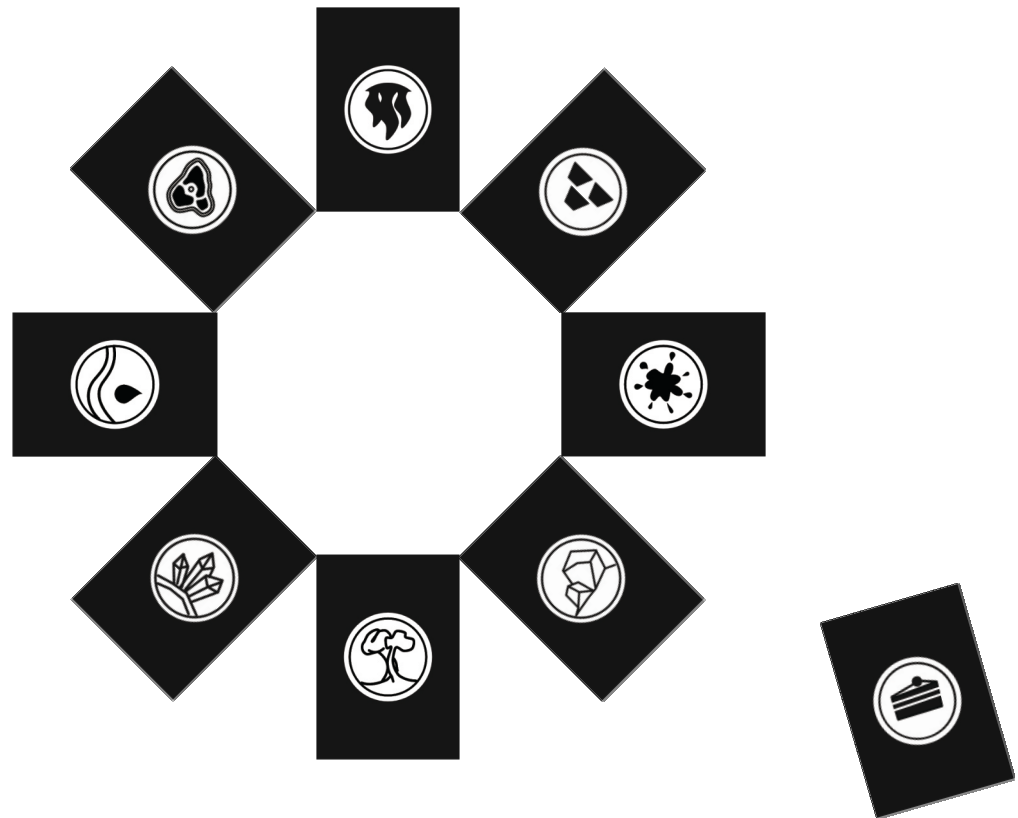


INSTRUCTIONS

The Inner Circle



SET-UP:

Place all of the **DESCRIPTOR** cards face down and arrange into the **FORBIDDEN COMBINATIONS** diagram (as shown above). Note the **CAKE** descriptor is placed to oneside.

Place all of the **GOLEM BODY PART** cards in a deck and shuffle, dealing out 7 to each player. Place the remaining deck centrally in the **FORBIDDEN COMBINATIONS** diagram.

Place all of the **SYMBOL TYPE** cards in a pile, shuffle and deal 1 to each player. These should be kept hidden from other players. The remains of this pile is set aside for the rest of the game.

Give each player a pawn and also coins tokens (see next page).

AIM:

The aim of the game is to either be the first player to divest themselves of all of their **GOLEM BODY PART** cards OR be the first player to have a completed **GOLEM** of the type associated with their **SYMBOL TYPE** card.

The aim of the **MATCH** is to be the last remaining player with enough coins to continue playing.

PLAY:

Each player places pays to play, placing their game payment into the centre of the diagram (see next page). Any player unable to pay the price of entry is considered out.

To start the youngest player goes first.

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

For the first turn of the game, each player selects a card in hand and places their pawn on the **DESCRIPTOR** card that matches the **GOLEM BODY PART** card type on the **GOLEM BODY PART** card that they have selected. The **GOLEM BODY PART** card that they have selected is now placed face up in front of the **DESCRIPTOR** card that their pawn is currently on. They then move their pawn the number of steps around the diagram associated with the die value on the back of the **GOLEM BODY PART** card that they have just placed down. If they have another **GOLEM BODY PART** card in hand, which now matches the type on the new **DESCRIPTOR** card that they are now on, then they may play this in a similar manner and may continue to play cards and move around the diagram until they no longer have one which matches the **DESCRIPTOR** card type that their pawn is on.

At the end of their turn they may choose to refill their hand up to a maximum of 7 but they must state, prior to picking up the first card from the top of the deck how many cards they intend to draw.

If at the beginning of a turn, a player is unable to move due to not having any appropriate cards, they may do one of 2 things:

A) They may draw a single card from the top of the draw pile. (If they already have 7 cards in hand then they must discard one to the bottom of the draw pile PRIOR to drawing). Regardless of what card

they draw, they may not proceed further this turn and play transfers to the next player.

B) They may draw a card from an opponent's hand. (If they already have 7 cards in hand then they must give one of their cards to the opponent they are drawing from PRIOR to drawing). In this instance, if the card they draw allows them to move then they may play this card immediately.

Further Rules:

As players play cards, the GOLEMS slowly build up. Any player who plays a card that completes a GOLEM is given 2 gold coins.

As soon as a GOLEM is complete, players must check their **SYMBOL TYPE** card to see if this completed GOLEM matches their **SYMBOL TYPE** card. If it does then they are declared the winner and receive HALF of the gold coins that were paid in at the beginning of the game.

Number of players

	2	3	4	5	6
Payment	12	8	5	4	3

If at any point a player divests themselves of their hand of cards then they are declared the winner and receive HALF of the gold coins from the entry pot.

As stated, the overall winner is the sole remaining player who is still able to pay into the next game.

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