

Designed by Arve D. Fühler

GLORY ISLANDS

The year is 1660. On the island of Tortuga, a haven for Caribbean rogues, the pirates from the ships in port are boasting about their skills. It seems that no one can agree on which ship is the fastest, which crew is the most skilled, and which captain is the most feared.

As the quarrel gets louder and louder, one pirate finally makes himself heard above the rest: "I propose a contest! The captain and crew who win shall be proclaimed the best pirate ship in the Caribbean!"

Before long, the crews are ready, the wind is right, and the sails are unfurled. The contest starts with the legendary shout, "To the Glory Islands!"

Goal of the Game

Glory Islands is played over a series of rounds in which players simultaneously play sailing cards from their hands. The card values define the turn order, how far ships can move on the board, and where a player's pirates may be placed on the board. Depending on where they are placed, pirates may receive glory, treasure tokens, or barrels. The cards may also provide bonus actions that players can use to gain an advantage over their opponents. When pirates occupy all of the spaces on an island, the player with the most pirates on that island will gain the most glory.

The game is over when one or more pirate ships have completed the route around the islands. The player with the most glory is crowned the "King of the Pirates"!

Components

1 game board (double-sided)



35 treasure tokens (7 each of ruby jewelry, spices, emeralds, sapphire crowns, and gold doubloons)



4 player boards



24 sailing cards (6 per player color)



10 shipwreck tokens (used for mini-expansion; see page 12)



8 barrels



1 draw bag



4 end-game scoring reference cards (1 in each player color)



4 ships (1 per player color)



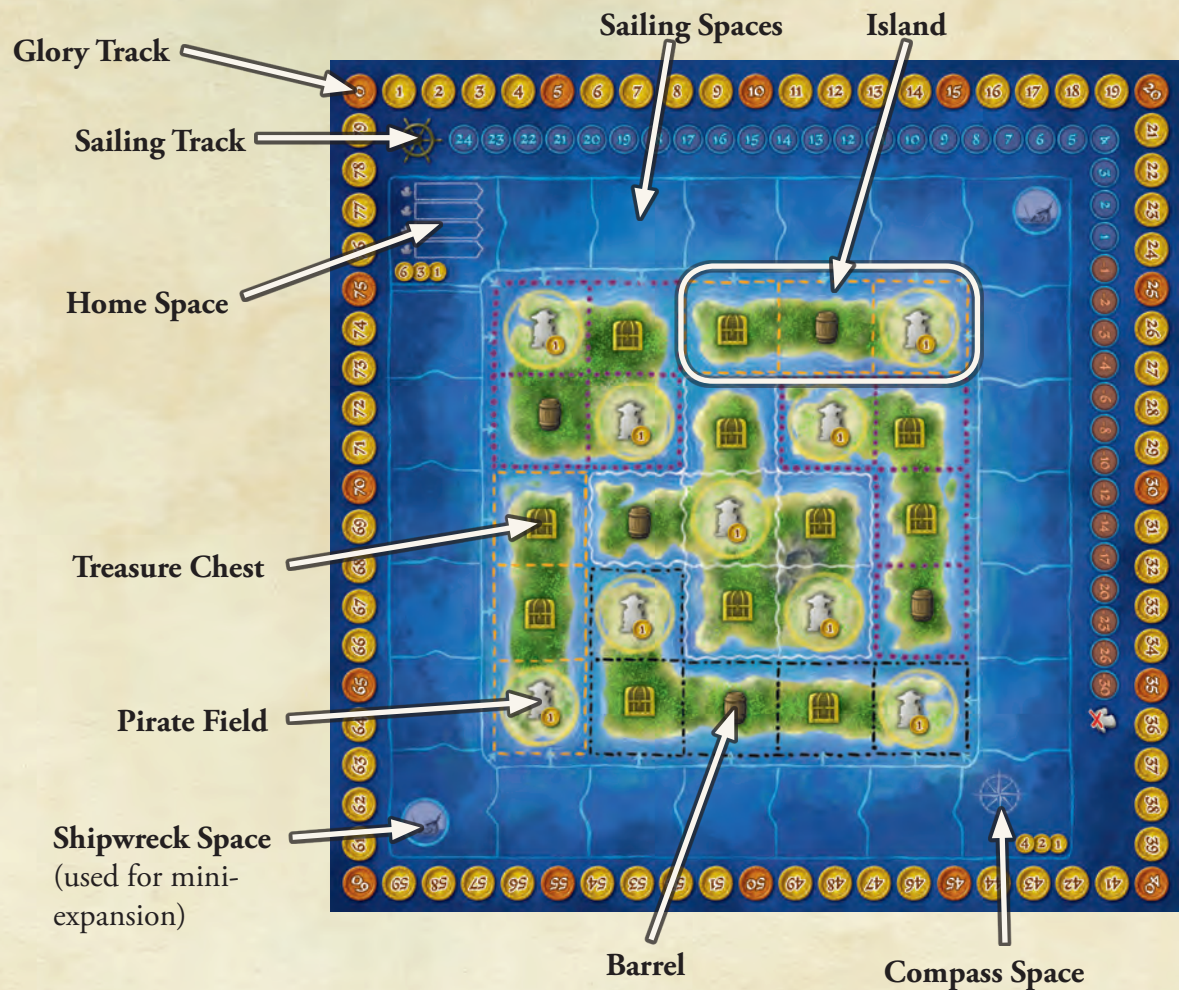
8 marker discs (2 per player color)



23 pirates (5 per player color, with 3 additional green pirates for two-player games)



Elements of the Game Board



The Sailing Track:

Players use the sailing track to indicate the number of sailing points they spend as they move their ships around the islands. The number of sailing points used is shown on the sailing card played on each turn. Each player will gain or lose points equal to the value shown on the space where their marker is at the end of the game.

Elements of the Player Board

Island Scoring Reference

Player Color & Symbol



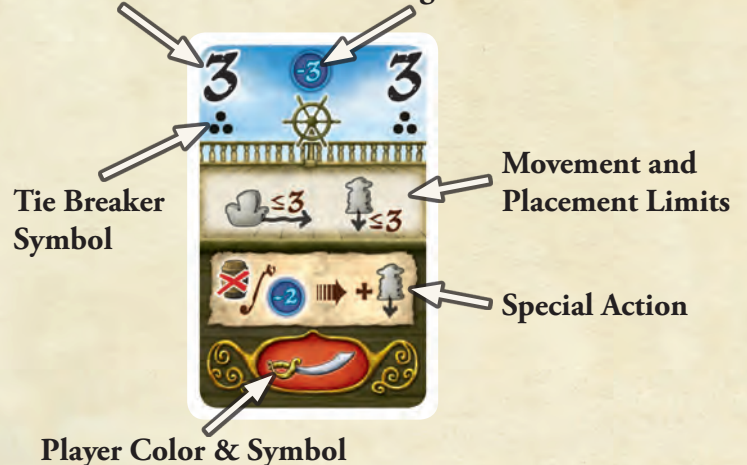
Island Symbol Reference

Storage Spaces

Elements of the Sailing Cards

Card Number

Sailing Points



Setup

(For a two-player game, please read “Two-Player Rules” on page 11)

- ① Place the game board in the center of the playing area. For your first game, we recommend that you use the front side of the game board. The front side of the board is shown below. The back side of the board has a storm in the center space instead of an island. (The rules for the back side of the board may be found on page 11.)
- ② Sort the 24 sailing cards by player color into 4 decks (the player color is indicated at the bottom of each sailing card). Each deck should contain 6 cards with values 1, 2, 3, 3, 4, 5.
- ③ Place the 35 treasure tokens into the draw bag and mix them thoroughly. (If playing with 2 or 3 players, only put 30 markers in the draw bag. Put 1 of each type of treasure back in the box.)

- ④ Put the 8 barrels into a general supply.

- ⑤ Provide each player with:

- 1 **Player board**
- 1 **barrel** and the following components of their chosen color:
- 6 **sailing cards**
- 5 **pirates**
- 2 **marker discs**
- 1 **ship**



- ⑥ Each player then places one of their marker discs on the “0” space of the (outer) glory track, where players will track their score during the game, and one on the “24” space of the (inner) sailing track.

- ⑦ Each player places their ship on the “Home” space of the game board and forms a personal supply with their 5 pirate figures. (There is no difference between the 4 home spaces.)



The game is ready to begin!

Sequence of Play

- 1) Play Sailing Cards
- 2) Spend Sailing Points
- 3) Determine Turn Order
- 4) Resolve Actions
- 5) End of Round

The game is played over a series of rounds until one or more of the pirate ships have completed the route around the islands. A ship has achieved this when it lands on or passes the Home space on the game board.

Each round is completed by following these steps:

1. PLAY SAILING CARDS

- Each player selects one card from their hand and places it face-down on the table. The players then simultaneously reveal their cards. This card determines the turn order for this round, how far their ship can move, and where they can place pirates on the islands. Once the turn order has been established, players take turns executing their actions.

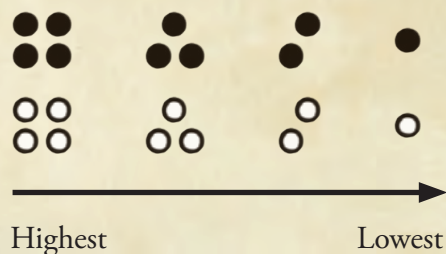
2. SPEND SAILING POINTS

- Each player moves their disc a number of **spaces** (not points) on the sailing track equal to the number of sailing points printed on the card they played (each circle on the track is one space). If a player's ship reaches the last space on the sailing track (after the "-30" space), their recklessness has sunk their ship, and they are eliminated from the game.



3. DETERMINE TURN ORDER

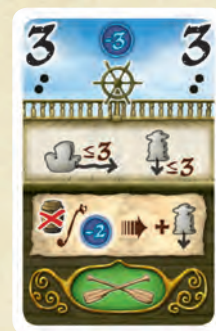
- The player who played the highest-numbered card goes first, followed by the player who played the second-highest card, and so on.
- If two or more players reveal a card with the same value, turn order **among the tied players** is determined by the tiebreaker symbols on the cards. The symbols are ranked from highest to lowest. If there still is a tie, the player with the black symbol goes first.



1st



2nd



3rd

All of the players (Anna (red), Beth (green), and Connor (yellow)) have revealed cards with a value of 3. To determine the player order for the round, they must use the tiebreaker symbols on the cards. Beth's card has two symbols ●, Anna's card has three symbols ○○, and Connor's card has four symbols ●●; therefore, Connor will go first. Anna will go next, followed by Beth.

4. RESOLVE ACTIONS

Each player will now resolve the following actions in turn order, as established in the previous step:

a. Move Ship

- The player moves their ship around the board in a clockwise direction. Multiple ships may occupy the same space.
- The player must move their ship at least 1 space, and at most, the number shown on the card played.
- The 5-value card has a special ability that allows a ship to make a stopover. This means that the player can move their ship, place a pirate (see “Place Pirates”, page 6), move their ship again, and then place a second pirate. If a player uses this ability, that ship's total movement for the turn cannot exceed 5 spaces. The player must move their ship at least one space before placing the first pirate. To place the second pirate, the player must move their ship at least one additional space.
- Whenever a player has finished moving their ship, check for pirates on **pirate field** spaces in that ship's row or column.

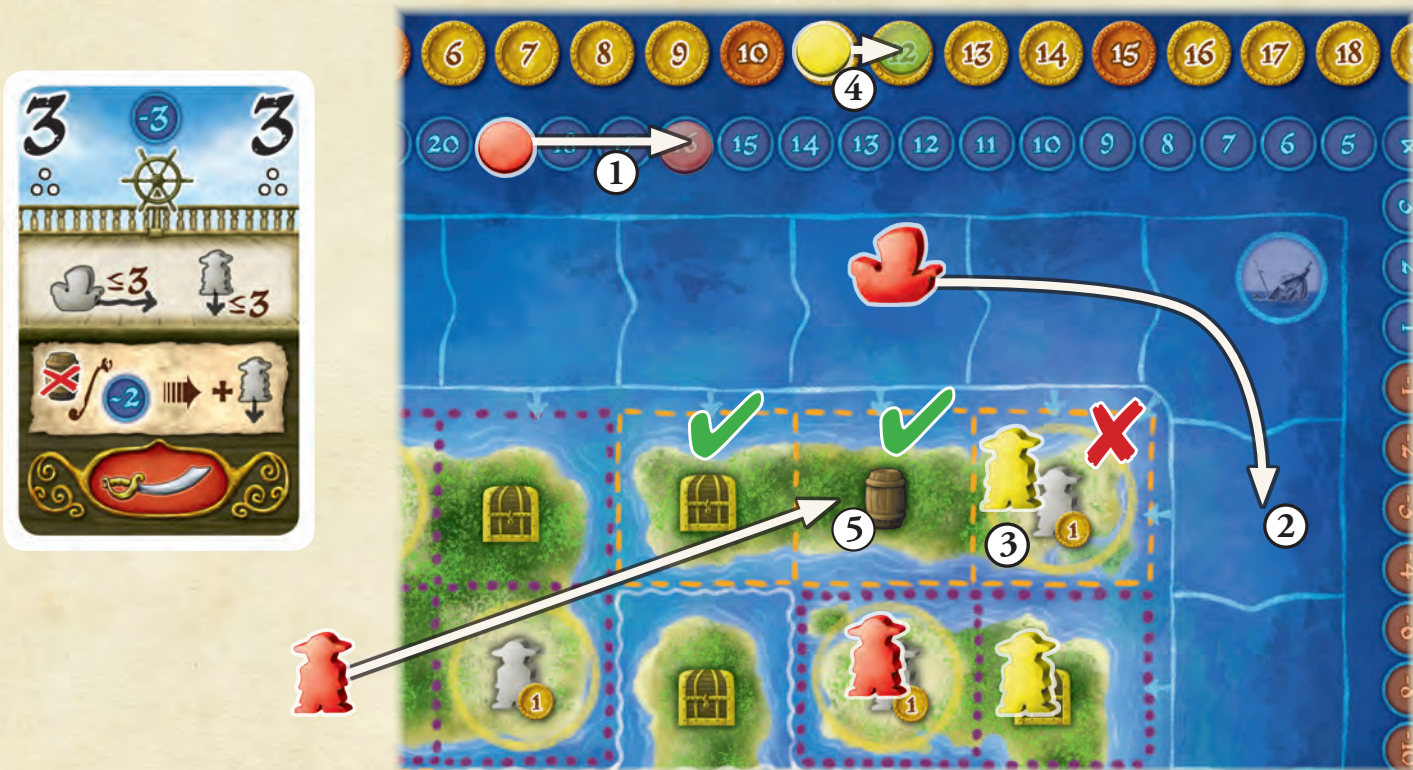


Each pirate on a pirate field space in that row or column earns one glory for its owner. This effect happens even if the ship is controlled by the player who owns the pirate. The glory is not awarded on the stopover that is allowed by the 5-value card. The glory is only awarded when the player has finished moving their ship.

Special case: If a ship completes its movement in a corner space, check for pirates on Pirate Fields spaces in the corresponding diagonal.

b. Place Pirates

- Whenever a ship stops, its controlling player must place one pirate from their supply onto an empty island space in that ship's row or column.
- If the ship stops in a corner space, the pirate must be placed along the corresponding **diagonal**.
- The value of the active player's sailing card determines the maximum number of spaces away from their ship that this pirate may be placed. That card's value will be used for all pirates that the player places during this turn.
- If all spaces within the range have already been taken, the pirate must be placed on the next available space in that row or column (or diagonal in the case of the ship stopped in a corner space). In the unlikely event that there is no available space to put a pirate in the row, column, or diagonal, the player loses the ability to place one.
- If a player runs out of pirates in their supply, they must remove any one of their pirates from the board and then place it in a new, legal space as though it came from that player's supply.






Anna (red) plays a 3-value card. She moves 3 spaces on the sailing track to match the -3 shown on the card. ① Then, she moves her ship. She chooses to move her ship the full 3 spaces. ② Because there is another player's pirate on a pirate field in the row where her ship ended its movement ③, that pirate's controlling player, Beth (yellow), gains 1 glory. ④

Now, Anna must play one pirate on an island space that is within 3 spaces of her ship because she played a card with a value of 3. She cannot place her pirate on a space that already has one, so she must choose between the other two spaces.

She chooses to place her red pirate on the barrel space and takes one barrel from the supply. ⑤

c. Collect Reward

Whenever a player places a pirate, they also collect the corresponding reward:

- 
Pirate Field: The player immediately receives 1 glory. While a pirate remains on that space, its owner receives 1 glory whenever a ship stops on that row or column (or diagonal in the case of the ship stopped in a corner space).
- 
Treasure Chest: The player immediately draws 2 treasure tokens from the bag, chooses one to keep face-down on their player board, and returns the other token to the bag.
- 
Barrel: The player immediately takes 1 barrel from the supply. There is a limited supply of barrels; if the supply is exhausted, a barrel cannot be collected until the supply is replenished. Each player can hold a maximum of 3 barrels.



On her next turn, Anna (red) now moves her ship using her 1-value card. She must move her ship, so it moves to the next space. ① Anna receives 1 glory since her red pirate is located in the row and is occupying a pirate field space.

Anna is required to place a pirate on an island space that is within 1 space of her ship. Because she cannot place a pirate on the first space (it is already occupied by a pirate), she must place it on the next available space that is closest to her ship. In this case, that is the third space away from her ship, and this is where she must place her pirate. ② This is a treasure chest space, so she draws two treasure tokens from the bag and chooses one token to keep. She returns the other token to the bag.

d. Activate a Special Action (optional)

• 2-value card:



The player may return 1 barrel to the supply to immediately draw 3 treasure tokens and keep 1, returning the remaining 2 tokens to the bag.

• 3-value card:



The player may return 1 barrel to the supply or spend 2 sailing spaces to place a second pirate on this turn. The second pirate's range is still 3 and follows the same placement rules as placing the first pirate.

• 4-value card:







The player may return 1 barrel to the supply or spend 2 sailing spaces to move one of their already-placed pirates to any empty space on the board; the player then immediately receives the corresponding reward for the new space.

e. Scoring Islands

If one or more islands have all of their spaces occupied by pirates, those islands are now scored. Count the number of each player's pirates on the scoring island and use the chart shown here and on the player boards to determine how many points each player scores.

- If there is a tie for first place, add the glory for the first- and second-place bonuses and divide them equally between the tied players; round **up** if necessary. If the island has a third-place bonus, it is awarded according to the rules for third-place points as shown.
- If there is a tie for second place, add the glory for the second- and third-place bonuses (if applicable) and divide them equally between the tied players; round **up** if necessary. No points are awarded for third place in this case.
- If third-place points are awarded, and there is a tie for third place, divide the third-place glory bonus evenly among the tied players; round **up** if necessary.
- **If there is a tie for first between all participating players**, all glory bonuses are added up and divided equally between the participating players, rounding **up** if necessary. **The player who triggered that scoring receives one extra glory.**
- After scoring an island, return all pirates on that island to their players' supplies.

| | Number of Spaces | First-Place Bonus | Second-Place Bonus | Third-Place Bonus |
|---|------------------|-------------------|--------------------|-------------------|
|  | 3 | 4 | 2 | ~ |
|  | 4 | 5 | 3 | ~ |
|  | 5 | 6 | 4 | 2 |
|  | 6 | 9 | 6 | 3 |

Scoring Examples:

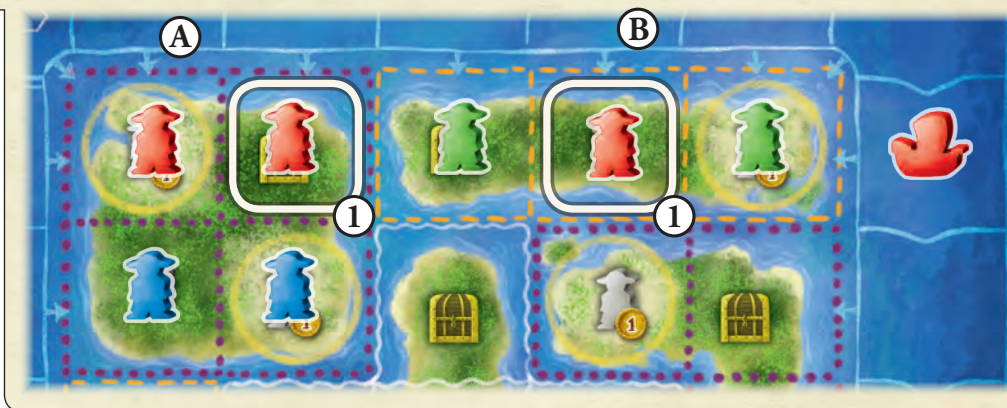
This is the situation after Anna's (red) turn. She placed two pirates on two different islands using a 3 card. ① Using the special ability of the 3 card, she was able to pay a barrel to place a second pirate on this turn. Because each island that she affected is now full of pirates, both islands will now be scored.

Anna decides to first score the 4-space island on the left. ② Anna (red) and Jeremy (blue) both have 2 pirates on the island, so they are in a tie for first place. The island has 4 spaces, so first place is worth 5 glory and second place 3 glory (as shown above).

In this case, the glory for both first and second place are added together ($5 + 3 = 8$) and then divided equally between both players (4 glory each.) Because all participating player's tied, Anna receives 1 additional glory because she placed the final pirate onto that island. Anna scores a total of 5 glory, while Jeremy scores 4 glory.

The next island to score is the 3-space island on the right. ③ Anna (red) has one pirate compared to two pirates for Beth (green). A 3-space island scores 4 glory for first place and 2 glory for second place. In this case, Beth scores 4 glory, and Anna scores 2 glory.

Now that both islands have scored, all of the pirates from both of these islands are removed and returned to the appropriate player's supply.



Additional Scoring Examples:

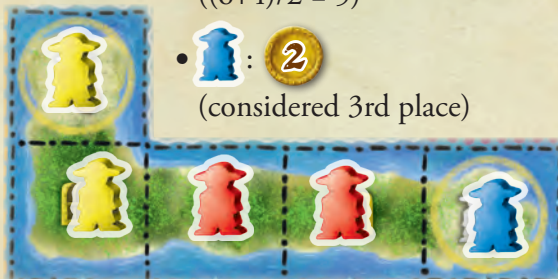
- Yellow: 5
- Red & Blue: 2
($3/2 = 1.5$ rounded up to 2)



Island Size of 4, tie for 2nd place

- Yellow & Red: 5
($(6+4)/2 = 5$)

- Blue: 2
(considered 3rd place)



Island Size of 5, tie for 1st place

- Yellow: 6
- Red & Blue: 3
($(4+2)/2 = 3$)



Island Size of 5, tie for 2nd place

- Yellow & Red: 8
($(9+6)/2 = 7.5$ rounded up to 8)

- Blue & Green: 2
($3/2 = 1.5$ rounded up to 2)



Island Size of 6, tie for 1st and 2nd place

- Yellow: 9
- Red & Blue & Green: 3
($(6+3)/3 = 3$)



Island Size of 6, tie for 2nd place

5. END OF ROUND

a. Swap Cards (if applicable)

- If two or more players revealed cards with the same value, the tied card with the highest-ranking symbol is swapped with the tied card showing the lowest-ranking symbol. If all four players revealed cards with the same value, the players with the two middle-ranked cards must also swap with each other.




b. Discard Cards

- Each player then places one card into their own discard pile:
 - If they did not swap cards with another player, they put the card they played this turn in their discard pile.
 - If they received a card in a swap on this turn, they put the card they received in the swap in their discard pile.

c. Return Cards to Hand (if applicable)

- When a player plays a 1-value card, that player returns all cards from their discard pile to their hand, including the 1-value card. **Important:** Because card swaps between players can happen, players will sometimes have cards in their supply that do not match their player color.



Anna (red), Beth (green), and Connor (yellow) all played cards with a value of 4 on the same turn. Beth was the starting playing on the turn because her 4 has  on it. Connor went second because his 4 has . Anna went last because her card has .

After the turn is over, the highest card is swapped with the lowest card. So Anna will take Beth's green card while Beth takes Anna's red card.

Each player then takes the card they just received and puts it in their discard pile. Connor keeps his card and puts it in his discard pile.



Special Ship Locations

- Ships are permitted to stop in corners. A player stopping in a corner must place a pirate along the adjacent diagonal line. Pirates on Pirate Fields along a diagonal still receive glory whenever a ship stops on a corner.
- The first player to pass or land on the compass space immediately receives 4 glory. The second player to do so receives 2 glory, and the third player to do so receives 1 glory.
- The first player to pass or land on the Home space immediately receives 6 glory. The second player to do so receives 3 glory, and the third player to do so receives 1 glory. As soon as the first Home bonus is awarded, finish the round and then proceed to game-end scoring.



Game-End Scoring

In addition to the glory that each player earned during the game, players earn or lose glory for each of the following items:

- Each player receives 1 glory for each of their pirates remaining on the game board, regardless of which type of space it is placed on.
- Players gain or lose glory equal to their positions on the sailing track.

- Players reveal their treasure tokens. For each set of 1, 2, 3, 4, or 5 different treasures, players receive **1, 3, 6, 10, or 15 glory**.

A player may score more than one set of treasure tokens, but each token may only score as part of a single set.

- Each player receives 1 glory for each barrel they have remaining.

At the end of the game, Anna has seven treasure tokens: 3 emeralds, 2 crowns, 1 doubloon, 1 ruby.

She makes a set of 4 (1 each of emerald, crown, doubloon, and ruby) and scores 10 glory. She can also make a set of 2 (1 emerald and 1 crown), which scores 3 glory. Finally, she can score the remaining emerald as a set of 1, which scores 1 glory. Her total score for treasure tokens is 14 glory.



The player with the most glory has won the race and is crowned the "King of the Pirates".

Two-Player Rules

In a two-player game, the legendary Captain Henry Morgan joins in to compete for the crown of the Pirate King. Henry Morgan acts like a third player, using the green player pieces.

The set up for Henry Morgan is the same as a human player except that he gets eight green pirates instead of the usual five. Henry Morgan starts without a barrel, and he cannot gain barrels during the game. Shuffle his deck of green sailing cards and place them face-down in his playing area.

After both human players have selected their cards, turn over the top card of Henry Morgan's deck and place it into his discard pile. If he has only **one** card left, he shuffles his discard pile with the remaining card to form a new draw pile. (He does not draw his hand back when he plays a 1 card like a regular player.)

Henry Morgan always moves his ship as far as the value shown on his card. He pays sailing points just like the human players. When Henry Morgan reveals a 5-value card, he moves his ship 1 space, places a pirate, and then moves 4 more spaces and places a second pirate; Henry Morgan will always place his pirates on the nearest available space of a row or column. If Henry Morgan's supply of pirates runs out, he does not move them. He does not place a pirate in this case.

When drawing treasure tokens, Henry Morgan receives a single face-up token in his play area.

When Henry Morgan places a pirate on a barrel space, he immediately receives 2 glory instead of a barrel.

Henry Morgan never uses special actions.

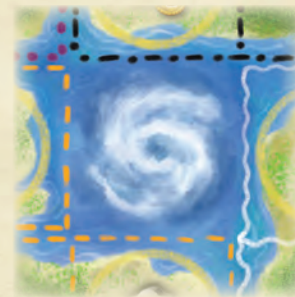
Count Henry Morgan's score as you would for a human player. The player (including Henry Morgan) with the most glory wins.

Special Rules for the Back Side of the Game Board

A storm rages in the Glory Islands!

If a player places a pirate on the storm space (center), they immediately move this pirate to any **empty** space on the board. The player then receives the reward from that space (glory, barrels, or treasure) as usual.

The pirate may not stay on the storm space.



Mini-Expansion ~ Shipwrecks

GAME COMPONENTS AND SETUP

There are 10 shipwreck tokens with the following values: 1x **value 4**, 3x **value 3**, 4x **value 2**, and 2x **value 1**.



Mix all 10 tokens and form 2 stacks of 5 tokens each, face-down so that the shipwreck side of the tokens is visible. Place one stack on the upper-right corner field and one on the lower-left corner field—i.e., on the two corner fields that show neither the compass nor the start/finish symbol.



RETRIEVE TREASURE

Whenever a player's ship ends its movement on one of the two corner spaces with a stack of shipwreck tokens, they may immediately **look at all the tokens in the stack and take one**.

The player may then spend **one barrel and select another token from the stack**.

After they have finished, the stack is replaced on the corresponding space.

The tokens the player takes should be kept face-down on that player's board.

At the **end of the game**, each token is worth glory equal to the value printed on it.

Important: In contrast to the glory on the compass and Home spaces, players only benefit from the shipwreck token space if they end their movement on the corner space. (Stopping over with the 5-value card does not earn shipwreck tokens; only ending movement does.)

Please note: In a two-player game, if Henry Morgan stops on one of the two corner spaces, shuffle all the tokens, randomly select one, and place it face-down in front of Henry Morgan.

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Many thanks to Lookout GmbH for their permission to use the wooden barrel tokens from their game "Glasgow".