Century: Golem Edition

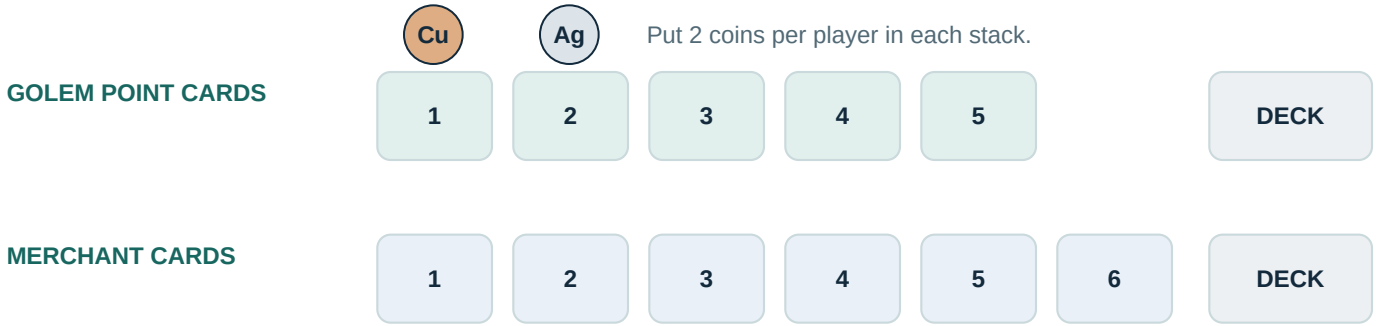
2–5 players • Base game • Set up, play a turn, and score

THE GOAL

Build a hand of merchants, turn low-tier crystals into stronger ones, and claim golems. The winner is the player with the most points, not necessarily the most cards.

Set the shared table

00:31



Reveal five Point cards and six Merchant cards; shuffle the decks separately.

Copper starts above Point slot 1 and silver above slot 2. Refill each row from its own deck.

Give everyone a caravan

01:19

1. In a starting hand: one Create 2 and one Upgrade 2 (both purple-bordered). Return unused starters to the box before shuffling the Merchant deck.
2. Deal one caravan to each player, including the marked start-player caravan. The marked player goes first; play continues clockwise.

1st player	2nd & 3rd	4th & 5th
3 yellow	4 yellow each	3 yellow + 1 green each

Separate the four crystal bowls



Read the colors and letters left to right. Upgrades move one step at a time.

The crystal supply is unlimited. Use a substitute if a bowl runs out.

Watch the full TAP teach

Your turn

Take exactly one action. Keep this page beside your caravan.

1 PLAY | Use a card from your hand

01:52

Place it face up in front of you and use its effect. It stays out until you rest.

CREATE Take what the card shows. Create 2 adds two yellow crystals.

UPGRADE Each upgrade moves one crystal one step; spend both steps on one crystal or split them. You can use fewer upgrades.

TRADE Pay the crystals shown before the arrow; take the result. Repeat forward in the same action only if you can pay the full cost each time.

2 ACQUIRE | Buy a Merchant card

02:42

The leftmost card is free. To take one farther right, leave one crystal of any color on each skipped card. Take the chosen card and any crystals on it. The card goes into your hand, not onto the table. Slide the row left, then refill on the right.

You can’t play the acquired card on the same turn.

3 REST | Recover your played cards

03:16

Return all cards you’ve played face up to your hand. Rest is the whole turn.

4 CLAIM | Buy a golem

03:33

Return the exact crystals shown. Keep the Point card face down; take one coin if the slot has any. Slide left, refill on the right. When the last copper is taken, move the remaining silver stack to the first Point slot.

END OF TURN: Keep at most 10 crystals. Choose any extras to return to the bowls.

Practice & score

Three illustrated examples from the teach, then the endgame checklist.

A UPGRADE 2 | Pick your path

02:08



Two steps on one crystal: Y → G → T.
Or upgrade two separate Y crystals to G.

Return the old crystal to its bowl and take the replacement after each step.

B ACQUIRE | Take the third Merchant

02:42



Leave one crystal on each of the first two cards.
Then take the third card and any crystals already on it. Keep it in hand for another turn.

Yellow is often the cheaper crystal to spend, but any color is legal.

C CLAIM | Pay the card, then check its slot

03:33



Illustration: if the cost is 2 G + 1 T,
pay that exact mix and take the card.

If the slot has a coin stack, take one coin. Coins are points, not currency.

Endgame and final scoring

04:07

2–3 players: the sixth claimed Point card starts the finish. With 4–5 players, it's the fifth. Finish the current round so everyone gets the same number of turns. Count points below. Among tied players, whoever acted latest in turn order wins.

Golem cards	Copper	Silver	Leftover crystals
printed points	+3 each	+1 each	+1 each, except yellow

Example: 42 golem points + 2 copper + 1 silver + 4 non-yellow crystals = 53 points.

Official base-game rules (PDF) **Publisher game page**

Independent play aid. Original schematic drawings; game designed by Emerson Matsuuchi.