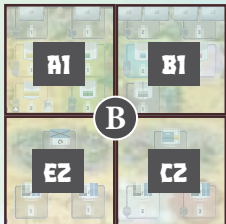


PART I CENTURY AN HEROIC JOURNEY

The Eastern Mountains have been exhausted. Thankfully the lands in the far east have unfolded themselves. The bounty of a lifetime is there for those brave enough to venture into the new lands. Soul crystals are singing out to be discovered! You seek out to explore the endless world and discover the beautiful elemental golems within. Rise to the occasion and stake a claim in this world!

GOLEM EDITION (GE) + AN ENDLESS WORLD (EW)



GAME SETUP

Set up the components of *Century Golem An Endless World* as follows:

- From the Location boards **A**, retrieve out the boards A1, B1, E2 and C2. Then create the **game board** by placing those boards in the middle of the table as shown above **B**.
- From the Point cards **C**, remove all cards that have a **black star** ★ in their bottom left corner and return them to the box. If you play with less than 4 players, also return any cards to the box that do not fit your player count: In a 2-player game, remove all cards with a "3+"- and "=4"-mark in their bottom right corner. In a 3-player game, remove all cards with a "=4"-mark. Afterwards, shuffle the Point cards and place one at random above each Golem location at the top of the game board face up in a row. Place the remaining cards as a face-up draw deck **D** to the right of this row.
- From the Bonus tiles **E**, remove all tiles that show the icon **III** at their bottom and return them to the box. Shuffle the remaining 20 Bonus tiles. Then, onto each Bonus space **F** on the game board, place a face-up stack that includes as many random Bonus tiles as the number on that space states. Return any remaining Bonus tiles to the box.
- Shuffle the 10 Exploration tiles **G**. In a 2- and 3-player game, place eight of them face up beside the game board and place the remaining two face up onto each location that is marked with a 2-3 icon. In a 4-player game, place all 10 exploration tiles face up beside the game board.
- Take as many player boards **H** as there are players. Make sure the one with the first player symbol **I** is included. Shuffle them and place one in front of each player with **side A** facing up. The player with the first player symbol will be the start player.
- Each player chooses a player color, takes the 12 traders of that color and places 6 of them on their player board **I** (7 in a 2-player game). The remaining traders are placed as a reserve to



the left of their player board **I**. These are not available to them yet.

- Beside the game board, put the crystals into the bowls separated by color **K** and arrange those four bowls in ascending order: yellow ► green ► blue ► magenta.
- According to their position in clockwise order, each player then takes their starting crystals and places them in the storage **L** on their player board:
 - ◆ 1st player > 3 yellow crystals
 - ◆ 2nd player > 4 yellow crystals
 - ◆ 3rd player > 4 yellow crystals
 - ◆ 4th player > 3 yellow crystals and 1 green crystal

From *Century Golem Edition*, take the Merchant cards:

- Remove all starting cards and return them to the box. Shuffle the remaining Merchant cards and place one at random below each of the 4 market locations **M** at the bottom of the game board face up in a row. Place the remaining market cards as a face-down merchant deck **N** to the right of this row.

TAKING A TURN

Century - An Heroic Journey - Part I is played over a series of rounds. Each player will take **one** turn each round (starting with the first player and going clockwise).

On your turn, you must perform 1 of the following actions:

- ◆ **Work:** Use one location of the game board by placing the required number of traders there.
- ◆ **Route:** Use one card of your private trade route by placing the required number of traders on it.
- ◆ **Rest:** Return all your traders from the game board and your trade route to your player board.

WORK

Choose **one** location on the game board. You can choose any location that has **neither** an Exploration tile **nor** your **own** traders on it. Then: a) place the required number of traders on that location **and** b) use that location's action(s).

a) Placing traders on a location:

Placing traders on a location works exactly as explained in section "a) Placing traders on a location" of the base game rule sheet.

b) Performing the location's action(s):

After you have placed your traders on the location, perform the action according to its type.

Besides the 4 basic types of locations (see section "Basic locations" on the OVERVIEW SHEET), there are 3 new ones:

Market locations:



On a market location, perform **one** of the following:

- a) Use the action of the Merchant card that lies directly below this market location (see section "Actions on Merchant cards" on the right). Afterwards, take that Merchant card and place it face down to the right of your player board in a discard pile.

OR

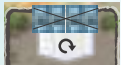
- b) Take the Merchant card that lies directly below this market location (without using its action) and place it below your player board. Merchant cards below your player board form your **private trade route** (see below in section "Route" for how to use it).



Each new Merchant card that you add to your trade route must be placed **to the right** of the ones you already have. However, your private trade route can only comprise a maximum of 5 Merchant cards. If you already have 5 Merchant cards there when you take a new one, exchange that new card for any of the other 5 and place the exchanged card face down to the right of your player board in a discard pile. If there were any traders on that card, because you performed the Route action previously, those traders are now placed on the new card without using its action.

After acquiring a Merchant card, fill the empty slot by sliding the cards to the left, creating an empty slot just to the left of the merchant deck; then draw a card from the deck to fill that empty slot.

Refresh market location:



Remove all four face-up Merchant cards displayed below the market locations and place them face down at the bottom of the merchant deck.

Then draw 4 new cards from the merchant deck and place one of them below each of the 4 market locations. Then take another turn immediately.

Adjust trade route location:



Take 1 yellow crystal from the supply and add it to your storage. Then you **may** swap the places of 2 Merchant cards in your private trade route.

ROUTE

To perform this action, choose **one** card of your private trade route. You can choose any of its cards that has **no** traders on it. Then: a) place the required number of traders on that card **and** b) perform that card's action.

- a) To use a card of your trade route, take the required number of traders from your player board and place them on that card. The required number of traders is determined as follows: You need 1 trader + 1 additional trader for each **empty** Merchant card to the **left** of that chosen card (i.e. each card that has no traders on it).

Example: Tom wants to use a Merchant card **D** of his trade route. To do so, he places 1 trader + 2 additional traders on it (for the empty cards **A** and **C**).



- b) After you have placed your traders on the card, perform its action according to its type (see section "Actions of Merchant cards" on the right).

REST

If you cannot or do not want to use a location on your turn, you must instead collect all of your traders from the game board **and** your private trade route and place them back onto your player board.

STORAGE LIMIT

At the end of any turn, if you have more crystals in your storage than spaces available, you must return crystals of your choice to the supply until you reach your limit. Storage limit of 10 crystals.

CRYSTAL SUPPLY LIMIT

The crystal supply is considered unlimited. If a supply should be exhausted, use something else as a substitute.

GAME END

Once a player claims their 8th **Point card**, finish the current round of play. Then the game ends.

At that point, players count all their points from:

- ♦ Their Point cards
- ♦ Bonus tiles they have gained during the game (see section "Bonus tiles" on the OVERVIEW SHEET for how to score them)
- ♦ Exploration tiles they have gained due to certain Point cards (see section "Point cards" on the OVERVIEW SHEET)
- ♦ remaining crystals in their storage: Each non-yellow crystal is worth 1 point.

The player with the most points wins. If there is a tie, the tied player who was last to take a turn wins.

Actions of Merchant cards:



Spice cards: Add the number and color of crystals shown on the card from the supply to your storage.



Upgrade cards: For each grey crystal depicted on the card, you **may** upgrade 1 crystal from your storage to the next level.



Trade cards: Apply the trade shown on the card as many times as you like (at least once). For each time you do that trade, return to the supply the crystals shown above the arrow to take the crystals shown below the arrow from the supply and add them to your storage.

New Bonus tile:



For every pair of Merchant cards you have, gain 2 points. (This applies to all of your Merchant cards that are in your private trade route or in your discard pile, next to your player board.)

Attention: In this game, when you gain the immediate benefit of an Exploration card, take one of the available Exploration tiles **beside** the game board. (Only in a 2- or 3-player game, you can uncover a new location by taking one of the 2 Exploration tiles directly from the game board.)

CREDITS

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