

GLOW

Single player mode

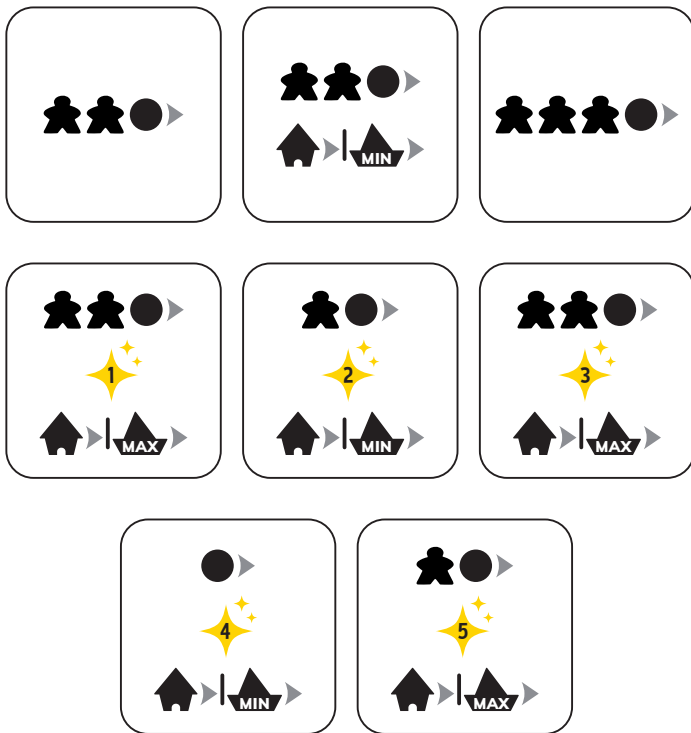


GAME OBJECTIVE

You must gather more shards of light than Tom, your automatic opponent.

COMPONENTS

- 8 tiles of Tom to print on page 5



SETUP

Setup is the same as for the classic version of the game, except for the points detailed below.

2 For Tom

Take 2 large dice of **different colors** from those associated with the remaining adventurers.

Important: you cannot choose two dice both with special symbols, meaning all combinations are possible except yellow/purple.

Choose one of the two dice colors of Tom; this will be his color for the game. Place his score token on number 10 and his band token on zero on the score track. Do not take the corresponding adventurer.

For The Province of Shadows journey, place Tom's camp together with the player's camp on the start space of the journey board. **For The Archipelago of Darkness,** place Tom's 4 boats with those of the player on the central island.

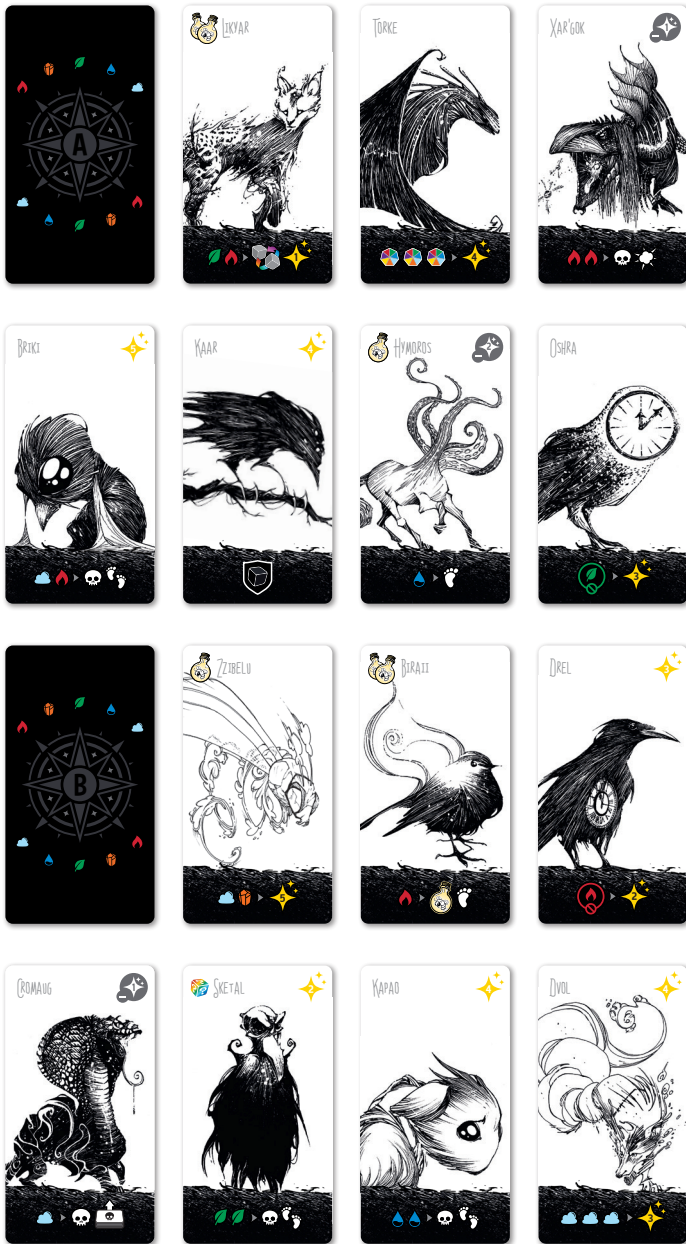
Roll Tom's two dice and place them on the meeting track according to their result. If the special symbol side of either the yellow or purple dice is revealed, the die is set aside for this turn and its effect is applied: Tom's score token either moves forward 3 spaces or he takes 2 footprints.

3 The 5 large dice are placed in the reserve pool, but the small black die is stored in the box, it will not be used.

5 Store the spell tokens in the box; they will not be used in this game.

6 Remove the following 14 cards from the game.





The two companion card decks (A and B) are then shuffled separately and placed next to the board in separate piles.

Tom's 8 tiles are shuffled and placed in a pile facedown next to the board. The first 5 tiles are placed faceup between the meeting track and the journey board, opposite the 5 sections of the meeting track.

The first companions of deck A are placed from left to right, in front of the sections that do not contain Tom's large dice (usually 3 cards, sometimes 4).


- 7 You are always considered the first player so there is no need for the token and no one takes any reroll tokens at this moment.

PLAYING THE GAME

Each round is played in the same way as for the classic version of the game, except for the points detailed below.

MORNING - Recruit a companion

When the player takes their companion, the small dice and any footprint tokens, they also take the tile opposite the section of their card and carry out the actions indicated below.

 Move Tom's band token forward as many spaces as the number of meeples represented on the tile. Then Tom's score token is moved the number of spaces corresponding to the band token's position on the score track.

Example: Tom's band token is placed on the number 4 of the score track and his score token on 17. According to the information on the tile, Tom's band token is moved forward 2 spaces, to space number 6. Then the score token is moved forward 6 spaces, to space number 23.



Move Tom's score token forward the number of shards of light indicated.

For The Province of Shadows journey,



move Tom's camp to the village with a higher number of shards of light. From the village with 3 shards, Tom moves to the one with 5, then 8, etc.

For the Archipelago of Darkness,

move one of Tom's boats via the path:



by the highest value if it is marked "max" on the tile,



by the lowest value if it is marked "min".

The boat must always move away from the central island.

Important: the path with a value of $1/2$ on the right of the central island is forbidden.

Example: from the central island, if the tile is marked "max" the player moves one of the boats to the next island via the path with a value of 4. If the tile is marked "min", the player moves it via the path with a value of $1/2$ on the bottom left.

Choosing which boat to move:

Take into account all boats which can still move away from the central island. A boat that has gone as far as possible from the central island cannot be moved any more.

First move a boat that is on the central island. If there is none, move the one closest to that island. If there is more than one boat to choose from, the choice is yours.

Discard Tom's tile next to the tile deck and put a new one in its place. There must always be 5 tiles faceup.

Important: if the tile deck is empty, the 4 discarded tiles are shuffled to form a new deck and the remaining companions in deck A are replaced in the box. The next

companions will be drawn from deck B. If you are already on deck B, the remaining companions from deck B are replaced in the box and the current round becomes the last round of the game.

The remaining companions on the meeting track are placed in the cemetery. **On the sections taken by Tom's 2 large dice:** remove any footprint tokens that may be present, reroll the dice (small and large) and replace them on the meeting track according to their result.

Reminder: if the special side of the large yellow or purple die is revealed, this die is set aside and its effect is applied. If the small purple die indicates the footprint symbol, it is rerolled until it indicates a color.

Play the following steps normally, Tom does not intervene:

LATE MORNING – Roll and reroll dice

NOON – Resolve the cards

AFTERNOON – Continue the journey

EVENING – End of round and resetting

2. The first companions in the current deck are placed from left to right, in front of **the sections that do not contain Tom's large dice**. A single footprint is added on each section without a die.



The game ends when either it is no longer possible to place a new tile of Tom because the deck of tiles is empty for the second time, or when there are no more companions left in deck B to prepare the next round. The current round is completed, then the final count of bursts of light is carried out.

The player counts their points according to the classic rules.



Counting Tom's points:

For the **Province of Shadows** (and only at this moment), if Tom has earned any footprints during the game, he uses them to try and move his camp to the village with a higher number of shards of light. To do so, he must spend the number of footprints indicated on the village.

Example: Tom ends the game on the village with 12 shards of light. He has earned three footprints during the game. He spends them to move to the next village, the one with 15 shards, which requires two footprints.

Finally, Tom moves forward on the score track by the number of shards of light indicated on the village where his camp is located (**Province of Shadows**) or the island where his boats are located (**The Archipelago of Darkness**). Lastly he scores 1 shard of light per footprint he has left.

