

Chronicle III
Ol' Jamey's
Single Cask
Reserve



Rulebook



Chronicle 3 - Ol' Jamey's Single Cask Reserve

2-4 Players. Using this Chronicle adds 10 minutes to the game time.
It is a medium-to-play Chronicle.



Overview

Of all things Scottish, the Scottish Single Malt Whisky is the most well-known Scottish specialty (right after The Haggis, some might add. But this is a story for another time). Players now produce Single Cask Whisky and increase its quality by letting it age.

Contents

5 replacement Tiles for the distilleries of the base game: Pulteney, Glen Mhor, Glenlochy, Edradour and Millburn.
2 new distilleries: Ben Wyvis (B-Stack), Glen Albyn (C-Stack).
4 First Cellar Cards, 4 Second Cellar Cards, 4 Third Cellar Cards.
3 Selling Single Cask Tiles (B-, C- and D-Stack).

Setup Modifications

Replace the base game distilleries with the distilleries featuring the Chronicle icon .
Shuffle the new Tiles into the Tilestacks indicated on their reverse side.
Each player receives a First Cellar Card.
The Second Cellar Cards and the Third Cellar Cards are placed next to the board for purchase.

New rules

Single Malt Whisky works like Whisky in the base game, e.g. when paying for a Tile or during the Scoring Rounds.

Receiving Whisky and ageing

When Whisky is produced or received, it may be placed on the leftmost free space on the First Cellar (marked with 1 VP, 2 VP or 3 VP). If all circles are occupied, the Whisky Cask is placed in the area marked with "0 VP". When paying a Whisky Cask, the Cask can be taken from anywhere in the Cellars.

New activations



When this activation icon is triggered, 1 Whisky Cask in any Cellar may be moved 1 space to the right. The new space needs to be empty. No barrel may be "jumped over". If a Whisky Cask reaches the rightmost Space in a Cellar, it can be moved to the first space of the next Whisky Cellar.



If 2 activation fields are shown on a Tile separated by a slash, one of the activations can be chosen, not both.



For 1 Barley and 1 Wood, 1 Whisky is produced. In addition 1 cask can be moved.

Building new Cellars

Players can buy additional Whisky Cellars to let their Whisky age further. The new cellar is placed next to the existing Cellar (First Cellar, then Second Cellar, then Third Cellar). This can be done at any time during a player's turn, if the cost indicated on the new cellar is paid. A player may own no more than one each of the 3 Cellar types.

Scoring

Single Malt Whisky in the Cellars still counts as Whisky in every aspect and counts towards the Whisky Scoring every round.

The Selling Single Cask Tile

In each of the Tile stacks B to D, there is one Selling Single Cask Tile. The number of Whisky casks that can be sold is limited and defined by the number of players in the game. Each space on the Selling Single Cask Tile holds 1 Whisky cask.



If players move their playing piece *over* this Tile, *they may sell 1 cask* from the Cellars and place the cask on 1 of the lower right hand selling spaces on the Selling Single Cask Tile. The player then receives Victory Points as indicated on the Cellar space the Whisky is taken from. If players move their playing piece *onto* this Tile, *they may sell 1 or 2 casks*: 1 to the upper left bonus selling space and 1 to a space at the lower right, if still available. It is not allowed to move onto this tile and not sell any Whisky Cask.

When the Single Cask Market Tile is placed in the discard pile, all Whisky Casks on the Tile are returned to the pool. At the end of the game, all Whisky Casks that were not sold only count in the regular Whisky Cask scoring, no matter on which space in the Cellars a Whisky Cask is. Only selling Single Cask Whisky scores additional Victory Points.

