

# Glory

## Winning and Losing

Earn glory by completing quests and slaying monsters.

The first hero to earn 20 points of glory wins the game.

If your health ever becomes 0, you die and lose the game.

## Players

Suitable for 2 through 4 players.

## Preparation

1. Put the ability, battle, fate, and goods decks beside the board within reach.
2. Give each player 5 coins.
3. Put a quest card unseen half under each town. Repeat for lair cards under lairs.
4. Choose hero boards and associated standee tokens.
5. Put each player's token on the castle.
6. Collect each hero's starting goods from the goods deck.
7. Draw 5 good cards and set them face-up above the board, side-by-side.

## Rules for Play

Highest roll goes first. Play continues clockwise.

Each turn:

- a. Roll a die and move exactly that many spaces forward.
- b. Choose which direction to move at a crossroads, but do not backtrack.
- c. You can "march" (move) 1 extra space and lose 1 health once each turn.
- d. Landing on the castle, a lair, or a town ends your movement.
- e. Use the legend and follow the instructions for the last space you move onto.

Every 5 points of glory you earn, draw 2 ability cards, choose 1 to keep, and gain a coin.

Each 4 fate cards you collect, draw 1 ability card.

You cannot have 2 abilities of the same name- redraw if you need to.

## Notes

- i. Do quests and take fewer risks to start; near the end of the game, seek epic battles.
- ii. Hero board are dry erase. Use them to keep track of quests and lairs.
- iii. Your cards are inexhaustible unless they tell you otherwise.
- iv. Keep all fate cards you collect. They stay with you no matter what.
- v. When a card tells you how many times you can use it, discard it after so many times.
- vi. You can keep battle cards you defeat for the sake of tracking, but it's not necessary.
- vii. If you run out the goods deck, you may reshuffle discarded goods and make a new one.



# Battle Rules

## How to Battle

When you draw a battle or lair card, you will find a monster.

Defeating that monster could earn your glory, but it may be dangerous.

Read more about battles & lairs in the legend to help you decide when it is worth the risk.

When you do battle follow these steps:

### Step 1

Decide whether to engage a round of battle or withdraw.

If you engage, proceed to step 2.

If you withdraw, the battle is over.

### Step 2

Roll a die and add your strike bonus.

The result is your strike roll.

Have another player do the same for your enemy, using it's own strike bonus.

### Step 3

Compare the two rolls; however rolled highest wins.

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

On a tie, nothing happens.

### Step 4

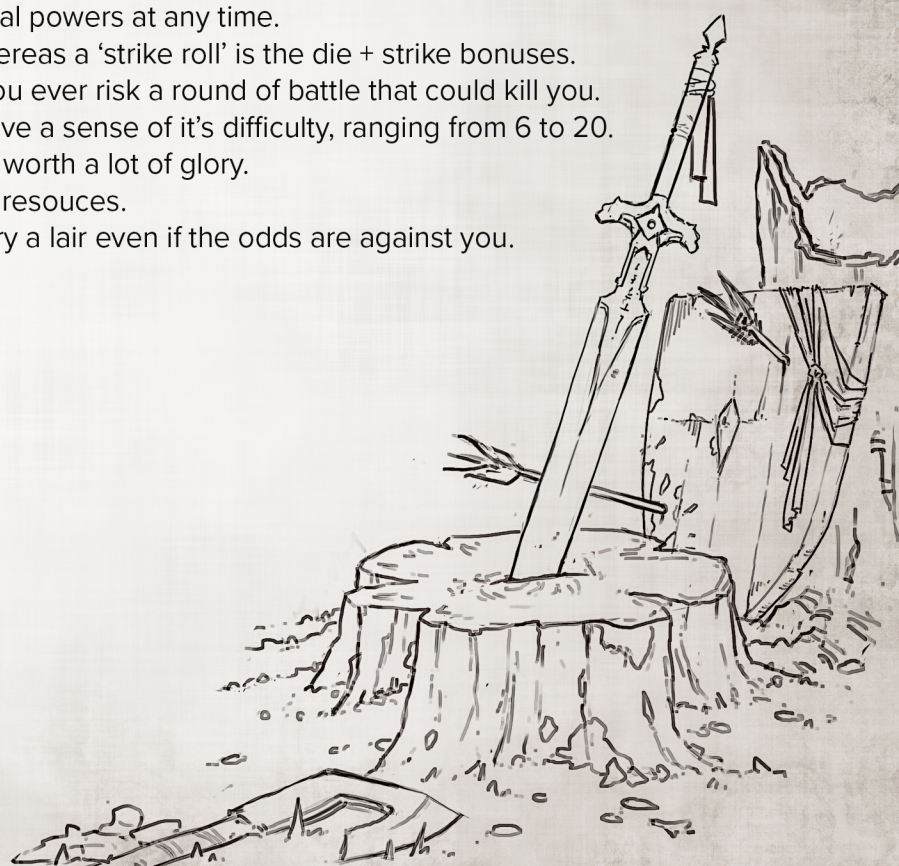
Check health scores.

If your enemy has no more health, the battle ends and you are victorious.

If you and your enemy both have health left, return to step 1.

## Notes

- i. You can use helpful cards or special powers at any time.
- ii. A 'roll' is the number on a die, whereas a 'strike roll' is the die + strike bonuses.
- iii. It is under your control whether you ever risk a round of battle that could kill you.
- iv. A battle card's victory score will give a sense of it's difficulty, ranging from 6 to 20.
- v. Lair's are very tough, but they are worth a lot of glory.
- vi. Be wise in the use of expendable resouces.
- vii. If another player is about to win, try a lair even if the odds are against you.



# Legend



**Battle**

Draw a battle card.

You may engage according to the battle rules. You gain the glory listed on the card if you win the battle & the card's victory score is greater than your current glory. At first, all battles earn you glory. Eventually, you have to seek out harder fights or hope to draw a dragon.



**Blank**

Nothing happens.



**Castle**

Regain all lost health.

You may buy any number of face up goods above the board. When you do, replace them 1 at a time. You can buy goods at the start or end of your turn.



**Fate**

Draw a fate card.

Follow the unique instructions on the card. Keep all fate cards you draw; every 4 you collect, draw an ability card.



**Haven**

Regain up to 2 health.

You may draw the closest lair card, but you cannot engage it.



**Lair**

Draw the card under the lair, but do not reveal it unless you engage. It will be a particularly fearsome monster. If you engage and defeat it, gain 5 glory and turn the lair card face up. Only 1 player can defeat each lair.

Preparation: if you correctly name a lair before drawing it, you gain a +1 strike bonus to use on any 1 roll in the subsequent battle.



**Town**

Draw the quest card under the town, but do not reveal it unless you have completed it. If you are the first to complete the task on a quest card, when you return to it's town of origin you gain 3 glory and 3 coins. Turn the quest card face up. A second player may complete it for 1 glory and 2 coins. After a quest is completed for the second time, remove it from the game. You cannot start a quest before seeing it, unless it says otherwise.