

# CENTURY

## GOLEM EDITION

"Papa, where do crystal golems come from?"  
 "The great masters craft them using soul crystals."  
 "Oh... but where do soul crystals come from?"  
 "From all over the world. They are very rare.  
 Legend says, they are the souls of people who died  
 long before the first humans came to Carvania."  
 "Well, when I grow up, I'm going to be a crystal trader!  
 I'll travel the whole world and I'll find the very best  
 crystals and the masters will make great big  
 powerful golems from them, like the Gatekeeper!"

### GAME SETUP



To set up a game of *Century*, follow these steps in order:

- Shuffle the Point cards (Golem back) to form a deck **A**, then draw 5 cards and place them face up in a row to the left of that deck **B**.
- Place a pile of copper tokens equal to the number of players x2 above the first (leftmost) Point card **C**. Then place a pile of silver tokens equal to the number of players x2 above the second Point card **D**.
- Among the Merchant cards (Crystal back) **E**, there are 10 cards with a purple border on the face up side. These are the starting cards. Among them, each player gets one 'Create 2' and one 'Upgrade 2' card to form their starting hand, as shown here. Any remaining starting cards are returned into the box.
 

  
 Create 2

  
 Upgrade 2
- Shuffle the remaining Merchant cards to form a deck **E**. Draw 6 cards and place them face up in a row to the left of that deck **F**.

- Separate the crystals by color and place them into their diamond-shaped bowls **G**. **Note:** Make sure the order of the colored crystals matches the order shown above: Yellow ▶ Green ▶ Turquoise ▶ Magenta.
- Take a Caravan card (brown back) for each player in the game, being sure to include the card with the first player symbol on it , shuffle them and deal each player one card in front of them **H**. The player with the  symbol on his Caravan card is the first player.
- Place yellow and green crystals according to the table below on each player's Caravan card **I**.
  - ◆ 1st player gets 3 yellow crystals
  - ◆ 2nd player gets 4 yellow crystals
  - ◆ 3rd player gets 4 yellow crystals
  - ◆ 4th player gets 3 yellow crystals and 1 green crystal
  - ◆ 5th player gets 3 yellow crystals and 1 green crystal

### TAKING A TURN

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

On a player's turn, he must perform 1 of the following actions:

- ◆ **Play:** Play a card from his hand
- ◆ **Acquire:** Acquire a Merchant card
- ◆ **Rest:** Take all previously played cards back to his hand
- ◆ **Claim:** Claim a Point card

### PLAY

To play a card from your hand, place the card face up in front of you and execute the card's effect. There are 3 types of Merchant cards that can be played in this way:

### CRYSTAL CARDS

When playing a Crystal card, take the number and color of crystal(s) shown on the card **J** from the diamond-shaped bowls and place them on your caravan. In this example, a player would place 1 green crystal and 1 yellow crystal on his caravan.

