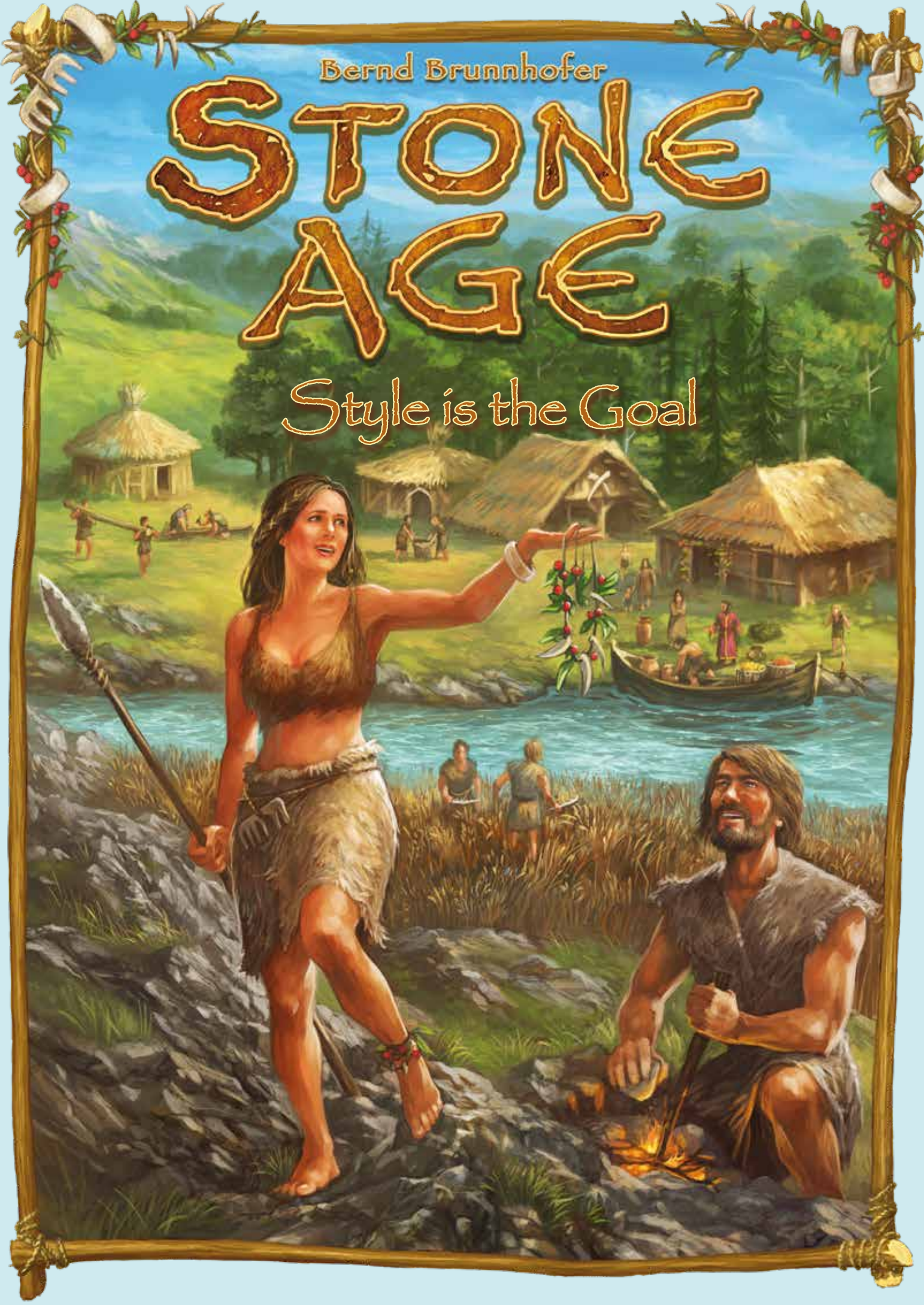


Bernd Brunnhofer

STONE AGE

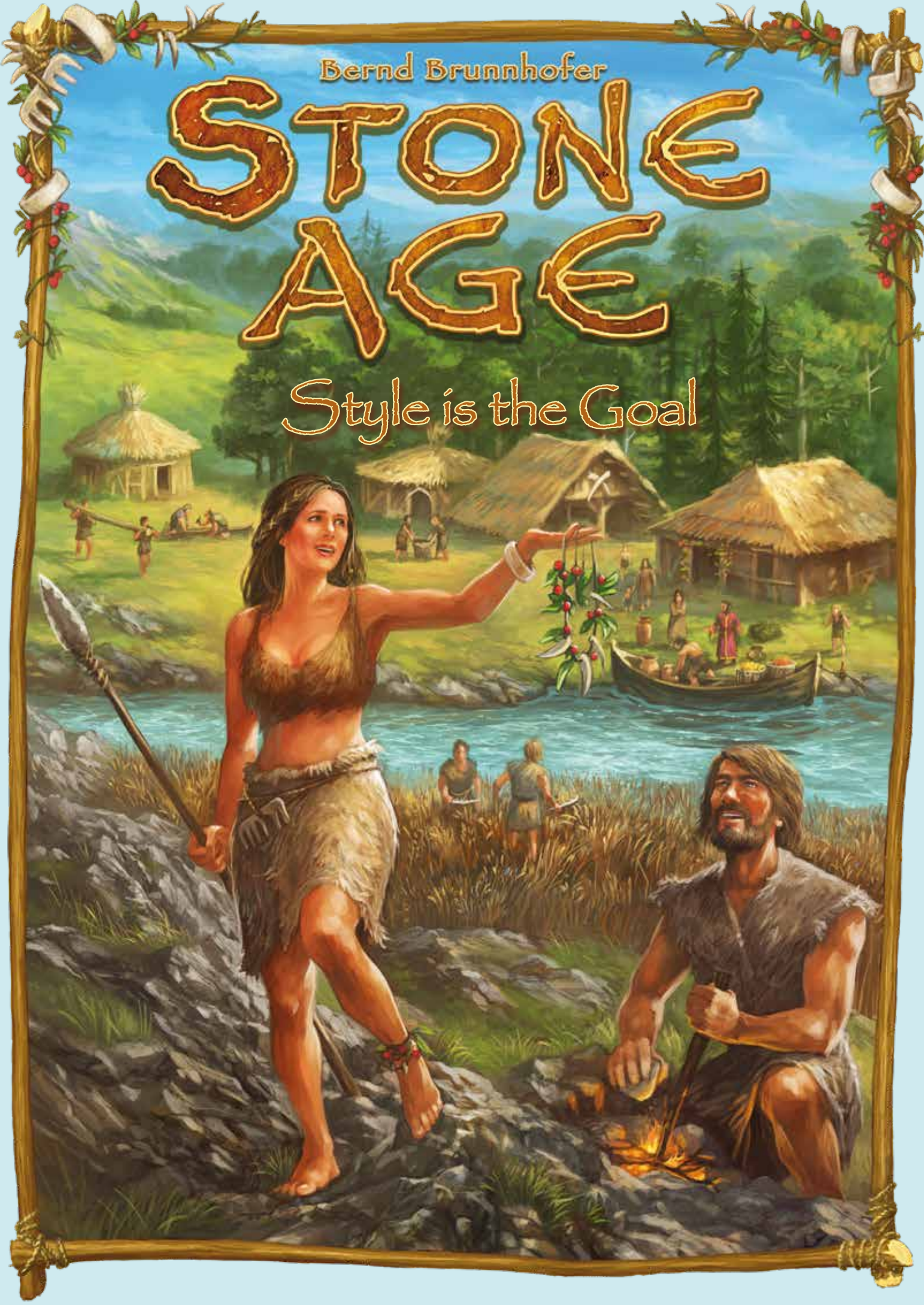
Style is the Goal



Bernd Brunnhofer




STONE AGE

Style is the Goal





Components and Setup

COMPONENTS

- 33 wooden resources (6×wood, 3×clay, 3×stone, 6×gold and 15×jewelry)
- 17 wooden figures
- 9 tool tiles
- 9 new building tiles 
- 6 bonus building tiles 
- 5 100/200-point markers
- 9 new civilization cards 
- 1 expansion board
- 1 5th player board




1 Place the **expansion board** on top of the base game board in the bottom-right corner, as shown.

2 Place the **15 jewelry resources** (15 **teeth**  and 5 **rings** ) on the hunting grounds with the food tiles.

3-6 Place the other resources as normal in the base game.

11-12 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. The youngest player takes the first player marker and will be the starting player for the first round.


10 Each player chooses a color and:

- a** Places one figure on the **0 space of the scoring track**. 
- b** Places one figure on the **0 space of the agriculture track**. 
- c** Places one figure on the **0 space of the merchant track**. 



Take a player board, food, and figures, as in the base game. In addition, take **one tooth**, and place it on your player board.



9 Shuffle the **nine new building tiles** (with this symbol  in the bottom-left corner) in with the base game building tiles and divide them into five stacks of seven building each, as in the base game, and place one random stack per player **next to the game board**, instead of on

STONE AGE

Requires
Stone Age
to play



Place the 100/200-point markers near the board. Players will use these markers to track their score if it exceeds 100 or 200.



Style is the Goal

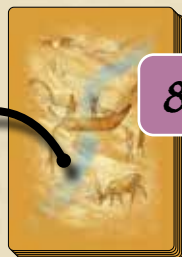
From humble beginnings, your tribe has reached heights unimaginable to their forbears. Hunting and farming, tool crafting and hut building, have all become second nature for your hardy, industrious people.

Now, a new era dawns. The old struggle for food and shelter still continues, but now your people can turn their efforts to other fields as well, crafting beautiful adornments for themselves and mastering the subtle art of bargaining and negotiation as trade between once-isolated villages becomes commonplace. Can you master the challenges of this new age and lead your people into a time of prosperity and plenty?

Stone Age: Style is the Goal is an expansion for *Stone Age*. The *Stone Age* base game is required to play.

Place the tool tokens on the corresponding spaces on the toolmaker's hut.

7



8 Shuffle the **nine new civilization cards** in with the base game cards. Place **five cards** on the board, one on each of the five card spaces (including the new space on the expansion board).




the board. Return the unused stacks to the game box. The **six new bonus building tiles** (with this symbol in the bottom-left corner) can be optionally added to the game as well (see page 7). When playing with bonus buildings, shuffle them in with the other building tiles.




New Expansion Components

Stone Age: Style is the Goal follows all the rules of the base game, except where otherwise noted. New components and new rules are detailed below.

5TH PLAYER

 You can now play with up to five players. This expansion includes a player board, figures, and scoring markers for a fifth player. You can still use this expansion with fewer than five players, following the rules on page 7 for playing with 2-4 players.


JEWELRY

 You can now obtain primitive jewelry, represented by **teeth**  (worth **one jewelry each**) and **rings**  (worth **three jewelry each**). Teeth and rings can be freely exchanged with the supply on the hunting grounds to make change.

You can produce jewelry at the hunting grounds and at the merchant, a new location in the village. You can spend jewelry to acquire new buildings and cards. Jewelry can be exchanged for resources (and vice versa) using the merchant track (see page 5). The supply of jewelry is unlimited; if the wooden pieces run out, use a suitable substitute.

Example: You have one ring and two teeth on your player board. You have a total of five jewelry.



Important: Jewelry is not a resource or food! This means that you cannot use jewelry to purchase civilization cards or building tiles with the "any resource" symbol (). You can only use jewelry for objects that show the jewelry symbol. You cannot use jewelry to feed your people, and jewelry is worth 0 points during final scoring.



EXPANSION BOARD

The expansion board is placed on top of the game board, covering the bottom-left corner of the board, as shown. The expansion board shows a new location in the village, the merchant, as well as the merchant track and a new space for civilization cards.

1. Place figures on the game board

THE VILLAGE

There is a new location in the village, **the merchant**.



MERCHANT (2 circles)

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

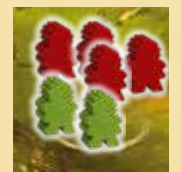
Example: You place two figures on the merchant, occupying both circles. The location is now full.



HUNTING GROUNDS (unlimited)

In addition to food, place the jewelry on the hunting grounds as well. As in the base game, you can place as many figures as you wish on the hunting grounds.

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.





CIVILIZATION CARDS

(one circle per card)

A new fifth space for civilization cards is available. As with the other civilization card spaces, only one figure can be placed on a civilization card in the new space.

Example: You place one figure on a civilization card. That card is now full. You and other players can still place figures on the other four civilization cards.



BUILDINGS (one circle per building)



The building piles (a number of piles equal to the number of players) are now placed next to the board, instead of on it.

2. Take the actions figures are assigned to

MERCHANT



• The Merchant

The merchant produces jewelry for you, and improves your trading. Move your figure on the merchant track **up two spaces** and **take two jewelry**.

Important: You always take two jewelry from the merchant, regardless of the number of spaces your figure moved.

• Trading

By advancing your marker on the merchant track, you gain and improve the ability to trade.

Once per turn, while taking a civilization card or building, you can trade to exchange your jewelry and resources for different resources or jewelry from the supply, at an exchange rate determined by your figure's location on the merchant track. Return the resources and jewelry you traded to the supply. **You cannot trade while your marker is on space 0 of the merchant track.**

Example: You want to take this building tile. You have one wood, one clay, and one jewelry.



Your figure is on space 4 of the merchant track, so you can exchange jewelry and resources at a rate of one for one. You trade your one jewelry for one gold from the river. You can now take this building for one wood, one clay, and one gold.

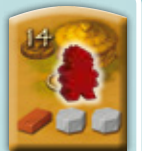
You can trade only to acquire the resources or jewelry you need to take a civilization card or building. You can trade even if you did not place figures on the merchant this round.



While your figure is on spaces 1-3 of the merchant track, you can trade at a rate of two for one. Thus, you can trade

two jewelry, two resources, or one jewelry and one resource for any one item that is required to take a civilization card or building (jewelry, wood, clay, stone, or gold).

Example of a two for one trade: Your figure is on space 2 of the merchant track. You want to take the building shown. You have three jewelry, one clay, and one stone. Thus, you need one more stone.



Trade: You trade two jewelry for one stone. You then spend that stone, in addition to the clay and existing stone in your supply, to take the building.



While your figure is on spaces 4-8, you can trade at a rate of one for one. Thus, you can trade one jewelry or one resource for any one item that is required to take a civilization card or building (jewelry, wood, clay, stone, or gold).



While your figure is on spaces 9 or 10, you can trade at a rate of one for two. Thus, you can trade one jewelry or one resource for any two items that are required to take a civilization card or building (jewelry, wood, clay, stone, or gold).

Note: If you gain more jewelry or resources in a trade than you need to take a civilization card or building, the excess is discarded.



The Hunting Grounds and Jewelry

You can gain jewelry from the hunting grounds, in addition to food. Roll one die for each figure you placed on the hunting grounds.

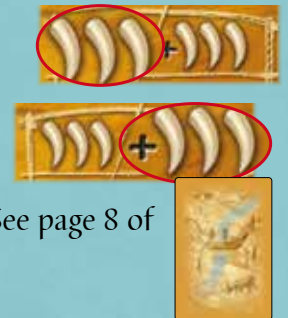
Add up your total and divide it by two. You produce **that much food and/or jewelry total, in any combination.**



Taking Civilization Cards From The New Space.

To take a civilization card from the new space on the expansion board, you must spend **three jewelry** (three teeth or one ring).

Immediately after taking a civilization card from this space, you can **optionally spend an additional three jewelry** to take the top card of the civilization card deck and add it to your civilization cards facedown. The upper section of the facedown card is ignored, but the lower section will count towards final scoring. See page 8 of this rulebook for the rules for the new civilization cards in this expansion.



Example of a one for one trade: Your figure is on **space 5** merchant track. You want to take the building shown. You have two wood and one clay. Thus, you need one stone.



Trade: You trade one wood for one stone, then spend the resources to take the building.

Example of a one for two trade: Your figure is on **space 10** of the merchant track. You need any two resources to take this civilization card.



Trade: You trade one jewelry for two wood, then spend the resources to take the civilization card.

Example: You roll five dice (five figures) and get a total of 17. You can take a total of eight food and/or jewelry. You choose to take five food and three jewelry.



Important: You can spend additional jewelry to take an additional card only when taking a card from the space on the expansion board, not from the other civilization card spaces.

Game End

The end of the game occurs exactly as it does in the base game (see page 9 of the base game rulebook).

Next Round

As in the base game, civilization cards slide as far to the right as they can before refilling the civilization card spaces. The civilization card on the expansion board card space will thus move onto the base game board.

Example: The cards in the second and third spaces were taken this round. The first, fourth and fifth cards remain. The cards all slide to the right, then two new cards are drawn from the deck to replace them.



Changes for Games with 2, 3, or 4 Players

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

4 PLAYERS

Only three village locations (tool maker, family hut, fields, or merchant) can be occupied **each round**. After three village locations are occupied, players cannot place figures on the fourth location.

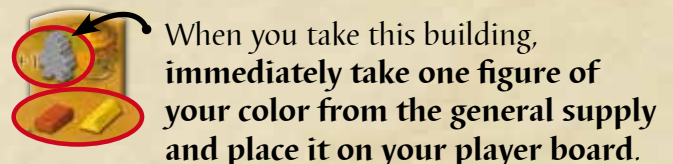
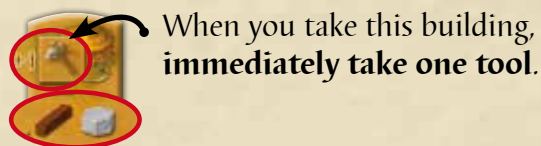
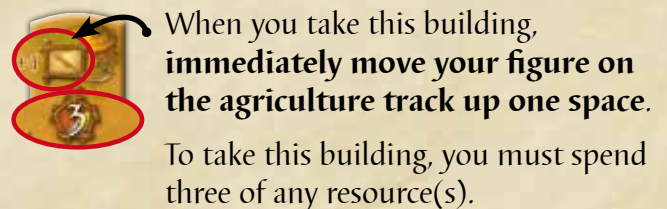
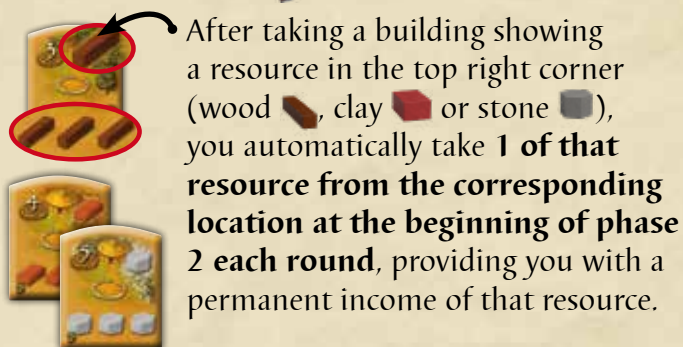
3 OR 2 PLAYERS

Only two village locations (tool maker, family hut, fields, or merchant) can be occupied **each round**. After two village locations are occupied, players cannot place figures on the third or fourth locations.

Overview

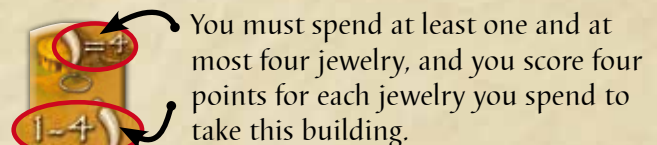
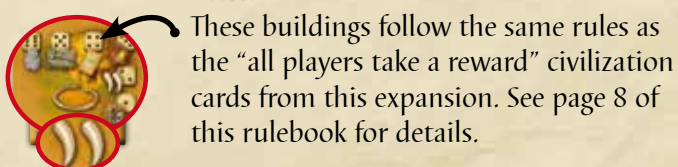
The New Bonus Buildings

The bonus building tiles  follow all the rules for buildings



The New Buildings

The new buildings  follow all the rules for buildings.





These three buildings all follow the same rules. To take one, place one figure on the large circle, as normal when taking a building.

If you have one or more of these buildings at the beginning of the round, **you can place figures on the small circles on those buildings during Phase 1**. Each of these buildings has three smaller circles that you can place figures on during Phase 1, as if they were locations on the game board. During Phase 2, when you take the actions figures are assigned to, **you roll one die for each figure on the building**, just like figures on any other resource location. These buildings produce resources more easily than the resource locations on the game board: you produce wood equal to your die total **divided by two** (instead of three), or gold equal to your die total **divided by five** (instead of six), as shown on the card.

You can use tools to improve your roll on these locations as normal, and you can place figures on other locations of your choice in addition to or instead of these buildings.



You immediately take the top card of the civilization card deck facedown. The upper section of the facedown card is ignored, but the lower section will count towards final scoring. See page 8 of this rulebook for the rules for the new civilization cards in this expansion.

The New Civilization Cards

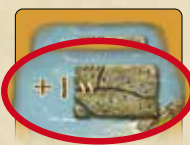
These cards follow all the rules for civilization cards.

UPPER SECTION — Immediate and Single-Use Effects

IMMEDIATE EFFECTS



All Players take a reward (4 cards)
These cards follow the same rules as the cards from the base game, but have different rewards.



Merchant track (2 cards)
Move your figure on the merchant track up one space and take two jewelry.

1 facedown card
1 resource of your choice
2 jewelry
2 food
+1 on the merchant track
Take a figure of your color from the supply.

LOWER SECTION — Final Scoring



Civilization Cards with Grass Backgrounds (2 cards with new symbols)

The ring symbol is a new culture symbol that can be freely combined with the base game culture symbols during final scoring. You can now collect up to nine different culture symbols in a single set, for which you would score ($9 \times 9 =$) 81 points.



Civilization Cards with Sand Backgrounds (5 cards with new profession icons)

The trader is a new profession appearing on cards from this expansion. Count up the number of trader icons you have on your civilization cards, multiply the result by your position on the merchant track, and score that many points.

Example: You have a total of four traders and multiply this value by your **position on the merchant track** (7). You score ($4 \times 7 =$) 28 points.

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