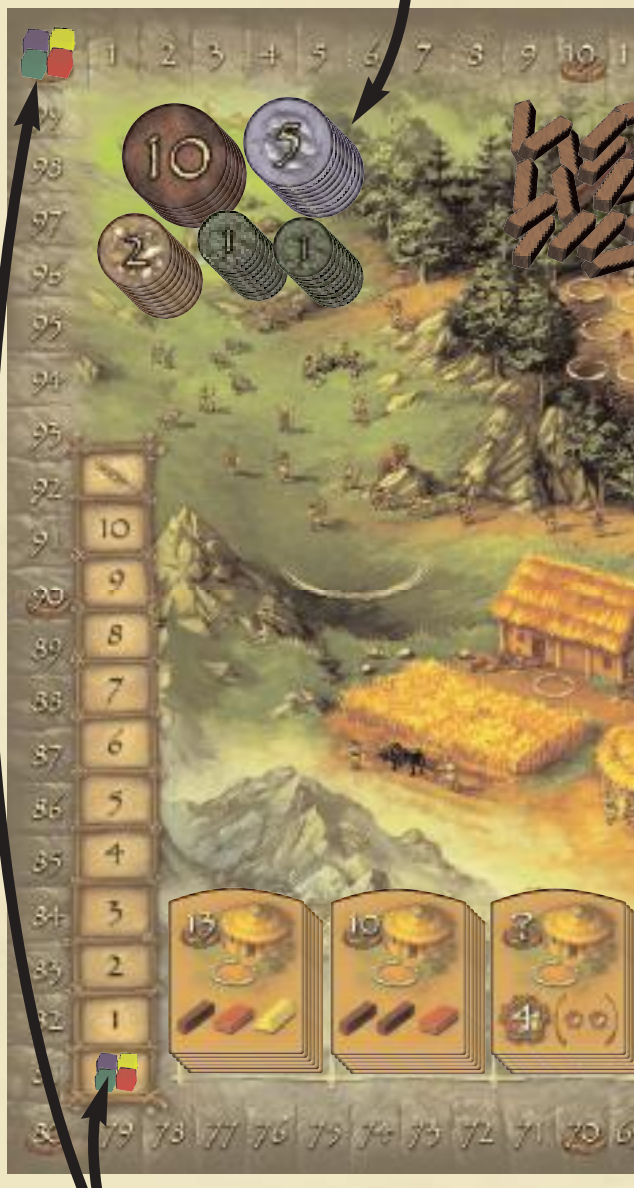
KUBIX

Ston

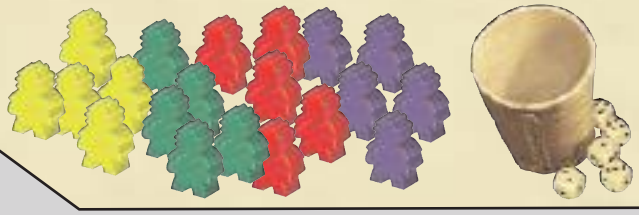
Contents:
1 game board
4 player boards
58 wooden resources
40 wooden people
8 wooden markers in 2 sizes
53 food tiles
28 building tiles
18 tool tiles
1 start player figure
36 civilization cards
7 dice
1 leather dice cup
1 information sheet

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

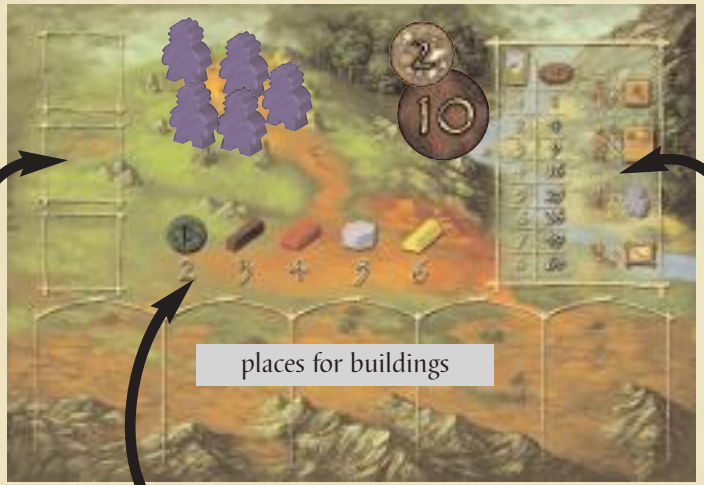
2. Separate the **food tiles** by value and place in stacks **on the hunting grounds**.



13. Choose a start player, who takes the **start player figure** and begin the game as described on page 4.



12. Place the **remaining people** (5 per color) as a **general supply** next to the game board. Also place there the **7 dice and the dice cup**.



11. Each player takes 1 **player board**. On this, he places **5 people** in his color and **12 food**.
The player boards serve as places for game material, game play information, and final scoring information.

10. Each player chooses a color and **one marker** of his color on space 0 of the **food track** (lower left) and one on the **scoring track** (upper left).

eage

2-4 players
10 +
60-90 minutes

3. Place the 20 **wood** resources **in the forest**.

4. Place the 16 **brick** resources **in the clay pit**.

5. Place the 12 **stone** resources **in the quarry**.

6. Place the 10 **gold** resources **in the river**.

7. Separate the **tools** by values 1/2 and 3/4 and place them in two stacks **in the space next to the tool maker**.

9. Shuffle the **building tiles** and place in 4 face down stacks of 7 buildings each. With 4 players, place all 4 stacks **on the game board**; with 3 players, place 3 stacks; and with 2 players, place 2 stacks. Return unused stacks to the box. Turn over the top-most **building tile** on each stack.

8. Shuffle the **civilization cards** and place as a face down stack next to the game board.
Draw the **top-most 4 cards** (based on number of players) and place on **the 4 spaces**, from right to left.

Play overview

Each age has its special challenges. The stoneage was shaped by the emergence of agriculture, the processing of useful resources, and by the building of simple huts. Trade begins and grow and civilization takes root and spreads. In addition, traditional abilities like skillful hunting are in demand, in order to be able to nourish the growing population.
The goal of the players is to master all these challenges. There are many ways to do so. So everyone can work to achieve his goal in his own way.
Find your own way and learn at the end whether it was the best way.

A game round

Each round is divided into 3 phases, which are executed in the order described:
1. The players place their people on the game board.
2. The players use the actions of their placed people.
3. The players feed their people.

One people figure may stand on each circle.

The start player begins and must place 1 or more of his people on one place of his choice. Then the next player in clockwise order follows and must also place 1 or more of his people on one place of his choice. This continues in clockwise order until all players have placed all their people on the game board. The number of rings in a place indicates how many people can be there before it is full. Passing is not permitted, if there are still places available for people. Placing again is not permitted. That is, for example, if red placed 4 people in the forest, he cannot later in the same round place more people in the forest, even if there is still room there.

How many people can be placed at the individual places?

Tool maker
1 people figure

Tool maker

Here **exactly 1 people figure** may be placed.
Example: ***Blue*** *places 1 people figure at the tool maker place. This space is now fully occupied.*

Hut
2 people

Hut

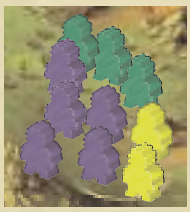
Here **exactly 2 people figures of the same player** may be placed.
Example: ***Green*** *places 2 people figues at the hut (if a player chooses the hut, he* ***must*** *place 2 figures there). The hut is full!*

Field
1 people figure

Field

Here ***exactly 1 people figure*** can be placed.
Example: ***Yellow*** *places 1 people figure on the field, the field is full.*

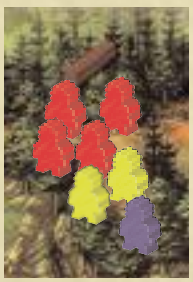
Hunt
No people figure limit



Hunt

This is the only place where no rings are shown. Here each player can place as many people figures as he wants, but only once per round!

Resource spaces: up to 7 people figures each



Forest, clay pit, quarry, and river

In each of these places, up to **a total of 7 people figures** may be placed.
Example: *In the forest, there are already 4* ***Red*** *people figures.* ***Yellow*** *places 2 people figures there, bringing the total figures there to 6.* ***Blue*** *places 1 people figure there. Now there are 7 figures there and the forest if full!*

The **clay pit**, **quarry**, and **river** are the same.

Civilization cards

On **each** card, **exactly 1 people figure** may be placed. The cards can be filled in any order.

Example: ***Red*** *places 1 people figure on the 2nd civilization card. This card is now full. The remaining 3 civilization cards can be filled by other players or the same player.*

per card - 1 people figure

Buildings

On **each** building, **exactly 1 people figure** may be placed. The buildings can be filled in any order.

Example: ***Yellow*** *places 1 people figure on the 3rd building. This building is now full. The remaining 3 buildings can be filled by other players or the same player.*

per building - 1 people figure

Example *of a placing round in the following player order:* ***Red*** *(Start player),* ***Blue****,* ***Green****, and* ***Yellow****.*

The sequence of players is the clockwise direction.

Red *places 1 people figure on this card.*

Blue *places 5 people figures on the hunt.*

Green *places 2 people figures on the hut.*

Yellow *places 1 people figure on this building.*

Selection of the places may be in any order.

Since the individual places accept different numbers of people figures, it often occurs that one or more players will have no more people figures to place while others still have people figures they can place.

If no player can place people figures (because each has already placed all his figures or each has no legal places to place the figures he has), the 2nd phase begins.

2. The players use the actions of their placed people

The start player begins. He uses all his placed people figures. Only then does the next player, in clockwise order, use his people. The order a player chooses to use his people is completely up to him. The player returns people use to his player board as he uses them. In this way, the player has all his people back when he is done.

player board

Which actions can the player use on the individual places?

Tool maker

1 new tool

Here the player takes 1 new tool. If he has no tools, then he takes a value 1 tool and places it with the number 1 showing on one of the spaces for tool on his player board.

Afterwards, he continues as follows:

When a player takes a 2nd and 3rd tool, he places value 1 tools on the other two tool spaces.

When a player takes a 4th - 6th tool, he turns over the 1's to 2's.

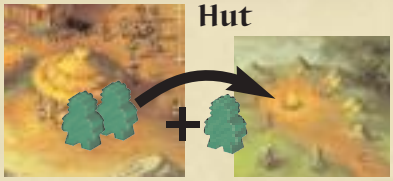
From 7th - 9th, the player replaces the value 2 tiles with value 3 tiles. Finally, from 10th - 12th, the player turns these to value 4.

Use: Each tool tools can be used only once per round to roll a die with the hunt or during resource procurement. A tool can be only completely used. Thus, it can split and used later for a different action. A player can add as many of his tools to a dice roll. In order to show that a tool was used, the player turns it around by 90°.

For examples of tool use, see hunt and resource procurement (on page 6).

A player may use each tool once per round.

Hut
1 further people figure



Hut

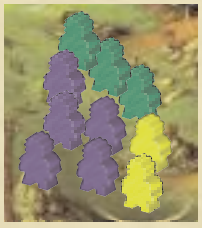
Here the player takes 1 additional people figure of his color from the general supply. He has thereby for all following rounds one more people figure available.
Example: ***Green*** *has placed 2 people figures on the hut. He takes the 2 people figures from the hut and a green people figure from the general supply and places all 3 people figures on his player board.*

Field
Increase the player's food production

Field

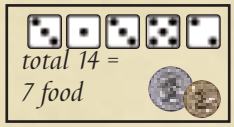
The player returns his people figure to his player board and moves his marker on the food track 1 space upward. Thus, he increases his food production, which he receives at the end of each round.

Hunt
additional food from hunting



Hunt – here the player rolls dice.

The player takes 1 die for each of his people figures on the hunt and rolls them all together. He adds all the pips on the dice. Then he can add as many of his tools to the total from the roll. For each full 2 of the thrown total, he takes 1 food from the game board.



Example: ***Blue*** *takes 7 dice and rolls a total of 14. He does not use tools, so he takes 7 food from the game board (7 times a full 2 rolled on the dice).*
Example: ***Green*** *takes 3 dice and rolls a total of 11. He would, thereby, take 5 food. He decides to use 1 value 1 tool. By doing so, he increases his total to 12 and takes 6 food (6 times a full 2). It turns the tool he used around 90° and may not use this tool again this round.*
Example: ***Yellow*** *takes 2 dice and rolls a total of 4.* ***Yellow*** *has two value 1 tools and uses both. Thus, he increases the total to 6 and takes 3 food (3 times a full 2).*
On the hunt, the players take additional food, since the food production from the food track is often no sufficient to feed their people (nutrition: see 3rd phase).

Resource procurment

wood
brick
stone
gold

Forest, Clay pit, Quarry, and River – here the player rolls dice.

At these 4 places, the players take wood, brick, stone, and gold. The procurement of these resources works in the same way as the hunt, except that the yields are different:

Forest - for each **full 3**, the player takes **1 wood** from the supply.
Clay pit - for each **full 4**, the player takes **1 brick** from the supply.
Quarry - for each **full 5**, the player takes **1 stone** from the supply.
River - for each **full 6**, the player takes **1 gold** from the supply.

Example: ***Green*** *has two people on the river and rolls 2 dice, getting a sum of 5. as he already used his toools for the hunt, he cannot use them again for the gold. He takes no gold as he has no full 6.*
Example: ***Red*** *rolls 3 dice for his 3 people and gets 7. he has 3 value 2 tools and uses them to raise his total to 13. Thus, he takes 2 gold (2 time a full 6).*

The resources are not limited. If a resource is exhausted, use a substitute material (e.g. matches for wood).
The players need the resources for the acquisition of civilization cards and for the building of buildings.

Acquisition of civilization cards

Civilization cards – immediate yields and points during final scoring

The player pays the number of resurces shown above the card to the supply from his player board and takes the card. Which resources the player pays (from wood, brick, stone, and/or gold) is up to him and what he has: usually it will be wood and/or brick, but he can never use food.
If the player cannot or does not want to pay the required resources, he takes back his people figure and leaves the card on the game board.
Each player stacks his acquired civilization cards face down on the designated space on his player board.
Details of the use of the cards is described on the **information sheet**.

To use ➞ see information sheet

Buildings – these earn points during the game

acquisition of buildings

The player pays the resources shown on the building to the supply from his player board and takes the building. Then the player immediately moves his scoring marker on the scoring track by the number of spaces shown on the building. Afterwards, he turns over the next building on this stack.

Example: ***Yellow*** *pays 2 wood a 1 brick from his player board to the supply. He places the building on his player board and moves his scoring marker 10 spaces along the scoring track.*

If the player cannot of does not want to pay the required resources, he takes back his people figure and leaves the building on the game board.

There are **8 buildings** where the player can choose which resources to pay with, but the number is fixed. And there are **3 buildings**, where the player can choose both the kind and number of resources to pay with (maximum 7). When a player takes one of these buildings, he must calculate the number of spaces (= points) he moves on the scoring track. The calculation is very simple.

The different buildings:

The points the player scores.
The raesources required for the acquisition of the building.

Building with specific resources

The player calculates the points by the value of the resources.
He must pay exactly 4 resources.
The 4 resources must be from exactly 2 different kinds.
The player determines which 2 kinds.

Building with selected resources

The player calculates the points by the value of the resources.
He must pay at least 1 resource and at most 7 resources.
The number of different kinds is up to the player.

Example: ***Blue*** *pays using these four resources: 3 stone* *and 1 wood* *(the required 4 resources from 2 kinds). From the used resources, the player scores 18 points: Each of the 3 stones scores 5 points and the wood scores 3 points.*

The player places the acquired building on one of the spaces for buildings on his player board. If a player acquires more than 5 buildings, he stacks them on these spaces.

3. The players feed their people.

1 people figure - 1 food

When all players have taken all their people figures back to their player board, they must feed their people. Each people figure requires 1 food.

First, each player takes food from the supply according to the postion of his marker on the food track. Then each player returns 1 food to the supply for each people figure on his player board.

If a player does not have sufficient food to feed his people, then:

He must place all food that he has back into the supply. Then, he may, if he wants to (and can), pay the remainder in the form of any resources into the supply. Each resource replaces 1 food. Thus, his people are also content as they were able exchange the resources for food). If the player cannot or does not want to do this, he immediately moves his scoring marker backwards 10 points on the scoring track.

In such case, the player must return all food he has to the supply!

When all players have fed their people (or not and lost 10 points), the round ends. The start player gives the start player marker to his left neighbor and the next round begins.

New round

to begin a new round:

resupply cards and turn back used tools.

Before starting the new round, first move any remaining civilization cards to the right to empty spaces. Next, fill remaining empty spaces with cards from the stack - right to left. Then, the players turn any used tools back to their unused positions and begin the round with the 1st phase.

Example: *In the previous round, players took the 2nd and 3rd civilization cards. The 1st card remains where it is and the players move the 4th card to the right to the 2nd space. The players then draw 2 cards from the stack and place them on the 3rd and 4th places in that order.*

Game end

not enough civilization cards

1 building stack is empty

The game ends in one of two ways:
If there are not enough civilization cards remaining to fill the display at the beginning of the round, the game ends immediately. In this case, no new round is begun.
If at least 1 building stack is empty. In this case the current round is played to the end, i.e. the people must still be fed.
Then follows the final scoring.

Final scoring and winner!

First, take the information sheet for the civilization cards for the scoring information it has.
Each player proceeds as follows:

civilization cards with green backgrounds

Multiple the different civilization cards with the **green backgrounds** by themselves.

Example: *a player has 5 civilization cards with different culture symbols.*

writing *Heilkunst* *pottery* *art* *music*

= 25 points (5x5)

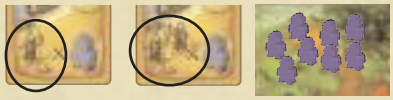
Score the cards with **sand-colored backgrounds** as follows:

Multiple the number of farmers by the position of the player's marker on the food track.
5 farmers x 7 food production = 35 points.

civilization cards with sand-colored backgrounds

Multiply the number of tool makers by the value of the player's tools.
3 tool makers x 7 tools = 21 points.

Multiply the number of hut builders by the number of buildings.
7 hut builders x 6 buildings = 42 points.



Multiply the number of shamen by the number of people.
3 shamen x 8 people = 24 points.

Each resource that a player has on his player board scores 1 point

Players move their scoring markers to score their points as they tabulate them.
The player with the most points is the winner!
If players are tied for most, the player among them with highest total of food production, tools, and people is the winner!.

2-3 players

Changes for 3 or 2 players

With 3 or 2 players, only 2 of the 3 places: tool maker, hut, and field may be filled in each round. The third place remains empty. Naturally, the empty place can be different in each round.
With 3 players: on each of the places: forest, clay pit, quarry, and river only 2 players may place people in each round.
With 2 players: on each of the places: forest, clay pit, quarry, and river only 1 player may place people in each round.
All remaining rules remain unchanged.

For many test rounds and suggestions, the author and publishers thank Gregor Abraham, Karl-Heinz Schmiel, Hannes Wildner, Hanna & Alex Weiß and all others who helped, especially Dieter Hornung.

© 2008 Hans im Glück Verlags-GmbH
If you have comments, questions, or suggestions,
please write us at: RioGames@aol.com or
Rio Grande Games
PO Box 45715, Rio Rancho, NM 81774, USA
Also, please visit our website at www.riograndegames.com

The civilization cards

A player keeps all cards which he acquires on his player board until the end of the game.

All cards are divided into two parts.
The player takes the item shown on the top **immediately** when he takes the card.

The player scores what is shown on the bottom during **final scoring**.

Bottom part – green and sandf-colored background for the final scoring

16 cards with green background, with 8 different culture symbols, twice each

Green background

healing *art* *writing* *pottery* *time* *transport* *music* *weaving*

During the final scoring, each player multiplies the number of different card by itself and adds extras.

Example: *Ea player has 5 civilization cards with different culture symbols = 25 points (5x5).*
In addition, he has 1 extra pottery + 1 point (1x1) = 26 points.

writing *healing* *pottery* *art* *music*

20 cards with sand-colored background

Sand-colored background: see final scoring, rules page 8.

Upper part – used during the game

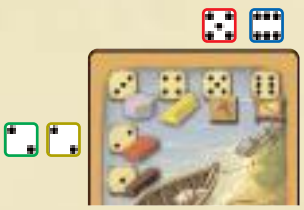
The following cards are used immediately when a player acquires them:

Items for dice (10 cards)

When a player acquires the card, he immediately rolls as many dice as there are players in the game. Then he places the dice around the card, matching the numbers. Beginning with the player, who acquired the card, each player selects one die. The player takes the corresponding resource and removes the die. The other players follow in clockwise order until all dice are gone and all players have taken 1 item or added food production.

The player may not change the roll with his tools.

Example: ***Red*** *acquires the card and rolls 4 dice:*
He has the first choice and decides to take 1 tool. Then, he takes the die showing a 5 away.
Blue *is next. He moves his food marker 1 space upward and takes the die showing a 6 away.*
Green *and* ***Yellow*** *each take 1 brick and remove the dice showing 2s.*



Food (7 cards)

The player immediately takes the amount of food shown on the card from the supply.
Example: *for the card shown, the player takes 4 food from the supply.*

Resource (5 cards)

The player immediately takes the resource shown on the card from the supply.
Example: *for the card shown, the player takes 1 gold from the supply.*

Resource with die roll (3 cards)

The player immediately rolls 2 dice and takes the resource shown as during resource procurement. He can add unused tools to the roll.
Example: *for the card shown, the player rolls 2 dice and takes 1 wood from the supply for each full 3 rolled (exactly as during the resource procurement).*

Points (3 cards)

The player immediately moves his marker on the scoring track 3 spaces forward.

New tool (1 card)

The player immediately takes 1 tool (exactly as with the tool maker).

Additional food production (2 cards)

The player immediately moves his marker on the food track 1 space upward (exactly as with the field).

Additional card, only for the final scoring (1 card)

The player takes the top-most civilization card from the face down stack. It looks at it and places it face down with his other civilization cards. He scores this card only in the final scoring. HE does not use the upper part at all.

The player can use the following cards immediately or later in the game:

Tool for unique use (3 cards)

The player puts the card face up beside his player board. He can add this tool **once** to a die roll (also, in addition to his other tools). Once used, the tool is used up and the player places the card face down with his other civilization cards on his player board.
Example: *the player has available an additional value 4 tool for one-time use.*

2 resources of the player's choice (1 card)

The player places the card face up beside his player board. The player can **once, immediately or later,** take 2 resources of his choice (2 different or 2 same) from the supply. Once the player uses the card to take resources, he places the card face down with his other civilization cards on his player board.

Tactical notes

- Do not neglect the civilization cards! Apart from the immediate gain of resources, food, and so on, they can earn a player many points during final scoring.

- Further people figures, increased food production, and tools are valuable, since they are available for the rest of the game. In addition, a card, which costs only 1 resource, is always worth the price.

- Collect the civilization cards with the final scoring in mind. A wide selection of cards is usually not as effective as cards which work together. If you plan to add people to your player board, you must also plan increased food production to feed them. If you work this strategy properly, at game end you will have many people and your food marker wil be high on the food track. With this strategy, you should also plan to collect civilization cards with shamen and farmers, **from the beginning**.
  You should employ similar guidelines to other strategies

- Do not shrink from blocking other players' access to "cheap" resources, so that they are forced to buy their cards with more valuable resources.

- Choose the order of using your people carefully. If you have, for example a people figure on a civilization card which gets you a tool, then you should take this card before you use your people figure in the quarry. In this way, you can use the tool, if necessary in the quarry.

- Consider blocking a building stack when it has 1 or 2 buildings left. Remember, when a building stack is exhausted, the game ends. If you do not want the game to end soon, then place one of your people figures on the stack with the intent of not acquiring the building. In this way, you can extend the length of the game by a round or two.