



How to Play Teaching Guides:

#6 Stone Age

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #6 of The How to Play Podcast available at www.howtoplaypodcast.com

1 The Hook - What the Game is About

"Ooga Booga, Ooga Booga, Welcome to Stone Age. You are the leader of a tribe of primitive people at the dawn of mankind. Your goal is to develop some semblance of civilization by using your tribe members to acquire resources and then spending those resources to gain victory points either through building huts or buying civilization cards.

This is a worker placement game we will take turns placing one or more of your five workers in one of the available spots on the board, you may use one or more of your people to get one of the five resources, or to use those resources to score victory points by building a building tile or through buying civilization cards.

At the end of the game the person who plays their workers the most efficiently to score the most points through hut tiles and civilization cards will be the winner!"

2 The Meat - How to Play the Game

⦿ The Structure of the Turn

1. Place Workers - players take turns placing a worker or workers into the white circles to select ONE of the actions on the board
2. Resolve Workers - In turn order players resolve the actions of ALL of their workers in any order they wish.
3. Feed Tribe - All players must pay one food for each worker
4. Change Start Player - Start Player token passes to the left and play continues with the Start Player placing workers.

◎ **The Four Options for Worker Placement**

1. Gather Resources

1.1 Five different areas - One for each resource

1.2 In these areas you can play more than one worker

1.3 How to collect Resources

1.3.1 Each worker in an area you play lets you roll one die

1.3.2 Roll all dice, total and divide by the “Collecting Number”

1.4 What resources are used for

1.4.1 You need 1 food at end of round for each worker

1.4.2 Building resources buy civ cards and buildings huts for VP's

2. Three Special Huts

2.1 Farming Hut - Increases farms by 1 - Food needs are reduced by 1 for each farm, every turn. (Very strong early in the game!)

2.2 Love Hut - Needs two workers, gives you one more worker

2.3 Tool Making Hut - Give you tools which can add to die rolls

3. Build Building Huts to score VP's

3.1 Pay the resources shown and get the tile and VP's

3.2 Harder the resources are to collect the more VP's they are worth

3.3 Flexible buildings

3.3.1 1-7 of any type

3.3.2 # of a certain # of types

4. Buying Civilization Cards for VP's and special abilities

4.1 Cost of the Civilization Cards 1-4 of any building resources

4.2 When bought they slide to the right making them cheaper

4.3 Immediate Bonus on top of card

4.3.1 Examples of Bonuses including, “Caveman Christmas”

4.4 Scoring Bonus on bottom of card

4.4.1 Culture cards - Score exponentially for different types

4.4.2 Leader cards - Score for # of farms, workers, tools, etc.

● **Review Turn and End of Game Scoring**

1. Review Turn -
 - 1.1 Place Workers
 - 1.2 Resolve Workers
 - 1.3 Feed Workers - Go over consequences for Starvation
 - 1.4 Move Start Player
2. End of Game triggers
 - 2.1 One pile of building huts empties
 - 2.2 Cannot refill to four civilization cards
3. End of Game Scoring
 - 3.1 Add points from Civilization Cards to points scored from huts
 - 3.2 One point per leftover building resource
 - 3.3 Most points wins!

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The Hamster - How to Win the Game

1. Prioritize based on the stage of the game
 - 1.1 Three huts early, civ cards in mid game, buildings in late game
2. Pay attention to when game is ending, dont get stuck with resources
3. Wood is important to buy civilization cards, it's cheaper
4. Beware of the love hut, too many people without farms is trouble
5. Starvation is a possible strategy (though only for evil people)
6. Importance of Specialization: especially in something other players aren't interested in! tools, people, farms, huts, etc.
7. Good luck and have fun!

Credits:

Game Design: Michael Tummelhofer

Game Publisher: Rio Grande Games

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Teaching outline based upon How to Play Podcast Episode #6

Podcast Website: www.howtoplaypodcast.com Email: howtoplaypodcast@msn.com

Discussion Forum: <http://www.boardgamegeek.com/guild/746>

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