

Chronicle V

Address

to a

Haggis



Rulebook



Chronicle 5 - Address to a Haggis

2-4 Players.

Using this Chronicle adds 10 minutes to the game time.

It is an easy-to-play Chronicle.



Overview

Haggis is a savoury pudding containing sheep's pluck (heart, liver, and lungs); minced with onion, oatmeal, suet, spices, and salt, mixed with stock, and cooked while traditionally encased in the animal's stomach. You now have the opportunity to produce the best Haggis and compare it to the one produced by your fellow Clan Leaders – without the need to eat it! Who makes the best Haggis... and takes the right amount of risk?

Contents

6 new Tiles (Drover's Inn, Ye Olde Inn, Creek Inn, Haggis House, Beast Feast Inn, Shetland Sheep).

13 Haggis Tokens with values between 1 to 3 on the reverse side.

4 Haggis Serving Tables.

Setup Modifications

Each player receives a Haggis Serving Table. Shuffle the 6 new Tiles into the Tilestacks indicated on their reverse side. Place the Haggis Tokens face down as a pool. Turn over 2 of the Haggis Tokens, so their values can be seen.

New Rules

If a player receives a Haggis Token, he may choose to take the Haggis Token

- ▶ from the face up Haggis Tokens
- ▶ or to randomly draw 1 from the face down Haggis Tokens.

The player then places the Haggis Tokens face down on the Haggis Serving Table. Each Haggis Table holds 5 Haggis Tokens. If a player receives a Haggis Token when all spaces on his Haggis Table are occupied, that player may return Haggis Tokens to the pool to make room for the newly acquired Haggis Tokens. Tokens are returned to the Haggis Token supply face down. At the end of this action, turn over Haggis Tokens in the Haggis Token pool until 2 Haggis Tokens are face up again.

New Activations and one-time effects



Pay 1 Sheep to take 1 Haggis Marker from the Haggis Token pool.



Immediately receive 1 Haggis Marker from the Haggis Token pool

The Haggis Scoring

There are 3 Haggis Scoring Rounds in the game: After the B-Stack Scoring Round, after the C-Stack Scoring Round and after the Final Scoring Round.

- ▶ The Die is rolled 4 times, and after each Die roll there is the following check:
- ▶ If any player has at least 1 Haggis Token with the value of the Die roll face down on the Table, that player must turn this Haggis Token on the Haggis Table face up.
- ▶ No more than 3 Haggis Tokens can be turned face up at any given time. If a player already has 3 face up Haggis Tokens on the Haggis Table, any further Die rolls are ignored.
- ▶ After the 4th Die roll, if a player has less than 3 face up Haggis Tokens on the Haggis Table, that player may spend 1 Whisky Cask to make an additional Die roll that just counts for himself. This can be done as often as the player chooses until there are 3 face up Haggis Tokens on his Haggis Table.

Then Victory Points are awarded as follows:

- ▶ The number of face up Haggis Tokens on a player's Haggis Table are multiplied by the combined value of all face up Haggis Tokens of that player. The player receives the calculated number in Victory Points. *Then all face up tokens on each Haggis Table are returned to the Haggis Token pool.* Any face down Haggis Tokens on the Haggis Tables stay there.

Example: A player turned 2 of his Haggis Tokens face up (a "1" and a "3" because the Die showed a "1" and a "3"). His remaining face down Haggis Token (with a "1" on the reverse side) stays face down, because only a single "1" was rolled. He decides to not spend Whisky Casks for additional Die rolls. He scores $2 \times 4 = 8$ Victory Points: the 2, because he has 2 face up Haggis Tokens, the 4 because this is the sum of the face up Haggis Tokens.



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