

Golems FAQ - Francesco Testini – 3/14/2021

Hello everyone, I've gathered some Frequently Asked Questions about Golems on this post. You can freely ask me additional questions if you have doubts, and I will update the post accordingly, if needed.

Q. Regarding the combined effect of the two Gem cards that let you look at the 2 discarded cards, the rules say: "Discard one and use the other at no cost". What is meant by "at no cost" in the sentence?

A. It means that you don't need to have the resources requisite to summon a golem or to have the requisite of owning three gems and return one of them to the stock to obtain a Rune card. If you summon a golem, you also don't tuck resources under it.

Q. For the solo mode, how does the same effect work?

A. It works in the same way, but you draw only the first two (out of the five) discarded cards at the beginning of the game, and then choose one. Discard the remaining one back in the box.

Q. Is it possible to win the solo mode?

A. Yes, it is possible with a rate of 20%. A key for the victory is controlling the gems owned by the automa and try to take as much of them as possible with the help of Gem cards.

Q. Do you have to refill a row when it's empty in the solo mode?

A. No you don't. You have to follow these steps. Take 5 cards from the grid by using the gems in each row as per the multiplayer mode rules (exception: you don't refill when a row is empty). Then, assign the remaining 4 cards in the grid, along with the gems still on them, to the automa. Finally, refill the grid with 9 new cards from the deck. During each of the five rounds 9 cards are placed face-up in the grid, so you have a total of 45 cards in the deck.

Q. May I tuck a resource card which displays 2 resources under a golem which requires only one of those resources?

A. Yes, you can do that. Remember anyway that in that way you are sacrificing two resources that could be used for a future summoning!

Q. Is it possible to pass and take two gems in the solo mode?

A. No, it's not possible. You have to take five cards from the display each round.

Q. Could the additional time and sound golems (stretch goals) be added to the solo mode?

A. No, they are only used in the two-player games.

Q. Are you limited to collecting 4 Gem Dust cards?

A. You are allowed to collect more than 4 Gem Dust cards, but you won't get additional points in that case. The maximum of points you can obtain from Gem Dust cards is 10.

Q. Do cards with two different resource icons count as two resources or just the one in which column it is located?

A. Cards with two different resource icons (in all the cases they are Rune cards played top-down) count as both the resources depicted.

Q. For the "Master of resources" Rune card do you count the number of cards, or the number of symbols on those cards?

A. You count the number of symbols on the cards, to obtain a maximum of 6 points.

Q. When taking a Rune card, when is the check for 3 gems performed? Before or after taking the card and paying/getting the gems?

A. The correct timing is always like this: you first take the card (eventually paying or obtaining gems) and then you decide how to use the card, making eventually the gem check. So, for example, you can use the gems standing on the last Rune card in a row, as requisite to use that card in your hand as a rune.

Q. Are the white Golems scored as any color at the end of the game, possibly being worth 4 points if assigned to a rune card? If so, in the solo game do white Golems gain the Rune card bonus as well?

A. Time (white) golems behave just as the other golems: they are worth 2 points, plus 2 additional points if you have the corresponding Rune card. They are not a wild color, just another color.

Q. The Gem card for solo play, the rule book doesn't explain what the bonus action is for this card. It appears to suggest the player takes six cards instead of five, leaving three cards for the opponent. Is this correct?

A. Yes, this is correct.

Q. What does the arrow in the lower right resource mean?

A. If you are referring to the arrow on the sound golem resource icon, it is explained in the "encore" rules: it means that at the beginning of your turn you can move that resource to another column.

Q. In solo mode do we refill the row when it gets empty like when is against other player or we only refill the grid at the end of my turn?

A. Refill the grid with 9 new cards at the end of the round, after you have taken 5 cards and left 4 to the automa.

Q. When you take a card, is it decided right then and there if it is a resource OR placed in hand to summon later? Or do you take it in hand to use as either at whatever point you like?

A. You decide how the card is used immediately. Rune cards are placed "in hand" to score their bonuses at the end of the game or placed on an existing resource stack that shares the same resource color. Golem cards are either rotated and played as resources or, if you have the correct resources, summoned as a Golem. Gems/Gem Dust must be decided similarly.

Q. If you are taking a rune from a row of 3, does that mean you need to start your turn with 5 gems?

A. Yes. 2 gems to put on the remaining cards in the row. Then 3 gems in reserve to allow activating the rune of which 1 gem is spent in the process.

Q. Let's say I want to summon a golem that has say 2 blue, 2 yellow, and 1 green cost, if one of my blue resources also has a green but it is not the top card of its stack, what cards are placed under the golem I summon? Just a blue and yellow?

A. You are not limited with 1 card per column, you can take also all the cards from a column if you want, as long as they are requested for summoning the golem and they are the topmost.

Q. The rules say "place the gem card with the (dot) symbol back in the box and add the cards with the circle symbol to the deck." Ok....what do I do with the other 6 gem cards that have neither symbol??

A. They stay on the deck. The rules mention that because in the 2 player mode you put the circle cards back in the box. That's why in the solo they mention adding to the deck. The no circle cards never left the deck.

Q. What is the summoning cost for a Golem with a circle under its type with a number in it like "7"?

A. Any color resources equal to that number will pay for the Golem.