

Number of steps



The number of spaces a player token moves. (There are Number of steps from 1 to 5.)

Treasure count



The number of treasures gained when a player stops on a space. (Treasure count range from 1 to 4, or [Gain = Movement Value].)



Emblem

If the emblem matches the Treasure icon on the space, gain 1 Treasure. Also used for resolving a Dragon Attack.

Lantern



At a junction on the map, you can take a hidden passage. (Shown on cards with a Number of steps of 1 or 2.)

Gain = Movement Value



The Treasure count becomes equal to the card's Number of steps.

Conversion Ability

Convert the source Treasure (left) into the target Treasure (right). (Each card can be used once per round.)



Round Sequence (6 Rounds Total)

① Draw Cards:

Draw 1 Golem Card from each of the Golem Card decks [A] and [B], for a total of 2 cards.

② Choose Cards:

Choose one of the following:

- Combine (Cross) the 2 Golem Cards and play them face down.
- Play 1 Golem Card face down.

③ Resolve Turn:

- (1) Reveal the Golem Card.
- (2) Move your Player Token by the [Number of steps] value.
- (3) Gain [Treasure count] Treasures shown on the space where you stop. If the Emblem matches, gain 1 additional Treasure.
- (4) You may use a [Conversion Ability] (once per card).

④ Dragon Attack:

For each [Emblem], total the [Treasure count]. The Treasure with the highest total is attacked. The player who has the most of that Treasure loses an amount equal to the total to the Dragon.

⑤ Determine Turn Order:

The player who is furthest ahead receives the Start Player Token.

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