

CENTURY

GOLEM EDITION

THE CALL FOR ADVENTURE

Over the last Century, traders have scoured the lands seeking the elusive soul crystals to activate the magical golems. The wind carries secrets that the Great Carvania mountain range houses hundreds of crystals. As treasure seekers all over the world race to discover the crystals, you decide to answer "The Call for Adventure". In this once in a lifetime adventure, you'll manage a trade network as you explore the Carvania mountains and valleys in search of soul crystals!

GAME SETUP



To set up a game of *Century Golem Edition The Call for Adventure*, follow these steps in order:

Setup *Century Golem Edition* components:

1. Each player collects the 2 starting cards from *Century Golem Edition* to form their starting hand **A**. Any remaining starting cards are returned to the box.
2. Shuffle the remaining Merchant cards to form a deck **B**. Draw 4 cards and place them face up in a row to the left of that deck **C**.

Setup *Century Golem: Eastern Mountains* components:

3. Sort all the mountain tiles **D** by trade symbol and randomly remove 2 tiles of each symbol (a total of 8 mountain tiles will be removed). Then shuffle the remaining mountain tiles along with the 4 valley tiles **E**. If it is your first game, build the map according to the pattern shown above **F**. If not, you may refer yourself to the "Create Your Own Maps" section to learn how to make unique, customized maps.
4. Place the 4 village tiles at each corner **G** of the map as shown above.

5. Shuffle the Victory Point (VP) tiles without the Closed Village tile to form a pile, face down. Draw and place one face up VP tile on each village **H**. Then, shuffle the Closed Village tile **I**, face down, among the first 5 VP tiles **J** of the pile. Put these 6 tiles back on top of the pile. Finally, put that pile on the table, next to the map.
6. Sort the bonus tiles **K** shown above by type and place them on the table. Form a pile with the 6 VP, 5 VP, 4 VP and 3 VP bonus tiles by sorting them in ascending order so the 6 VP tile is on top.
7. Distribute a player board **L** to every player with the *Call for Adventure* side face up, as shown above. The first player is the one who reached the top of a mountain the most recently. That player takes the player board showing the First Player icon **M** on it.
8. Each player then takes a wagon **N** and 16 outposts **O** of the matching color. Each player places an outpost on each space of his player board **P**.
9. Place the starting crystals **Q** in the middle of the table. In reverse turn order, each player selects their starting crystals, put them in their caravan **R** and place their wagon **N** on any mountain tile. Once all players have selected their starting crystals, return any remaining crystals to the supply.

TAKING A TURN

On your turn, you may perform 1 of 4 actions:

1. ACQUIRE A CARD

To acquire a Merchant card, first pay for it by placing one crystal from your caravan on each card to the left of the card you are acquiring and then take that card into your hand. Place any crystals from the card you acquired into your caravan. After acquiring a card, fill the empty slot by sliding the cards to the left. Then put the top card from the deck in the rightmost spot.

Note: When acquiring the leftmost card, no crystals are placed.

2. PLAY A CARD

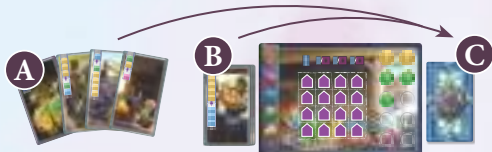
To play a Merchant card from your hand, place the card face up on the left of your player board and execute the card's effect. There are 3 kinds of cards that can be played in this way.

- ◆ **Crystal Cards:** When playing a Crystal card, take the number and color of crystals shown on the card from the supply and place them in your caravan.
- ◆ **Upgrade Cards:** When playing an Upgrade card, you may upgrade a crystal in your caravan 1 level for each crystal on the card.

- ◆ **Trade Cards:** When playing a Trade card, return the crystals listed above the arrow from your caravan to the supply, then take those below the arrow from the supply and add them to your caravan. A trade can be performed any number of times in a row as long as you have the appropriate crystals available.

3. MOVE ACTION

To perform a Move action, place one or more cards from your hand **A** and/or face up cards **B** to the right of your player board, in your face down discard pile **C**. Each card discarded during that action will allow you to move your wagon to an adjacent tile. Compared to *Century Golem Eastern Mountains*, you must pay for the first movement of your wagon. For example, if you want to move your wagon 3 tiles away, you must discard 3 cards in any combination from your hand and/or face up pile.




When end your movement on a mountain tile where one or more other wagons are present, you must pay each of their owner 1 crystal from your caravan. However, you cannot end your movement on a mountain tile where other wagons are present if you don't have enough crystals to pay all concerned players.


After moving your wagon (or choosing not to move), you may perform one of the following actions:

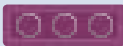
- ◆ a **Trade** action on a mountain tile.
- ◆ a **Village** action on a village tile.

3.1 TRADE

If your wagon is on a mountain tile, you first have the option to build an outpost on that tile. You may build one of your outposts on a mountain tile if you don't already have one of yours on it. Each mountain tile can have an outpost of each player. The cost to place an outpost is 1 crystal for each outpost currently on that mountain tile (2 crystals for each outpost in a 2-player game). This means that building the first outpost on a mountain tile costs no crystals. When building an outpost, pay the cost by returning crystals of your choice from your caravan to the supply, then take the leftmost outpost from your player board, from the row that matches the trade symbol and place it on that tile. Lastly, after placing an outpost, if you just emptied the 1st column, acquire the Merchant card of your choice and add it to your hand without paying any crystals. If it is the 2nd, 3rd or 4th column, choose one bonus tile from the supply and place it next to your player board, or acquire the Merchant card of your choice and add it to your hand without paying any crystals. Place any crystals from the card you acquired into your caravan.

 During movement, move to an additional adjacent tile for free.

 Worth VP at the end of the game.

 Your caravan has 3 more spaces available for crystals.

Once you have an outpost on a mountain tile, you may perform the **Trade** action on that tile by trading the crystals listed above the arrow for those below the arrow from the supply. During a Trade action, a trade can be performed any number of times in a row as long as you have the appropriate crystals available.

3.2 VILLAGE

If your wagon is on a village, you may claim the VP tile available at that village by returning the crystals shown on the VP tile from your caravan to the supply. Take the VP tile and place it face down next to your player board. Then, draw the next VP tile from the pile and place it face up on that village.

If the tile is a Closed Village tile, the village is considered closed – meaning that VP tiles won't be placed on the village while it is present. From now on, if a VP tile is claimed in another village, first move the Closed Village tile to that village and then place a VP tile on the village that previously held the Closed Village tile.

4. REST

To rest, take all the cards you previously played face up and all the cards in your discard pile back into your hand.

CARAVAN LIMIT

At the end of any turn, if you have more crystals in your caravan than spaces available, you must discard crystals of your choice until you reach your limit. Your caravan limit starts at 10.

GAME END

The game's end is triggered once a player claims their 4th VP tile. The game will end after the current round of play. At that point, players count all of the points from their VP tiles, uncovered values from spaces on their player board, bonus VP tiles and remaining crystals in their caravan (each non-yellow crystal being worth 1 point). The player with the most Victory Points wins. If there is a tie, the last concerned player to take a turn wins the tie.

CREATE YOUR OWN MAPS

To build customized maps, review the *Create Your Own Maps* section of *Century Golem: Eastern Mountains* rules.

CREDITS

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