Marco Teubner

My First STONE AGE
THE CARD GAME

COMPONENTS

1 Rulebook
21 Goods Cards
    1 dog, 4 per good
    (🔵, 🐟, 🔺, 🦷, 🏺)
15 Hut Cards
1 Wooden Mammoth

1. Sort the hut cards and the goods ca

Hut Cards
(Back)

Martin

The Goods Stack

5. Place Martin the Mammoth near 1 of the cards.

4. Place the rest of the goo center of the circle to cr

...rds into 2 separate piles.

Goods Cards (Back)

The Hut Deck

2. Shuffle the hut cards and place them facedown as a deck within easy reach of all players.

Each player takes 1 hut card. Place your hut card faceup in front of you.

A hut card, with goods on the bottom.

3. Shuffle the goods cards and place the top 9 cards facedown in a circle in the middle of the table.

Important: When playing with 2 or 3 players, remove 1 of each good type (, , , ,) from the goods stack and return them to the box.

...ods cards faceup in the ...reate the goods stack.

How to Win

You must build a village by building huts. To build a hut, you move Martin and collect goods (, , , ,). The first player to build 3 huts wins!

How to Play

The youngest player takes the first turn. On your turn, you do these 3 actions in order.
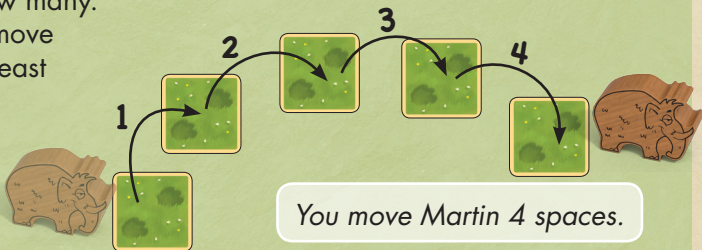
1. Move Martin – **2. Reveal a Goods Card** – **3. Build a Hut**

After doing all 3 actions, your turn ends, and the player on your left takes the next turn.

1. Move Martin

Martin moves along spaces represented by the goods cards. At the start of your turn, move Martin clockwise 1-4 spaces (you choose how many.
You **must** move Martin at least 1 space.

You move Martin 4 spaces.

2. Reveal a Goods Card

Then flip the goods card near Martin faceup so that everyone can see it.

You moved Martin to this space, so you flip the card on it faceup.

If the good shown on the card **does not match any of the goods on your hut card**, return the card facedown to its space near Martin.

If the good shown on the card matches any one of the goods on your hut card, take that goods card from the circle and place it in front of you.

You cannot have more than one of the same goods card in front of you. If you reveal a goods card that matches a goods card that you already have, return the card facedown to its space near Martin.

Then, place the top card of the goods stack facedown in the now-empty space near Martin.

Guff the dog is hiding in the goods stack. When you draw Guff, place him in front of you like normal. When you are building a hut (explained below), **you can use him as 1 good of your choice**.

I can be 🔵, 🐟, 🔺, 🦴 or 🏺.

3. BUILD A HUT

At the end of your turn, compare your goods cards with your hut card. If you have **all 3 of the goods on your hut card** (or 2 of the goods and Guff), then you build 1 hut.

To build a hut, flip your hut card over to its built side. Place your goods cards faceup at the bottom of the goods stack. Then take a new hut card from the hut deck.

The first player to build 3 huts wins the game.

How to Use With MY FIRST STONE AGE

These components can also be used with the **My First Stone Age** board game.

SETUP

Set up **My First Stone Age** normally. Place Martin at the Trading Post.

Shuffle the goods cards and place them facedown near the board as the goods deck. Return the hut cards to the box.

MOVING WITH MARTIN

When you move your figure to the same space as Martin, you **may** move Martin and your figure to any goods space of your choice. When you do this, take one good from that space and place it behind your settlement.

> The dog space and the construction site do not count as goods spaces!

THE CONSTRUCTION SITE

If you move your figure to the construction site, but are **unable to build a hut**, take the top card of the goods deck and place it behind your settlement. When building a hut, each card behind your settlement counts as one of its shown good. The Guff card counts as 1 dog token.