

REINER KNIZIA Equinox

GOLEM EDITION

Fantastic colors spark from the golem's fingers. "At last, the day has come," thought Alpha and it was no ordinary day. Twice a year, on the equinoxes, a handful of golems had power manifest and amplify itself. Over the last few years, golems began organizing gatherings to demonstrate their abilities in a friendly competition with one another!

Object of the game

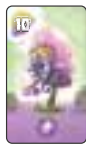
Earn the most points by betting on the golems that will finish the tournament. The earlier a prediction is made on a golem, the more points it will be worth. However, betting heavily on a golem increases the odds that it will be eliminated by your opponents. At the end of the game, the player whose predictions gain the most prestige is the winner.

Components



Champion cards (x14): these cards represent the golems that will take part in the tournament. Each golem has a special power that is activated (see page 5) when its **controller** plays a Golem card of the same type.

Golem cards (x154): these cards represent the participants of the tournament. Each of these 14 golems comes with a set of 11 Golem cards, numbered from 0 to 10 in the top left corner. This number represents the **strength** of the card.



Shapeshifter cards (x11): despite not officially participating in the tournament, this thousand-faced golem likes to join and add chaos to the tournament by taking on the appearance of another golem, helping or hindering it.

The cards have a strength value ranging from 0 to 10, as for all Golem cards. They momentarily cancel the special powers of the golems whose appearance they take (see page 5). **Note:** There is no Champion card for the Shapeshifter.

Druid cards (x3): the protectors of the forest oversee the smooth running of the tournament. These cards have different effects when played.

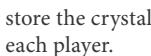


Row cards (x6): these cards, identified by the icons (●), (●), (●), (●), (●) and (●) are used to identify each round while recalling the value of the prediction crystals placed in their respective row.

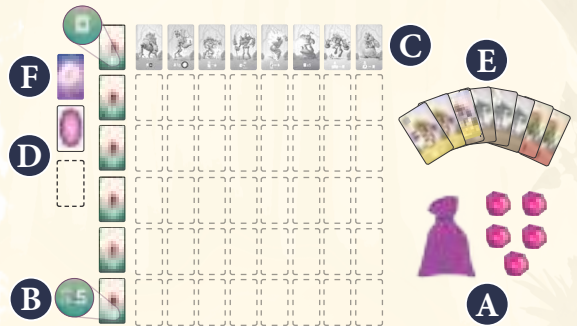
Disappearance cards (x11): these cards identify which golems were eliminated throughout the rounds.



Prediction crystals (x25) and bags (x5): these crystals (5 of each color) are used to place bets on the golems taking part in the tournament. The bags are used to store the crystals and to identify the color corresponding to each player.



Game setup



1. Each player chooses a color and takes the 5 **Prediction crystals** and bag of that color (A). Each player then places their 5 crystals and their bag in front of them. Return any unused crystals and bags to the box.
2. Select 8 of the 14 **Champion cards** that you will use for this game (either by players' common agreement or randomly). Return any unused Champion cards and their corresponding Golem cards to the box as they will not be used in this game.
3. In the center of the table, lay down the **Row cards** to create a column (vertically), by placing this card (●), at the top, then followed by the other cards (B), in ascending order from (●) to (●). Then, to the right of this card (●), create a single horizontal row using the 8 selected Champion cards by placing them face up next to each other (C). The order of the Champion cards does not matter.
4. Shuffle the remaining **Golem cards** together with the **Shapeshifter cards** and **Druid cards** to form a draw deck. Place the deck face down, close to the playing area and reserve a space for the discard pile (D). Each player then draws 8 cards, face down, to make up their hand (E). Players then consult their cards.
5. Keep the **Disappearance cards** (●) within easy reach (F).
6. The first player is the one whose birthday is closest to the next equinox*.

* **Equinox:** Period of the year when the sun, passing through the equator during the day, has a duration equal to that of the night, from one polar circle to the other. In the Northern Hemisphere, the spring equinox occurs on or around March 21st and the autumnal equinox occurs on or around September 23rd.

Overview

The game is divided into five rounds 🏠. Each round consists of one or more turns for each player. Rounds are played clockwise, starting with the first player. A card is played each turn, eventually completing the current row. A round ends when a golem is eliminated from the current row.

Each player's turn is divided into 5 phases:

Phase 1: Make or Reveal a prediction.

Phase 2: Play a card.

Phase 3: Discard cards from your hand.

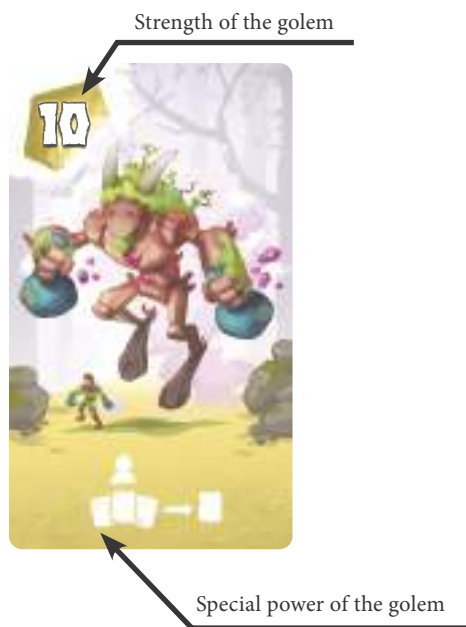
Phase 4: Draw cards to rebuild your 8-card hand.

Phase 5: Elimination of a golem, if applicable.

Important:

If you make a **secret prediction** during phase 1, skip phase 2 and go directly to phase 3.

Golem card



Playing the game

Phase 1

Make or Reveal a prediction

You can bet on a golem hoping that it will still be in play at the end of the game. The earlier a bet is made during the game, the more prestige points (PP) it will be worth if the golem finishes the tournament. During this phase, choose one of the following options:

- A) Make a regular prediction
- B) Make a secret prediction
- C) Reveal a secret prediction
- D) Skip

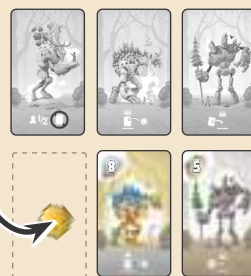
A) Make a regular prediction: Choose a crystal-free location at the intersection of the current row and the column of a golem still in play. Take one of your available Prediction crystals and place it directly on this space if it is empty, or in the top right corner of the card.

- There can only be one regular prediction per golem per round.
- The value of a prediction depends on the round in which it was made (see page 4).
- **Important:** Each player can only make one prediction with each of their crystal during a game. A placed crystal cannot be taken back by its owner unless the power of *Lichen* is activated.

Example:

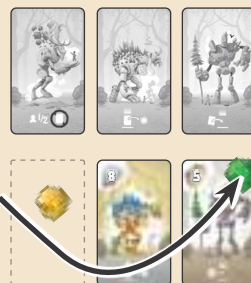
Christopher wants to make a prediction on Alpha. He places his Prediction at the intersection of the current row and the column of Alpha.

It will no longer be possible to make a prediction on this golem in this round.



Example :

During her turn, *Laura* wants to make a prediction on Twinz. She places her Prediction crystal at the intersection of the current row and the column of Twinz, directly on the card. It will no longer be possible to make a prediction on this golem in this round.



OR

B) Make a secret prediction: IN THE FIRST ROUND ONLY (●), you can choose to make a secret prediction. In this case, choose one **Golem card** from your hand, place it face down in front of you and play one of your available Prediction crystals on this card.

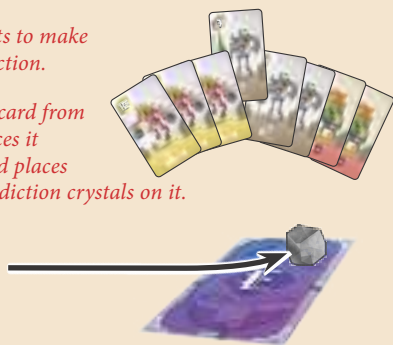
You cannot play a card during the turn in which you make a secret prediction. Skip phase 2 and go directly to phase 3.

- The Golem card represents the golem on which the secret prediction was made.
- A secret prediction may also be made on a golem on which a regular (or secret) prediction has already been made during the first round.
- A secret prediction is worth 5 PP at the end of the game if the corresponding golem is still in play.
- A player can only **make one secret prediction** per game.
- **Reminder:** Shapeshifter cards and Druid cards are not Golem cards. You **cannot** make a secret prediction on these types of cards.

Example:

Stephen wants to make a secret prediction.

He takes one card from his hand, places it face down and places one of his Prediction crystals on it.



OR

C) Reveal a secret prediction: Instead of making a prediction during your turn, you can choose to reveal your secret prediction. To do this, reveal the Golem card from under your Prediction crystal and discard it. Place your Prediction crystal on the corresponding **Champion card** (from row ●).

Revealing your secret prediction may help you become the controller of a golem (see page 4). **A revealed secret prediction has a prestige value of 5 during the game.**

- When a player plays the Soothsayer Druid card, you may be forced to reveal your secret prediction, even if it is not your turn to play.
- Revealing a secret prediction does not cause you to skip playing a card during this turn.
- It is possible for 2 or more players to make a secret prediction on the same golem. When this happens, it is possible to place crystals from those players on the same Champion card.

Example:

Mary wants to reveal her secret prediction card. She removes the Prediction crystal and turns her card over, face up, so that other players can see it.

She places her Prediction crystal on the corresponding Champion card.



She then discards her Golem card.




OR

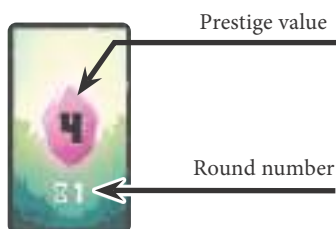
D) Skip: You can also choose not to perform any action during this phase.

Value of Predictions

Each player can bet 5 times, using their 5 Prediction crystals during the game. At the end of the game, a prediction earns PP if it was made on a golem that is still in play at the end of the 5 rounds of the tournament. Each prediction is worth a certain PP value at the end of the game depending on the round during which it was made. The prestige value of each round is listed on the corresponding Row card.

At the end of the tournament, a secret prediction, for which a crystal is placed on a Champion card , is worth 5 PP if the corresponding golem is still in play.

Row card



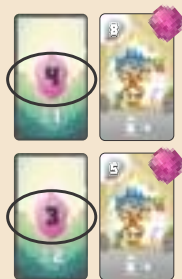
The Controller

The controller of a golem is the player who has the highest total prestige value in the corresponding column.

- If two or more players share the highest total prestige values on a golem, no one controls this golem.
- Unless revealed, secret predictions do not count towards the total prestige value.

Example:

Mary made a prediction on Echo during rounds 1 and 2, giving her a total prestige value of 7 (4 for her prediction in round 1, and 3 for her prediction in round 2).



Unless another player has a total prestige value equal or greater than 7 on this golem, Mary is the controller of Echo and can therefore activate its special power each time she plays an Echo Golem card.

$$4 + 3 = 7$$



Phase 2

Play a card

During each round, Golem cards and Shapeshifter cards are played in the columns identified by the Champion cards, aligned horizontally with the current Row card. These cards form the current row. The top card of each space of the current row indicates the strength of this golem for this round. During this phase, choose one of the following options:

- A) Play a Golem card
- B) Play a Shapeshifter card
- C) Play a Druid card
- D) Skip

Note: you cannot play a card during the turn where you made your secret prediction.

A) Play a Golem card: From your hand, place a Golem card where the current row and the column of the corresponding Champion card intersect.

- You cannot play a card of an eliminated golem.
- If other cards are already occupying this space, place the new card on top. Only the topmost card of a pile determines the current strength of a golem.
- If a Prediction crystal is already on this location, slide your Golem card under the crystal.
- No one has the right to consult covered cards.

Special Power

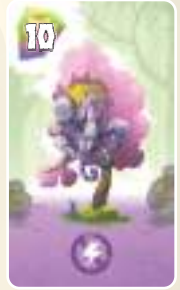
When you play a Golem card FOR WHICH YOU ARE THE CONTROLLER, you can use its special power immediately. The powers for all golems are described in section “Golem Powers” of the appendix. However, there are some general rules that apply for all golems:

- The special powers of a golem can break the rules. Any time a special power conflicts with a rule, the special power has a higher priority.
- A golem’s special power can only be used by its controller. No other player has access to it.
- A golem’s controller can only activate its special power by playing a Golem card from their hand. **Shapeshifter cards** or **Golem cards** moved around by other special powers **do not activate** a golem’s special power!

OR

B) Play a Shapeshifter card: Place a Shapeshifter card at the intersection of the current row and the column of the golem of your choice (as if it was the same type as a Golem card).

- You cannot play a Shapeshifter card in the column of an eliminated golem.
- Playing a Shapeshifter card does not activate the special power of a golem.
- If other cards are already occupying this space, place the new card on top. Only the topmost card of a pile determines the current strength of a golem.
- Subsequently, a Golem card played **directly on top** of a face-up Shapeshifter card **does not activate** the power of this golem.



Example:
Mary plays a Shapeshifter card on Wisdom, covering it up.

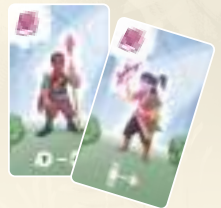


On the next turn, Stephen (who controls Wisdom) plays a Wisdom Golem card, covering up the Shapeshifter card. Because the Wisdom Golem card covered a Shapeshifter card, Stephen cannot activate Wisdom’s special power!



OR

C) Play a Druid card: When you play a Druid card, follow its instructions, then discard it. There are two types of Druid cards: the Soothsayer and the Enchantress (see section “Power of the Druids” in the appendix).




OR

D) Skip: Your hand may sometimes consist of nothing but Golem cards for golems that have already been eliminated. If this happens, then none of your cards are playable. In this case, you must show your hand to the other players to prove that you have no legal play and skip playing a card this turn. However, you cannot skip this phase if you have playable cards in hand.

Phase 3


Discard cards from your hand

During this phase, you can discard  up to 3 **Golem cards** of golems that were eliminated. Show each discarded card to the other players to prove that each matches an eliminated golem.

Note: It is not allowed to consult the discard pile during the game.

Phase 4

Draw cards to rebuild your 8-card hand


If you have less than 8 cards in your hand, draw cards  to have 8 cards in your hand again.

If you draw the last card of the draw deck, the game ends immediately. Do not eliminate a golem in this round. This is the only case where a game can end with more than 3 golems still in play.

Phase 5

Elimination of a golem, if applicable

Your turn ends by verifying if a golem is eliminated. A golem is eliminated from the current row if, in this row, all columns of golems still in play are filled with Golem cards or Shapeshifter cards, and if **only one** visible card has the weakest strength.

- In case of a tie for golems with the weakest strength, the round continues.
- The **current round ends** if a golem was eliminated. Place a Disappearance card  in the row below that golem. You can then proceed with setting up the next round.

Setting Up the Next Round

Partially fill the next row by placing a Disappearance card under each golem eliminated in previous rounds.

The next player can now play their turn in clockwise order.

Example:

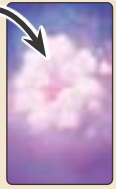
At the end of a player's turn, all columns of golems still in play have a card, but Wisdom and Lichen are tied for the weakest strength of 1. This round is therefore not finished.




The round continues and one Wisdom card of value 4 is played. Lichen is now the only card in the current row to have the weakest strength. Lichen is eliminated and the round ends.




In the next row, place a Disappearance card below Lichen, and, to set up the next round, one more Disappearance card under each golem eliminated in previous rounds.



End of the game

The game ends either after the 5th round , or when the draw deck is empty.

If the game ends at the end of the 5th round, cover the newly eliminated golem with a Disappearance card  directly on the last card of its column.

At the end of the game, the layout will usually consist of a row of Champion cards and one row for each of the 5 rounds. Reveal all remaining secret predictions and place these Prediction crystals on the corresponding Champion cards (as described on page 3).

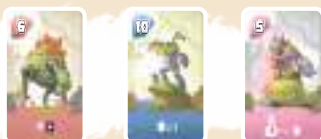


Final Scoring

Each player calculates the total value of their predictions made on all golems still in play. Whoever has the most Prestige Points is the winner. In case of a tie, the winner is the player who made a secret prediction on one of the golems still in play. If there is still a tie, the player who placed the most Prediction crystals on those golems in row 1 is the winner. Each time the tie persists, proceed in the same way with the Prediction crystals in the following row. Finally, if there is still a tie in row 5, the victory is shared.

										Row of Champion cards	<i>Each secret prediction is worth 5 PP</i>
										Row 1—Round	<i>Each prediction is worth 4 PP</i>
										Row 2—Round	<i>Each prediction is worth 3 PP</i>
										Row 3—Round	<i>Each prediction is worth 2 PP</i>
										Row 4—Round	<i>Each prediction is worth 1 PP</i>
										Row 5—Round	<i>Each prediction is worth 0 PP</i>

Recycler, Lantern and Wisdom are still in play.



Consequently, only the predictions on these three golems yield respectively:

4 + 1 + 5 + 4 + 3 = 17 PP to Stephen,

5 + 3 + 3 + 1 = 12 PP to Mary,

4 + 2 = 6 PP to Christopher and

2 PP to Laura.

Stephen wins the game!

Credits

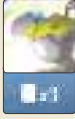
Designer:	Reiner Knizia
Producer:	Sophie Gravel
Illustrations:	Chris Quilliams
Graphic Designer:	Stéphane Vachon
Editing:	Sophie Gravel and Anh Tú Tran
Translation:	Louise Samoisette and Moritz Thiele



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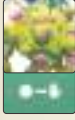
Appendix

Golem Powers



Lantern:

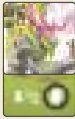
Draw 3 cards (no more, no less) from the draw deck and add them to your hand. If you draw the last card and deplete the deck, the game immediately ends.



Lichen:

Retrieve one of your Prediction crystals already placed in the column of a golem (eliminated or not).

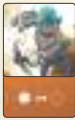
Place your crystal in front of you. If you retrieve the crystal of your secret prediction, discard the Golem card to which it is associated. You can make a new prediction with that crystal on a later turn.



Alpha:

Immediately select another player, draw half of the cards (rounded up) randomly from their hand and put them face down in front of them, without looking at the cards.

The player cannot, in any way, use these cards on their next turn. They must draw them back in their phase 3, after discarding cards, but before refilling their hand to 8 cards.



Rubble:

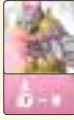
Immediately place one of your available Prediction crystals on any golem that does not already have a crystal on it, in any row (including previously played rows). You cannot place it on a Champion card.

Example: If you are playing during the 4th round, you can place your Prediction crystal on Echo in the first row if there is no other Prediction crystal there. The value of this prediction is 4 PP, as if it had been placed during the first round.



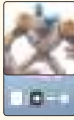
Twinz:

Immediately play a second card as if you had an additional phase 2 in this turn. This special power **cannot** be used more than once per turn.



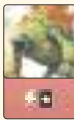
Wisdom:

Select a player and choose a golem that is still in play. This player must give you a corresponding Golem card if they have one. If they do not have one, they must show you their hand. You cannot reveal to other players the contents of this player's hand. The player cannot give you a card that was placed face down due to the use of the special power of Alpha, nor show you their face-down cards.



Sneak:

Sneak's special power can only apply in phase 3 of your turn. In phase 3, you can discard Golem cards still in play or eliminated. You do not have to show each card that you discard to other players. However, you cannot discard more than 3 cards in this current turn.



Recycler:

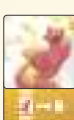
Choose another golem that has been eliminated and immediately activate its special power. You cannot activate the special power of golems set aside before the start of the game.

Note: If you pick Torch (see below) with the power of Recycler, you will be able to retrieve a face-up card of Recycler.



The Kid:

Choose another player who has at least 3 cards in hand. Draw 3 cards from their hand and look at them. Keep one card of your choice and give the two others back to their owner without showing them to other players. You cannot draw cards that are face down due to the special power of Alpha.



Torch:

Retrieve a played Golem card depicting Torch from a **previous** row and add it to your hand.



Spark:

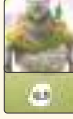
Choose a column from a golem still in play. You can exchange a visible **Golem card** from that column for another Golem card in the same column.

Example: If a golem currently has a 4-strength Golem card, and an 8-strength Golem card in a previous row, you can swap these two cards to put the 8-strength card in the current row instead of the 4-strength card, which can now take the place of the 8-strength card.



Echo:

Discard any **visible** Golem or Shapeshifter card from another column in the current row. Any card that is revealed by this power is considered to be the golem's actual card. Once you pick up a card to discard, you cannot change your mind.



Brute:

During the game, Brute does not have a special power. However, the strength of each of its Golem cards is increased by 0.5 more than normal. The strength values therefore range from 0.5 to 10.5.

Note: The strength value of an Brute Golem card played directly on top of a face-up Shapeshifter card is unaffected.

During the final scoring, if Brute is still in play, each player scores 0.5 PP for each of their prediction crystals in that column.



Drifter:

Retrieve a **visible** Shapeshifter card from any row of your choice and add it to your hand. Any card that is revealed by this power is considered to be the golem's actual card.

Power of the Druids



Soothsayer:

Choose one golem still in play. Players who have made secret predictions on this golem must immediately reveal their secret prediction. This may allow a change of controller of the golem. A secret prediction is worth 5 PP.



Enchantress:

Retrieve a **visible** Golem card (from the current round or from a previous one) and add it to your hand.