

SOLO PLAY

Story Mode "The Alchemist and the Cat".
Record Paper.

DATE

NAME

100

A

GAME OVER -1 8

B

GAME OVER -1 8

C

GAME OVER -1 8

D

GAME OVER -1 8

E

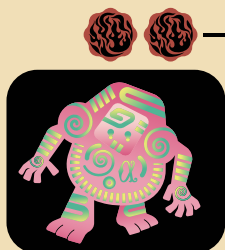
GAME OVER -1 8

☆ Convert used Star Points to Victory Points (up to 15)

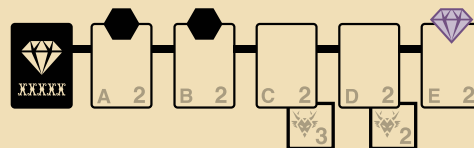
1	1	1	1	1
1	1	1	1	1
1	1	1	1	1

15 = 55

Golem Alpha



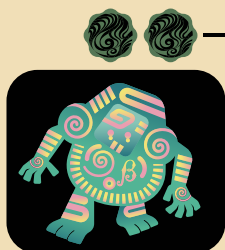
- Draw one card from your deck, add to your hand
- Draw two cards instead of one
- Draw from the Random Deck (or your deck)
- Give a card from your hand to another Golem
- Play a card ignoring all Curses
- You can store cards in other Golems



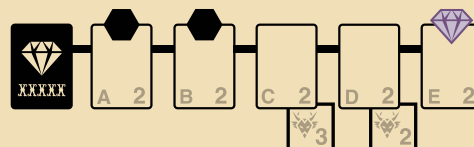
- Red cards allow you to specify any color when generating Jewels
- Red cards allow you to specify any number when generating Jewels
- When you have four cards in your hand, you can generate any of the six Jewels
*Must spend all four cards, but can generate any Jewel

15

Golem Beta



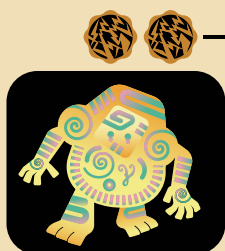
- Draw two cards from your deck, add to your hand
- Give a card from your hand to another Golem
- Give any number of cards to one Golem instead
- Play a card ignoring all Curses
- Add a card from the River to your hand
- Give one disc to a Golem (2 discs required)



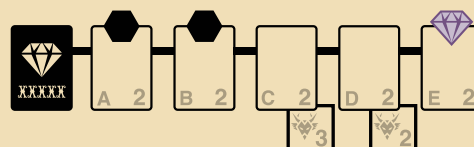
- Green card 1/5/9 can be given to a Golem without using a Heart
- During setup, put two random blue Starting Deck cards at the bottom of your deck
- Add one blue disc to your supply of discs to use

15

Golem Gamma



- Draw two cards from the Random Deck, add to your hand
- Give a card from your hand to another Golem
- Play a card ignoring all Curses
- Move the rightmost card on the Field (check all rows) to the Discard Area
- Play one card from your hand, face down, to the Field as a Rare Card (Uses two discs)



- Yellow cards can be played ignoring all Curses
- Refill to four cards at the end of your turn (Continuous effect: Uses two discs)
- When preparing Eternals during setup, you can choose at will instead of rolling the dice

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