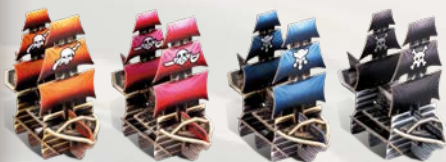# To Glory!

GAME DESIGN: Stuart Ellis **DEVELOPERS:** Constantine Kevorque, Stavros Tsiakalos
ART & ILLUSTRATIONS: Kazuo Miyahara **GRAPHIC DESIGN:** Maria Fotiadou

OVERVIEW

Race to uncover buried treasures and engage in exciting naval battles to go down in history as the most glorious pirate to sail the high seas.

COMPONENTS

4 Pirate Ships

4 Pirate Captain Standees

10 Treasure Tokens

48 Gold Tokens

4 Pirate Captain Cards

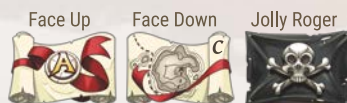1 First Player Token

4 Island Flags

1 Kraken

1 Tower

1 Game Board

4 Plastic Bases

3 Wooden Cubes

Face Up   Face Down   Jolly Roger

32 Map Tokens

GAME SETUP

If this is your first game, follow the instructions on how to assemble the captains, the ships, the Kraken and the Tower. Unfold the game board and place on the table. Place the wooden cubes, treasure tokens, and gold tokens next to the board, these form the Supply.

Place the **Tower** on the island in the middle of the board.

The youngest player gets the First Player Token and places the Kraken on any empty sea hexagon that is also not adjacent to a ship or the Tower. Shuffle and place each Map Token face down on the island that matches the letter shown on its face up side. You should have 4 Map Tokens on each island.

Starting with the first player, and proceeding clockwise, each player chooses a captain card, gets the matching standee, picks a ship, and takes the matching island flag. Players then place their ship on the island hexagon that has the matching flag and place their captain on the aft (rear) of the ship.

Finally, players place their captain's card and their island flag next to the board. This area will be their Hold. Whenever players gain a Treasure, Gold or a Map Token, they place it in their Hold.

4 Player Setup Overview

GAMEPLAY

Your goal, as pirate captain, is to gather gold and find treasure! To Glory! is played in a series of rounds. Each round, the first player starts by performing their actions in any order they choose. Once they finish, the next player proceeds clockwise and so on. The round ends when all players have taken a turn. During a turn, the player may perform up to 5 Skipper Actions, 1 Cannon Volley, and use of their Captain's Ability once. Skipper Actions are divided into: Move, Steer and/or Explore. For example, on your turn you could choose to perform 2 Moves, use your Captain's Ability, shoot a Cannon Volley, Steer, Move and then finally Explore.

Move: Move your ship or the Kraken to an adjacent sea hexagon with no Kraken, Tower, island or other ship. The Kraken may move to any adjacent free hexagon, but keeps the direction it is facing. A ship may only move straight forward. Neither the ship nor the Kraken can end their move adjacent to another ship, Kraken, or Tower. They must continue performing Move and/ or Steer actions until they are no longer adjacent. If your ship ends adjacent to an island and you already have the matching Map Token, then reveal the Map Token, get a Treasure Chest from the Supply and discard the Map Token to the box.

Steer: Rotate your ship or the Kraken or the Tower by 1/6 of a hexagon in either direction.

Explore: If your ship is adjacent to an island and you do not already have a Map Token, then take a Map Token from the island. If the Map Token is a Treasure Map, keep it hidden from other players, and place it face down next to your Captain's card. If you drew the Jolly Roger, perform the following in order:
1. Reveal the token, you are now Cursed! Flip your Captain's card to the cursed side.
2. Take a new Map Token from the island.
3. Place the Jolly Roger Map Token face down on the island and shuffle it with the other tokens.

Explore

Cannon Volley: Once during your turn, you may use your ship, the Kraken, or the Tower to attack your opponents. To do so, place 3 wooden cubes on the lever of the chosen entity, and without turning or adjusting it, FIRE (by quickly applying pressure to the opposite side, lifting the cubes into the air)! Hitting an opponent's ship, the Kraken, or the Tower will earn you Gold depending on the accuracy of your shot. You only gain once per turn, the highest value of the possible outcomes described below:

1 Gold - a cube hits an opponent's ship, the Kraken, or the Tower
2 Gold - a cube lands on an opponent's ship, the Kraken, or the Tower
3 Gold - you knock an opponent's Captain off their ship. The Captain remains off the ship until the beginning of that player's next turn when they place them back on the aft of the boat as a free action.

For example, if with one shot you manage to hit the Kraken, land on the red captain's ship, and land on the yellow captain's ship, you will only gain the highest value once, which is 2 Gold.

Cannon Volley

Captain Abilities:
You may use your Captain's ability once per round at any time during your turn. While resolving the ability, you may not perform other actions in between.

Perform up to 2 Moves with your ship for free.

Steer your ship up to 2 times for free.

Steer the tower up to 2 times for free.

Perform up to 2 Moves with the Kraken for free.

Cursed: If you are cursed (in any way during the game), flip your Captain's card to the Cursed side. While cursed, you can not use your Captain's ability. You remain cursed until you hit an opponent's ship using your ship's cannons (not the Kraken or the Tower). Once you make the hit, you are cured, but you pass the curse on to your opponent! Flip your Captain's card back to the uncursed side, while your opponent flips their Captain card to the cursed side! If you hit multiple opponents while cursed, ALL of them get cursed (if one is already cursed, they remain cursed)!

Victory: The game ends at the end of the round that a player collected enough Treasure Chests (2 in a 4-player game, 3 in a 3-player game or 4 in a 2-player game). Players then compare their collected gold and treasures. You receive 1 Glory point for every Gold and 6 Glory points for every Treasure Chest in your hold.

The player with the most Glory is the victor! In case of a tie, the player with the most Treasure Chests wins.
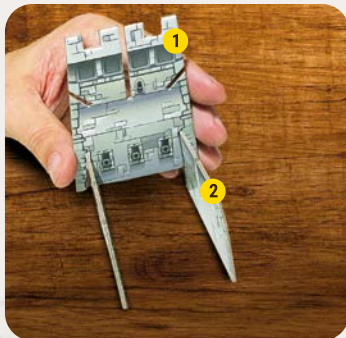

Active Side

Cursed Side

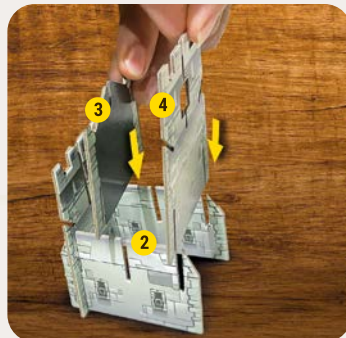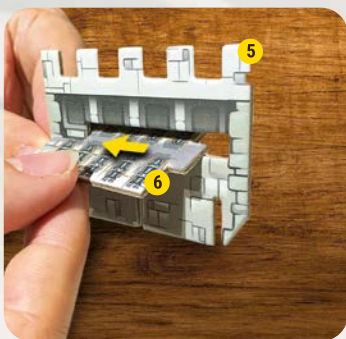# ASSEMBLY INSTRUCTIONS: TOWER

Step 1
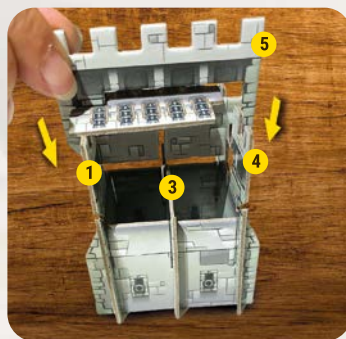Slide **1** on the two pieces of **2** as shown in the picture.

Step 2
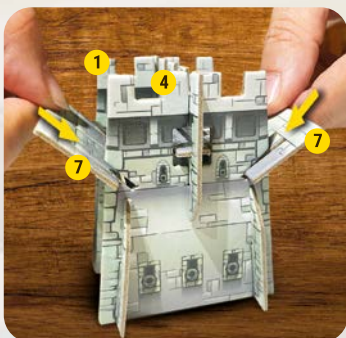Slide **3** first and then **4** on **2** as shown in the picture.

Step 3
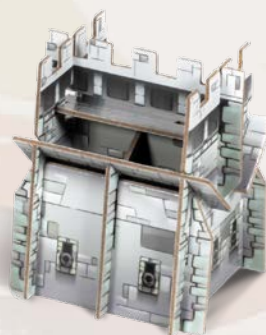Slide **6** inside the hole of **5** and then move it all the way to the left.

Step 4
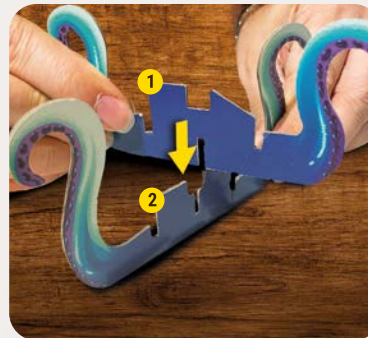Slide **5** on top of **1**, **3** and **4**, as shown in the picture.

Step 5
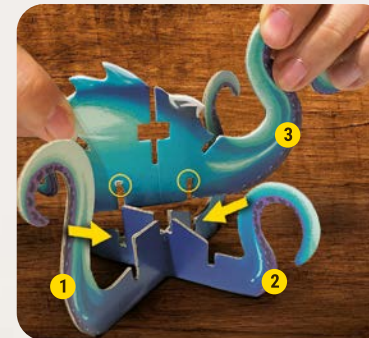Finally slide the two **7** s at the sides as shown in the picture. They will connect with **1**, **3** and **4**

ASSEMBLY INSTRUCTIONS: KRAKEN

Step 1
Slide the middle slot of **1** into the middle slot of **2**. Notice both pieces have a flat upper edge and an inclined edge. The two inclined edges will form the front of the Kraken.
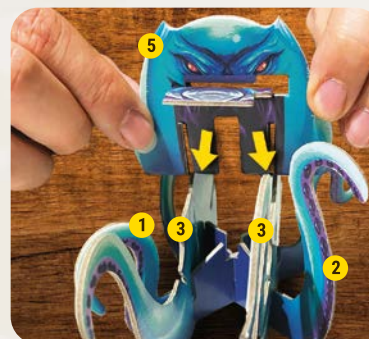

Step 2
Slide the two **3** body pieces on top of the **1** and **2**, in the relevant slots. Look at the picture to see exactly where the pieces connect.

Step 3
Slide **6** inside the hole of **5** and then push it all the way to the left.

Step 4
Slide **5** on top of the two body pieces **3**. The front part of the "mouth" should be on top of the inclined edges of **1** and **2**.
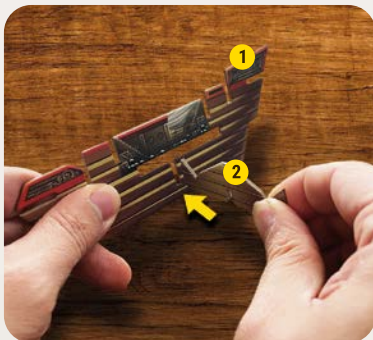

Step 5
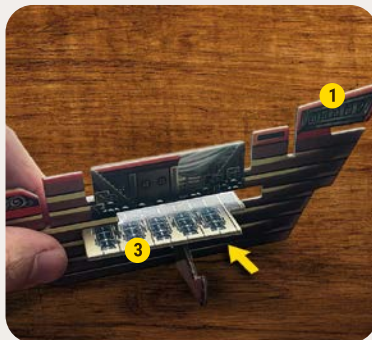Slide **7** and **8** as shown in the picture to complete the model and secure everything in place.
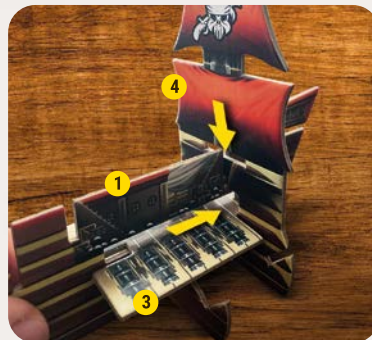
ASSEMBLY INSTRUCTIONS: PIRATE SHIPS

Step 1
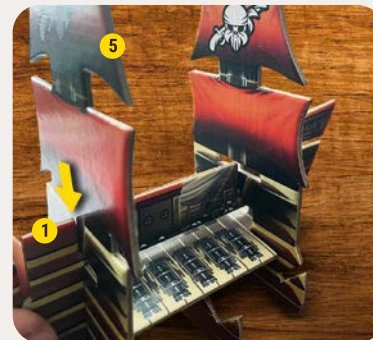Slide 2 inside the main hole of 1 as shown in the picture, and then push it down to lock it in place.

Step 2
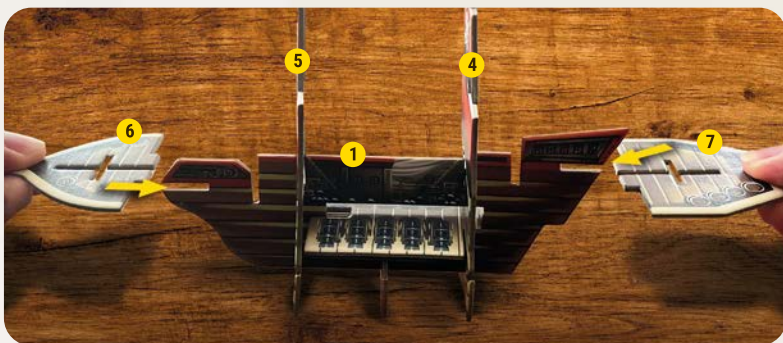Slide 3 in the main hole of 1 and then push it all the way to left.

Step 3
Slide 4 down on 1 as shown in the picture. Once it is all the way down, push 3 the right so that its pointy side goes into 4 's hole.
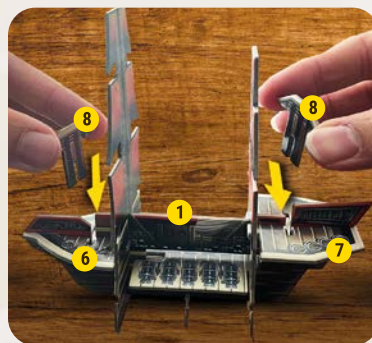
Step 4
Slide 5 down on 1 as shown in the picture.

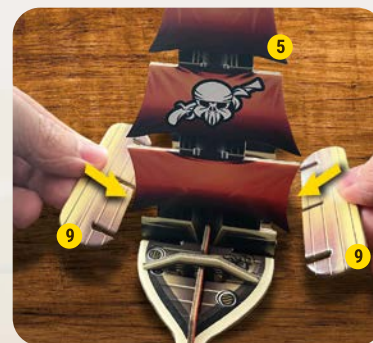**Step 5**
Slide 6 and 7 from the sides into 1 as shown in the picture. The pointy edges of those pieces should go inside the 4 and 5 holes, securing them in place.

Step 6
Slide the two 8 onto 1 as shown in the picture. Those pieces should secure 6 and 7 in place.

Step 7
Slide the two 9 pieces on the sides as shown in the picture. Those pieces attach to the sides of 2 , 4 and 5

Scan this QR Code to find instructional videos on how to assemble all the models.

Once you finish assembling all ships, the Kraken and the Tower, you can easily place within the game's box without taking them apart.

Take a look at the photo on the left for the placement layout.