as their famous whisky!

Game Components

Wooden tokens

Goods tokens:

6 Milk | 12 Wool | 8 Cheese | 8 Grain | 8 Bread | 8 Whisky | Cotton | Tobacco | Sugar cane

Clan components:

16* Cows
16* Bakeries
16* Distilleries
32* Workers
4* Shipping tokens
4* Glory tokens

16* Sheep
16* Fields
16* Cheese dairies
28* Cubes (Merchants)
4* Turn order tokens (discs)

* in the 4 players colors

Cardboard
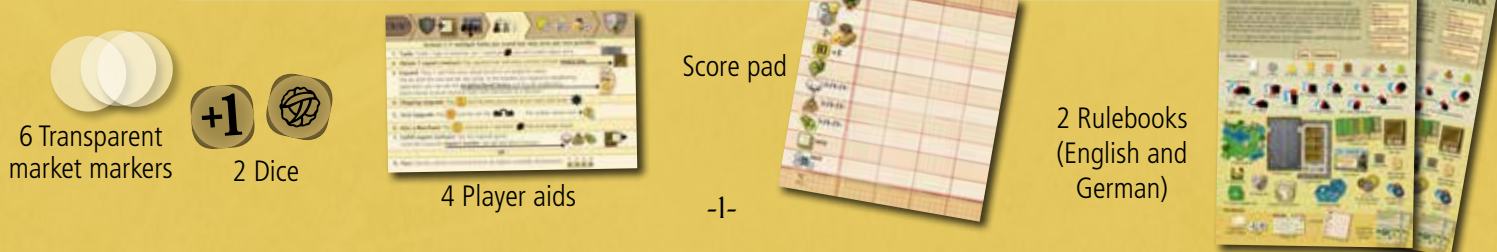
4 Map modules
1 Market board
1 Export board
4 Player boards
4 Personal export box tiles
9 Starting tiles
8 Clan tiles
4 Glory tiles
8 Technology upgrade tiles
8 Scoring tiles
12 Goods multiplier tiles
50 Export contracts tiles
8 Port bonus tiles
70 Coins (in denominations of 1, 5 and 10)
16* Port bonus marker tiles

Miscellaneous

6 Transparent market markers
2 Dice
4 Player aids
Score pad
2 Rulebooks (English and German)

Map Modules

The game map consists of four double sided Map modules which are labeled both by module (A-D) and by side (1 for front, 2 for back). Randomly choose a side for each Map module and construct the game map by making sure the rocks showing the module letter are in alphabetical order in a clockwise direction and are adjacent in the middle of the map (see picture) As such, there are 16 different configurations depending on which sides are picked for each Map module.

Port Bonuses

Shuffle all the Port bonus tiles and randomly choose 4. Then, place 1 tile adjacent to a factory at each corner of the map, with its exact location depending on the player number. The 1-2 player icon shows the hex location for the Port bonus tiles in a 1 or 2 player game. The other arrow icon shows the location for a 3-4 player game. Return all unused Port bonus tiles back to the game box.

Market Board

Place the Market board on the appropriate side for the number of players and place the transparent Market markers on the encircled starting prices. Place the 6 types of Goods tokens (Wool, Milk, Grain, Bread, Cheese and Whisky) and their multipliers below the Market in separate piles.
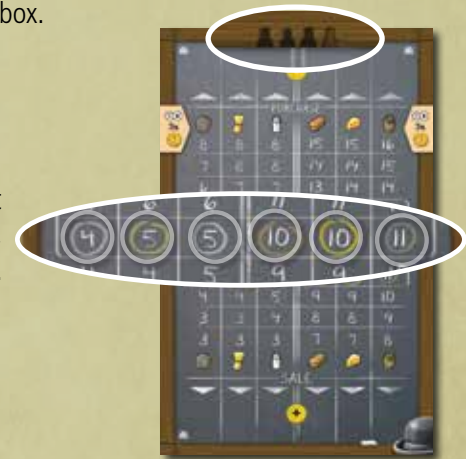
Export Board

Place the Export board out to the side of the map showing the side for the appropriate number of players. Then, shuffle the Scoring tiles and choose 5 randomly. Place these face-up in a random order in the 5 slots on the edge of the Export board. Shuffle the Export contracts and create a draw pile (face-down). Put one Export contract from the draw pile face-up on each box on the Export board (in a solo and 3 player game, one box remains empty). Place the players' Glory tokens and the Import tokens (Cotton, Tobacco and Sugar cane) next to number '1' on the track. The dice icons are only relevant for the solo game (see page 8).

Player Starting Items

Each player receives one **Player board** and all the **game tokens of their color**. Each player must place all their tokens on the corresponding locations on their Player board, 4 of each of the following: Sheep, Cows, Cheese Dairies, Bakeries, Fields and Whisky distilleries. Place the **8 Workers** on the four forest spaces, which represent Woodcutters, and on the four mountain spots, which represent Miners. Place the **two Technology upgrade tiles** flipped to the side with the arrow on the upper left hand side on the respective spots below the Workers. Fill the **Merchant track** with 5 cubes, which represent Merchants, and place the remaining 2 cubes below the Player board as starting stock. The **Shipping token** is placed on the first spot on the left of the Shipping track.

Each player receives **one Export box tile** and places it next to their Player board with the side face-up showing the icon matching the number of players.

Each player receives **4 Port markers** in their color.

Turn Order

Determine a starting player randomly. The turn order in the first round is clockwise. Put all players' Turn order tokens accordingly on the Turn order track on the Export board. In subsequent rounds, turn order is determined by the order in which players pass.

Clans

Randomly draw one more Clan tile than the number of players (e.g. 4 Clan tiles in a 3-player game). Then, randomly draw as many Starting tiles as Clan tiles and randomly allocate one next to each Clan tile.

Starting with the last player and going counterclockwise, each player chooses a Clan tile and its corresponding Starting tile and places both in front of themselves. The starting player will thus choose last and will chose between the remaining two clans. The clans are explained in detail in the appendix. Players receive both the Goods and the Money shown on their Starting tiles.

Note: Players may never hide any information.

2 player game

Goal of the Game

The goal of the game is to make the most Victory Points (VP).

Placing the first Workers

Before the first round actually starts, and beginning with the starting player and continuing in a clockwise order, each player places one Worker (Woodcutter or Miner) from the top of their Player board on an empty hex on the game map. The Woodcutter must be placed on an empty hex space with a forest and the Miner must be placed on any other empty hex space with mountains (check the Expand section for more details, p. 4).

You must pay both for the land where the Worker is placed and for the Worker itself each time a Worker is placed, including in the initial setup. The cost of land is indicated by a number ranging from £1 to £6 on each land hex space on the map. The cost of a Worker is £6 for a Woodcutter and £10 for a Miner (as indicated at the top of your Player board).

Money Icons

Costs are depicted with red numbers on the coin icon, whereas black numbers mean that you receive money.

Example: The hex space shown contains both forest and mountain. So you can place either a Woodcutter (for £6+£6 = £12) or a Miner (for £10+£6 = £16) on such a hex space.

Each player then places a second Worker in reverse order, starting with the player who placed last, and continuing in counterclockwise order. These first two Workers do not need to be adjacent on the map. Each hex can only ever have one unit (either a Worker or a Sheep, a Cow, a Cheese dairy, a Distillery, a Field or a Bakery) on it at any time.

Game Structure

There are five rounds and four Phases per round. Each round contains the following Phases:

> **Phase 1: Preparation Phase** — Flip the Scoring tile of the previous round, refill any empty boxes on the Export board and retrieve your Merchants (skip this phase in the first round).
> **Phase 2: Action Phase** — Players take Actions until all players have passed.
> **Phase 3: Production Phase** — Your units on the game board produce Goods and Income.
> **Phase 4: Scoring Phase** — You receive VP according to the current round's Scoring tile.

Phase 1: Preparation Phase

Flip the previous round's Scoring tile face down. If needed, refill any empty boxes on the Export board with Export contracts (according to player number). Players retrieve their own Merchants from the Market and place them next to their Player boards.

Phase 2: Action Phase

During the Action phase, each player takes exactly one Action per turn, in turn order. Continue to do so until all players have passed. There are eight possible Actions to choose from. Except for passing, all Actions can be taken multiple times during the same round.

Overview of Actions

1. Trade	5. Upgrade Technology
2. Obtain an Export Contract	6. Hire a Merchant
3. Expand	7. Fulfill an Export Contract
4. Upgrade Shipping	8. Pass

1. Trade

The Merchants that are in your stock, **_not on your Player board_**, are ready to be used in a Trade action. You can send these Merchants to the Market to buy or sell Goods. You may only buy or sell one type of Good at a time during a Trade action. Place as many Merchants on the buy or sell area (designated by the up and down arrows respectively) of the relevant Good as the number of units you wish to buy or sell. These Merchants remain on the Market board until retrieved in the subsequent Preparation phase. You then pay/receive the Good's current price multiplied by the number of Goods bought or sold. Sold Goods are returned to the common Goods pools and bought Goods are taken from there and put into the player's stock. Afterwards, the traded Good's price is adjusted by moving the Price marker according to the arrow of the area ('up' when buying or 'down' when selling) by as many steps as the number of Goods traded. In order to buy/sell different types of Goods, you need to spend several turns during the Action phase taking the Trade action multiple times.

> **It is prohibited to have Merchants from the same player on both the buy and sell area of the same Good. High-speed trading was not common in 19th-century Scotland!**

> Example: You want to buy 2 units of Whisky and the current price is £10. You place 2 Merchants on the 'up' arrow of the Whisky column, pay £20, take 2 Whisky barrels from the supply, put them in your stock and then the Whisky price increases by 2 steps to £12.

2. Obtain an Export Contract

Pay the current round cost to take any Contract from the Export board. The cost is determined by the game round and is indicated next to the Scoring tiles on the Export board. Note that during the first round, you receive £5 to do so, instead of having to pay a cost.

You can have only one unfulfilled Contract on your Personal export box (exception: Clan Buchanan). You must fulfill your Contract before obtaining a new one. It is not possible to get rid of unfulfilled Contracts.

3. Expand

Place one unit (Cow, Sheep, Field, Distillery, Bakery, Cheese dairy, Woodcutter or Miner) from your Player board onto any empty hex space of the map that is **neighboring or within Shipping reach of any of your units.** Pay for the costs of the unit (coin with red number above the respective unit) and for the hex space (coin with red number between £1 and £6).

Neighboring: adjacent hex space with no river in between.

Within Shipping reach: a non-neighboring hex space that you can reach with your current Shipping level.

Land Restrictions: You can only place your units on certain land types:

Grasslands: Sheep, Cows, Fields, Cheese dairies, Bakeries and Distilleries.

Forests: Woodcutters.

Mountains: Miners.

If a hex space contains more than one of these land types (see image), you can place any corresponding unit on it. In the image shown, a player could deploy any unit on this hex because it contains all three land types.

Consequently, if you have deployed all your Woodcutters already, you cannot expand to a hex space that contains forest only. Likewise, you cannot expand into a hex that only has mountain terrain on it if you do not have any Miners left.

Neighborhood Bonus

If you expand into a hex space neighboring one or several other players' non-worker units, you may buy the Goods these units produce at a discounted price from the Market (not from the players). Proceed with the purchase as explained under the Trade action (see page …). You need to have the appropriate number of Merchants available to use this bonus. Prices are adjusted the same way as in the Trade action.

The price of Basic goods (Wool, Grain and Milk) is reduced by £2. The price of Processed goods (Bread, Cheese and Whisky) is reduced by £3.

If you expand into a hex space neighboring several opponent hex spaces with units deployed, you may use the Neighborhood bonus for each of these units. However, you may never buy more than 3 units of the same Good (4 units in a 2-player game) when using the Neighborhood bonus.

The Neighborhood Bonus can only be used immediately after expanding. This bonus counts as part of the Expand action.

Example: If you expand into a hex adjacent to another player's Distillery, you may buy Whisky. If the current Whisky price is £10, then you could buy 3 (or 4 in a 2-player game) barrels of Whisky from the general supply at £7 each by placing the appropriate number of Merchants on the Whisky 'up' arrow. If there was also an opponent's Cheese dairy neighboring the hex that was expanded into, the current player could also buy up to 3 Cheese at a discount, if they had sufficient Merchants to do so.

Building Bonus

If, after the Expand action, you have now placed out all four buildings of the same type on the map (Bakery, Distillery or Cheese dairy), you may immediately draw 3 random Export contract tiles from the draw pile (you can only use this option if your Export box is empty at that time). You can then take either one or none. If you choose one Contract, you must pay its cost (as if you had obtained a Contract as a regular Action). All the Contracts not taken are put on the bottom of the draw pile. This bonus is still considered part of the Expand action.

4. Upgrade Shipping

Pay £4 to move your Shipping marker forward one space to increase your Shipping reach. Doing so allows you to expand across rivers and lochs.
No matter your Shipping level, you can never hop across a land hex, not even along a river.

Shipping Levels:

Level 0: You cannot expand across any type of water.

River-crossing (Bridges): You can now expand across a river to an adjacent hex space.

1-loch: In addition to river-crossing, you can now expand across 1 loch hex space.

2-loch: In addition to river-crossing, you can now expand across 2 loch hex spaces etc.

Example: Consider the red player in the image: with no upgraded shipping red can only expand to 0.a and 0.b; with river-crossing shipping red can expand to R.a and R.b; with loch-1 shipping red can, in addition, expand to 1.a. Red cannot expand to the hexes marked with ✗, no matter the Shipping level because a player can only cross rivers to adjacent hex spaces but not expand across land hexes, not even along a river. <u>Neighborhood Bonus:</u> Only 0.a is neighboring the blue Cheese dairy. R.a is adjacent to the blue Cheese dairy but because there is a river in between, R.a is still not neighboring.

5. Upgrade Technology

You can make your Workers (Woodcutters and Miners) more efficient by providing them with better tools and equipment to do their jobs and therefore increase your money income per Worker. To obtain the upgrade, pay £10 and flip the corresponding Technology upgrade tile on your Player board. From now on, each Worker deployed from the column above produces £2 more in the Production Phase of each future round.

If you receive a Bonus Upgrade (see pages 6 and 10) and you choose the Upgrade Technology action you pay £5 instead of £10.

6. Hire a Merchant

You start with 2 Merchants that are next to your player board. Pay £4 and take 1 Merchant from your Player board and put it next to it. From now on, you may use this Merchant to take the Trade action.

7. Fulfill an Export Contract

In order to fulfill an Export contract that is on your Export box tile, pay the Goods listed on the left half of the Contract tile. Fulfilling a Contract gives you the benefits on the right half of the tile. The Contracts yield Import goods such as Hops, Cotton, Tobacco or Sugar cane and Direct export bonuses. When you fulfill a Contract that gives Cotton, Tobacco or Sugar cane, move the respective token on the track on the Export board. If the token reaches or passes a marked step (see image on the right side), you gain £1 (if you forget to move the import token at the point of fulfilling an Export contract, you do not get the bonus afterwards!). As soon as you have fulfilled a Contract, place the Contract tile face-up next to your Export box, which is free again for a new Export contract.

> **Contracts never require any Grain or Milk but can require any combination of the other Goods and also Meat.**

Meat is not traded at the Market. For Export contracts that require Meat (either Beef or Mutton), players must slaughter 1 Cow or 1 Sheep to generate either 1 Beef or 1 Mutton. Slaughtering means that the player removes one of his animals from the map and places it back onto his Player board. This will thus reduce his Milk or Wool production. It will also free the hex space where the animal was and any player will be able to expand there, subject to the normal expansion rules. Slaughtering is only allowed to fulfill an Export contract and does not require a separate turn.

Direct Export Bonuses

There are three Direct export bonuses that give players an immediate advantage:

- Money, taken right away from the supply.
- A free Expand action, taken immediately as part of this Action. You must still pay the unit cost but not the land cost. All other rules for expanding and the Neighborhood Bonus apply.
- A Bonus upgrade action:
  - A Technology upgrade action for the discounted price of £5,
  - A Shipping upgrade action at no cost,
  - Hiring a Merchant from your Player board at no cost. Alternatively, you may take one of your Merchants back from the Market instead of hiring a new one.

    If you obtain multiple Bonus upgrade actions you can choose the same or different upgrades.

8. Pass

On your turn, if you cannot or do not want to take any more Actions, you have to Pass and stop taking Actions for the remainder of this round. To Pass, move your Turn order token from its current position to the leftmost available position of the next round and receive the Pass bonus money written on the new position. The order in which players pass determines the turn order for the next round.

> Example: The black player passed first, received £16 and will be first in turn order for the next round.

Using a Port

If a Port tile is neighboring, or within Shipping reach of, any unit of a player, that player may use the corresponding Port tile bonus in addition to whatever Action they perform on their turn (a Port tile bonus can be used before or after the player's main Action). A player can use the bonus immediately or in any future turn. Once you use the bonus, put a Port bonus marker of your color on the used Port tile to indicate you have used it. Each player can use each Port bonus only once in the game (several players can use the same Port, though). A player may use multiple Port bonuses in one turn (see the Appendix).

> Example: The black player can use the bonus no matter their Shipping level because black has a unit neighboring the Port bonus tile. The red player can also use the bonus if red's Shipping reach is 2-loch or higher.

Phase 3: Production Phase

During the Production Phase players only receive Income and produce Goods from units that have been deployed on the map. The amount of money and goods produced in this phase is indicated by the empty slots on the Player board from which the units have been removed and that now show the Income icon ⊕.

The Production Phase follows this order:

- Produce Basic goods:
  - Each Cow produces 1 Milk.
  - Each Sheep produces 1 Wool.
  - Each Field produces 2 Grain.

- Produce Processed goods (optional):
  - Each Bakery may produce 1 Bread at the cost of 1 Grain.
  - Each Distillery may produce 1 Whisky at the cost of 1 Grain.
  - Each Cheese dairy may produce 1 Cheese at the cost of 1 Milk.

The Basic goods spent to produce the Processed goods can come from anywhere: received during the current Production phase, a previous Production phase, or purchased from the Market on a previous turn.

- Each deployed Worker earns you money:
  - Each Woodcutter earns £4 (£6 with the Technology upgrade).
  - Each Miner earns £6 (£8 with the Technology upgrade).

Hint: It is recommended to store one's current Goods and money below the Player board and put the Goods that were just produced above the Player board so one can check if one took the right amount of Goods. Once players are familiar with how the Production Phase works, they can collect their Income simultaneously to speed up the game.

Phase 4: Scoring Phase

In this phase you earn the bonus indicated on the bottom half of the current Scoring tile, if you have fulfilled the requirement in the top half, by advancing your Glory marker on the track on the Export board. The exact meaning of each Scoring tile is explained in the Appendix.

Final Scoring

After the last Scoring tile was scored in the fifth round, Final Scoring takes place. Fill in the VP for each player on the Scoresheet. The player with the most VP is proclaimed the greatest Clan Chief of Caledonia and wins the game!

Glory: 1 VP for each step on the Glory track.

Basic goods: 1 VP for each Basic good in your stock.

Processed goods: 2 VP for each Processed good in your stock.

Money: 1 VP for every £10. Leftover money breaks ties on the final score.

Hops: 1 VP for each Hops imported listed on their fulfilled Export contracts.

Cotton, Tobacco and Sugar cane: 3, 4 or 5 VP each according to their rarity. (The rarest Imported good is the most valuable one!) The Import token that was moved the farthest along the track (because it was imported the most by all players) is the most common Imported good and is worth 3 VP each, the second most Imported good is worth 4 VP each and the least Imported Good is worth 5 VP each. If there is a tie regarding the amount of Imported goods, Cotton is the rarest, then Tobacco, then, finally, Sugar cane. Players receive points for the number of Imported goods listed on their fulfilled Export contracts multiplied by the respective VP.

Example: Tobacco was imported the least and Cotton the most. You have imported 3 Tobacco, 2 Sugar cane and 6 Cotton. Thus, each unit of Tobacco is worth **5** VP, each Sugar cane is worth **4** VP and each Cotton is worth **3** VP. So you earn for your Tobacco **5x**3 = 15 VP, for your Sugar cane **4x**2 = 8 VP and for your Cotton **3x**6 = 18 VP.

Export Scoring

The player with most fulfilled Contracts gains the highest VP.

Game with 3 or 4 players: 12 VP for the player with the most fulfilled Contracts, 6 VP for the player with the second most.

Game with 2 players: 8 VP for player with the most fulfilled Contracts only.

In case of a tie, evenly divide the VP of the respective tiers among the tied players (round down if necessary).

Example: In a 3-player game, there is a tie between 2 players for first rank. They equally share points for the first 2 ranks (12 VP + 6 VP = 18 VP), so they both receive 9 VP. The third player does not get any VP. In a 2-player game, each tied player receives 4 VP.

Settlement Scoring

Each player counts the **number of his Settlements within Shipping reach of each other**. A Settlement is defined as a cluster of neighboring units (adjacent and no river in between) of one color. Single units that are not neighboring to any other unit of the same color are also considered Settlements. If not all of your Settlements are within Shipping reach of each other, the biggest group of Settlements within Shipping reach of each other counts in this scoring.

3–4 players: The player with the most Settlements within Shipping reach: 18 VP; second-most: 12 VP; third-most: 6 VP

2 players: The player with the most Settlements within Shipping reach: 12 VP; second-most: 0 VP.

Tied players share the points the same way as in the Export scoring.

> **This scoring is NOT about having expanded to the most hex spaces, nor is it about having built the biggest settlement!**

Example: If the red player has loch-1 Shipping level, red has only 3 Settlements within Shipping reach.
If the black player has loch-2 Shipping level, the black player has 5 Settlements within Shipping reach.

The three encircled red markers are a single Settlements because they are neighboring each other. All other red markers are single Settlements. The two red markers at the top are two Settlements because they are separated by a river. Red has 4 Settlements in total. However, the Settlement at the very bottom left is not within Shipping reach of any of the other Settlements because red only has loch-1 Shipping, so red can only cross 1 loch hex. Nevertheless, this is enough to connect the Settlement with 3 markers with the 2 single Settlements at the top since loch-1 Shipping is sufficient for red to cross the one loch hex in between. Therefore, only 3 of the red player's 4 Settlements are within Shipping reach and count towards the Settlement scoring.

Slaughtering your animals can be beneficial or detrimental for this scoring. You can create more Settlements by slaughtering (splitting one bigger Settlement into two smaller Settlements) or harm your scoring because some Settlements might not be within Shipping reach anymore.

Two Player Game

In the two player game you play on a smaller map. The shaded land hexes at the edge (additionally marked by mist) are not part of the active board and so players cannot expand into them. The non-shaded hexes adjacent to the shaded hexes are the border spaces of the active map. This is relevant for scoring tile # 5 and Clan Fergusson. All loch hexes are part of the active map.

Solo game

In this variant you play with the same smaller map as in the two player game. Use Workers of different player colors to act as neutral pieces and put them on all hexes of the active map that have a cost of £1. All these hexes will not be available for you for the whole game. In a solo game you cannot take advantage of the **Neighborhood Bonus**.

Randomly draw and place 5 Export contracts face-up on the Export board before you start the game.

Each time you pass you receive a Passing bonus of £16.

End of Round Adjustments

Goods die: Wool, Grain, Milk, Bread, Cheese, Whisky

Price die: -3, -2, -1, +1, +2, +3

After rounds 1 to 4, the following adjustments need to be performed.

Market Phase

At the end of these rounds, the prices of 3 randomly chosen Goods are changed once each. Roll the Goods and the Price dice. The Goods die shows which Good's price is changed. Reroll the Goods die if it shows a Good that has already had its price changed in this phase.

Check whether the price of this Good is below (low prices) or above (high prices) the brackets on the Market. The brackets next to the Market indicate the medium area. Prices above/below are high/low.

When the price is low then the price increases and the price increases by the absolute value of the Price die.

When the price is high then the price decreases and the price decreases by the absolute value of the Price die.

When the price is in the medium range, then the price changes exactly according to the Price die. A '-3' will cause the price to decrease by three steps. A '+1' will increase the price by one step.

Example: When the current price is low and the Price die shows -3 or +3, the price increases by three steps.

Refill Export Contracts

Fill all empty slots on the Export board with new Contracts from the draw pile. Your last Price die roll shows which of the 6 Contracts gets removed. Just find the intersection of the algebraic symbol and the numeral on the Export board and remove that Contract. The new round then starts with 5 Contracts.

Export Scoring:

Fulfilled Contracts: 7 or more → 12 VP

Fulfilled Contracts: 6 → 8 VP

Fulfilled Contracts: 5 → 4 VP

Settlement Scoring:

14 or more Settlements → 18 VP

11–13 Settlements → 12 VP

8-10 Settlements → 6 VP

Result: 0-115: Newbie;
116-130: Rookie;
131-145: Average;
146-160: Expert;
161+: Genius!

Example: A '-3' refers to the slot on the very bottom left.

Variants

These variants can be combined in any desired way.

Simplifications

The first two simplifications are good for your first game.

Static Import Goods

If you dislike even small amounts of luck in the game, you can choose this variant. No matter how much Cotton, Tobacco or Sugar cane was imported, they are all worth 4 VP each at the end of the game. Thus, you do not need to track Imported goods on the Export board.

No Scoring and/or Port Tiles

You can simplify the game by leaving out the Scoring tiles and/or the Port bonuses.

Tighter game map

If you prefer a tighter game map, you can use the backsides of the 4 spare Port tiles to cover any four land hexes of the active map during setup in a 2-3 player game, preferably one tile per module (the map in a four player game is already quite tight). In this set up, these hexes are not available for the Expand action.

Without Clans

If you prefer the game to have more of a sandbox feel you can simply leave out the Clans. In addition to the Goods and money on the chosen Starting tiles, players receive:

Starting player £0, second player £2, third player £4 and fourth player £6.

Clan Auction

(recommended only for experienced Clan Chiefs!)

If your gaming group plays very competitively, you may want to auction the Clans. If so, you apply the following auction mechanism:

Randomly draw as many Clans as the number of players and give each a random Starting tile. Randomly determine a player who bids any number of VP (or 0) to be able to choose a Clan first. The player to his left can bid any higher amount of VP and so on until there is a winning bid that no player wants to outbid. If a player does not want to bid higher, the respective player needs to quit the auction round. The player with the winning bid writes down his bid as negative points on the Scoresheet, places his token on the first space of the Turn order track and takes the Clan tile along with the corresponding Starting tile. The player to his left bids for one of the remaining Clans and so on until the second Clan is chosen by the player with the winning bid, who then is second on the Turn order track etc. The last player without a Clan is given the remaining Clan without losing any VP and is last in turn order.

Port Bonuses

Use this bonus in a turn when you fulfill an Export contract requiring Meat. The fulfilled Export contract requires 1 fewer slaughtered animal due to the bonus.

Take any 2 of your units from your player board (other than Fields) and exchange them with any two of your units on the Map (other than Fields) at no cost. The new units must match the land type deployed on. If you qualify you can obtain the Building bonus a maximum of once during this port action. You cannot obtain any Neighborhood bonus during this port action.

Discard a Basic good of your choice and select any 3 Basic goods, including the type you discarded, if desired.

Manipulate the price of a Good by three steps on the Market before trading this Good.

Discard 1 Processed good of your choice and obtain any 2 Processed goods of your choice, including the type you discarded, if desired.

If your Export box is not full, you can perform the Building bonus (and pay the respective costs if you decide to keep a Contract). In any case you obtain £5.

Receive 1 Bonus upgrade and 3 Glory.

Get £10.

Scoring Tiles

Get 1 VP for each of your Upgrades (Technology upgrades, Shipping upgrades and hired Merchants). Just count each spot left of your Shipping marker, each free Merchant spot and each upgraded (flipped) Technology tile. You also score VP for upgrades your Clan started with.

Get 3 VP for each 2 hexes of yours on border spaces of the active map. In a game with 1-2 players, the shaded hexes (also marked with mist) are not part of the active map, thus all the hexes adjacent to the shaded hexes with mist are considered border spaces.

Get 3 VP for each 2 Processed goods in your stock.

Get 1 VP for each unit of Cotton, Tobacco and Sugar cane on your fulfilled Export contracts.

Get 1 VP for each of your deployed Sheep, Cows, Cheese dairies, Bakeries and Distilleries and 2 VP for each Field.

Get 1 VP for each Basic good in your stock.

Get 2 VP for each of your deployed Workers (and Fishermen, if you are Clan MacDonald).

Get 2 VP for each unit of Meat on your fulfilled Export contracts. .

Clan Buchanan

Several members of this clan were prosperous 'Tobacco Lords' in Glasgow. Most of their tobacco imports from the United States were immediately re-exported to mainland Europe. Buchanan Street is one of the main shopping streets in Glasgow and was named after a wealthy Tobacco Lord, Andrew Buchanan, who owned the land it was originally built on.

You have an additional Export box and can thus obtain 1 or 2 Contracts with a single Action. Even if you obtain 2 Contracts at once, you still pay the cost only once. You can still only fulfill one Contract per turn.

In the first round: If you obtain 2 Contracts at once, you receive the +£5 bonus only once. However, in each turn in which you obtain Contracts, you receive an additional £5. So you could obtain a Contract in turn 1, receive £5 and obtain an additional Contract in turn 2 and again receive £5 even if the first Contract was not fulfilled yet.

If you obtain the Building bonus and draw three Contracts, you can select 0–2 Contracts. If you take:

0 Contracts: you do not pay anything.

1-2 Contracts: you pay the regular cost once.

Strategy: You can afford to fulfill most of your Contracts in the last two rounds because taking two Contracts at once in late rounds is a lot cheaper for you.

Clan MacKenzie

The MacKenzie Clan bought the Dalmore Distillery, one of the oldest distilleries in Scotland, in 1866.

You get three additional money as income in the Production phase for each unit of Whisky you produce. You do not have to discard any Whisky to get the additional income.

Furthermore, you have a cellar. In each Production phase Whisky barrels that are already in the cellar age and are moved one spot to the right. The Whisky barrel starting in the rightmost space of the cellar is immediately placed into your stock. You may then put one freshly produced Whisky in the cellar on the left spot so it can age. As soon as your aged Whisky is moved out of the cellar to be sold, exported, or just put into your normal stock of Goods, you obtain £7 or £15 respectively. For the purposes of Scoring tile #2, Whisky in the cellar does score.

Strategy: As long as the Whisky price is medium or high, selling Whisky provides you with a lot of money to reinvest. When the Whisky price drops, aging the Whisky and/or exporting it is better.

Clan Robertson

Clan Robertson is one of the oldest Clans of Scotland. Their clan district is called 'Struan' and lies at the confluence of the Errochty Water and Garry rivers. The district name is derived from the Gaelic word 'Sruthan', which means 'streams'.

Each time you place a unit in a river delta (a hex that is adjacent to a river just flowing into a loch) you pay £3 less (£2 less in games with 1–2 players) off the total cost. This applies to your first two Workers placed as well.

Example: In a 4-player game, you build a Bakery (cost £8) on a river delta hex with cost £1. The final cost is £8+ £1 **– £3** = £6.

Strategy: You obviously want to start at or near to river deltas and expand as much into river delta hexes as possible. Slaughtering livestock on river deltas allows you to expand on river deltas more often.

Clan Cunningham

'Cuinneag' is Gaelic for milk pail and 'hām' means village in Old English.

You produce butter out of Milk. At the end of the Production phase, you may discard any number of Milk tokens in your stock. For each Milk token, you will receive £8. Do not adjust the Milk price.

Strategy: *Produce as much Milk as possible and buy some if the price is low. Producing Cheese consumes your precious Milk!*

Clan Campbell

Colen Campbell was a pioneering Scottish architect and architectural writer, credited as a founder of the Georgian style.

This clan gets better at building factories of Processed goods the more often the clan builds them.

The first factory of each type is £3 cheaper, the second and third factory of each type is £4 cheaper and the fourth factory of one kind is £5 cheaper. So this clan has an incentive to specialize in producing a lot of Processed goods.

Example: Campbell builds 3 Bakeries and 1 Distillery. The first Bakery costs £8 – **£3** = £5, the 2nd and the 3rd Bakeries cost £8 – **£4** = £4. The Distillery is £3 cheaper and costs £10 – **£3** = £7.

Strategy: *Produce a lot of one type of Processed good that is in high demand in Contracts. Selling your Processed goods is a good source of income too.*

Clan Stewart

Clan Stewart is a Highland Scottish clan. It produced powerful monarchs such as Mary Stuart and Queen Anne.

You start with three additional Merchants (five total) and river-crossing Shipping level for free. Furthermore, you receive £1 each time you trade at the Market (in the case of making a purchase, you receive the money before paying), no matter how many units you trade. If you use the Neighborhood bonus and trade multiple types of Goods in one turn, you receive £1 for each type of Good traded.

Strategy: *Try to get the +£1 bonus on the Market as often as possible. It can help producing a bit of everything and selling and buying small amounts of each type of Good. It is easier to simply take a £1 Coin each time you visit the Market.*

Clan Fergusson

Clan Fergusson was historically widespread in Scotland which was rather unusual. They have spread across Scotland from as far as Ross-shire in the north to Dumfriesshire in the south.

Thus, you start with 3 starting Workers for which you have to fully pay. In addition you get to 2-loch Shipping level for free in a 3-4 player game (1-loch Shipping in a 1-2 player game).

Placing first Workers: you place your third Worker after all other players have placed theirs. **You must place all three starting Workers on border spaces of the active map.**

Strategy: *Use your Shipping reach and Port bonuses!*

Clan MacDonald

Clan MacDonald is a Highland Scottish clan and one of the largest Scottish clans. Their district was the Inner Hebrides, an archipelago off the west coast of mainland Scotland. their clan motto is per mare per terras ('by sea and by land'). The chiefs of the clan held the title 'Lord of the Isles'.

Your Clan tile is put on top of the Miner/Woodcutter area of your Player board. Your Technology upgrade area remains empty because you cannot perform the Technology upgrade action.

You have three abilities:

1) You can use all of your Workers either as Woodcutters, Miners or as Fishermen; all your Workers cost £6 and provide £4 income. **Fishermen** are placed on empty loch hexes. There are no land costs on loch placements. Fishermen can never be placed or moved to a space adjacent to another Fisherman (otherwise you deplete the natural resources). Fishermen can be placed on **all loch hexes and Port bonuses**, even in a 1-2 player game.

2) Once per turn, you can move one Fisherman one loch hex further **by rowing** but only before your main Action.

3) In 1-2 player games, you receive river-crossing Shipping for free.

Land hex spaces adjacent to Fishermen are considered to be neighboring and thus accessible in the Expand action even without any Shipping reach. The Neighborhood bonus can be taken advantage of when deploying a Fisherman as well.

Placing the first Workers: Clan MacDonald can deploy the first two Workers as Miners, Woodcutters or Fishermen.

Strategy: *Use your rowing ability to increase your reach and for your Settlement scoring.*