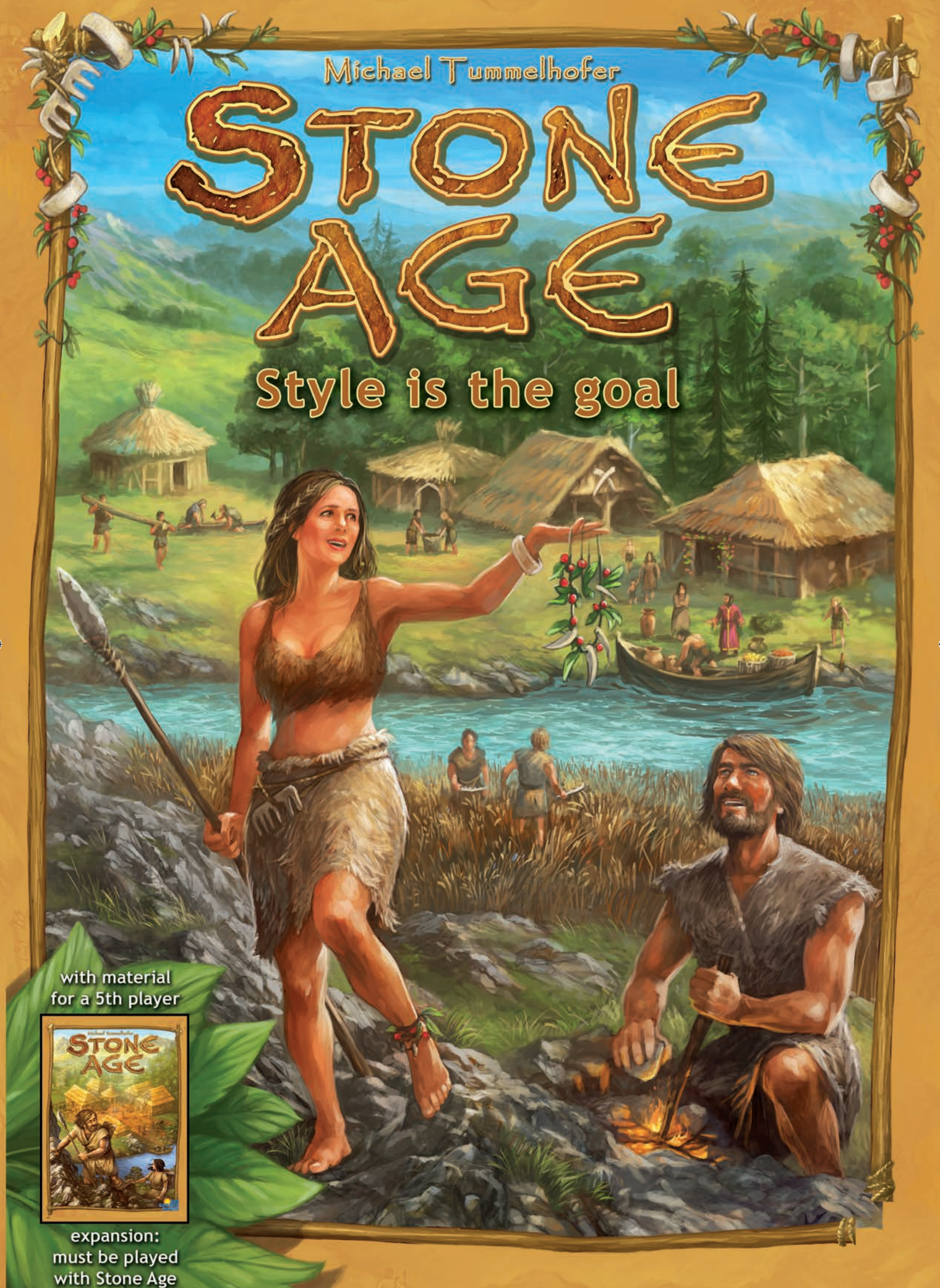




Michael Tummelhofer

# STONE AGE

Style is the goal



with material  
for a 5th player





expansion:  
must be played  
with Stone Age



# Preparation

# STO AG

### Contents:

- 1 game board
- 1 player board (for the 5th player)
- 10 wooden people (black)
- 3 black wooden cubes (2 large, 1 small)
- 4 small cubes in 4 colors
- 10 wooden teeth (decoration)
- 5 wooden rings (decoration)
- 9 new building tiles 
- 6 old expansion building tiles (see page 7)
- 9 new civilization cards 
- 5 100/200 point tiles

12. - 13. There are **no** changes from the basic game preparations.




11. Each player takes **1 player board**. On the player board, each player places **5 people** in his color, **12 food**, and **1 tooth decoration**.

10. Each player chooses a color and places **1 marker** in his color on each space 0 of the **scoring track** (upper left, large), the **food track** (lower left, small), and the **trader area** (to the right of the food track, small).

1. Please the **new game board** on top of the original game board as shown below,

2. Place the **deco teeth** and **5 rings** on the **hunting ground** of the food tiles.



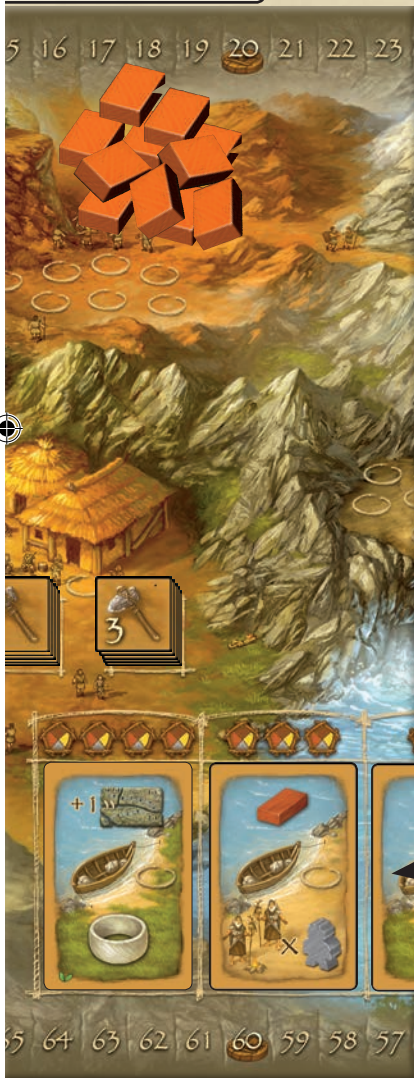
9. Shuffle the **9 new building tiles**  with the original building tile stacks of 7 tiles each. Place **1 stack for each player** next to the game board. **Turn over** the topmost **building tile** of each stack. See detailed information on the new building tiles and the old tiles on page 7.

# ONE AGE

2-5 players  
aged 13 +  
60-90 minutes

Decorations (10  
5 rings) on the  
boards along with  
tiles.

3. - 7. There are **no**  
changes from the basic  
game preparations..



Place the **100/200**  
**point tiles** near the  
game board. When a  
player passes 100 points,  
he takes a tile and turns  
it over when he passes  
200 points.



8. Shuffle the **9 new**  
**civilization cards** with the  
original civilization cards  
and place them as a supply  
next to the original game  
board. Next, draw the  
**top-most 5 cards** from  
the supply and place them  
face-up in **the 5 spaces**.  
This is done for any number  
of players.

ing tiles face-down. Create 5  
game board. Return unused  
t **building tile** in each  
e old expansion building

## Style is the goal

It took many moons of labor to establish our village.  
There was also a new generation to feed and train in  
our ways.

During these days, we built only practical huts as  
there was no time for decoration. We spent our  
time gathering the resources needed to build the  
our village and supply ourselves with food and other  
necessities.

But the times are finally changing! We are beginning  
to see value in decoration! At the beginning there  
was only the simple teeth of hunted animals, which  
we hung around our necks. Later, we found ways to  
create combs, rings, and bracelets.

Soon, other tribes discovered these decorations and  
trading between the tribes began. Trading brought  
traders who established businesses to manage the  
trade of goods.

Now it is up to you to use these new possibilities  
in combination with the traditions to make your  
village successful!



## What is the same? What is new?

### What is the same?



All rules for the basic game **remain unchanged!** Players familiar with Stone Age need only learn the rules for the expansion...

### What is new?

#### 5 player expansion

Players can now play with up to 5 players. To support the 5th player, the expansion includes a player board, people and markers for the 5th player, and extra resources. Stone Age - style is the goal- may also be played with fewer than 5 players. Rules for playing with 4, 3, or 2 players are on page 7.

#### Decorations!

There are now decorations in the land of Stone Age. There are teeth , which count for 1 decoration each, and rings , which count as 3 decorations each. The players can exchange 3 teeth for 1 ring or 1 ring for 3 teeth with the supply at any time.




*example 1: the player has 1 ring and 2 teeth on his player board. Thus, he has a total value of 5 decorations.*

The players will need decorations to acquire some of the new buildings and cards. Additionally, players can trade resources for decorations. The players can acquire decorations with the hunt and with the new place in the village, the trader.

*There is no limit to the decorations! If the decoration supply provided is exhausted, players can substitute with their own rings, chains, teeth, or other suitable items.*

1 tooth = 1  
decoration  
1 Ring = 3  
decorations

decoration = not a  
resource, and also  
scores no points at  
game end

**Decorations are not resources** and also **not food!** This means that decorations may not be used for the purchase of civilization cards or for building buildings unless the decoration symbol is present. Decorations are **not** included in the  symbol. Also, decorations **cannot** be used to **feed people** and score players **no points** at the end of the game.



#### the new game board

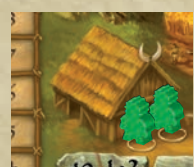
The new game board is placed on top of the original game board to add the new options offered by this expansion. The rules for this expansion are organized in the same order as the rules for the original game, so players can follow the changes for this expansion.

trader:  
2 people figures  
from one player  
together

#### 1. The players place their people on the game board.

**Trader** (the new place in the village)

As with the **hut** (see page 4 of the original rules), the players may **only place exactly 2 people figures belonging to the same player** on the **trader**.



*example: green places 2 people on the trader. No player may place people on the trader, as it is filled.*

## Hunt



The decorations supply is here along with the food. The players can still place as many people figures here as they would like (see page 4 of the basic rules).

**Hunt:**  
no people  
figure limit

## Civilization cards

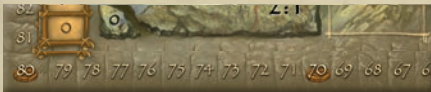


There is a new (5th) place for civilization cards. As in the original game, players may place **exactly 1 people figure** on each card (see page 5 of the original rules).

**Example:** *Red* places 1 figure on the 5th civilization card. Thus, this is now occupied. Players (the same player or other players) may still place figures on the other 4 civilization cards.

per card  
1 people figure

## Buildings



Players place the **5 stacks** (with 5 players) with the building tiles below the game board (beneath their location in the original game).

(So that the actual process of the game remains clear, we did not remove the civilization cards from the village on the board.)

The players can place **only 1 figure** on each

1 stack per player

place 1 figure  
per building

building (see page 5 of the original rules).

**2. The players use the actions of their placed people** (see page 5 of the original rules)



+



### • The trader

The player moves his marker on the trader track **2 spaces forward** (and takes back his 2 figures). He also immediately takes **2 decorations**.

(Each time the player moves his marker forward on the trader track, regardless of how far, he takes **2 decorations**.)

### • The trade

By advancing on the trader track, the player has the possibility of trading in the course of the game. As long as his marker is on **space 0** of the trader track, he may **not** trade.





**Trader:**  
Immediately takes  
2 decorations  
and improves his  
trading ability

The player may...

- ...trade if his marker has advanced at least to space 1 on the trader track.
- ...**only** trade if needed to acquire a civilization card or a building tile.
- ...trade decorations and resources of the player's choice.
- ...depending on the position of his marker on the trader track, the trade is **2 to 1**, **1 to 1**, or **1 to 2**.
- ...only trade if he did **not** place figures on the trader place this round.
- ...**only** trade **once** per round.

If the player's marker is on spaces 1-3, then the player can trade 2 for 1. That means, he may trade 2 decorations, 2 resources, or 1 decoration **and** 1 resource for **any 1 item** which he needs for a purchase.



An item can be either resources or decorations. resources are wood , brick , stone  and gold .

Trading rules

spaces 1-3:  
trade rate is  
2 for 1



**Example of a 2:1 trade:** Anna is the **blue** player. Her marker is on space 2 of the trader track. She wants to acquire this building tile. She has 3 decorations, and 1 stone in her supply and needs 1 stone to acquire the building. She trades 2 decorations and takes 1 stone. **Blue** (Anna) now has all the items she needs to acquire the building.

spaces 4-8:  
trade rate is  
1 for 1



If the player's marker is on spaces 4-8, then the player can trade 1 for 1. That means, he may trade 1 decoration or any 1 resource for **any 1 item** which he needs for a purchase.



**Example of a 1:1 trade:** Mark is the **yellow** player. His marker is on space 5 of the trader track. He wants to acquire this building. He has 2 wood and 1 brick in his supply and needs 1 gold to acquire the building tile. He trades 1 wood and takes 1 gold. **Yellow** (Mark) now has all the items he needs to acquire the building.

spaces 9-10:  
trade rate is  
1 for 2



If the player's marker is on spaces 9-10, then the player can trade 1 for 2. That means, he may trade 1 decoration or any 1 resource for **any 2 items** which he needs for a purchase.

*Special case: if the player takes more items than he needs to pay for the building or card, he does not keep the excess.*



**Example:** Natalie is the **green** player. Her marker is on space 10 of the trader track. She wants to acquire this card. She is short 2 resources to acquire the card. She trades 1 decoration and takes 2 bricks (she could have taken any 2 resources). **Green** (Natalie) now has all the items she needs to acquire the card.

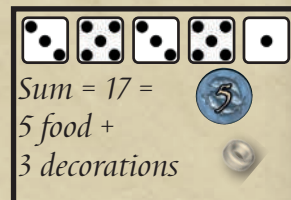
collect food and  
decorations from  
the hunt

### The hunt and the decorations



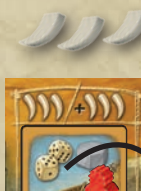
The players can now acquire decorations with the hunt. The player takes 1 die for each of his people figures on the hunt and rolls them all together and adds tools as in the original game. He then divides the sum **by 2** and takes a total number of **food and decorations** equal to this quotient (rounded down).

**Example:** the **green** player has 5 figures on the hunt. She rolls 5 dice and gets a total of 17 pips. She may now take a total of 8 food and/or decorations. She chooses to take 5 food and 3 decorations, placing them on her player board.



new space for  
1 civilization  
card

### Acquisition of civilization cards on the new space



If a player wants to acquire the civilization card on this space, then he must pay **3 decorations** (3 teeth or 1 ring). The player pays 3 decorations, takes back his figure from the card and puts the card on his player board. The player takes the item shown on the top immediately.



When a player buys a cards from this space, he **may** pay **3 additional** decorations to also take the top-most card from the face-down civilization supply. This card counts only for the final scoring. The player does not reveal the card to the other players until the end of the game and does **not** take the item shown at the top of the card.

**Important:** the player can pay to take the additional face-down civilization card only if he actually paid for and acquired the civilization card on this space by paying 3 decorations. The player can do this only once per round.

**Bonus card  
(only for game  
end scoring)  
with payment  
of additional 3  
decorations**

## Game end

The game ends, when, at the beginning of a round, the players cannot completely fill the spaces with civilization cards, or when 1 building stack is empty, as in the original game.

## New round and changes for 4, 3, or 2 players

As in the original game, the players move any remaining civilization cards to the right and fill any empty spaces with new cards from the civilization card supply. The card on the new 5th space of the new game board moves to the original game board.

**Changes for  
2-4 players**

With 4 players, players may only place their figures on 3 of the places among tool maker, hut, field and trader. The 4th place remains vacant.

With 3 or 2 players may only place their figures on 2 of the places among tool maker, hut, field and trader. The 3rd and 4th places remains vacant

The places that the players use or leave vacant are determined by the choices the players make as they place their figures.

All rules remain as described in the original game!

## The old expansion building tiles



The player immediately scores 3 victory points and takes 1 wood from the supply at the beginning of each phase 2 in each round.



The player immediately scores 4 victory points and takes 1 brick from the supply at the beginning of each phase 2 in each round.



The player immediately scores 5 victory points and takes 1 stone from the supply at the beginning of each phase 2 in each round.



The player immediately scores 5 victory points and takes 1 people figure of his color from the supply, placing it on his player board.



The player immediately scores 5 victory points and takes 1 tool, adding it to his supply of tools.



The player immediately scores 5 victory points and moves his marker 1 space upward on the food track.

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PO Box 1033, Placitas, NM 87043  
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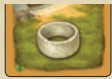
rule editing: Hanna & Alex Weiß  
and Todd Jensen

# Description of new civilization cards & building tiles

## the civilization cards

The original rules for the cards remain. There are some new cards, which are explained in the following paragraphs.

### Lower card part - the green and sand-colored background for the final scoring



Now there are 18 cards with a green background, and 2 with a new symbol.



Now there are 27 cards with sand-colored background, with 7 traders on 5 cards.

### Green background

The ring decoration is an additional cultural symbol like the original symbols. A player can now collect up to 9 different cultural symbols. If a player manages all 9 symbols, he scores 81 points in the final scoring.

### Sand-colored background

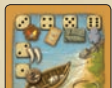
**Final scoring:** The number of traders is multiplied by the position of the player's marker on the trader track.



4 traders x position 7 on the trader track = 28 points.

### Upper card part - used during the game

The following cards are handled immediately, when acquired by a player:



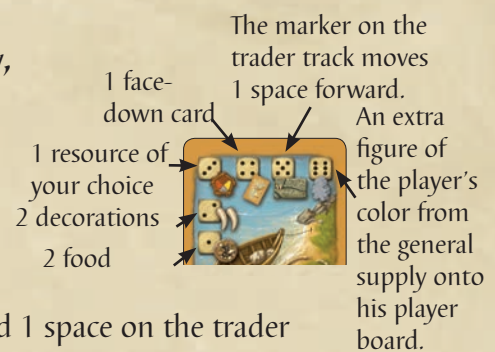
### Die table "with style" (4 cards)

These cards work just as the die table cards from the original game.



### Trader track (2 cards)

The player immediately moves his marker forward 1 space on the trader track and takes 2 decorations from the supply.



## The building tiles

The new building tiles are treated exactly the same as those from the original game.



- For this building, the player scores 4 victory points per decoration he spends. He can spend a maximum of 4 decorations.





- The player immediately draws the top-most civilization card from the face-down card supply. The upper card part of this civilization card has no effect.



- The player immediately rolls as many dice as there are players in the game. The effect is the same as with the die table "with style" (see above).



- In order to acquire these building tiles, a player, as in the original game, places one of his people figures on the large circle. 

If a player has one or more of these buildings at the beginning of a round, he may place people figures in phase 1 on each, as he chooses (see original rules, page 4). Each of these building tiles offers space for up to 3 of the player's people figures.  In phase 2, the player rolls dice for these figures as for the other figures. He takes wood or gold for this, depending on the card. Wood "costs" the player only 2 instead of 3, gold only 5 instead of 6 pips from the die. The player can improve this die roll with tools.



The player can place his figures on all other places as usual.