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STONE AGE

Anniversary

2–4 Players

Ages 10 and up

60–90 Minutes

Components and Setup

This edition of **Stone Age** includes a game board, player boards, and buildings with **winter** and **summer** illustrations. The setup shown below uses the winter sides of these components.

Players can play the normal game with either the winter or summer sides, and a special winter variant is also included *(see page 11 for more information about the winter variant).*

12 The youngest player takes the **first player token** and will be the starting player for the first round.

11 Place the remaining **five figures** of each color, the **seven dice**, and the **dice cup** next to the game board to form the general supply.

10 Each player chooses a color, takes the figures of that color, and does the following:

a Place one figure on the **0 space of the scoring track.**

b Place one figure on the **0 space of the agriculture track.**
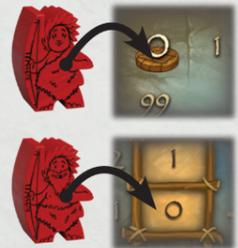
Take a **player board** and place it in front of you. Take 12 food from the hunting grounds and **five figures** and place them on your board.

The Player Board

Spaces for tools.

Summary of food and resources, with their production and point values.

Space for civilization cards and summary of points scored during final scoring.

Spaces for buildings.

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1 Place the game board in the middle of the table.

2 Separate the **63 food tiles** by type and place them in stacks on the hunting grounds.

3 Place the **30 wood resources** on the forest.

4 Place the **20 clay resources** on the clay pit.

5 Place the **15 stone resources** on the quarry

6 Place the **15 gold resources** on the river.

7 Separate the **24 tools** by value (1/2 and 3/4). Place these in two piles on the corresponding spaces of the toolmaker's hut.

8

9 Shuffle the **28 building tiles** and divide them into four stacks of seven buildings each. Then place **one random stack per player** on the game board. Return the unused stacks to the game box.

Note: *When playing with Igloos, place the four igloos next to the game board.*

8 Shuffle the **36 civilization cards** and place them in a facedown deck next to the game board. Then, draw the top four civilization cards and place them **faceup** on the civilization card spaces on the game board, filling them from left to right.

Note: *When playing with Wild Animals, shuffle the four wild animals into the deck after drawing the starting cards.*

Introduction

The Stone Age was a time of many challenges. Agriculture was beginning to take root, useful resources were being mined and logged, and simple huts started to replace caves. Trading picked up momentum, and advances in civilization changed the way early humans lived. However, well-honed skills like hunting and gathering were still necessary to feed the growing tribes when crops alone were not enough.

Your task is now to master all of these challenges. There are many paths to the future of humanity, but one tribe will rise above the rest as the great trailblazers of the Stone Age. What legacy will your tribe create for their descendants?

This edition of **Stone Age** was developed to celebrate the game's **10ᵗʰ Anniversary**. As noted in the game setup, this edition features two versions: **Winter** and **Summer**.

You can play the base game using either the winter or summer components without any changes to the rules. The "**Harsh Winter**" variant on page 11 has optional rules for facing the **Stone Age** in winter.

There are also two mini-expansions, "**Wild Animals**" and "**Igloos**," which can be added to the base game individually or together. The rules for the mini-expansions are on pages 11 and 12.

Game Rounds

Stone Age is played in rounds, with each round consisting of three phases:

1. Place figures on the game board

2. Take the actions figures are assigned to

3. Feed the tribe

1. Place figures on the game board

Beginning with the starting player and proceeding clockwise, players take turns placing figures on the board. On your turn, you must place **one or more figures** from your player board on the circles of a **single location** on the game board. Players continue taking turns placing figures until all players have placed all of their available figures.

Note: You must always place at least one figure, as long as you still have figures on your board. You cannot pass until you have no figures remaining or you cannot place any more figures..

Circles in Locations

The number of circles in a location ⬭ indicates how many figures can be placed on that location before it is full (except for the hunting grounds, which has no circles and can have an unlimited number of figures). If a location is full, no more figures can be placed on it. *The number of circles in each location is indicated in parentheses on page 5.*

> **Important:** *After you have placed figures on a location, you cannot place any more figures on that location later in the current round, even if there is still space for them.*

The Locations

HUNTING GROUNDS

THE VILLAGE: TOOLMAKER'S HUT, FAMILY HUT, AND FIELDS

BUILDINGS

RESOURCES: WOOD, CLAY, STONE, AND GOLD

CIVILIZATION CARDS

TOOLMAKER'S HUT *(1 circle)*

You must place **exactly one figure** here.

Example: You place one figure on the toolmaker's hut, occupying the only circle. The location is now full.

FAMILY HUT *(2 circles)*

You must place **exactly two figures** here. These two figures must be placed at the same time.

Example: You place two figures on the family hut, occupying both circles. The location is now full.

FIELDS/CORRAL *(1 circle)*

(In the winter version, this location is the corral instead of the fields. For simplicity's sake, it is referred to as the fields throughout.) You must place **exactly one figure** here.

Example: You place one figure on the fields, occupying the only circle. The location is now full.

HUNTING GROUNDS *(unlimited)*

The hunting grounds is the only location without individual circles. You can place **as many figures as you wish**, but you still cannot place more figures later in the round. **Multiple players** can use the hunting grounds in a single round.

Example: You place four figures on the hunting grounds. Green places two figures on the hunting grounds during a later turn. The location is never full.

RESOURCE LOCATIONS *(seven circles each)*

There are four resource locations: forest (wood), clay pit (clay), quarry (stone), and river (gold). These are all separate locations, and each can have **up to seven figures** on it. Each of these locations can be used by multiple players in the same round.

Example: You place two figures on the forest. Blue places five figures on the forest. The location is now full.

CIVILIZATION CARDS *(one circle per card)*

You must place **exactly one figure** on a civilization card. Each card is a separate location, so you cannot place figures on more than one card during a single turn. On future turns in the same round, you or other players can place figures on other, unoccupied cards. You can place figures on civilization cards in any order.

Example: You place one figure on a civilization card. That card is now full.

BUILDINGS *(one circle per building)*

You must place **exactly one figure** on a building. Each building is a separate location, so you cannot place figures on more than one building during a single turn. On future turns in the same round, you or other players can place figures on other, unoccupied buildings. You can place figures on buildings in any order.

Example: You place one figure on a building. That building is now full.
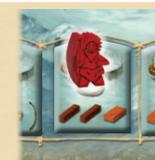
Phase 1 Example Turns:

You place one figure on a civilization card.

Blue places five figures on the hunting grounds.

Green places two figures on the family hut.

Yellow places one figure on a building.

2. Take the actions figures are assigned to

Beginning with the starting player and proceeding clockwise, each player takes the actions on **all of the locations** their figures are placed on, one location at a time.

You can resolve the locations in any order. After you have finished carrying out the action for a location, **return your figures from that location to your player board.** Thus, all of your figures will be back on your player board at the end of your turn.

Location Actions

Toolmaker's Hut

The toolmaker's hut allows you to take **one tool**. You will keep this tool for the rest of the game. Tools can help you with your die rolls (you roll dice when hunting or attempting to produce resources, as well as resolving certain civilization cards; see page 7, as well as the summary sheet).

Example: **You** take your first tool of the game.

If you don't have any tools…

Take a **1-value tool** from the game board and add it to your player board, with the **1-side** up.

If you have at least one tool…

For your second or third tool, take another 1-value tool and add it to an empty space on your player board.

For your fourth through sixth tools, flip one of your 1-value tools over to the 2-value side.
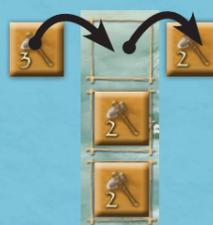
For your seventh through ninth tools, replace one of your 2-value tools with a 3-value tool from the game board. From your tenth tool on, flip one of your 3-value tools over to the 4-value side each time.

You cannot have more than three tools (with a maximum total value of 12).

Family Hut

The family hut increases the size of your tribe by **one figure**. Take one figure of your color from the general supply and place it on your player board. You will have one more figure to place during all future rounds.

Example: **You** return two figures from the family hut and take one red figure from the general supply. You place all three figures on your player board.
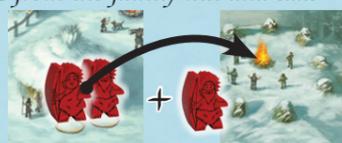
Fields

The fields improve your agriculture. Move your figure on the agriculture track **up one space**.

Hunting Grounds

The hunting grounds produces food for your tribe. Roll **one die for each figure** you placed on the hunting grounds. You can modify your die results with as many tools as you wish (see the Toolmaker's Hut, page 6). **Add up the total and divide it by two** (rounded down). You produce that much food and place it on your player board.

You need food to feed your tribe (see "Feed the tribe," page 8). There is no limit to the amount of food you can have on your player board.

Example: **You** roll five dice (five figures) and get a total of 14. You receive seven food (14 divided by 2).

Resource Locations—Forest, Clay Pit, Quarry, and River

You produce the four resources at these locations: wood at the forest, clay at the clay pit, stone at the quarry, and gold at the river.

Roll **one die for each figure** you placed on the location. Resources are produced similarly to food production when hunting, although the amount produced is calculated differently.

Forest: Produce **wood** equal to the total divided by **three**.

Clay Pit: Produce **clay** equal to the total divided by **four**.

Quarry: Produce **stone** equal to the total divided by **five**.

River: Produce **gold** equal to the total divided by **six**.

All totals are rounded down. Place the resources you produce on your player board. There is no limit to the amount of each resource you can have on your player board. If the supply of a resource runs out, use a suitable replacement.

Example: **You** roll three dice (three figures) and get a total of ten. You produce three wood (10 divided by 3).
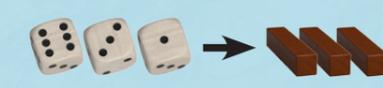
Example: **You** roll two dice (two figures) and get a total of five. Five divided by six rounds down to zero, so you don't produce any gold.

What can you use tools for?

You can:
- Use a tool after rolling the dice to add the value of that tool to a die roll when **hunting**, **producing resources**, and on **certain civilization cards**.
- Use each tool only **once per round**.
- Use multiple tools on a **single die roll**.

You must use each tool **entirely**. You cannot "save" a portion of a tool's value for a later die roll. To indicate that you have used a tool this round, rotate it 90° (remember to rotate it back at the beginning of the next round, to indicate that it can be used again).

Hunting example: **You** roll two dice (two figures) and get a total of five. You use a 1- and a 2-value tool. This gives you a total of eight, and you produce four food from the hunting grounds.

Resources example: **You** roll two dice (two figures) and get a total of eight. You use two 2-value tools. This gives you a total of 12 and you produce three clay.

Civilization Cards

Each civilization card space on the board has a cost in resources printed above it. This symbol ( ) means spend **one resource of your choice**. The card in the first (rightmost) space costs one resource, the card in the second space costs two resources, etc. To take a card, you must spend that amount of resources, returning them to the game board. You can spend **any combination** of resources to take a civilization card.

Note: Food is **not a resource!**

Place the cards you take on the civilization card space on your player board. You can look at your civilization cards at any time.

The effects of the different civilization cards are listed on the summary sheet.

If you cannot or do not want to take a civilization card, return your figure to your player board. The card will remain on the board for the next round.

*Example: **You** want to buy this civilization card. You spend two wood and add the card to your player board.*

BUILDINGS

Each building has a cost in resources printed on it. To take a building, you must spend the matching resources, returning them to the game board. You then score points equal to that building's point value. Move your figure on the score track up that many spaces.

Points
Cost

The point values of the different buildings are detailed in the summary sheet.

If you cannot or do not want to take a building, return your figure to your player board. The building will remain on the board for the next round.

Place any buildings you take on the building spaces on your player board. Your player board has five spaces for buildings, but there is no limit to the number of buildings you can take.

After you take a building, the next building in the stack is revealed and will be available next round. If the last building from a stack is taken, the game will end at the end of the round (*see End of the Game, page 9*).

*Example: **You** want to take this building. You return one clay and two stone to the game board. You return your figure to your player board, move your figure on the score track up 14 spaces, then place the building on one of the building spaces on your game board.*
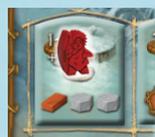
3. Feed the tribe

After all figures have been returned to the player boards, each player must feed their tribe. Your tribe consists of all the figures on your player board. **Each figure requires one food.**

AGRICULTURE TRACK
First, take food from the hunting grounds equal to the position of your figure on the agriculture track.

Then, spend **one food for each figure** on your player board. After you have done this, your tribe has been fed.

IF YOU DO NOT HAVE ENOUGH FOOD
If you do not have enough food to feed all of your figures, then you must first spend **all** the food you have.

Then, you may spend **one resource of your choice** for each food you are still short. In other words, each resource you spend replaces **one food**. If you spend enough resources, your tribe has been fed.

Starvation
If you do not have enough food and cannot or choose not to spend resources to feed your tribe, you spend all the food you have and **lose ten points**. Move your figure on the score track down ten spaces. You can end up with negative points this way.

You lose exactly ten points no matter how many of your figures starve. As long as one figure was not fed with food or resources, you lose the points.

After all players have resolved feeding or starvation, the round ends.

Next Round

- The starting player passes the first player token to the player on their left. That player is the starting player for the next round.
- Slide any remaining **civilization cards** to the right as far to the right as you can. Draw new civilization cards to fill any empty spaces.
- Rotate any tools you used to indicate that they can be used again.
- Start a new round with **Phase 1** as described on page 4.

Example: In the previous round, the second and third cards were taken. Leave the first card, and shift the fourth card over to the right, then fill the empty spaces with new cards.
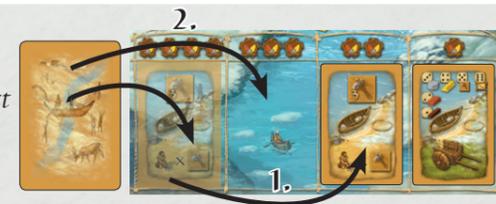
Game End

There are **two ways** the game can end:

1. **The deck of civilization cards runs out:** If you **cannot add enough civilization cards** to the board to fill each space, **the game ends immediately**. Do not play another round; instead, proceed to final scoring.

2. **At least one stack of buildings is empty:** Finish the current round, including **feeding your tribe**. Then, proceed to final scoring.

Final Scoring and Determining the Winner

You score points for your civilization cards and resources during final scoring.

Each resource (🪵, 🧱, ⬛, 🟡) you have on your player board during final scoring is worth **1 point**. Move your figure on the score track up one space for each resource you have.

CIVILIZATION CARDS WITH GRASS BACKGROUNDS

There are 16 civilization cards with grass backgrounds, depicting **eight different culture symbols** (medicine, art, music, writing, sundial, pottery, transport, and weaving). Each culture symbol appears on two cards.

Medicine *Art* *Music* *Writing* *Sundial* *Pottery* *Transport* *Weaving*

You score points based on how many different culture symbols you collected. Count how many different symbols you have and multiply the result by itself. Move your figure on the score track up that many points.

Any duplicates you have form a new set that is multiplied by itself.

*Example: **You** have a total of six civilization cards with culture symbols on them. Five are different from each other. You score (5 x 5 =) 25 points for these, moving your figure up 25 spaces. You have one duplicate symbol, which scores you (1 x 1 =) 1 point. If you had a second duplicate symbol, you would score four points.*

CIVILIZATION CARDS WITH SAND BACKGROUNDS

There are 20 civilization cards with sand backgrounds, depicting **four different professions** (farmer, builder, shaman, and toolmaker). Each profession appears on five cards. On each of these civilization cards, there are one or more icons of the four professions. Each profession has a corresponding game element (agriculture track, building, figure, or tool), which is also depicted on the card and shown in the example on the right.

For each profession, count up the number of icons of that profession you have. Then, multiply that number by your value in the corresponding game element. Move your figure on the score track up that many spaces.

Farmer × Position on agriculture track

Builder × Number of buildings

Shaman × Number of figures

Toolmaker × Total tool values
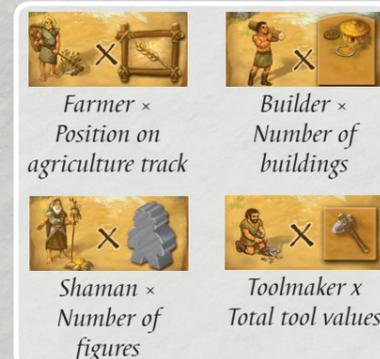
Example: *You* have a total of five **farmers** and multiply this value by your **position on the agriculture track** (seven). You score (5 x 7 =) 35 points.

Example: *You* have a total of six **builders** and multiply this value by the **number of buildings** you have (six). You score (6 x 6 =) 36 points.

Example: *You* have a total of three **toolmakers** and multiply this value by your **total tool value** (three). You score (3 x 3 =) 9 points.
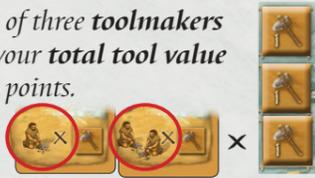
Example: *You* have a total of three **shamans** and multiply this value by **your total figures** (six). You score (3 x 6 =) 18 points.

Winner

The player with the most points after final scoring is the winner.

Breaking a Tie

If two or more players are tied, the tied players add their agriculture track and tool values with their total number of figures. Whoever has the highest total wins.

If there is still a tie, the tied players share the victory.

Changes for Games with 2 or 3 Players

The game is played as normal, with the following changes:

3 Players

- **Only two village locations** (toolmaker's hut, family hut, or fields) can by occupied **each round**. After two village locations are occupied, players cannot place figures on the third location.
- **Only two different players** can place figures on each resource location (forest, clay pit, quarry, or river) **each round**. For example, after two of your opponents have placed figures on the forest, you cannot place any of your figures there this round.

2 Players

- **Only two village locations** (toolmaker's hut, family hut, or fields) can by occupied **each round**. After two village locations are occupied, players cannot place figures on the third location.
- **Only one player** can place figures on each resource location (forest, clay pit, quarry, or river) **each round**. For example, if your opponent has placed figures on the forest, you cannot place any of your figures there this round.

Strategy Tips

- Don't ignore civilization cards! In addition to the immediate benefits (food, resources, etc.), they are extremely valuable at the end of the game. Additional figures, increased agricultural production, and tools are valuable, since you will reap the benefits for the rest of the game. But a civilization card that costs only one resource is almost always worth it.
- Collect civilization cards with an eye on final scoring. Professions that don't correspond to your strategy may not be as valuable as those that do. *For example, if you've decided to try and play the game with as many figures in your tribe as possible, then you will also want to feed them. If your strategy works out, then you will have many figures and probably a high agriculture track value at the end of the game. For civilization cards, this means that you should collect cards with shamans (bonus for figures) and farmers (bonus for agriculture track value) on them. There are similar combinations for other strategies.*
- Don't be afraid of blocking other players' access to 'cheaper' resources so that they are forced to buy cards with more valuable resources.
- Plan your turn carefully. Think about the order in which you carry out actions. *For example, if you have a figure on a one-use tool civilization card (see summary sheet page 2), then you may want to buy that card before you roll for your figures on the quarry.*
- If you are worried about the game ending too soon, consider blocking a building by placing a figure on a building in a dwindling stack. You are not required to take the building, and not doing so may guarantee another round.

Variant: Harsh Winter

Insulated Buildings

The winter sides of buildings with specific resource requirements (*see summary sheet, page 2*) show a "+🪨" symbol. When you take one of these buildings, you can optionally spend **one additional stone** from your player board. If you do so, you score an additional **five points**.

Example: *You* take this building. You spend 1 wood 🪵, 1 clay 🧱, and 1 gold 🪙, scoring 13 points. You also spend 1 stone 🪨 to insulate the building, scoring an additional five points, for a total of (13 + 5 =) 18.

Trading Gold

When you take a civilization card, you can optionally spend **one gold** 🪙. If you do so, you immediately score an additional **six points**. It does not matter which space the card comes from.

Example: *You* take this civilization card. You spend 2 wood 🪵🪵. You also spend 1 gold 🪙. You take the card and score six points.

Mini-Expansion: Wild Animals

During setup, shuffle the civilization cards and add four to the game board as normal (see page 3). Then, shuffle the **four wild animals** (polar bear, wild boar, wolf, raptor) into the remaining civilization cards. (There will never be a wild animal in play during the first round).

A wild animal is revealed

When you reveal a wild animal while drawing new civilization cards (see page 9), place it next to the game board so that all players can see it (not on the spaces for civilization cards). Then continue drawing new civilization cards until there are four available for the next round. The wild animal now threatens the tribes.

Example: *You* reveal a wild animal and place it next to the game board. You then draw up to four available cards as normal.

If a wild animal is in play, it will remain in play across multiple rounds unless it is driven off.

Each wild animal in play reduces the total of all players' die rolls. If you take an action that requires rolling dice and produces a single total (hunting, resources, some civilization cards), you must **subtract** the animal's value from the resulting total. There are wild animals with values of -1, -2, and -3. Then you produce your food, resources, etc. based on the new, lower total.

Example: *You* roll three dice (three figures) for hunting and roll a total of nine. Since this wild animal is in play, you reduce the total by two. The new total is seven, and you produce three food.

Driving off a wild animal

To drive off a wild animal, the players must collectively place a number of figures equal to the number of players on the animal's card. *For example, in a 4-player game, four figures must be placed, while in a 3-player game, three figures must be placed.*

Changes in Gameplay

1. Place figures on the game board

On your turn, you can place **one of your figures** to help drive off the wild animal. Place the figure on one of the circles on the wild animal card, in the same way you would place a figure on a location.

Important: Unlike other locations, you can place more figures on the wild animal card on later turns.

When it is your turn again, if the wild animal card still has empty circles, you can place additional figures on the animal's card, one each per turn.

2. Take the actions figures are assigned to

Resolve game board actions, returning figures to your player board as normal. Leave any figures on wild animal cards, as these are resolved at the end of the phase.

After all players have completed all of their normal actions, check to see if the necessary number of figures have been placed on the wild animal's card (equal to the number of players). If the necessary number of figures has been placed, then the animal is driven off and all players who placed figures on the animal's card receive a reward.

If the necessary number of figures have not been placed, then that animal has not been driven off. The animal remains on the table, and all figures on that animal's card **remain there**.

Reward for driving off a wild animal

Each player takes and rolls dice equal to the number of figures they placed on the wild animal's card. For each die result, take the reward indicated on the wild animal's card. You can always choose to claim a reward as if you had rolled a "1" (three points).

Note: You cannot use tools to add to these die results.

After all players take their rewards, return the wild animal to the game box.

3 points   3 food   1 resource of your choice   1 tool   1 figure   +1 on the agriculture track

Example: The wild animal has been driven off. **You** *placed two figures and rolled* 🎲🎲. *You take three food* 🥩 *and one tool* ⛏. **Blue** *placed one figure and rolled* 🎲. *She scores three points* 🏅. **Green** *placed one figure and rolled* 🎲. *He takes one resource of his choice* 🟠. **Yellow** *did not place any figures and does not receive a reward. The wild animal is then returned to the game box.*

3. Feed the tribe

If a wild animal remains on the table into the next round, you **do not** need to feed any figures remaining on the wild animal's card.

DRAWING A SECOND WILD ANIMAL

If you reveal a another wild animal while drawing civilization cards, and a previous animal has not been driven off yet, place the newly-drawn wild animal beneath the existing one. The first wild animal must be driven off first, then the second wild animal will become active during the next round.

There can only ever be **one wild animal active** at a time. The negative value from a wild animal can never be more than three.

Mini-Expansion: Igloos

During **setup**, place the **four igloos** next to the game board.

Treat igloos as if they were buildings with specific resource requirements (*see summary sheet, page 2*). Each igloo has space for **exactly one figure**. If you placed a figure on an igloo, then when taking actions, you can spend the indicated resources, returning them to the board, to take that igloo and score points equal to the points value.

GAME END AND FINAL SCORING

The end of the game is **not** triggered by the igloos running out.

Igloos **do not** count towards your building total when calculating points from builders on sand-background civilization cards (*see pages 9 and 10, and summary sheet, page 2*).