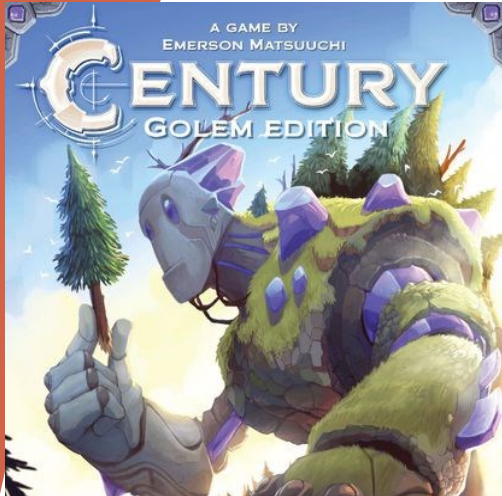


Century: Golem Edition



Game Type

- Strategy/Family

Category

- Card Game
- Economic
- Fantasy

Mechanisms

- Card Drafting
- Deck Building
- Hand Management
- Set Collection

Board Game Description

Players: 2-5 // Time: 30-45 Min

Age: 8+ // Weight: 1.61

Century: Golem Edition is a re-themed version of Century: Spice Road set in the world of Caravania. In Golem Edition, players are caravan leaders who travel the famed golem road to deliver crystals to the far reaches of the world.

Each turn, players perform one of four actions:

- 1) Establish a trade route
- 2) Make a trade or harvest crystals
- 3) Fulfill a demand
- 4) Rest

The last round is triggered once a player has claimed their fifth victory point card, then whoever has the most victory points wins.

Collect shiny gems, turn shiny gems into more expensive shiny gems, hand various expensive shiny gems in for victory points. Those gems sure are shiny...

Century: Golem Edition

Inventory

- 1 rules sheet
- 5 caravan cards
- 10 starter trading cards
- 43 trading cards
- 36 point cards
- 10 copper coins
- 10 silver coins
- 20 magenta crystals
- 20 turquoise crystals
- 30 green crystals
- 35 yellow crystals
- 4 plastic crystal bowls
- 1 plastic bowls cover