

Stone Age Events

- Man as a subject to the whims of Mother Nature.

A forest fire or heavy rainfalls may force a tribe to seek resources elsewhere than intended and improper storage of food can destroy a tribe's reserves. But not all is bad, bigger herds than usual can give enough food for expanding the tribe in the future and unexpected discoveries of natural resources can boost a tribe's economy. As tribes grow so does the demands on the Chiefs and contact with other tribes can result in co-operation, trade or war!

Components and Setup

You can combine this miniexpansion with the basic game as well as with all other expansions. Some events require the "Style is the Goal"-expansion.

64 Event Cards

First, shuffle the Event Cards and place them face down next to the game board.

If you choose not to use all events it is recommended that at least one "ROUTINE"-event is included. If you are not playing with the "Style is the Goal"-expansion all events relating to the merchant's track should be removed, i.e. "APPRENTICE" and "OVERPRODUCTION".

You are now ready to start the game!

Game play

The game play stays the same except for the following changes.

Start of a round

At the beginning of each round the Chief draws an Event Card and places it face up next to the game board. This Event is now in effect until the start of the next round.

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Resolving Events

Events with immediate effect

Some Event Cards have an immediate effect on all players, for example "BANISHED" and "FRIENDLY STRANGER". Resolve these effects before placing workers.

Events with placing round effect

Some Event Cards have an effect on where workers may be placed or how many workers may be used. For example "FOREST FIRE" prohibits any tribes from entering the Forest.

Events with gathering effect

Some Event Cards have an effect on gathering resources. For example "MOTHER LODGE" gives all Gold gathering parties one extra Gold no matter the result of the die roll.

Events with effect on building huts

Some Event Cards have an effect on building Huts. For example "RENOVATION" gives all tribes the possibility to use surplus resources of one type to build Huts normally requiring other resources.

Events with effect on end-of-round

Some Event Cards have the possibility of placing workers there. They are to be re-collected at the same time as other workers, before feeding, and their effect takes place when the worker is collected.

Tribal Warfare

When a tribe is forced to flee from a gathering place due to "TRIBAL WARFARE", the workers are returned to the tribe and may be placed as normal again in the same round following regular placing rules. The tribe may NOT again enter the gathering place from where it was driven off unless it is now a bigger force than the previous aggressor.

Lost Orphans



All tribes may place a worker on this card to receive one new worker before feeding.

Food Export



Tribes may sell Food after feeding. Each Food is worth two points.

Bad Omens



The Chief rolls a die. That number is discarded in all gathering die rolls.

Tool Repair



No Tools may be used.

New Ways



All unclaimed Civilization Cards are returned to the bottom of the deck.

Slow Progress



The upper part of Civilization Cards gained have no effect.

Double Trouble



Draw the next two Event Cards. Both are in effect for this year.

Village Fire



No Huts may be built nor the village visited.

Deja-Vu



Repeat the effects of the prior card.

Re-Inforcements



Tribes may send additional workers to areas they have already claimed.

Forest Fires



No workers may enter the Forest.

Food Glut



Food may be used to buy Civilization Cards or as a wild resource to build huts. Food is worth two points.

Shared Property



All tribes may visit the Tool Maker.

Exploration



Tribes may send a worker to this card. The worker returns with three points before feeding.

Free Trade



Tribes may trade resources and/or Food with each other at any time.

Blessings



All tribes may re-roll one complete die roll.

Overproduction



All players may visit the Merchant's Hut.

Time Warp



Play order is reversed this round. The Chief still begins.

Distrust



If multiple tribes are in the same gathering space, one worker must guard its tribe and can not gather resources.

Infestation



After feeding, each tribe must return two Food to the supply or lose three points for each Food not returned.

Tribute



All gathering dice are taxed to decrease its value by one to a minimum of one.

Hunger Strike



Workers will only eat Food this year.

Co-Ordinator



Tribes who place a worker on this card have the sum of each gathering dice roll increased by two.

Gift of the Gods



Tribes who send a worker to pray at this card may roll an "Items for dice" of their choice before feeding.

Renovation



All unclaimed Huts are put at the bottom of their respective piles.

Self Sustainance



All gathering dice have their number increased by one to a maximum of six.

Muddy Foundation



All Huts require one extra resource to be built. No points are given for this extra resource.

Population Control



No tribes may enter the Breeding Hut.

Quarantine



Only one tribe may send workers to each gathering place. The Hunting Ground is still open for all.

Disease



Each tribe must leave one worker in the camp. It is to be fed.

River Floods



No workers may be sent to the River.

Mating Season



All tribes may use the Breeding Hut.

Rock Slide



No workers may be sent to the Mountains.

Friendly Stranger



Each tribe may use one extra worker. It leaves the tribe after feeding. This worker is to be fed.

Cup Bearer



Each tribe may place a worker here and gain three Food before feeding.

Starvation



All tribes who do not feed their workers lose an additional two points for each worker not fed.

Subsidies



Huts may be built with one resource less. Points are given for the resources actually used.

Benevolent Spirits



When gathering resources, a tribe halfway or closer to acquiring one more resource may have it.

Innovation



Huts may be built with other resources. $2W = 1C$, $2C = 1S$ etc. Points are given as indicated on the Hut.

Inflation



All resources are one pip cheaper to gather. All resources give one point less when building huts.

Sacrifice



Each tribe must sacrifice two resources after feeding or pay four points for each not sacrificed.

Abundance



There are no limits to the amount of workers or tribes in each gathering place.

Deflation



All resources are one pip more expensive to gather. All resources give one point more when building huts.

Wolf Packs



No workers may hunt for Food or Jewelry.

Rich Harvest



All tribes may send a worker to the Field.

Tribal Warfare



If a tribe enters a gathering place with more workers than the previous tribe(s), the first must flee home.

Apprentice



Each tribe may place a worker here to advance one step on the Merchant's Track.

Abundant Clay



All Clay gathering parties may add one extra Clay to their total gain.

Uprising



The sum of all the Chief tribe's gathering rolls is decreased by one.

Wise Leadership



The sum of all the Chief tribe's gathering rolls is increased by one.

Routine



No effect.

Bears



Hunting parties gain additional Jewelry worth half of the Food gained. Round down.

Lack of Discipline



Each tribe must leave one worker at home. This worker is not to be fed at the end of the round.

Tropical Rains



No workers can collect Clay.

Good Omens



All gathering dice resulting in a one may be re-rolled.

Herds



All hunting parties receive an added one to each die.

Prime Timber



All Wood gathering parties may add one Wood to their total gain.

Routine



No effect.

Routine



No effect.

Marble Vein



All Stone gathering parties may add one Stone to their total gain.

Routine



No effect.

Mother Lode



All Gold gathering parties may add one Gold to their total gain.

Banished



All tribes immediately lose a worker permanently.

Tribal Warfare



If a tribe enters a gathering place with more workers than the previous tribe(s), the first must flee home.

