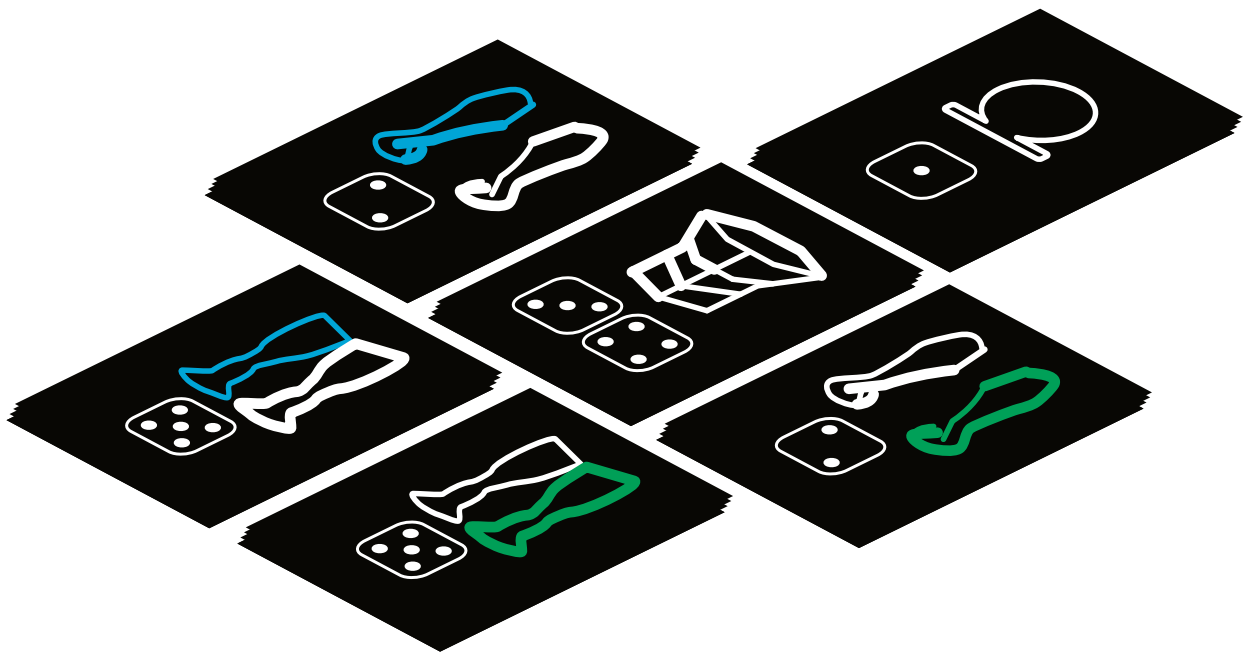


INSTRUCTIONS

It's ALIVE!!!...err no it's rotten.



SET-UP:

Sort all of the **GOLEM BODY PART** cards into separate piles and lay out as shown (above). Also, sort the **SYMBOL TYPE** cards into a deck, shuffle and place face down.

AIM:

The aim of the game is to collect a complete **GOLEM** of any combination of types (provided no **GOLEM BODY PART** cards of **FORBIDDEN COMBINATIONS** are touching).

PLAY:

To start, the youngest player goes first.

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

Every player will either be in one of two phases.

1) **Construction phase:** The player does not have a complete **GOLEM**.

The player rolls a 1d6

In the construction phase a player may select a **GOLEM BODY PART** card associated with their die roll* drawing from the top of the corresponding body part pile (though they do not have to). Any card drawn should be used to construct the player's **GOLEM** and may either go into an empty space or replace a part already present OR if the player decides not to use it (it may be part of a **FORBIDDEN COMBINATION**) then this new body part is discarded.

Any cards that are discarded are placed at the bottom of the relevant body part pile.

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*In the construction phase a player **MUST** first roll a 3 or 4 i.e. obtain a **TORSO**, before being allowed to get any further body parts. A **TORSO** is **ALWAYS** required to construct a **GOLEM** and if for any reason a player loses their **TORSO**, the whole **GOLEM** disintegrates

and all other body parts must be discarded - i.e. the player has to start again from scratch.

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During a turn, should a player take into hand a **GOLEM BODY PART** card **AND** does NOT have a card of the same body part (but different type) **AND** they do NOT have a corresponding card of the opposite side should there be one (i.e. another arm or another leg) then they may ROLL THE DIE AGAIN and continue their turn, potentially selecting further **GOLEM BODY PART** cards.

Should a player roll a 6 during the construction phase they may do 1 of 2 things:

A) Select any card from the top of any body pile. They may not roll again. Their turn ends.

B) Take from the top of the **SYMBOL TYPE** card deck. They may then roll again, provided they have not maxed out their hand (a player may only hold a maximum of 3 **SYMBOL TYPE** cards). Should a player have this and roll a six then they may draw another **SYMBOL TYPE** card but must discard one, and may not roll again.

A player with a **SYMBOL TYPE** card may play this at any point during their turn (it is then discarded to the bottom of the symbol deck). The card allows them to steal a **GOLEM BODY PART** card of the associated type from an opponent provided they themselves do not have that body part (of a different type) themselves. However, it is only successful on a die roll of 4-6. Should they roll a 1-3 then they must elect to lose a

body part (of any type) from their own GOLEM.

2) **Animation phase**: Once a player has a completed GOLEM then they move into the 'animation' phase. At this point they must roll a 6 to animate their GOLEM and win - shouting: "IT'S ALIVE!". If they roll any other number then they MUST take that body part and substitute it into their GOLEM, replacing the current part that is there.

NOTE this may mean that due to FORBIDDEN COMBINATIONS they must discard an additional card and if the card to be discarded is the **TORSO** then the entire GOLEM disintegrates and the player must start again. If a player must discard a card or ALL cards due to FORBIDDEN COMBINATIONS then they effectively move back into the construction phase.

Note: All GOLEM types, with the exception of the **CAKE GOLEM**, have an aversive opposite in terms of a FORBIDDEN COMBINATION - check the diagram - but remember, **CAKE** goes with everything!