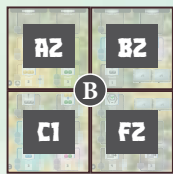


PART II CENTURY AN HEROIC JOURNEY

Over the last century, Carvania has stretched itself wider – far beyond the mountain ranges and the valleys you’ve set up a trade network in. The scientists are calling Carvania an endless world! In the newly discovered lands, the elemental golems reign in their natural, pure states. Fortune favors the bold – claim yours!

EASTERN MOUNTAINS (EM) + 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 A2, B2, C1 and F2. 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 **white star** in their bottom left corner and return them to the box. If you play with less than 4 players, also return any cards 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 Bonus tiles that show the icons **I** or **III** at their bottom and return them to the box. Shuffle the remaining 17 Bonus tiles. Then, onto each bonus space **F** of the game board, place a face-up stack that includes as many random Bonus tiles as the number on that space states. Return the remaining Bonus tile to the box.

- Shuffle the 10 Exploration tiles **G**. At random, place one tile face up onto every location that has an Exploration icon on it. In a 2- and 3-player game, place one of the remaining three Exploration tiles onto each location that is marked with an 2-3 icon and return the remaining tile to the box. In a 4-player game, return the three remaining Exploration tiles to the box, leaving the locations with a 2-3 icon uncovered.



- 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 B** 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 **J**. These are not available to them yet.
- Beside the game board, put the crystals into the bowls separated by color **K** and arrange those 4 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

Set up the components of *Century Golem Edition Eastern Mountains* as follows:

- Create the mountain range map by placing one valley tile **M** beside the game board.
- Then shuffle the village tiles face down. Take three tiles of each trade symbol and place those 12 tiles at random around the valley tile face up **N**. The layout of the mountain range map is up to you, but make sure that each tile touches at least two other tiles. Return all remaining tiles to the box.
- Each player takes the wagon **O** in the color of their traders and places it onto the valley tile on the mountain range map.
- Then each player takes 12 outposts **P** in the color of their traders and places one of them onto each numbered space on the outpost section **Q** of their player board.
- Return all other unused components to the box.

TAKING A TURN

Century - An Heroic Journey - Part II 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.
- ♦ **Rest:** Return all your traders from the game board 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) perform 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.

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

Move wagon locations:

When you use a Move wagon location, move your wagon on the mountain range map as far as the location states:



Move to an adjacent tile on the mountain range map.



Move to an adjacent tile on the mountain range map. Then you may move to another adjacent tile.



Move to any tile on the mountain range map.

After you have finished your movement, do the following:

a) If there are any opponent's wagons on the tile with your wagon, you must pay each of them 1 crystal of your choice from your storage. (If you are unable to do so, you cannot move to this tile.)

b) If your wagon is on a village tile that does **not** have one of **your** outposts

A on it, you may now build one there. The cost to place an outpost is 1 crystal for each outpost already present on that village tile (2 crystals in a 2-player game). This means that being the first to build an outpost on a village tile costs no crystal. To build your outpost, pay the cost (if any) by returning crystals of your choice from your storage to the supply. Then, from the outpost section of your player board, take the **leftmost** outpost of the row that matches the trade symbol **B** and place it on that tile. After placing an outpost, check if you have emptied a vertical column **C** of your outpost section. If so, choose the top Bonus tile from one of the stacks on the game board (on boards B2 and F2) and place it onto an empty bonus space of your player board. **Note:** There are 4 bonus spaces on side B of the player board.

c) Afterwards, regardless of whether you have an outpost built there or not, you may do the action shown on the village tile as many times as you like: For each time you do that trade, return to the supply the crystal(s) shown above the arrow to take the crystal(s) shown below the arrow from the supply and add them to your storage.

Note: In this game, you may do the action of the village tile even if you do not have an outpost built there.



Wagon trade location:



Do the trade shown on the village tile that your wagon is currently on as many times as you like (at least once).

Outpost trade location:



Choose one village tile on which you have an outpost and perform the trade shown there as many times as you like (at least once).

Attention: In this game, you do not gain Bonus tiles on Golem locations. When you use a Golem location, you can only claim its Point card.

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 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 discard crystals of your choice until you reach your 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**)
- uncovered spaces on their outpost section (e.g. $1 + 2 = 3$ points in this case) 
- 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.

CREDITS

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