

GAME RULES

COMPOSITION OF THE GAME

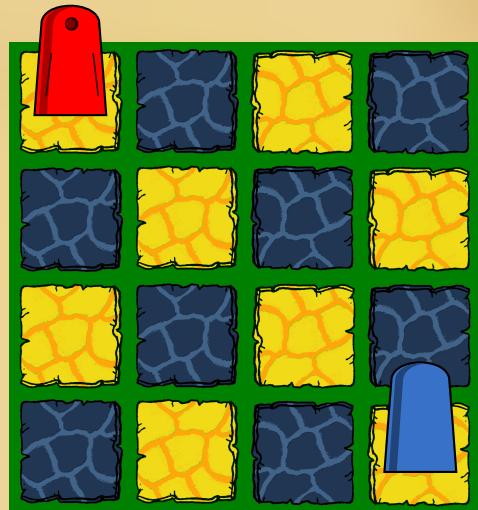
- 1 The game field 6x6 and 4x4;
2. Figures 2 golems for players - red and blue;
- 3 Cards for the game (44):

Action Cards (18):

- 3.1. "Forward" - 3 pcs. for the player;
- 3.2. "Backward" - 3 pcs. for the player;
- 3.3. "Turn Left" - 2 pcs. for the player;
- 3.4. "Turn Right" - 2 pcs. for the player;
- 3.5. "Stand in place" - 4 pcs. for the player;
- 3.6. "Attack" - 2 pcs. for the player;
- 3.7 "Defence" - 2 pcs. for the player;
- 3.8. «Take» - 1 pcs. for player.

Bonus Cards (per player):

- 3.8. Card "IF Is enemy?" - 1 pcs;
- 3.9. Card "IF Is attack?" - 1 pcs;
- 3.10. Card "LOOP 2 times" - 1 pcs;
- 3.11. Card "LOOP 3 times" - 1 pcs.
4. Tocken of life - 3 pcs. for the player.
5. Tocken of barriers – 10 tocken of Barrels, 5 tockens of Water и 6 tockens of Walls..
6. Cubes or spinning tops with LOOP, IF and blank.
7. Ruler for Golems Energy and Enegry level mark chip.



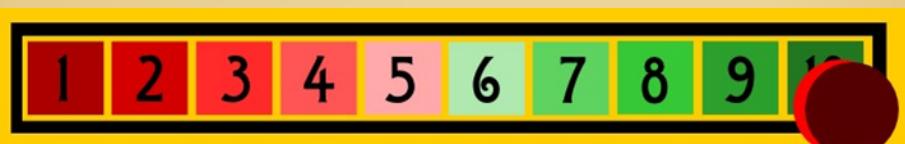
PREPARING TO PLAY

1. At the beginning, select game field and place Golems and Barrier tockens.

You can play on field 4x4 or 6x6, and also use Barrier Tockens and Scripts. Golems are placed in opposite corners of the field, unless otherwise specified by the Script

For beginners, we recommend the use of a 4x4 field without obstacles.

2. Each player deal card block (with his Golem colour) 18 Action Cards and 4 Bonus cards, placed aside.
3. Place tocken over 10 on Energy Rule.





GAME RULES

Your task - to defeat the opponent Golem. To do this, you need to create a winning program until Golems exhausted they energy (10 units). Each unit of energy spent on the round, which consists of three sequential steps.

1 ACTION: DRAWING ALGORITHM FOR YOUR GOLEM ACTIONS.

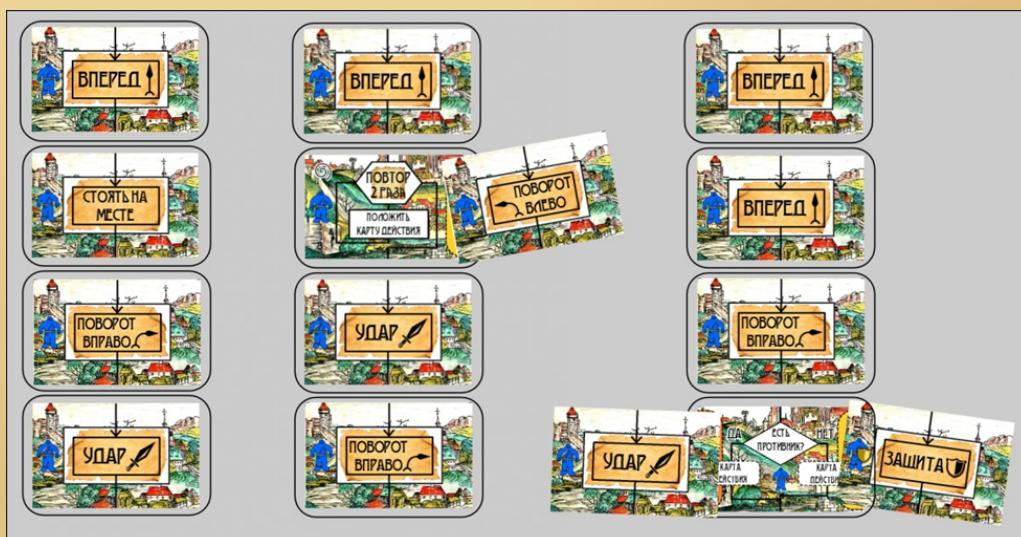
Players set algorithm for his Golem, spreading action cards. Recommended spread cards face down, so that other players cannot see the future moves of opponents.



For beginners LOOP (@2 and @3) and IF () do not use the card, and they lay face up. If the players are more experienced and can make a more complex program, it is necessary to throw dice bonuses (steep top) - they show the presence of the current round of LOOP 2, LOOP 3 blocks and IF. (LOOP 2 is a repeat steps 2 times, LOOP 3 – 3 times).

If a player drops out IF, it is the current course can choose a variant of the proposed and take the appropriate card. A player may refuse the use of IF or LOOP in the current round.

Stroke is defined by set program from one to four cards (not more). Program may consists only 4 action cards, exclude situation If a player has a card in the hands of the IF or LOOP. In that his can also add additional moves or action by putting on top of the left and right margins IF or LOOP cards desired Action Card.



Actions are arranged from top to bottom.

The player can refuse the use of Bonus cards (IF or LOOP) in the current round, losing Bonus.

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2 ACTION: EXECUTION OF THE ALGORITHM FOR A GIVEN PROGRAM

Player's Golems "execute" program step by step, up to down. If the current course is a LOOP, then the player performs an action card specified number of times.

For example, first Card in program of player 1 is "Forward" and first card of player 2 is "Turn Left". Players moving his Golems simultaneously in the same time, First golem will moving to the top cell, second – turn to left, staying on the cell.

If current progress is IF card, then it has a priority lower than that of movement cards. If there is a condition "Is enemy?", the check is performed only after the movement of the opponents of this move. Condition "Is enemy?" applies to barrels and other destructible objects in the game.

If two players are trying to go to the same cell, the action is considered to be unenforceable and does not count any of the players. Similarly, a move is not performed when the edge of the field or impassable barriers (barrels or stone wall) on the field. The Walls and the Water is not perceived as the enemy and the Golem will try to move on this cell!

The player may take the attack just right in direction to the next cell. The player can defend against any attacks - front, back, side.

Movement has higher priority !. In one stroke movement is performed first, and then verify the conditions and kick.

On a successful attack the enemy the player loses one life from the Golem (there are 3) and it is drawn map of life. Player is killed, when he has no cards of lives.

3 ACTION: DECREASE ENERGY AND START NEW ROUND

Move Energy Tocken and decrease energy of Golems.

Golems are limited in power! When his Energy will be equal to 1, Golems drop charge and the game is over.

REPEAT ACTION 1-3

Then start new round and the game continues until one player wins or the exhaustion of energy.

The winner is the player whose Golem was alone on the field or has a greater number of lives. With an equal number of lives you can declare a draw, or charge for a new round of Golem (for example, setting the 5 units of energy).



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BARRIER TOKENS



BARREL

- **Action** Card reaction - Does not make a move to the cell, where it stands
- **IF** Card reaction - Golem is perceived as the enemy
- **Attack** Card reaction - Can be destroyed by **Attack**.
- **Take** Card reaction - Golem can **Take** Barrel. On **Attack** Golem release Barrel. It is placed near the Golem in the direction of **Attack**, or on any available space nearby. Barrel protects the Golem and his life is not reduced.



WALL

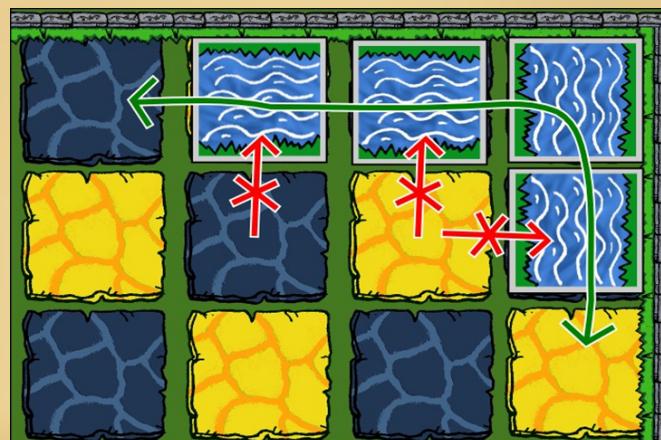
- **Action** Card reaction - Does not make a move to the cell, where it stands.
- **IF** Card reaction - Is not perceived as the enemy.
- **Attack** Card reaction - Not destructible.
- **Take** Card reaction - You can not **Take** it.



WATER

- **Action** Card reaction - When you try to make a move on a square occupied by water, the golem loses one life and comes back.
- **IF** Card reaction - Is not perceived as the enemy.
- **Attack** Card reaction - Not destructible.
- **Take** Card reaction - You can not **Take** it.

In some Scripts, the Golem could go into the water (not from the coast), which forms the flow and may bring to the other end of the stream, but it loses one life.





PLAYER MEMO

VERSIONS OF THE GAME

GAME FOR BEGINNERS

The game is for 2 players. 4x4 field with no further barriers. Cubes (spinning tops) are not used, the game exclude LOOP and IF.

STANDARD GAME

4x4 field or 6x6 for 2 players. Cubes (spinning tops) rush at the beginning of the course, determining the possibility of using LOOP or IF.

AUTONOMOUS GOLEMS

The game runs on the field 4x4. Initially given by the movement algorithm using loops and conditions. After setting the program the players begin to move in an endless cycle of repetition rounds. Conditions and related actions are checked anyway. You can use a LOOP inside condition IF (but not vice versa).

SCENERIES

Field represents one of the scenarios. Next to the victory of one of the parties must perform in a given scenario, the goal

PUZZLES

Puzzles designed for one player. You need to specify the initial field and draw up a program for the golem to the required conditions: a certain number of moves, all the cards, the use of repeat or conditions, etc.

BRING THE BARREL!

At the center of the field is laid Barrel tocken (or Barrels). The task of the Golem - to take the barrel by **TAKE** card and bring it to the starting point. Golem can only take sideways, but he let go only when it can strike an opponent or reaching the starting point! When you hit a drum is placed near the Golem in the direction of impact or, if not possible, on any available space nearby.



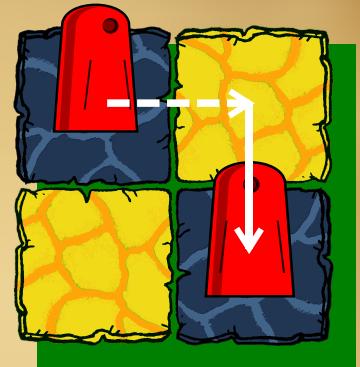
PLAYER MEMO

EXAMPLES OF MOVES

GOLEM MOVING

1. Forward
2. Turn Right
3. Forward
4. Forward

Since in the course of 4 to Golem edge of the field, the course is ignored.



ATTACK AND DEFENCE

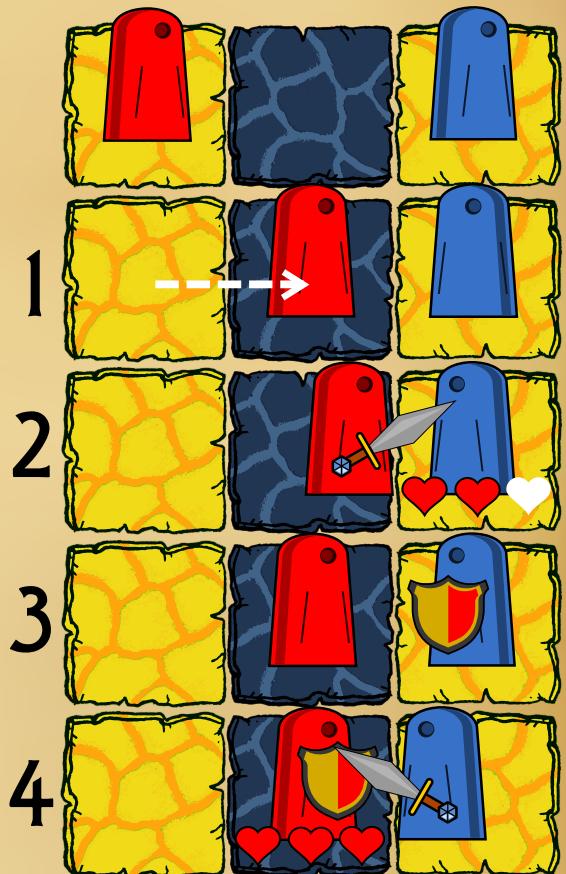
Golem 1 (red)

1. Forward
2. Attack
3. Stand in place
4. Defence

Golem 2 (blue)

1. Turn Right
3. Turn Right
4. Defence
5. Attack

On second Action Red Golem strikes Blue, robbing him one life. On third Action Blue Golem is protected from a non-existent attacks. The fourth Action Blue Red Golem attacks, but he successfully defended.



ATTACK AVOIDING

Golem 1 (red)

1. Forward
2.

Golem 2 (blue)

1. Attack
2.



The Attack will not be executed, since red Golem already gone to the next cell.