GOLEMS

2

20m

MATCHBOX COLLECTION
ENCORE RULES
SOUND AND TIME

BY FRANCESCO TESTINI

Add the 2 Sound Golem cards and the 4 Time Golem wild cards to the base game deck.

Sound Golem cards can be used with the following changes to the base game rules:

- When a Sound Golem is summoned it can be used as a wild Golem.
- When using a Sound Golem as a resource it can be placed under any of the resource columns.

At the beginning of your turn, the Sound Golem card can be moved under another column.

The resource on the Sound Golem cards will be considered as one of the resources of the column under which it is placed.

Each player can only have one Sound Golem as their resource, and it follows the base game rules of any other resource.

Time Golem wild cards follow the base game rules.

4 Time Golem wild cards

2 Sound Golem cards

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