





# Glory

 1-4 players  
 90 minutes

HOGG PUBLISHING

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# Objective

Earn glory by completing quests and slaying monsters.

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

If your health becomes 0, you are slain and lose the game.

# Setup

- 1 Put the ability, battle, fate, and goods decks beside the board.
- 2 Give each player 5 coins.
- 3 Put a quest card under each town. Repeat for lair cards under lairs.
- 4 Choose hero boards and associated standee tokens.
- 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 cards and set them face-up above the board, side-by-side.





# How to Play

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Roll to see who goes first. The highest roller starts, and 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** 1 extra space and lose 1 health once each turn.
- d Landing on the castle, a lair, or a town ends your movement.
- e Follow the instructions for the last space you move onto using the legend.

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

## Notes

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- Early in the game, it is wise to buy goods and start quests.
- Hero boards are dry erase. Use them to keep track of quests and lairs.
- Your cards are inexhaustible unless they tell you otherwise.
- Keep all fate cards you collect. They stay with you no matter what.
- Your cards and hero board are public knowledge, except for your notes.
- You may keep battle cards you defeat for the sake of tracking.
- If you run out of a deck, make a new one from discarded cards.



# 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 3

Compare the two rolls; whoever rolled highest wins

- Whoever lost loses health equal to the winner's power.
- On a tie, nothing happens.

## 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 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 (battles & lairs)

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- Battle card **victory** scores hint at their difficulty (from 6 to 24).
- A 'roll' is the number on a die; a 'strike roll' is the die + strike bonuses.
- You can (almost) always **withdraw** before a round of battle threatens your life.
- Many cards and powers can adjust the process or result of a strike roll.
- Lairs are very **hard**, but they are worth a lot of glory.
- You should save a couple of expendable resources for lairs.
- If an opponent is about to win, take on a lair even if the odds are bad.

No guts, no glory!

## Hard Mode

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- 1 You need **24 Glory** to win.
- 2 At **10 glory**:
  - a keep both abilities that you draw
  - b gain a coin as normal, and so does everyone else.
- 3 Whenever you draw a **dragon** from the battle deck and do not defeat it on that turn, place it beside your current space. Henceforth, players can engage the adjacent dragon by landing there. Other cards cannot be drawn from that space until it's dragon is slain. You can still land on or pass over that space normally, without engaging.



# Single Player

Win condition: defeat the 2 northern lairs.

Lose condition: draw 3 fate cards with a skull symbol.

## Setup

As normal, except:

- 1 Place only the 2 northern lairs, face up. Replace 'Gold Dragon' if drawn.
- 2 Place only the north, east, and west quests face up.
- 3 Place only 3 face up goods cards instead of 5.
- 4 Give yourself a 3 glory head-start.
- 5 Start on the south town.
- 6 Remove all fate cards except 1-20.

## Play

As normal, except:

- Draw a fate card at the end of every 2nd turn.



# 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 lairs or hope to draw a dragon.



## 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.



## FATE

### Draw a fate card.

Follow the unique instructions on the card. Keep all fate cards you draw; every 5 you fates collect, draw an ability card.



## BLANK

Nothing happens.



## 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.



## 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 the same quest for **1 glory and 2 coins.** After a quest is completed for the second time, remove it from the game. You cannot have started a quest before seeing it, unless it says otherwise.