

Stone Age - solo variant

Goal of the Game

Survive! As long as possible! You have to take care of all 4 tribes (4 colors), otherwise you will lose the game. Victory points are irrelevant in this solo-variant and thus cannot be collected during the game.

The solo-variant is played without any expansions.

The setup and rules of the base game apply, except for the following adjustments

Setup

Civilization Cards:

Place one civilization card faceup on **each** of the spaces with 1 and 2 resource costs. Those two cards can be bought as usual.

Place another civilization card faceup on the space, with 4 resource costs, this time however, **covering the resource costs**. This card **cannot** be bought during the game, instead it increases the food having to be paid at the end of a round.

See: "3. Feed your tribe"



The 3rd space, will be remain empty during the game.

Player board:

1 Do not choose a color as usual, but instead take **2 figures of each color** and put them on your board. Hence, at the beginning of the game you will have 8 figures on your player board.

Also, take **20 food**.



Buildings:

2 Look for the 3 building tiles with resource costs 1-7 and place them onto your player board. Shuffle all remaining buildings and form 2 piles of 7 building tiles each and place them on the 2 respective spaces on the game board. All remaining buildings are put back into the box.



Figures:

3 Place one figure of each color on space 1 of the scoring track.

Next, create a general supply of **5 figures** of each color next to the player board. All remaining figures are put back into the box.

As opposed to the base game, the figures on the scoring track do not represent victory points, but the **initiative** of each color.

See "2. Take actions"



Scoring Track:

4 Place a **1-food token** on space 15 of the scoring track.

The food token represents the **exhaustion limit** of your tribes. Once the token reaches space 0 (or less), **you immediately lose the game**.

Agriculture Track:

5 Place a **1-food token** on space 15 of the agriculture track.

As in the base game, this token represents the size of your field.

Gameplay

As in the base game, each round consists of **3 phases**, however these phases are slightly different in this solo-variant.

1. Placing figures on the board.

A Choose one of your 4 colors and place **all figures of this color** on the game board (at the beginning of the game 2 figures, later maybe more).

You may place the figures **on different locations**.

The restrictions of all locations remain the same as in the base game with 4 players. This means, that different colors may be placed on the same location and that only the number of figures per location is limited. However, as always, an unlimited number of figures can be placed on the hunting grounds.

B After having placed all figures of a color, roll 1 dice **per figure**. Move the marker of this color up to the respective space on the scoring track. The figure on the scoring track represents the **initiative of the respective color**. You always have to use all figures of a color; they must not remain on your player board.

Place all figures of each of the 4 colors acting upon this principle.



Example: **A** You use both of the 2 **red** figures. One for the “hunt”, the other in the “forest”.

B Next, roll 2 dice. The sum of $6+3 = 9$ is marked using the figure on the scoring track.

2. Taking actions.

A Start taking actions with the color which has the **least** initiative. It does not matter in which order you take the actions of the respective color. In case several colors do have the same initiative, you may decide, which of them starts.

B The color which has the **highest** initiative, must not take actions. Here, too you may decide which color may take actions in case of a tie, and which **not**.

Actions:

Buildings – You have to pay the depicted resources - just like in the base game. You **do not** receive any victory points, however the tile is placed on your player board.



Civilization Cards - Also here you do not receive any victory points. As usual, you receive immediate gains such as resources and food. In the case of the dice roll cards, you roll 2 dice and pick one of them (usually the highest). Civilization cards with a **green** background give you **2 extra food**.



Civilization cards with a **sand** background increase your exhaustion limit by **1 each** and hence give you a little more time - only once and only after having bought the card.



If a card **does not** have another effect (e.g. single-use tools), you can **discard** them afterwards.

After having taken the actions with all **3 colors**, put the figures of the color which has not taken any actions back onto your player board. Lastly, place **all** figures on the scoring track back on space 0.



+2 

Example:

You take back the green figure and take the card. Next, you roll a 3 (stone) and a 1 (wood). You decide to take the **stone**.

As the card has a **green** background, you receive 2 food for your supply. Eventually, you discard the card.

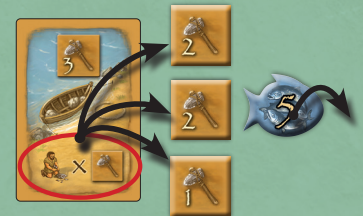
3. Feeding your tribe.

Start by taking food from the supply, as usual. The food token on the agriculture track indicates how much food you receive.

Next you **must** spend **1 food per figure** on your player board.

In addition to that, you have to spend **additional food**. The civilization card on the space with 4 resource costs indicates the amount of food having to be spent. For this only the "type" the card is relevant, you can ignore the number of figures depicted.

- **green card**: You have to pay 4 additional food.
- **shaman**: Pay 1 additional food for each figure of the color with the most figures.
- **builder**: Pay 1 additional food for each facedown building next to your player board.
- **farmer**: Pay additional food according to your position on the agriculture track.
- **tool maker**: Pay additional food, according to the sum of all your tool tiles (regardless if they have been used or not).



As usual, you may pay with resources if you do not have enough food. If you still would have to pay food after having done so, reduce your **exhaustion** limit by the missing number of food tokens.

Besides that, you **must** always discard **1 building tile** from your player board. If you are not able to do so, reduce your **exhaustion limit** by 3.



End of the Round

Discard the remaining civilization cards by sliding them to the right. New cards are revealed to fill the empty spaces with resource costs 1 and 2, starting from the right as always. Just like during the initial setup, another civilization card is placed faceup on the space with 4 resource costs to increase the food having to be paid at the end of a round.

End of the Game

Once your exhaustion marker reaches 0 the game ends immediately and you lose the game. If you **run out of civilization cards** to reveal, you **immediately win** the game.

Levels of Difficulty

Wait, what – you're still not tired of playing? Try the following levels to increase the difficulty.

Level 1 (basic): Start with 20 food and an exhaustion limit of 15.

Level 2 (cold night): Start with 20 food, an exhaustion limit of 20. Discard 2 building tiles at the end of each round.

Level 3 (huge tribe): Start with 25 food, an exhaustion limit of 10 and 3 figures per color. At the end of each round, pay 2 food per figure.

Level 4 (eternal winter): Start with 20 food and an exhaustion limit of 10. Each round only 1 civilization card is placed on positions 2 and 4, hence you can only buy 1 card which makes the game last a lot longer.

Gameplay at a glance

1. Placing figures on the board.

- use all figures of a color
- roll initiative
- repeat for each color

2. Taking actions.

- color with least initiative starts
- perform actions
- repeat for each color

Reminder: The color with the highest initiative **must not** take actions.

3. Feeding your tribe.

- Take food according to the marker on the agriculture track
- pay 1 food per figure
- pay food according the civilisation card
- reduce exhaustion limit by 1 for each missing food
- discard 1 building tile or reduce exhaustion limit by 3



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