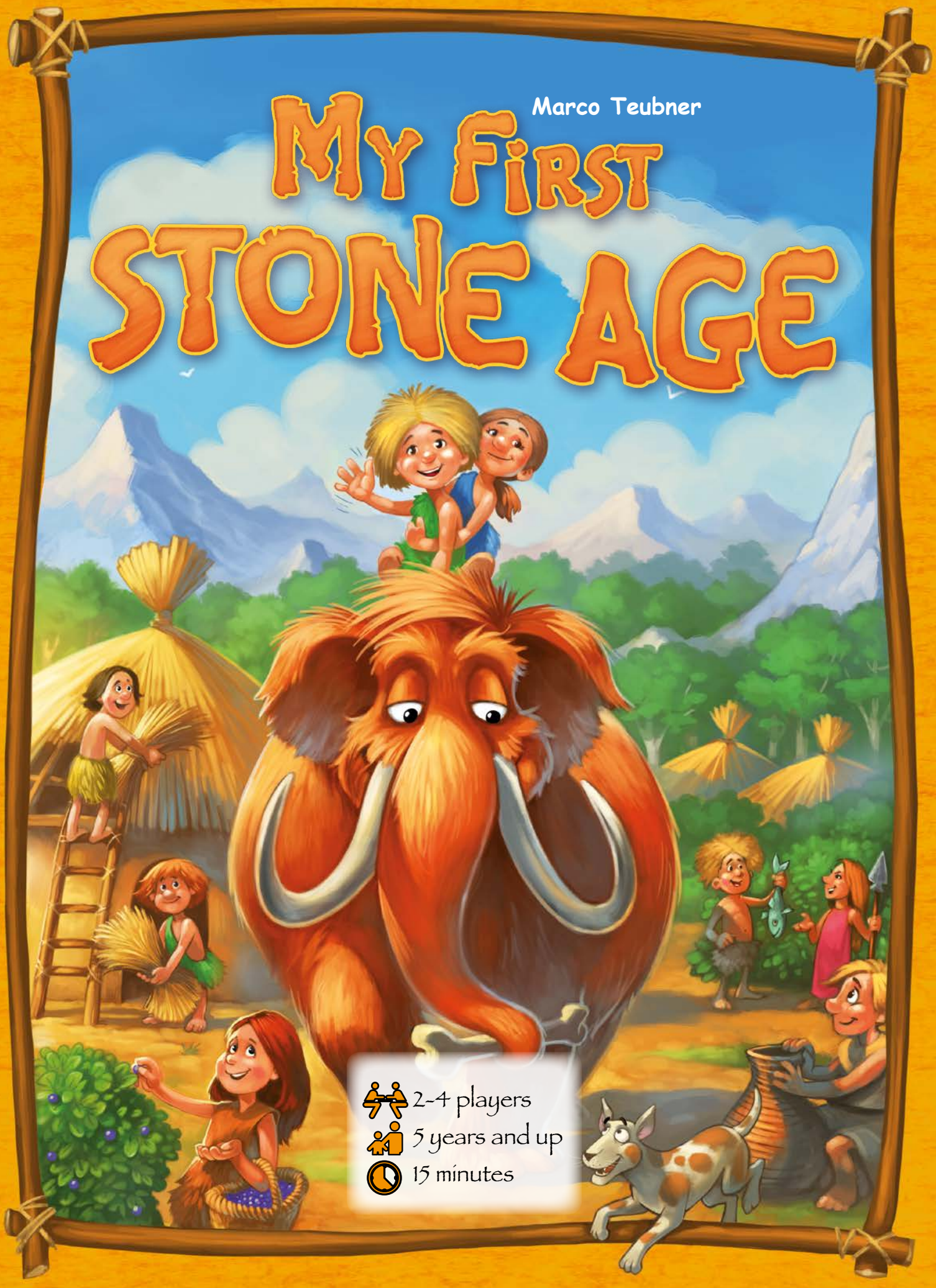
Marco Teubner

My First Stone Age



2-4 players
5 years and up
15 minutes



Hi there,

I'm Martin, the mammoth! Welcome to the neighborhood. I'm here to help you learn the rules.

Before we get started with the game, let's discover the Stone Age with Jono and Jada.

Jono and Jada, the Stone Age Children

In the Stone Age, 10,000 years ago, people lived life very differently than they do today. They worked hard building simple huts, hunting, and gathering berries and mushrooms to eat. They lived their lives surrounded by nature. When the sun went down, they would gather around the fire for light and warmth.



During this time, there was a little a boy named Jono. He had shaggy blond hair and was quite strong for his age. Jono had an older sister named Jada. She had the same knobbly nose as her brother. Jono and Jada were inseparable.

Look at the game board. Can you find Jono and Jada?

Follow them as they wander about.





Their best friend was their wolfhound, Guff. They found him in front of a bear's lair when he was just a puppy. They were afraid the bear would find Guff, so they took him home and looked after him. Since then, Guff has never left their side.

The children of the Stone Age had it pretty tough. They had to help their parents with a lot of hard work, so they didn't have a lot of time to play. Jono and Jada were very good about helping their family with their daily tasks.





Just like people lose their baby teeth and get new teeth, mammoths get new teeth six times during their lives! Sometimes mammoths lose their teeth while eating the delicious grass in this marshy meadow, and Jono and Jada go there to collect the teeth that are left behind.



Many Stone Age tools, musical instruments and jewelry were made from old bones and teeth.







The children also help by picking berries in the forest. That work wasn't very hard, because there were just so many berries. But the berries were so delicious that the children would nibble on them. Their mother would often wonder how the children could spend so long in the bush, yet bring home so few berries.



There's a spot behind the forest where the soil is slippery and soft. The children's uncle, Nubu, discovered the same soil under a fire, except it was much harder. Nubu used this knowledge to make bowls and plates and harden them in the fire.



Up in the mountains, the children could find stones of all different shapes and sizes. Some of them had very hard, sharp edges. Jono and Jada take arrowhead stones to a man in the village who makes them into primitive tools and weapons. The children are very careful when taking these tools to their family in the valley.



On their way to the valley, the children love walking past the river. The villagers there use sticks and handmade baskets to catch fish, and Jono and Jada are always happy to help. And look! Guff jumped into the water for a quick bath.



There was no such thing as money in the Stone Age. If a family needed something they couldn't make themselves, then they had to trade something for it. Families in neighboring valleys would gather to exchange their goods. Jono and Jada were always excited to see what their neighbors would bring.



In the evening, the children made their way back to the village. There was still plenty of work to be done in the huts. And, as the sun finally set and another eventful day came to an end, the whole village would gather by the big fire to share exciting stories of days gone by.



We mammoths lived about 10,000 years ago, when it was much colder here on Earth. Back then, we needed a thick skin and a warm coat to survive the harsh winter.

In this game, you can pretend to live as a person in the Stone Age. Explore the valley and collect the different goods. Then trade those goods at the building site and watch your settlement grow.

As time passed, Earth got warmer, which was not good for us. Today, you only see our much less hairy relatives, the elephants.



Components and Setup

Components

- 1 rulebook
- 1 game board
- 4 settlements
- 4 player markers (blue, yellow, green, pink)
- 4 player figures (blue, yellow, green, pink)
- 20 goods (4 each of berry, fish, pot, arrowhead, and tooth)
- 15 hut tokens
- 2 dog tokens
- 14 forest tokens (6x dice, 5x goods (berry, fish, pot, arrowhead, tooth), 1x trading post, 1x dog, 1x building site)

1. Place the **game board** in the middle of the table.

2. Eac
goo





8. Shuffle the **forest tokens** and placed them face down (forest side up) so that they surround the game board. There should be 4 tokens both above the board, 4 below the board, 3 to the left, and 3 to the right.





7. Place the **2 dog tokens** on the spaces provided for them on the board.

6. Shuffle the **hut tokens** face down (so that the goods cannot be seen). Make **3 piles** of **5 huts each**, and place them on the 3 hut spaces at the bottom left of the board. Then flip the first tile of each pile face up.



h player chooses a color and takes the **settlement** with the mammoth in their color. During the game, ds and huts will be placed on a player's settlement.





Fold the bottom part (with the fire pit) and slide the top part into place.



Once the settlement is built, it should look like this.



3. Each player takes the **player figure** and the **player marker** of their color. Place the figure on the building site in the middle of the board and place the marker in front of you. You will move the figure around the game board to collect different goods. If playing with less than 4 players, place the unused player figures and markers in the box.

4. Now you place the **goods** where they belong on the board. If you are playing with 3 or 4 players, you will use 4 of each good (berry, fish, pot, arrowhead, tooth). If playing with only 2 players, you will only use 3 of each good (place the unused goods in the box).

Place **exactly 1 of each good** on the **trading post**.

5. Set the remaining goods on their corresponding spaces of the game board.

The **teeth** are placed with the mammoths in the swamp;
the **berries** by the bushes in the forest;
the **pots** in the clay area;
the **arrowheads** with the artisans on the mountain and
the **fish** by the fishermen in the river.

Goal of the game

You are trying to collect different goods and spend them at the building site to build huts.
The first player to build **3 huts** wins the game.

Game Sequence

Players take turns in clockwise order. The youngest player starts.
On your turn, perform the 3 following steps:

Flip over a forest token – Move your figure – Perform an action

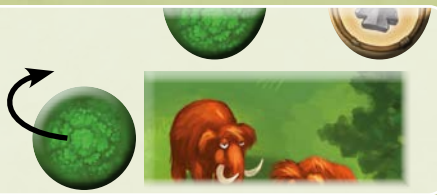
Then, the next player in clockwise order gets to play his turn.

Flip over a forest token

Flip over **1 of the forest tokens currently facedown.** The revealed forest token tells you what you do on your turn.



Example:
Flip over 1 forest token.



Move your figure

Your forest token has a die on it

If your forest token has one of these dice:

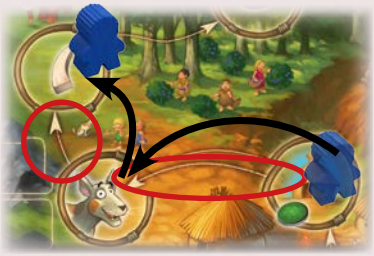


Move your figure in the direction of the arrows by a number of spaces equal to the number of pips on the die.

Example:
You flipped over the forest token that has a die with 2 pips.



You move your figure 2 spaces forward, moving from the building site to the tooth site.



Your forest token has a symbol on it

If your forest token has one of these symbols:

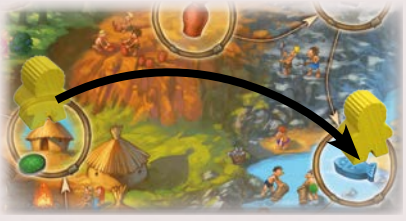


Move your figure directly to the space on the board that matches that symbol.

Example:
You flipped over the forest token that has a fish on it.



Move your figure directly to the fish space.



Perform an action

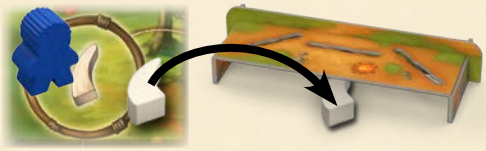
Whenever you move to a space, you can perform an action there. The action you perform depends on what space you land on.

Which action space did you land on?

Berry, Fish, Pot, Arrowhead, or Tooth

Take **1 good** from the space you landed on and place it **behind** your settlement. You are allowed to hide your goods from the other players.
If the space you landed on is **empty,** then that's bad luck! You **don't get anything** this turn.

Example: *You landed on the* ***tooth space.*** *Take* ***1 tooth*** *and place it* ***behind*** *your settlement.*



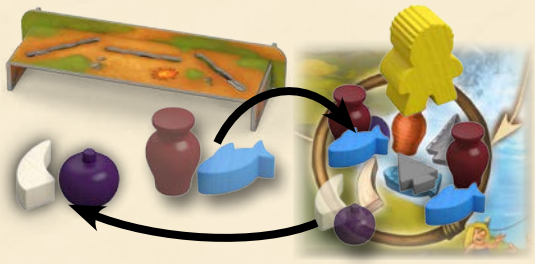
Trading post

Trade as many **goods** from your settlement with the trading post as you wish. You may trade as many or as few as you would like.

Each good you take from the trading post must be **replaced with one** from your settlement.

The goods you take are placed **behind your settlement,** and the goods you trade away are placed **on the trading post** space. There should always be 5 goods at the trading post.

Example: *You landed on the* ***trading post.*** *You decide to trade* ***1 fish*** *and* ***1 pot*** *from your settlement for* ***1 tooth*** *and* ***1 berry*** *from the trading post. You place the fish and pot on the trading post, and place the tooth and berry behind your settlement.*



The dog space

Take **1 dog token** and place it **next to** your settlement so that the other players can see it.

If there are **no dog tokens** next to the dog space, you may **steal** one from another player. If the dog tokens are held by 2 different players, you **must** steal the dog token from the closest player to your left who has one.

If you already have both dog tokens in front of you when you land on the dog space, then you simply do not take anything.

Example: *You landed on the* ***dog space.*** *Take* ***1 dog token*** *from the board and place it* ***next to*** *your settlement.*



The dog tokens will help you build huts (see the **construction site** rules).

Construction site – When you land here, you perform 2 actions: build 1 hut (optional) and turn all forest tokens face down (mandatory).

Build 1 hut
Do you have all the goods pictured on **1** of the **available huts?** If so, take those goods from behind your settlement and return them to their appropriate spaces on the board to build that hut (berries to the berry space, fish to the fish space, etc.).

Then take the hut you built and place it one of the three slots on your settlement.

Example: *You landed on the construction site. You have all the goods you need to build this hut. Return the 2 goods ( ) to their space on the board. Then take the hut and place it in a slot on your settlement.*

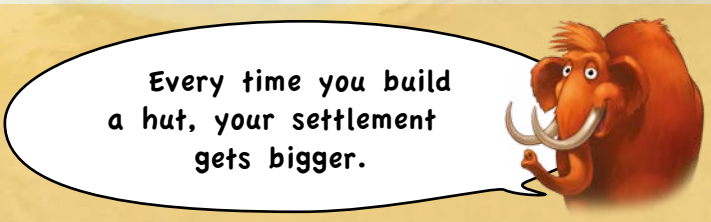


If you do **not have enough goods** to build any of the huts, then you **may not place a hut** on your settlement this turn.

You may only build 1 hut per turn.

Did you build a hut this turn?

Then you must reveal a new hut (the face down hut that was underneath the hut you built). Is that pile of huts empty? Then there will only be 2 face up huts from now on.



Dog tokens

A dog token is a **joker**. That means that when you want to build a hut, you may use a dog token in place of one of the goods you need to build a hut. **Return 1 dog token** to the dog space, and **pay 1 less good** than pictured on the hut. Then place the hut in a slot on your settlement.

If you have both dog tokens, you may use both of them when building a hut.

Example:

You want to build this hut, but you don't have any ***teeth*** *. Instead, you pay* ***1 pot*** *,* ***1 arrowhead*** *and* ***1 dog token*** *and return them to the board. With the help of the dog, you built the hut without paying a tooth. Place the hut in a slot on your settlement.*



Turn the forest tokens face down

Whenever you land on the construction site, you must turn all the revealed forest tokens face down. It doesn't matter whether you built a hut or not.

Then you **must** swap the positions of 2 of the forest tokens. Make sure everyone watches you do it.

Example:

Turn all revealed forest tokens face down.



Example:

You swapped these 2 forest tokens.





Game End

The game ends **immediately** when someone has built their **3rd** hut. Their settlement is complete and they are the winner. Congratulations!





Marco Teubner dedicates this game to his son, Paul.
The publisher and designer would like to thank all the playtesters for their hard work.

Rules editors: Gregor Abraham and Hanna & Alex Weiß

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