

INSTRUCTIONS

Graveyard Trawl



SET-UP:

Place all of the **GOLEM BODY PART** cards and the **SYMBOL TYPE** cards together, shuffle and deal out into a graveyard grid (as shown above).

AIM:

The aim of the game is to collect a complete GOLEM whose parts are all of the same type.

PLAY:

To start the youngest player goes first.

Players take turns, and turns move in a clockwise direction from player to player.

Each turn involves:

Rolling a 1d6.

Once rolled a player may (but doesn't have to) turn over ('unearth') a maximum of 2 body part cards associated with the die value rolled.

A player may take a maximum of 1 'unearthed' body part into hand per turn, placing it face up next to them for all players to see. If they already have the same body part but of a different type, they may swap it out, putting the old part face down in the same space where they have just taken the new part from. Any part not taken into hand must be turned back to facing down.

Should a player roll a six then they may:

A) Turn over upto 2 **SYMBOL TYPE** cards. [If during a turn a player does this then they **MUST** take a Golemancy card into hand]. Note any **SYMBOL TYPE** card left on the table must be turned back to facing down

OR

B) Steal a **GOLEM BODY PART** card of their choosing, from any opponent*.

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*A player may only hold 1 **SYMBOL TYPE** card in hand and upon doing so may only then collect additional **GOLEM BODY PART** cards of the type shown by the symbol on the card.

Once a player has a **SYMBOL TYPE** card in hand then that **GOLEM TYPE** must be the **GOLEM TYPE** that they construct to win & any **GOLEM BODY PART** card of that type that they have in hand **CANNOT** be stolen by an opponent.

Note should a player roll another six they may always swap their current **SYMBOL TYPE** card for another.

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Final Rule: Players may not, in their **GOLEM's** construction, have **FORBIDDEN COMBINATIONS** touching one another. If such a situation arises, the player must return one of the offending body parts face down to the table.

The winner is the first to complete a full Golem with all parts of the same type. They do **NOT** need to

have a matching **SYMBOL TYPE** card in hand to win.

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