

# Century Golem Edition

## Set-Up:

- Shuffle the grey-back deck and flip 5 cards out in a row next to the deck (face-up).
- Above the 1<sup>st</sup> card furthest from the deck, place gold coins (2 x # of players).
- Above the 2<sup>nd</sup> card furthest from the deck, place silver coins (2 x # of players).
- In the blue-back deck, there are 10 cards with a purple border on the face-up side. Give each player a set of the 2 different cards. Any extras go in the box (if playing with less than 5 players).
- Shuffle the remaining blue-back cards and lay out 6 cards in a similar way that you did with the grey cards.
- Give each player a Storage Card (got 10 circles). It allows a player to store up to 10 gems by the end of a turn.
- Separate the gems by color. Gems are unlimited. **Give the 1<sup>st</sup> player = 3 yellow gems, 2<sup>nd</sup> player = 4 yellow, 3<sup>rd</sup> player = 4 yellow, 4<sup>th</sup> player = 3 yellow and 1 green, and the 5<sup>th</sup> player = 3 yellow and 1 green.**

## Game Flow:

- The game is played over several rounds with each player taking 1 turn before the next player goes.
- On your turn do 1 of the following 4 actions: **Play a card, Take a Card, Rest, or Claim a Point Card.**
  - **Playing a Card**
    - Play 1 card from your hand to the table and carry out its effects. Leave the card on the table.
    - Some cards tell you to take gems (no arrow).
    - Some cards tell you to upgrade gems with an arrow pointing up. When having multiple upgrades, you can spend these on the same gem or split them over several gems. For example, you can use 2 upgrades to turn a yellow into a blue or 2 blues into 2 purples.
    - Some cards tell you to exchange the shown gems for the other shown gems with a down arrow.
    - At the end of your turn, you can hold a max of 10 gems on your storage card. Must discard excess gems.
  - **Taking a Card**
    - Take 1 card from the blue card row, and place it in your hand.
    - If you take the 1<sup>st</sup> card furthest from the deck, it is free, however, if you pass over any cards moving inwards toward the deck, you must place 1 gem on each card skipped over.
    - After taking the cards, slide the cards down and refill the end of the line.
  - **Rest**
    - Take back all the cards you have played to the table and put them back into your hand.
    - This is all you do... ☹️
  - **Claim a Point Card**
    - Take 1 grey card from the row and spend the gems shown back to the supply. Keep this card face-down until the end of the game to keep your points a secret.
    - If taking the 1<sup>st</sup> or 2<sup>nd</sup> card in the row, also take 1 coin that is above the card (gold or silver.)
    - After taking the card, slide the rest of the cards down and refill from the deck.
    - If the gold coins run out, slide the silver coin pile to the 1<sup>st</sup> position (where the gold coins were).

## End Game:

- The game will trigger when a player takes their 5<sup>th</sup> grey card (6<sup>th</sup> in a 2-3 player game).
- Finish out the current round so that all players have equal amount of turns (right of the start player goes last).
- Now, add up points shown on the grey cards.
- Each gold = 3 points and each Silver = 1 point.
- Each non-yellow crystal is worth 1 point.
- Most points is the winner. Ties broken by the last player in turn order.