



Ages **8+** | 2-**6** players | **15** min

Place down one or several golem cards of the same number. If the numbers don't match, you can place a stack of magic tokens to increase the number on the golem card. The first player to get rid of all of their golem cards and magic tokens wins the game!

Components

40 mint golem cards (2 of each, 2-21), 20 purple golem cards (2 of each 2-11), 54 magic tokens (24 of 1 point, 15 of 2 points, and 15 of 3 points)

Game Setup

Shuffle all the cards together and deal them to the players, face down, according to the number of players:

Players	3 Players	4 Players	5 Players	6 Players
Cards	15 Cards	15 Cards	12 Cards	10 Cards

- If there are three players, put the cards you're not using back in the box—you won't need them for this game.
- Place the magic tokens within easy reach of all players. Each player takes tokens worth 3 points to start. (The values of the tokens you take don't matter as long as the total value is 3—you can exchange them freely throughout the game.)
- Put your tokens in front of you so all players can see them.

Play!

Each game consists of several rounds. In the first round, the youngest player goes first, then the turn passes in a clockwise direction.

When it's your turn, choose either one of these actions:

1. Playing a Combination of Golem Cards

2. Passing and Discarding Magic Tokens

The round ends when a combination of golem cards has been played that causes all the other players to pass.

1. Playing a Combination of Golem Cards

If you're the first player to play cards in the current round, you may place any combination of cards from your hand in front of you. A card combination can consist either of any single card or of several cards of the same value. The cards' colors don't matter.

However, if another player has already played cards in the current round, there are any magic tokens on the card, take them and place them in front of you. (Magic tokens are described in more detail later.)

[Example]



Clara goes first and plays a single 5. The other players must now also play single cards and their combinations must be higher than the one before, so they play a 9, a 10 and a 17. Then it's Clara's turn again and she discards her 5. She can now play any single card with a value 18 or higher.

Using Magic Tokens to Increase a Cards' Value

In many cases, you won't have any cards in your hand that meet the requirements to play them as card combinations. However, you can increase their values by using magic tokens from the common pool.



- The value of mint cards always goes up by 1 per magic token placed on it.
- The value of purple cards increases by their original value per magic token placed on it.
- Take the required number of magic token from the common pool and place them on the cards in front of you for now.

*When you discard those cards, take the magic tokens off of them and put them in front of you.

2. Passing and Discarding Magic Tokens

[Example]



Florian kicks off the round by playing a 4-4. Johanna takes a value 1 magic token to increase the value of her 11 by 1 so she can play a 12-12. Samuel takes two value 1 magic tokens to increase the value of his 5 twice, so

he can play a 15-15. Clara doubles the value of her 11 by taking a value 1 magic token and takes one more value 1 and one value 2 magic tokens to increase her 19's value, creating a 22-22. If Florian wants to play another combination, both of his cards must be at least 23s.

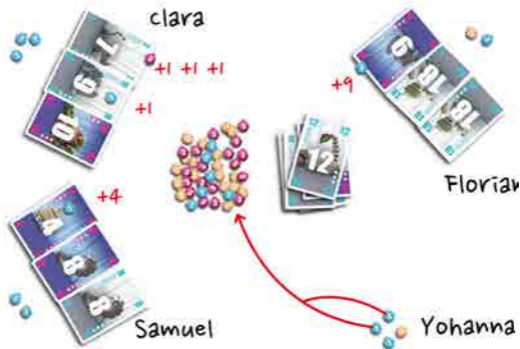
If you can't play any cards from your hand or choose not to, you must pass. However, this allows you to discard up to two points and put the magic tokens back in the pool.

Note: You return two value 1 magic tokens or one value 2 magic token. If you return a value 3 magic token, you receive a value 1 magic token back. If you have any cards in front of you, put them on the discard pile as normal. If they have any magic tokens on them, put those magic tokens in front of you as usual.

Note: If you go first in a round, but don't have any cards in your hand, you must pass. This allows the next player to play any combination of cards.

Note: Just because you've passed doesn't mean you're out of the round! When it's your turn again, you can once again decide whether you want to

[Example]



Samuel starts the round and plays an 8-8-8. Clara raises with a 10-10-10 and Florian raises again with an 18-18-18. Johanna chooses to pass. She puts two value 1 magic tokens back in the pool. Next, Samuel will have to decide if he wants to pass, too, or if he wants to play three cards that are 19s or higher.

pass or play a card combination.

One Round Ends, the Next One Starts! If it's your turn and none of the other players have raised on the last card combination you played (they all passed), the round ends. Put the cards in front of you on the discard pile, take any magic tokens that may be on them, and start a new round.

The End of the Game

The game ends immediately when one of you manages to get rid of all their cards and magic tokens. That player is the winner! If you prefer to know how all the other players are doing, continue the game as usual and skip any players who have already run out of cards and chips.

Variants

1. Golem It Tournament

Play as many games as there are players, taking turns as the first player, so that each player goes first once.

Don't stop playing as soon as one player wins, but continue playing for placement and give each player Tournament Points as follows:

Place	1st	2nd	3rd	4-6th
Tournament Points	4 points	2 points	1 point	0 point

Write down your Tournament Points after each game. The player with the most Tournament Points at the end of the final game is the winner. If there is a tie, you can have multiple winners.

2. Golem It for Two

Play four games overall. At the start of each game, deal twelve cards to each player and pick one player to go first. Give that player two points worth of magic tokens, then start playing your cards as usual. If you lose a game, you receive 3 points for each card remaining in your hand, and points for each number on the remaining magic tokens. Write down the loser's points and start the next game. This time, the other player goes first. After four games, the player with fewer points overall wins the game.

3. Limit On

Changes from the standard rules

1. When you play a combination of golem cards, you must use the magic tokens in front of you instead of taking magic tokens from the common pool. In this variant, you can only use the magic tokens you have.

At the beginning of your turn, if you already have one or more cards in front of you, discard them to the discard pile and return the magic tokens to the common pool.

2. If you pass, you take one magic token from the common pool. Once you pass, you do not get a turn this round. You win if you remove all cards and magic tokens.

The rest of the rules and end-game conditions are the same as the standard rules.

Designed by Chikasuzu | Illustrated by Wanjin Gill

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