Stone Age

Players	2 – 4	Length	60 min.

Set-up	• Place the game board in the centre of the table. • Place the food tokens and resources in their designated areas. • Separate the tools by number and place them in 2 stacks next to the tool maker. • Shuffle the civilization cards and place face down next to the board. Draw the top 4 cards and place them on the 4 card spaces. • Shuffle the building huts and place 7 buildings in each stack, with as many stacks as there are players in the game. Turn over the top-most building tile on each stack. • Each player takes one player board and places 12 food in the supply area. • Each player chooses a colour, placing 5 workers on their player board, the large marker on "0" of the scoring track and the small marker on "0" of the food track. • Start player is determined randomly and takes the starting player marker.

Rules	Each round is divided into 3 phases, which are executed in order.
	Phase 1 – Placing workers – Each player, in clockwise order from start player, must place 1 or more workers in one location, continuing until all workers are placed.
	• One worker can be placed for each ring shown in the location.
	• A player may not add people to a place he already has them.
	Phase 2 – Resolve workers – In clockwise order from start player, each player resolves all their workers, in any order, returning workers as they are being resolved.
	    Resources - roll 1 die for each placed worker, add pips and tools used then
	                      divide by the resource value shown on the player board.
	    Cards - pay number of resources shown above the card.
	                     - resolve the top of the card then place face-down on player board.
	    Building Huts - pay the resources shown on the building and claim the points
	                     - variable cost huts: values equal the resource value (player board)
	                     - the next building is turned over immediately after one is bought.
	Phase 3 – Feed people - each player receives food based on food track position
	                           - each player then pays one food per worker.
	If insufficient food: must pay all food available then chooses to pay the remainder in resources or lose exactly 10 points.
	End of Round - Civilization cards shift right then are replenished from the deck.
	                - The start player token rotates clockwise and the next round begins.

Game End	Game ends when either of the following conditions are met:
	    - there are not enough cards to fill the display, the game ends immediately.
	    - at least 1 building stack is empty, the game ends at the end of the current round.
	Final scoring - civilization cards, artifacts and multipliers.

Winner	Winner is the player with the most points as shown on the victory point track. 1st tie-breaker: the player with highest total of food production, tools and people.
Notes	• Each tool can be used only once per round to add the value to any die roll while hunting or gathering resources. A tool must be completely used with each action. • Resources are not limited, use any replacement token if supply is exhausted. • Resources and food must be kept on the player board for all players to see. If 2 or 3 players - only 2 of the tool maker, breeding hut and field can be occupied. - only 1/2 players may place on resource spaces if 2/3 players.