# Stone Daze

## Rules of the game:

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Graphic design: Levi Afuta

**Ages: 10+**
**45-60 min.**
**2-4 Players**

### Contents:

One game board, 14 control panels, 14 meeples (7 each clan), 14 clubs (7 each clan), 2 sets of rock mounds (each inc. 2 large, 3 small), 2 swamp pieces,14 "head bump" markers, 4 panel bases, 2 sacred places, 28 discs, 6 tokens, game rules.

Stone Daze is a family game of tactics, foresight, cooperation, raw guts, and a little luck.

Some 7000 years ago, two clans happily shared the green meadows they called "HooHa", meaning "home" or "our place" (scholars still debate). They all had water, fertile land and game; they knew fire and lived in peace. Both clans had their "Halhala", the sacred place, which they perceived as their source of good fortune and comfort in this wild reality.

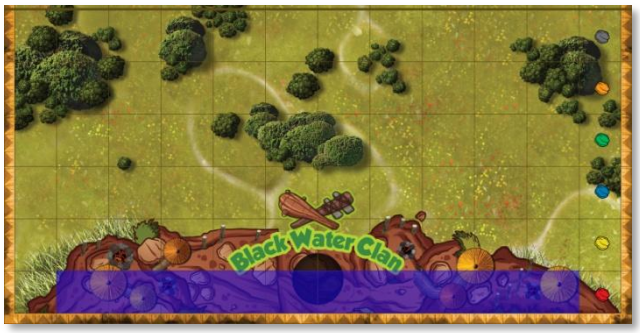
But as the clans grew bigger, it became clear their valley could no longer sustain them all. It was time for one clan to go wonder and find a new place to call HooHa. And so, the clans faced each other to decide who would stay to enjoy the meadows and who will leave in shame.

Both clans knew that if they reach the other clan's "Halhala", their rival's spirit would diminish and they would humbly surrender and acknowledge defeat. And so, one lovely spring day as the sun raised over the meadows, the clans prepared. They sat around the fire in their Halhala, made plans with sticks in the sand and had one last meal. Loud "Hoos" and "Haas" echoed across the meadow as the men and women called Halhala for strength. Clubs were fixed, fire wood was stashed, and rough hugs were given. They just hoped they wouldn't be the ones to leave their safe HooHa in daze, with a big bump on the head, and nothing but their clubs in their hands...

### Objective:

Your goal is to be the first to reach your opponent's Halhala (sacred place) with any of your clan's figures. First player, or team, to achieve that goal is declared the winner.

■ Halhala in defined as shown in blue at the figure bellow. It is defined as the last 10 squares on each clan's side.




■ If two opposing characters reach their goal simultaneously, the player landing the next character in place is winner, etc.

■ When playing 2 players, each player plays the whole clan (7 figures). When playing 3-4 players, you play as two teams. You may divide the figures as you see fit, and the clan is played as a team. Players have to cooperate to reach victory.

### Starting a Game:

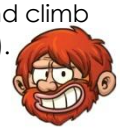
Each player or team designs their half of the board.
■ First, place your Halhalas' sacred circle on its mark on the board (players are allowed to move to these squares). Next, place in it your 7 action discs (red). This is where you also store your "Bump on the head" markers, as such:



■ Next, design the tactical elements on your portion of the board:

Swamps and rock mounds can be located anywhere in the clan's side of the board, other than at what is defined as "Halhala".

■ Swamps are impassable to all cavemen, with one exception. Each clan has their visionary guy who knows how to cross the swamp, and climb the fence (fence element is an add on).



This is further explained on the **Actions** portion of the rules.

■ Rock mounds are both defensive and offensive elements. A figure behind a rock mound is safe from getting hit (a defensive position), but is also unable to throw their clubs past the mound. Cavemen can advance or retreat over the mounds. A cavemen standing on a mound is able to throw their clubs farther (see in **Throwing the clubs** for in-depth rules regarding the rock mounds).

■ Next, position your figures. Figures can be located up to and including the third row in any way players see fit.

Note each character has a pointed base – pointing forward.

Image below illustrates an example of a game's set up:




## Game Sequence:

**StoneDaze** is a game with an unlimited number of moves, each completed simultaneously in the following order:

0. Initial setup.

1. Players give movement orders to **all figures** using the control panels. Next players decide if they wish to apply any actions. Once both players (or teams) finish giving movement & action orders, they declare "Done", and set panels to the side without exposing panels to their opponent)

2. Next, players physically place their clubs. Choose targets according to throwing rules. Your figures can throw their clubs in relevance to their CURRENT position.

Declare "Done" when finished.

3. Players reveal their control panels and move the figures according to movement orders as given on the panels. In your early games, you might do this one character at a time, so that each player can follow what is happening. With time, you will move faster.

4. Figures that move (or stay) where the opponent's clubs are placed is marked as "hit".

For the first hit, place a "head bump" marker on the figure's head. When a figure which already has this marker is hit again, it is out of the game and removed from the board. Two hits and the caveman or woman is out of the game!

**5. Round is done, reset your panels (place the black disc in the middle square), assess the situation, and lead your clan to the next round.**

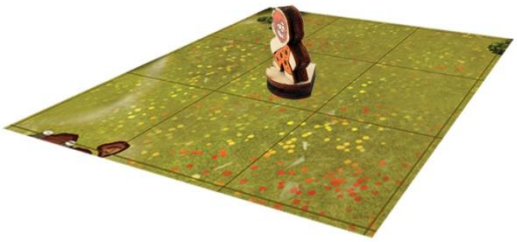
## Movement:

Movement orders are given by using the control panels. Each caveman or woman has their own control panel. Movement orders are given by using the black discs.

■ Only one figure is allowed on each square area at any given time.

■ Players give movement directions to **all** characters each round.

■ Each round, all figures can stay in place or move to any of their 8 surrounding squares, as shown in the figure below:



■ The desired new location is indicated on the panel using the black discs. Remember: orders are given discreetly.

Note: each meeple has a pointed base indicating a forward direction. Movement orders on the panel are always in relation to the meeple's forward orientation.

The center square of the nine is the meeple's current position. If you wish your cavemen to stay in place, the disc remains at the center square on the panel.

Example: ordering this caveman to move forward and to the right would be indicated the following way, and translated to such movement:

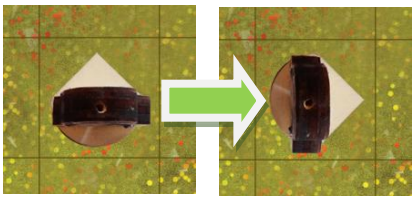




## Turning:

A meeple can also turn in its place, 90 degrees to both sides. If you wish a meeple to turn, use the other side of the black disk. If placed on the square right of the center, your caveman would turn to the right. If the disc is placed to the left of the center square, the caveman would turn to the left.



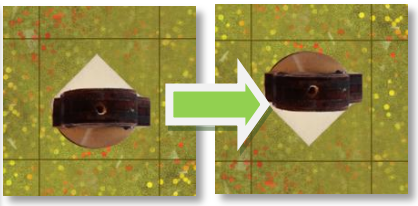


Example: This is how you order this caveman to turn to the right. Note: a caveman **can't** turn and move in the same round.

## Turning 180 degrees:

All cavemen or women can also turn 180 degrees in one move. This will "cost" you an action disc (red disc). To apply such movement simply place a red disc in the middle square, as such:





■ If two or more cavemen are ordered to go to the same area, none of them move and each remains in its place, (you can use this as a tactical tool to limit rival clan's movements as the game develops).

■ It is not allowed for two cavemen to trade places.

## Taking action:

After giving movement orders to the clan players can apply different actions associated with the different clan members.

Each clan has 7 action discs stashed in their Halhala. Players decide when they wish to apply an action during the game. When playing in a team, team mates decide together when and who would take any given action.

Each caveman or women has two different actions they can take.

To apply an action, simply place a red disc on the desired action on the panel.



For example: If you wish this caveman to light a fireball, simply place a red disc on the fireball mark.

■ Each disc can be used only once, thus players have 7 actions they can order the characters during a game.

■ At the end of a turn, once a disc was used, simply turn it to its silver side to indicate the disc and action were exhausted, and leave it on the panel. A caveman can exhaust any specific action only once during a game. You can apply both actions of any character during the game.

Note you can apply up to 2 actions for each clan member. It is up to the players to decide who, where, or when, to use any of the actions.

Players are limited to taking max. 2 actions per round.

## The actions:

**Players can apply 8 different types of actions. Different figures can take different actions.**



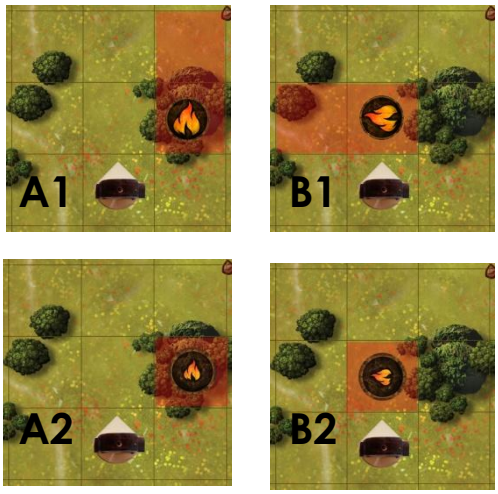
**Fire:** The most common action your clan can take is starting a fire. They all love fire, it changed their lives dramatically! When lighting a fire you create an obstacle that lasts for **2** rounds. A fire prevents the opposing clan from advancing into the lit areas (your clan members also can't move to these areas).



To indicate the fire's location use the **Fire token.** Note the token is double sided. It has a large fire illustration on one side and a smaller one on the other.

A cavemen or woman can start a fire at any of their surrounding 8 squares. Fires limit the movements of all characters, including yours. When you light a fire it occupies 2 squares on the first round (large fire symbol), and 1 square on the following round (smaller fire symbol). After the first round a fire was lit, turn the token to the smaller fire mark. You cannot move the token to a different square.

Note: you decide on the orientation of the fire. The 2 lit squares are in relevance to how the token is placed. The fire tip indicates the fire's direction. Below are two examples:




Fire action is applied by first placing the action disc when giving movement orders. The token is placed on the board at the desired location **after** players declare "Done" and are not allowed to change movement orders.

■ A caveman or woman with movement orders to step into a fire is marked as "Hit" with a bump on the head, and also remains in place since caveman cannot step into a fire.



**Fire Ball:** lighting a fire ball is similar to lighting a fire only here the fire zone is 1 square in both turns, and it advances one square the second round. Fire ball action is applied by use of the fireball token.



A fireball could be lit at any of the 3 squares in front of the caveman or woman lighting it.

At the second round it advances 1 square in the direction forward of the character lighting it.







Fireball action is applied by first placing the action disc when giving movement orders. The token is placed on the board at the desired location **after** players declare "Done" and are not allowed to change movement orders.

■ A caveman or woman who's hit by a fireball is marked as "Hit" with a bump on the head! Unlike the fire action, here the hit caveman does move to its desired location although hit.



**Runners:** The two brothers in your clan have fast feet! These two can advance 2 squares in the direction indicated on the panel.

If your runner cannot apply his desired move (if any other caveman wanted to move to its destination) your runner would advance one square only and that action can be applied again.




**Mighty tosser:** this action allows your caveman to toss 2 clubs at once. You may throw your clubs any way you see fit including placing both on one square. This action could be applied once one of your cavemen or women is out of the game and its club is free to use.



**Extra force**: this action gives extra force to the toss. If you hit an opponent when the action is applied your rival is out of the game in one hit!



**The Healer**: this action is applied by the oldest caveman in your clan. This wise character can heal any hit caveman or woman. You can apply the healing action on any hit caveman or woman who is located at any of the 8 surrounding squares around the healer **after** movements are made, at the end of the round. When a round is done, and if a hit caveman was healed, you remove the head bump, and your caveman or woman is as good as new.



**Call the bird:** the girl has a special power. She can call in the bird at any stage of the game. When applied, the dragon can drop up to 2 clubs within its range!



To apply the big bird's action use the dragon token. The token can be placed at any of the three squares on your last row (Halhala row) that are relative to the dragon girl, as such:



You can call the bird only when you have a caveman or woman out of the game and you have a free club (and up to 2 clubs). Clubs can be placed anywhere within the range marked in green. The range is 3 squares wide and through the whole board's length. Note: the girl calling the bird stands in the middle of the range's width.



**Climber:** this action allows the caveman to overcome the swamp obstacle. The caveman can cross the swamp in one round landing on the other side of the swamp. Crossing the swamp could only be done by a vertical movement (not diagonal).

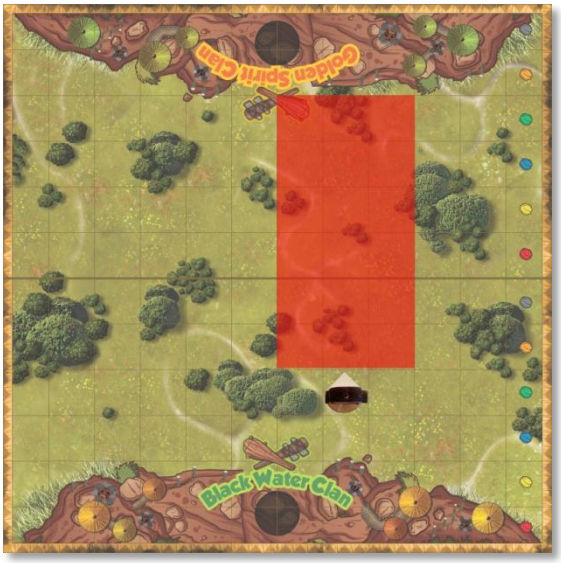
## Throwing the Clubs:

After players give movement and action orders they declare "Done" and set the panels to the side. You are no longer allowed to change your orders on the panels. After placement of any tokens that may have been used, players are ready to throw their clubs!

■ Each caveman and woman is allowed to throw one club each round. Each caveman or woman has a range of where they can throw the clubs. Players are allowed to place clubs anywhere in their tossing range.

■ **Your mission is to try and anticipate your opponent's moves and place your clubs where you think opposing cavemen or women are going to move (or stay).**

**Club throwing range definition: a rectangle of 6 by 3 in relevance to the caveman or woman's location and direction, as shown below:**




**Club throwing range is in relevance to the direction the caveman or woman is facing, always straight ahead.**

■ Note there are colored stone markings on the side of the board to help you calculate a caveman' or woman's maximum tossing range. The row with the same color as where your caveman or woman is located now, is the maximum range to toss his/her club.

■ It is allowed to place more than one club to a specific square.
■ A caveman or woman moving to or remaining in a targeted area is "hit".

■ Remember: For the first hit, place a "head bump" marker on the caveman's head. When a caveman already has this marker and is hit again it is out of the game and removed from the board in a daze....

■ **Important:** you place your clubs in reference to the **current** caveman location not its future one.

■ You can throw your clubs over other cavemen, and over the swamp.

## Rock mounds:

Rock mounds are protective elements but also restrict your club tossing range. You can throw the club at the rock mounds but not further.

■ A caveman or woman directly adjacent to a rock mound is protected from being hit as long as the rocks are between your caveman or woman and your opponent. In the illustration below, the caveman is protected from above, but unprotected from the sides or from behind:



This caveman is unprotected from all sides since he/she is not directly beside the rocks:

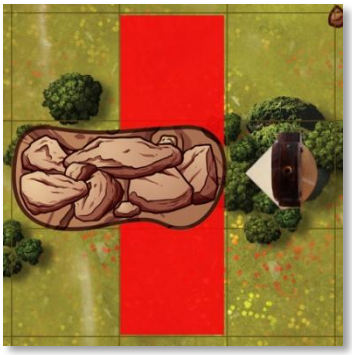


In the illustration below, this caveman is protected from its left side, but in vulnerable from all other directions:



■ Once behind a rock mound your tossing of the club is restricted. You can toss your club on the rocks but not further, as illustrated below. Red squares indicate where you can place your club:

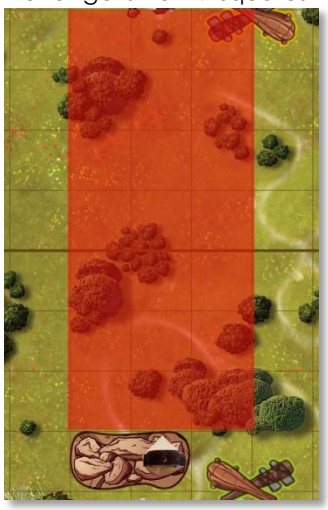




■ When your caveman or woman is not directly adjacent to the rocks within their tossing range, he/she can throw their clubs freely and with no restrictions.
In the illustration below, rocks are not in this caveman's tossing range, thus it can place the club anywhere within its range.



■ A caveman or woman standing on a rock mound has an advantage in that they can toss the club an extra row to the distance, thus the range is now 7 squares to the distance.



The illustrations below demonstrate a caveman's possible target areas within its tossing range, marked red:





Note that a rival caveman occupying the vacant spaces is protected by the rock mounds and could not be targeted by this caveman.

Time to gather your clan and face the challenge. Who will it be to call this valley Hooha, and who would it be to go wander the wilderness in daze?



## Add ons rules:

(Sold separately)

### The Gate:

The gate is an extra tactical element. The gate allows passage only through the middle square and at only one direction.

The gate is placed during set up anywhere you see fit on your portion of the board, with the exception of your Halhala row.



The white arrow indicates the square and direction in which your cavemen can pass this obstacle.

A reminder: your climber can go over the fence. If you choose to apply this action, your climber simply advances freely through the obstacle.

### Haunted grounds:



The haunted ground game piece is used to spice things up even more. When a caveman is hit for the second time and removed from the board, place the piece on that caveman's last location. From now on no cavemen, from both clans, can occupy it, and all cavemen have to maneuver around it, out of respect.

### Mega club:

The Mega club is a very destructive tool. It could be used any time during the game and by any cavemen or woman you see fit. If you throw the mega club at one of the single rock mounds you simply break it to pieces and it is removed from the board.





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Enjoy!

If you're playing an advanced game:

■ Place your 3 remaining action discs in one or two stashes, as you see fit. Action discs are to be located on squares' intersections. All four squares around the stash must remain vacant of any of the tactical elements (swamp, fence, and mound). One stash is to be located on an intersection of the front 2 rows of the board (marked light blue in the fig. below) and the second stash at any intersection in the next 2 rows (marked dark blue).

■ If you Place only one stash you can do so at any of the intersections shown above.

Each clan has 7 action discs. 4 discs are located at the clan's Halhala, and the other 3 are placed as players see fit (see set up). The 4 discs at the clan's Halhala can be used by any of the characters at any given time (this is the power of Halhala!). The other 3 are limited in power and can be used by any of the characters that are at the discs power range. That range is defined as shown here