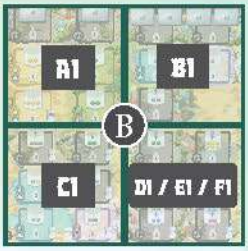
CENTURY
GOLEM EDITION
AN ENDLESS WORLD

"The world is changing, I can feel it turn." the old man smiled looking out of his tower facing the sea. Carvania was slowly unlocking her secrets - An Endless World to explore! Golems of incomprehensible shapes were being discovered in the unexplored lands. The recently discovered primordial golems has sparked a fury to venture out. The ultimate opportunity for a crystal trader!







GAME SETUP

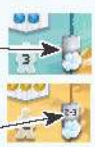
To set up a game of *Century Golem An Endless World*, follow these steps in order:

1. From the Location boards (A), retrieve out the boards A1, B1 and C1. Now retreive **one** of the boards D1, E1 or F1, randomly and return the other two to the box.
   Then create the game board by placing the four Location boards in the middle of the table as shown above (B).

2. 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 to the box 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.

3. From the Bonus tiles (E), remove all tiles that show the icons I or III at their bottom and return them to the box. Shuffle the remaining 17 Bonus tiles and place a stack face-up onto each bonus space (F) on the game board. Every stack includes as many random Bonus tiles as the number on that space states. Return any remaining Bonus tiles to the box.

4. Shuffle the ten 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 two Exploration tiles onto each location that is marked with a 2-3 icon.
   In a 4-player game, return the two remaining Exploration tiles to the box, leaving the locations with a 2-3 icon uncovered.



5. Retreive a player board (H) for each player. Make sure the one with the first player symbol is included. Shuffle them and place one in front of each player with **side A** facing up. The player with the first player symbol will be the start player.

6. 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.

7. Next to the game board, put the crystals into the bowls separated by colour (K) and arrange those 4 bowls in an ascending order: yellow ▶ green ▶ blue ▶ magenta.

8. According to their position in clockwise order, each player will receive the following quantity of crystals and place 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

TAKING A TURN

Century Golem An Endless World 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) use that location's action(s).



a) Placing traders on a location:

Take the **required number** of traders from your player board and place them onto the chosen location. The required number is determined as follows:

- If the location is not occupied by any traders, place as many traders there as shown at the location's bottom.
- If the location is already occupied by any number of traders of **another** player, you must oust those by placing the same number of traders there **plus one additional trader**. Then return the ousted traders to their owner's player board.





Example: *If Tom wanted to use location* **A**, *he would have to place 1 trader from his player board there. If he wanted to use location* **B**, *he would need to place 4 traders from his player board there and return the 3 blue traders to the player board of their owner.*

Note: *Due to benefits of Help cards, it may happen that a location is occupied by fewer traders than the number show at the location's bottom.*

b) Performing the location's action(s):

After you have placed your traders on the location you must perform the action according to its type immediately.

There are 4 basic types of locations:



Production locations, where you gain specific crystals from the supply.



Upgrade locations, where you upgrade goods in your storage to goods of a higher level.



Trade locations, where you exchange specific goods from your storage for other ones from the supply.



Golem locations, where you may exchange crystals to claim that location's Point card or take one Bonus tile, or both.

A detailed description of how to use each type of location can be found in the section "Basic locations" on the OVERVIEW SHEET.

An overview and explanation of the benefits of Point cards and Bonus tiles can also be found on the OVERVIEW SHEET.

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 return crystals of your choice to the supply 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** *for how to score them*)



- 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

Game Designer: Emerson Matsuuchi
Producer: Sophie Gravel
Illustrations: Chris Quilliams
Graphic Designer: Stéphane Vachon
Development by: Viktor Kobilke, Moritz Thiele and André Bierth

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Overview Sheet

Basic Locations

Production locations:



Take the crystals depicted in the center of the location from the supply and add them to your storage.

Upgrade locations:



For each grey crystal depicted in the center of the location, you **may** upgrade 1 crystal from your storage to the next level by returning it to the supply and taking a crystal of the next level in exchange. You may upgrade the same crystal multiple times.



Trade locations:



Perform the trade shown in the center of the location as many times as you like (at least once): For each time you perform that trade, return the crystals shown above the arrow from your storage to the supply to take the crystals shown below the arrow from the supply and add them to your storage.

Golem locations:



On a Golem location, you can choose to perform either ***one or both*** of the following actions:

a) Take the **top** Bonus tile of this Golem location's stack (if available) and place it onto an **empty** bonus space on your player board. (If there are two stacks on this location, choose the top tile from one of them.) Once all three of your bonus spaces have a Bonus tile each, you can not gain any more Bonus tiles. *(See section "Bonus tiles" on the right for how to score points with them at game end.)*



b) Claim the Point card above this Golem location by returning the crystals stated at the bottom of the card from your storage to the supply. Then place the card beside your player board. (If you already have one or more Point cards there, form an overlapping row in which only the top part of each card is visible.)
After aquiring a Point card, fill the empty slot by sliding the cards to the left, creating an empty slot just to the left of the Point cards deck; then draw a card from the deck to fill that empty slot.



Each Point card shows one of the 4 Endless World Icons and gives you either an immediate or a permanent benefit.
In addition, each Point card is worth points at the end of the game as indicated at the bottom of the card.



Point cards

There are 4 types of Point cards, each marked by an Endless World Icon in its upper right corner.



Help cards have the following permanent benefit: Whenever you use a location that includes the depicted icon in the circle, the required number of traders you need to place on this location is reduced by 1. If you have several cards of the matching symbol, each of them reduces the required number by 1. However, you must always place at least one.



Tool cards have the following permanent benefit: Whenever you use a location that includes the depicted icon in the circle, you gain the depicted crystal immediately, before performing that location's action. If you have several cards of the matching symbol, each of them gives you that additional crystal.



New Trader(s) cards have the following immediate benefit: When claiming the card, take the shown number of traders from your reserve and place them on your player board. If you have no traders left in your reserve, you must forfeit that benefit (but you still can claim that type of card).



Exploration cards have the following immediate benefit: When claiming the card, take one Exploration tile from the game board and place it in front of you. If it shows an immediate bonus, gain that bonus now. By removing the Exploration tile, you have uncovered a new location which can be used by all players from now on.

Bonuses of the Exploration tiles:



Immediate bonus: Gain the depicted crystals from the supply.



Immediate bonus: Add one trader from your reserve to your player board.



Game end bonus: 3 points.



Game end bonus: 1 additional Endless World Icon when scoring Bonus tiles.

Bonus tiles

Most of the Bonus tiles show a specific requirement. When you score them at game end, check for each Bonus tile individually how many times you have met its requirement. For each time it is met, you gain the points depicted on its bottom.





Gain 2 points for each depicted Endless World Icon you collected (Point cards and Exploration tiles).



Gain 3 points for each pair of the depicted Endless World Icons you collected (Point cards and Exploration tiles).



Gain 1 point for every 2 traders you collected. This applies to all of your traders that are on your player board or the game board (those in your reserve do not count).

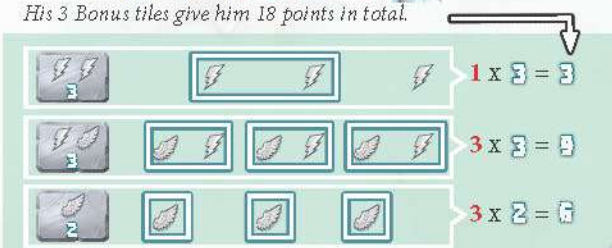


Gain 3 points (no requirement).

Example:
At game end, Tom has the following 7 Endless World Icons:



His 3 Bonus tiles give him 18 points in total.



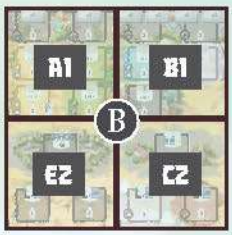


PART I CENTURY AN HEROIC JOURNEY

The Eastern Mountains have been exhausted. Thankfully the lands in the far east have unfolded themselves. The bounty of a lifetime is there for those brave enough to venture into the new lands. Soul crystals are singing out to be discovered! You seek out to explore the endless world and discover the beautiful elemental golems within. Rise to the occasion and stake a claim in this world!

GOLEM EDITION (GE) + AN ENDLESS WORLD (EW)





GAME SETUP

Set up the components of *Century Golem An Endless World* as follows:

1. From the Location boards (A), retrieve out the boards A1, B1, E2 and C2. Then create the **game board** by placing those boards in the middle of the table as shown above (B).
2. From the Point cards (C), remove all cards that have a **black** star ★ in their bottom left corner and return them to the box.
   If you play with less than 4 players, also return any cards to the box 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.
3. From the Bonus tiles (E), remove all tiles that show the icon ||| at their bottom and return them to the box. Shuffle the remaining 20 Bonus tiles. Then, onto each Bonus space (F) on the game board, place a face-up stack that includes as many random Bonus tiles as the number on that space states. Return any remaining Bonus tiles to the box.
4. Shuffle the 10 Exploration tiles (G). In a 2- and 3-player game, place eight of them face up beside the game board and place the remaining two face up onto each location that is marked with a 2-3 icon. In a 4-player game, place all 10 exploration tiles face up beside the game board.
5. Take as many player boards (H) as there are players. Make sure the one with the first player symbol is included. Shuffle them and place one in front of each player with **side A** facing up. The player with the first player symbol will be the start player.
6. 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.
7. Beside the game board, put the crystals into the bowls separated by color (K) and arrange those four bowls in ascending order: yellow ▶ green ▶ blue ▶ magenta.
8. 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



From *Century Golem Edition*, take the Merchant cards:

9. Remove all starting cards and return them to the box. Shuffle the remaining Merchant cards and place one at random below each of the 4 market locations (M) at the bottom of the game board face up in a row. Place the remaining market cards as a face-down merchant deck (N) to the right of this row.

TAKING A TURN

Century - An Heroic Journey - Part I 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.
- **Route:** Use one card of your private trade route by placing the required number of traders on it.
- **Rest:** Return all your traders from the game board and your trade route 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) use 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.

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

Market locations:



On a market location, perform **one** of the following:

a) Use the action of the Merchant card that lies directly below this market location (*see section "Actions on Merchant cards" on the right*). Afterwards, take that Merchant card and place it face down to the right of your player board in a discard pile.

OR

b) Take the Merchant card that lies directly below this market location (without using its action) and place it below your player board. Merchant cards below your player board form your **private trade route** (*see below in section "Route" for how to use it*).





Each new Merchant card that you add to your trade route must be placed **to the right** of the ones you already have. However, your private trade route can only comprise a maximum of 5 Merchant cards. If you already have 5 Merchant cards there when you take a new one, exchange that new card for any of the other 5 and place the exchanged card face down to the right of your player board in a discard pile. If there were any traders on that card, because you performed the Route action previously, those traders are now placed on the new card without using its action.

After aquiring a Merchant card, fill the empty slot by sliding the cards to the left, creating an empty slot just to the left of the merchant deck; then draw a card from the deck to fill that empty slot.

Refresh market location:



Remove all four face-up Merchant cards displayed below the market locations and place them face down at the bottom of the merchant deck. Then draw 4 new cards from the merchant deck and place one of them below each of the 4 market locations. Then take another turn immediately.

Adjust trade route location:



Take 1 yellow crystal from the supply and add it to your storage. Then you **may** swap the places of 2 Merchant cards in your private trade route.

Route

To perform this action, choose **one** card of your private trade route. You can choose any of its cards that has **no** traders on it. Then: a) place the required number of traders on that card ***and*** b) perform that card's action.

a) To use a card of your trade route, take the required number of traders from your player board and place them on that card. The required number of traders is determined as follows: You need 1 trader + 1 additional trader for each **empty** Merchant card to the **left** of that chosen card (i.e. each card that has no traders on it).

Example: *Tom wants to use a Merchant card* **D** *of his trade route. To do so, he places 1 trader + 2 additional traders on it (for the empty cards* **A** *and* **C**).



b) After you have placed your traders on the card, perform its action according to its type (*see section "Actions of Merchant cards" on the right*).

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** your private trade route 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 return crystals of your choice to the supply until you reach your limit. 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** *for how to score them*)
- 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, thetied player who was last to take a turn wins.

Actions of Merchant cards:



Spice cards: Add the number and color of crystals shown on the card from the supply to your storage.



Upgrade cards: For each grey crystal depicted on the card, you **may** upgrade 1 crystal from your storage to the next level.



Trade cards: Apply the trade shown on the card as many times as you like (at least once). For each time you do that trade, return to the supply the crystals shown above the arrow to take the crystals shown below the arrow from the supply and add them to your storage.

New Bonus tile:



For every pair of Merchant cards you have, gain 2 points. (This applies to all of your Merchant cards that are in your private trade route or in your discard pile, next to your player board.)

Attention: In this game, when you gain the immediate benefit of an Exploration card, take one of the available Exploration tiles **beside** the game board. (Only in a 2- or 3-player game, you can uncover a new location by taking one of the 2 Exploration tiles directly from the game board.)

Credits

Game Designer: Emerson Matsuuchi
Producer: Sophie Gravel
Illustrations: Chris Quilliams
Graphic Designer: Stéphane Vachon
Development by: Viktor Kobilke, Moritz Thiele and André Bierth

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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:

1. 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.
2. 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 to the box 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.
3. 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.
4. 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.



5. Take as many player boards H as there are players. Make sure the one with the first player symbol 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.
6. 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.
7. 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.
8. 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:

9. Create the mountain range map by placing one valley tile M beside the game board.
10. 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.
11. Each player takes the wagon O in the color of their traders and places it onto the valley tile on the mountain range map.
12. 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.
13. 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 Ⓐ 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 Ⓑ and place it on that tile. After placing an outpost, check if you have emptied a vertical column Ⓒ 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

Game Designer: Emerson Matsuuchi
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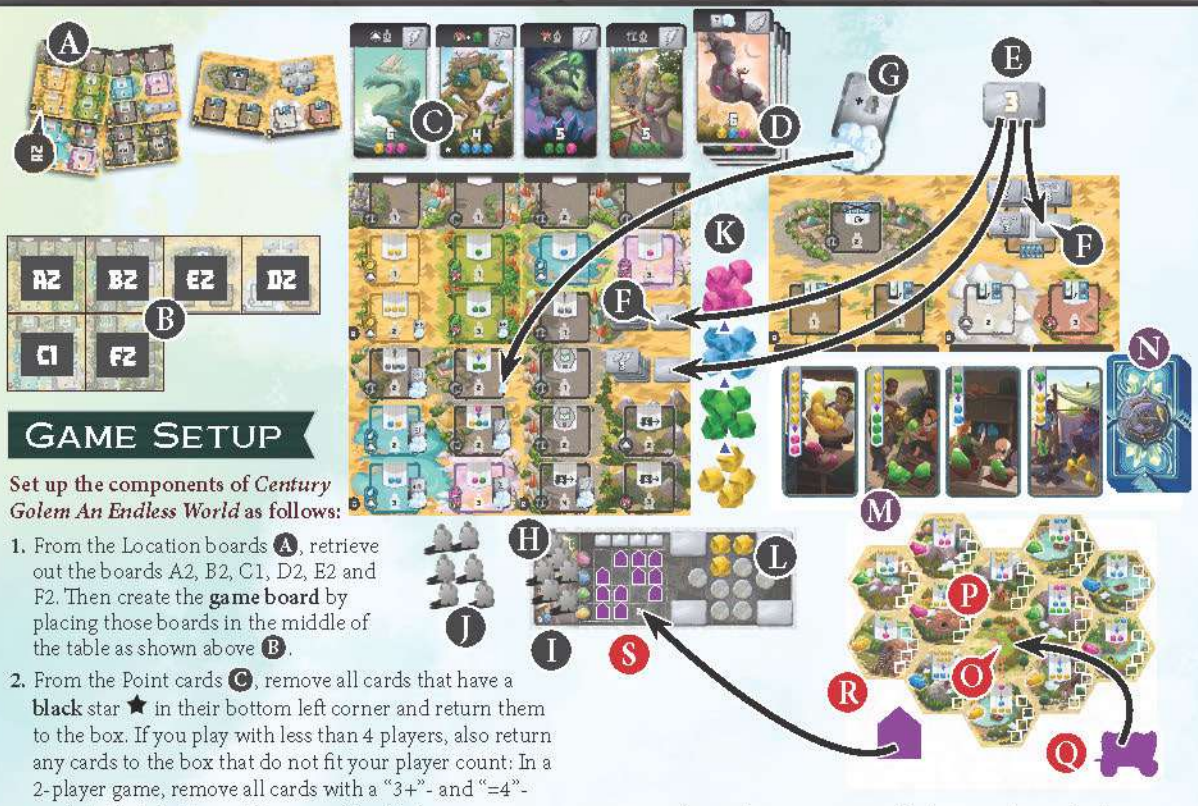
PART III
CENTURY
AN HEROIC JOURNEY

All of Caravania is within your grasp! With all of your resources and talents, this is your moment to seek glory and fortune. Golems of unimaginable shapes and sizes are out there hoping to find the soul crystals to make them whole once more. Assembly the trade merchants, build your trade network, and claim your destiny in this Journey of a Lifetime!

GOLEM EDITION (GE) + EASTERN MOUNTAINS (EM) + AN ENDLESS WORLD (EW)



GAME SETUP

Set up the components of *Century Golem An Endless World* as follows:

1. From the Location boards (A), retrieve out the boards A2, B2, C1, D2, E2 and F2. Then create the **game board** by placing those boards in the middle of the table as shown above (B).
2. From the Point cards (C), remove all cards that have a **black** star ★ in their bottom left corner and return them to the box. If you play with less than 4 players, also return any cards to the box 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.
3. Shuffle all 25 Bonus tiles (E). 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.
4. 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 a 2-3 icon and return the remaining tile to the box.
5. Take as many player boards (H) as there are players. Make sure the one with the first player symbol 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.
6. 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.
7. Beside the game board, put the crystals into the bowls separated by colour (K) and arrange those 4 bowls in ascending order: yellow ▶ green ▶ blue ▶ magenta.
8. 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

From *Century Golem Edition*, take the Merchant cards:

9. Remove all starting cards and return them to the box. Shuffle the remaining Merchant cards and place one at random below each of the 4 market locations (M) at the bottom of the game board face up in a row. Place the remaining market cards as a face-down merchant deck (N) to the right of this row.

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

10. Create the mountain range map by placing one valley tile (O) beside the game board.
11. 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 (P). The layout of the mountain range map is up to you, but make sure that each tile touches at least 2 other tiles. Return all remaining tiles to the box.
12. Each player takes the wagon (Q) in the color of their traders and places it onto the valley tile on the mountain range map.
13. Then each player takes 12 outposts (R) in the color of their traders and places one of them onto each numbered space on the outpost section (S) of his player board.
14. Return all other unused components to the box.

Taking a turn

Century - An Heroic Journey - Part III 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:** Perform the location's action 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** a Exploration tile **nor** your **own** traders on it.
Then: a) place the required number of traders on that location
and b) use 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, immediately use it according to its type. These are:

The 4 *Endless World* locations:



Production locations | Upgrade locations | Trade locations | Golem locations

These locations work as described in the section "Basic locations" on the **OVERVIEW SHEET** with one exception: On Golem locations, you do not gain Bonus tiles. When you use a Golem location, you can only claim its Point card.

Market locations:



In contrast to *An Heroic Journey - Part I*, you can only perform one action on a market location now:
Use the action of the Merchant card that lies directly below this market location (*see section "Actions of Merchant cards" on the Part I sheet*). Then take that Merchant card and place it face down to the right of your player board in a discard pile.

After aquiring a Merchant card, fill the empty slot by sliding the cards to the left, creating an empty slot just to the left of the merchant deck; then draw a card from the deck to fill that empty slot.



This means in this game, you do not build a trade route but only collect Merchant cards beside your player board. However, for **every fourth Merchant card** you take, you may immediately choose the top Bonus tile from one of the stacks on board D2 (not from B2 or F2) and place it onto an empty bonus space of your player board. Once all 4 of your bonus spaces have a Bonus tile each, you cannot gain any more Bonus tiles.

Refresh market location:



Remove all four face-up Merchant cards displayed below the market locations and place them face down at the bottom of the merchant deck. Then draw 4 new cards from the merchant deck and randomly place one of them below each of the four market locations. Then take another turn immediately.

The *Eastern Mountains* locations



Move wagon locations | Wagon trade location | Outpost trade location

These locations work exactly as described in the section "**b) Performing the location's action(s)**" on the *An Heroic Journey - Part II* sheet.

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 limit. 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** *for how to score them*)
- uncovered spaces on their outpost section
- 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

Game Designer: Emerson Matsuuchi
Producer: Sophie Gravel
Illustrations: Chris Quilliams
Graphic Designer: Stéphane Vachon
Development by: Viktor Kobilke, Moritz Thiele and André Bierth

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