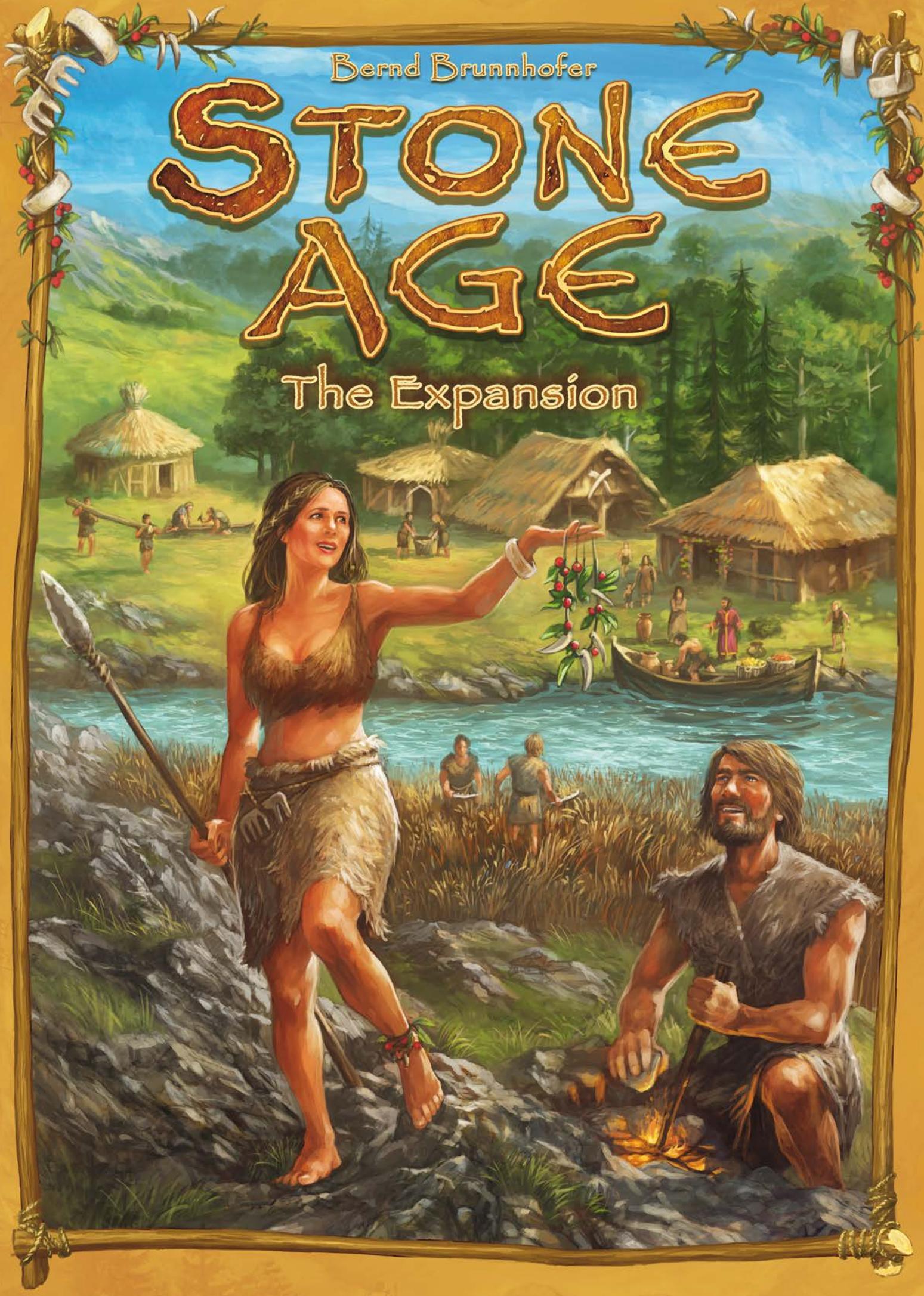


Bernd Brunnhofer

STONE AGE

The Expansion



Game setup

STO AC

Game Components:

- 1 expansion board
- 1 player board (for the 5th player)
- 10 black wooden figures
- 3 black wooden markers (2 small, 1 big)
- 4 small wooden markers in 4 colors
- 10 wooden teeth (jewelry)
- 5 wooden rings (jewelry)
- 9 new Building tiles 
- 6 Bonus Building tiles (see page 7)
- 9 new Civilization cards 
- 5 100/200 scoring tiles

12.-13. The game is otherwise set up according to the rules of the base game.



11. Each player takes 1 **player board**, on which he places 5 **wooden figures** in his color, 12 **food** and 1 **tooth** as his personal supply.

10. Each player chooses a color and places 1 **large marker** of his color on space 0 of the **scoring track** (top left), 1 **small marker** on space 0 of the **agriculture track** (bottom left) and 1 **small marker** on space 0 of the **merchant track** (to the right of the agriculture track).

1. The expansion board is placed on top of the original game board, as pictured below.

2. The wooden rings are placed on the hunting ground. Food tokens.



9. Shuffle the 9 new Building tiles  with the other Building tiles. Below the board, place as many piles as there are with less than 5 players, return the unused piles of Building tiles with the unused tiles. Flip the top **Building tile** of each pile being used **face up**. The bonus required to play the expansion (their optional use is explained on page 7).

ONE GE

2-5 players

Age 13+

60-90 min

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3.-7. Place the wood, clay, stone, gold, and tools as you would in the base game.



The **100/200 scoring** tiles are placed to the side within easy reach. Players may take and flip them to mark when their scores exceed 100 and 200 points.



8. The **9 new Civilization cards** are shuffled with the other Civilization cards and form a face-down draw pile. Starting with the rightmost space, the first 5 cards (regardless of the number of players) are revealed and placed on the 5 indicated spaces.

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page 7).

The Expansion

It has taken us many tedious suns and moons to build our humble village. We toiled endlessly to protect and feed our young. We constructed huts to shelter our families - some of them magnificent in their opulence, but most were simply practical. To do so, we gathered raw materials using blood, sweat, tears, and a little luck.

Yet, times... are changing. Our people began stringing the teeth of the animals we hunted into necklaces. Soon, we crafted rings, bracelets, and combs. It did not take long before word of these inventions spread to nearby tribes. As the adornments grew in popularity, merchants began to appear, setting up trading posts where they offer the latest fashions.

Now it is up to you to use these new possibilities, or the old ones (because retro is totally in these days), to build a village worth talking about...



What's the same? What's new?

What's the same?

All rules of the base game **remain in effect!** Players familiar with the rules of **Stone Age** will feel right at home.

What's new?

5 player expansion

You can now play with up to 5 players. Included in the expansion are a player board, figures, and scoring markers for a 5th player. Stone Age: The Expansion may, of course, be played with less than 5 players. The changes required for playing with 2-4 players are similar to those of the base game, and are found on page 7.

The jewelry!



1 Tooth = 1 Jewelry
1 Ring = 3 Jewelry

You may now obtain Stone Age jewelry, represented by teeth  (worth 1 jewelry each) and rings  (worth 3 jewelry each). Teeth and rings can be freely exchanged with the supply in order to make change.



Example 1: *Blue* has 1 ring and 2 teeth on his player board. Altogether, he owns a value of 5 jewelry.

By spending jewelry, players can acquire new buildings and cards. Jewelry can be traded for resources (and vice versa) using the benefits gained from the merchant track. The players acquire jewelry at the hunting grounds and at the merchant, a new building in the village.

The supply of jewelry is unlimited! Should the supply of jewelry included with the expansion be exhausted, players can substitute their own rings, chains, and teeth, as they please.

Jewelry does **not** count as a **resource** or **food!**

Jewelry is not a resource, and is worth no points at the end of the game.

This means that jewelry:

- May only be spent where jewelry icons are found. 
- May not be used as a resource when fulfilling the wild resource symbol.
- May not be used to feed a person.
- Is worth no points at the end of the game.

The new game expansion board



But wait! What's this? There's something on the game board! It's a bevy of exciting, new possibilities. The changes this new board brings to the base game are detailed as follows:

Merchant:
2 figures

1. The players take turns placing their figures on the game board

Merchant (the new location in the village)



As with the **hut** (see page 4 of the base game rules), in order to visit the **merchant**, a player must place **exactly 2 of their figures** to occupy the 2 merchant spots.

Example: *Green* places 2 figures at the merchant. The merchant may not be visited by any other players this round.

Hunting grounds



This is where you'll find both the food and jewelry supplies. A player may place as many of their figures here as they would like (see page 4 of the base game rules).

Hunting Grounds:
unlimited

Civilization cards



A new (fifth) spot for Civilization cards is available. As with the other four spots for Civilization cards, the Civilization card placed here can **only accept one figure** (see page 5 of the base game rules).

Example: *Red* places 1 figure on the 5th Civilization card. No further figures may be placed here. The other 4 Civilization cards are still available to be occupied by the same player or other players.

1 figure per card

Building tiles



The building piles (equal in number to players) are now placed below the board, as there is no longer room for them on the game board itself.

**1 pile per person,
1 figure per building**



(The village and Civilization cards have not been separated to ensure that similar elements stay grouped together.)

Each building can **only accept one figure** (see page 5 of the base game rules).

2. The players take the actions associated with their figures

(see page 5 of the base game rules)

Merchant



• The merchant

The player returns his two figures to his player board and moves his marker 2 **spaces forward** on the **merchant track**. He gains 2 **jewelry**.

Merchant: Move forward on the merchant track and take 2 jewelry

(Every time a player moves forward on the merchant track, he takes exactly 2 jewelry, regardless of how many spaces forward he moved).

• Trading

By advancing his marker on the merchant track, a player gains and improves his ability to trade. A player **may not** trade while his marker remains on **space 0** of the merchant track.

Trading rules

A player may:

- Trade only once his marker has moved off of space 0 of the merchant track.
- Only trade in order to acquire a Civilization card or Building tile.
- Trade the resources and jewelry of their choice.
- Improve his trading ability by advancing on the merchant track, allowing for **2 to 1**, **1 to 1**, and even **1 to 2** trades.
- Trade even if he did not place two figures at the merchant this round.
- Important: A player may only trade once per round.

Merchant spaces 1-3: 2 to 1 trade ratio

When a player's marker occupies **spaces 1-3** of the merchant track, he is allowed to



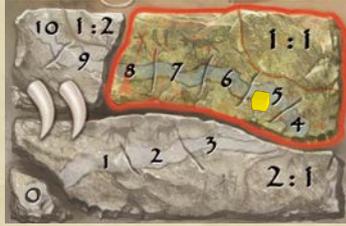
make trades at a value of **2 to 1**. This means that he may trade 2 **jewelry**, 2 **resources** or 1 **jewelry and 1 resource** for **any 1 item** that is required for a purchase.

The item received in trade can be jewelry , wood , clay , stone , or gold .



Example of a 2 to 1 trade: **Blue's** marker is on space 2 of the merchant track. He wishes to build the building on the left. He has 3 jewelry , 1 clay  and 1 stone  in his supply. He is currently short 1 stone . He trades away 2 jewelry  and receives 1 stone  in return. **Blue** now spends the necessary resources to acquire the building.

Merchant spaces 4-8: 1 to 1 trade ratio



When a player's marker occupies **spaces 4-8** of the merchant track, he is allowed to make trades at a value of **1 to 1**. This means that he may trade **1 jewelry** or **1 resource** for **any 1 item** that is required for a purchase.



Example of a 1 to 1 trade: **Yellow's** marker is on space 5 of the merchant track. She wishes to purchase the building on the left. She has 2 wood  and 1 clay  in her supply. She is currently short 1 gold . She trades away 1 wood  and receives 1 gold  in return. **Yellow** now spends the necessary resources to acquire the building.

Merchant spaces 9 and 10: 1 to 2 trade ratio



When a player's marker occupies **space 9 or 10** of the merchant track, he is allowed to make trades at a value of **1 to 2**. This means that he may trade **1 jewelry** or **1 resource** for **any 2 items** that are required for a purchase.

Exception: If a player receives more items in trade than are required for a purchase, the excess is discarded.



Example of a 1 to 2 trade: **Green's** marker is on space 10 of the Merchant track. She wishes to purchase the Civilization card on the left. She has 1 jewelry in her supply. She is currently short 2 resources. She trades away 1 jewelry and receives 2 resources of her choice in return. **Green** now spends the necessary resources to acquire the Civilization card.

Food and jewelry are acquired at the hunting grounds



The Hunting grounds and jewelry

In addition to collecting food at the hunting grounds, the players can also collect jewelry. A player rolls a number of dice equal to the number of his figures at the hunting ground. For every 2 'pips' (the dots on a die face) rolled, a player may take **either 1 food or 1 jewelry**. (Alternatively: sum of rolled dice divided by two, rounded down.)

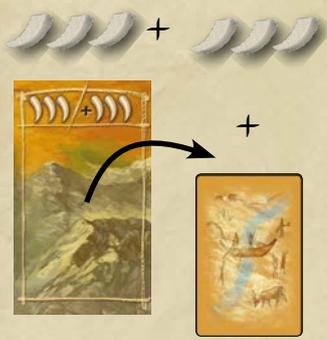
Example: **Green** player has 5 figures at the hunting grounds. She rolls 5 dice for a sum of 17 pips. As a result, she may take any combination of 8 food and/or jewelry. She decides to take 5 food and 3 jewelry.



New space for 5th Civilization card



In order to acquire the Civilization card from this space, a player must spend **3 jewelry** (3 teeth or 1 ring). The player returns these jewelry to the supply, takes back his figure and places the card on his player board. The player immediately receives the bonus depicted at the top of the card.



Immediately after purchasing a Civilization card from the 5th space for 3 jewelry, a player may choose to spend an **additional 3 jewelry** to purchase the **top card of the face down draw pile**. This card will only count towards final scoring. In other words, the player will not receive the bonus pictured at the top of the card (see page 8).

Receive a bonus card (for final scoring only) by paying an extra 3 jewelry

Important: A player may only choose to purchase the top card of the face down draw pile immediately after having spent 3 jewelry to purchase the Civilization card from the 5th space. To clarify, this bonus may only be used once per round.

Game end

The game ends when, at the beginning of a round, there are not enough Civilization cards to replenish the 5 Civilization card spaces, or 1 or more building piles are empty.

New round and changes for 4, 3 or 2 players

As in the base game, Civilization cards that were not purchased in the previous round are moved to the right and the vacant spaces are filled with new cards from the deck. In this way, the card on the 5th space will move off the expansion board onto the original game board.

With **4 players**, only 3 of the village areas (tool maker, hut, field, merchant) may be occupied in a single round. Once 3 of the village areas have been occupied, the 4th must remain vacant.

Changes for 2-4 players

With **2 or 3 players**, only 2 of the village areas may be occupied in a single round. Once 2 of the village areas have been occupied, the remaining 2 must remain vacant. The areas that the players occupy determine which of those must remain vacant. This will change from round to round based on the players' decisions. All other rules remain the same.

Extra Building tiles

If you wish to play with the following bonus buildings, a slight change to step 9 of the set up is required. Before creating a pile of 7 buildings for each player, shuffle the bonus buildings along with the base game and expansion buildings. All unused buildings are returned to the box without looking at them.

Bonus building tiles
Create a pile of 7 buildings for each player, as normal

«Upon purchase»: The player receives this bonus once, when first acquiring the building.



At the beginning of each turn, receive 1 wood.
Upon purchase: 3 points.



At the beginning of each turn, receive 1 clay.
Upon purchase: 4 points.



At the beginning of each turn, receive 1 stone.
Upon purchase: 5 points.



Upon purchase: 5 points and 1 additional figure.



Upon purchase: 5 points and 1 additional tool.



Upon purchase: 5 points and advance your marker 1 space forward on the agriculture track.

Overview of the new Civilization cards and Building tiles

The Civilization cards

The existing rules regarding cards remain unchanged. However, there are several new cards that require explanation.

Card bottoms - the green and sand-colored background for final scoring



There are now 18 cards with a green background, 2 of which have a new symbol.

Green background

The ring symbol is a new culture symbol that can be freely combined with the old culture symbols during final scoring. A player can now collect as many as 9 different culture symbols. Should a player manage to do so, he is awarded $9 \times 9 = 81$ points during final scoring.

Sand-colored background

The number of merchants on a player's collected Civilization cards is multiplied by his position on the merchant track.



There are now 27 cards with a sand-colored background, 5 of which feature one or more (of 8) traders.

 4 merchants x space 7 on the merchant track = 28 points

Card tops - using during the game

The effects of the following cards are executed immediately when acquired by a player:

Dice roll "with style" (4 cards)

These cards behave in the same way as those found in the base game.



 Advance your marker 1 space on the merchant track
1 face down card
Gain an additional figure from the supply
1 resource of your choice
2 jewelry
2 food

Merchant track (2 cards)

The player advances his marker 1 space on the merchant track and takes 2 jewelry into his supply.



The Building tiles

The new Building tiles are used the same way as the old Building tiles.



- For each jewelry used to pay for this building, the player is awarded 4 points. A maximum of 4 jewelry can be used to pay for this building.



- The player immediately draws the top card of the face-down Civilization card deck. The player does not receive the bonus at the top of the card.



- The player immediately rolls a number of dice equal to the number of players. The effect of the tile is identical to that of a dice roll card.



- In order to acquire these buildings, a player must place 1 figure, as usual, on the large circle: 



If a player has one or more of these buildings at the beginning of a round, that player may place figures there during phase 1, when figures are normally placed (see page 4 of the base game rules). Each of these buildings features 3 smaller circles on which figures may be placed. During phase 2, when players perform actions with their figures (see page 5 of the base game rules), a player will roll a die for each figure placed on the tile, just like they would at any other resource collection location. These buildings, however, offer a better return than the standard locations. Wood "costs" 2 pips instead of 3, and gold "costs" 5 pips instead of 6. As with all other resource collection, a player can improve his roll by the use of tools.



The player is still permitted to place at all other locations, as usual.