

Setup

See pp.2-5

Gameplay

- 4 rounds, each with active Character card in Palace
- Each round has 7 phases played in order:

1. Refresh
2. Golem Movement
3. Actions
4. Turn Order
5. Influence Characters
6. Income and Development
7. Golem Control

1) Refresh

- Skip in 1st round

1. Put all marbles in the Synagogue
2. Deal (#players+1) new Action tiles onto the Synagogue board. Shuffle used tiles if run out.
3. Remove the leftmost Book card from Library. Put at bottom of the deck. Shift remaining cards left and deal new card in rightmost space.

2) Golem Movement

- Move Golems in turn order
- Movement steps = Golem track level + active Character Card from current round
- Distribute movement steps between all your Golems.
- You must use all the steps
- Stand up moving Golems that were lying down
- Pay the indicated cost if a Golem moves to the last sections of a block (VIII, IX, and X)
- *If all your Golems have reached section X and you have any movement remaining, for each movement that you cannot use, you lose 5 VP up to a maximum of 5 VP per Golem.*

3) Actions

- In turn order, each player takes an action (Marble action or Rabbi action) until all players have taken 3 actions (2 Marble actions and 1 Rabbi action)

Select Marble Action

- a. Select any marble from the Synagogue and place it on your board (inside one eye)
 - b. If selected
 - yellow/red/blue marble: move your student in matching district 1 step forward.
 - white marble: don't move any student
 - black marble: move 2 different students 1 step each
 - c. Perform the corresponding action at the current value
- # of marbles in each line before taking marble = value of action

Marble Actions

- You may decide the order of any upgrade and create / buy actions taken.

.Work

- Pay 1/3/5/8 Knowledge to activate 1/2/3/4 Golems
- Receive discount = action value
- Golems must be standing
- When you activate a Golem, lay it down and activate the effect of the neighborhood tile
- You may decide the order in which you activate your Golems. Complete the effect of each Neighborhood tile before activating the next one.
- You can't activate a Golem you've just created during the Work action.

.Golem

- Take # Clay = action value
- May upgrade one of your Golem Developments by paying its cost
- Spend 3 Clay to create one Golem
 - Place it on the 1st space of a district
 - Pay 3 additional Clay for each Golem already present in the same district.
 - Move your marker up 2 steps on your Golem track

.Artifacts

- Take # Coins = action value
- May upgrade one of your Artifact Developments by paying its cost
- Spend 3 Coins to buy one Gold piece

.Study

- Take # Knowledge = action value
- May upgrade one of your Study Developments by paying its cost
- May spend knowledge to buy one book card.
 - Cost of Book = sum of the cost at the bottom of the card and shown on the board
 - Move all remaining cards to the left
 - Deal new Book in rightmost position

.Mirror

- Pay 1 Coin to perform any of the other marble actions with the value of this Mirror action.
- May also pay 3 Coins to move your marker up the Study track by one space.

Rabbi Actions

- Each round you must place your Rabbi on 1 Action tile to carry out the action shown on the tile.
- Each tile may only have 1 Rabbi placed on it, except the last action printed on board, where Rabbis are placed from left to right
- The order of the Rabbis on the tiles will determine the turn order for the next round, from top to bottom (then left to right for the lowest action)
- Action tiles change each round

Passing

- On your turn you may pass instead of performing an action
 - Take the lowest # pass tile available

- After all players have performed their 3 actions or passed, the Passing phase begins
 - Remove one marble from the Synagogue and place it on the Pass tile
 - Put back the remaining marbles into the Synagogue
 - Players play as many turns as they need to complete their remaining actions following the Pass tiles order.
 - Players may pass a second time when it's their turn.
 - Should any player pass for a 2nd time, it will be necessary to start another and final Passing phase.

4) Turn Order

- Determine new turn order track based on the order of Rabbis on the Action tiles from top to bottom
- Lowest action is resolved left to right
- Return your Rabbis to your play area

5) Influence Characters

- In turn order, if your two action marbles correspond to the color combination depicted on the current Character, you influence the Character.
 - Pay Coins to take the specific bonus or
 - Take 3 Coins
- White marble count as any color and order of marbles does not matter
- Once all players have done this flip the Character card face down

6) Income and Development

- Receive the income from all hand icons:
 - Position of your Students on each of the 3 streets
 - Completed Artifacts on your board
 - Position of your marker on your Study track
 - Position of your marker on your Golem track
- After all players have collected their income, you may pay to upgrade one development of your choice paying its cost.

7) Golem Control

- For each Golem pay 1 Knowledge for each section the Golem is ahead of the student in the same district
- Count the section the Golem is in but not the section the Student is in.
- If you do not have enough Knowledge to control all of your Golems, spend all the Knowledge you have and lose 5 VP for each Golem that you cannot afford to fully control.

End of the Game and Final Scoring

- The game ends after the Golem control phase of round 4. Each player scores VPs as follows:
 - # Golems built (not initial ones) X # of red Menorahs
 - # Artifacts completed X # of yellow Menorahs
 - # columns of Book cards X # of blue Menorahs
 - As shown on upper 3 spaces of Study track
 - VPs from completed Objective cards
 - 1 VP for every 5 resources of any type

- If tied, the tied player whose Rabbi is placed in the uppermost Action space wins.

Killing a Golem

- Move it from a neighborhood to any unoccupied cemetery space
- Immediately move your marker 1 step down on your Golem track
- Receive the bonus indicated on your chosen cemetery space.
 - Certain spaces may not be available depending on your player count.
 - The rightmost cemetery space is considered unlimited but gives no bonus.

Artifacts

- 4 potential artifacts to build
- Place Gold pieces in cauldrons; when each of the icons in a cauldron are covered with a Gold piece you have completed that Artifact.
 - Immediately receive the benefits shown on the matching section of your Artifact tile.
 - You will receive these benefits again during each Income phase.
 - Your Artifacts may be upgraded using the Artifacts marble action or other game effects:
 - Take 1 of the Artifact Development tiles from your player board and place it on the corresponding space on your Artifact tile.
 - The lowest Development costs 8 Coins; flip it to show 3 yellow Menorahs.
 - Remaining Development tiles are double-sided; chose the side when you upgrade them.
 - Pay the # of Coins shown on the placed space
 - The 2 gold-colored Development tiles are used to activate an Artifact based on the shown condition, as well as in the Income phase.
 - The 3 grey Development tiles are used to increase the Artifact's effect when activated.

Book Cards

- Five colors (red, blue, green, yellow, or black)
 - Immediate bonus on lower half
 - Active bonus on upper half
 - Cost on the bottom
 - Colored Books paid with Knowledge
 - Black Books paid by moving a Student of your choice 1 step back
- Each column may only contain cards of the same color
 - No two columns may contain cards of the same color
 - Study track determines the # of Books you can have in a column (maximum is 5)
 - Black book may count as a Book of any color
 - Receive immediate bonus first, then

- Tuck the Book card into one of the columns above your player board.
- Receive all the active bonuses in that column from bottom to top (active Development tile, other Books, then the Book just placed).
- You may only buy a Book if you can legally tuck it into at least one of your columns.

Objective Cards

- Top part shows you what you need to do to complete the Objective
- If you meet this criterion you score the VP shown in the middle part of the card at the end of the game
- Bottom part shows a reminder of the additional VP you will earn for each different type of Objective you have completed.
- Two Objectives are considered to be of the same type if they show the same icon on the top part.