

Stone Age - Rules for EveryGame

Have your cavemen evolved recently and developed a desire to move onto your iPad? Who can blame them?!? You can now accommodate their hot, love-hut action (that's really the only reason to play this, right?) with this implementation of Stone Age for iPad! This is my first module to attempt to use a mostly "free location" methodology. What this means for you is that most of your movements are simply dragging pieces to anywhere on the screen. Instead of hard-and-fast locations where pieces can reside, you decide where to put them. Drag-and-drop your way to caveman enlightenment!

This implementation supports the official 2-player game rules.

The Player Areas of the Main Board

The bottom of the game board holds the suggested player areas. I say "suggested" because you can technically drag your tools, meeples, food, resources, etc. anywhere on the board. The starting meeples and food tokens are put close to the middle of the board, but you can move them anywhere. Just drag-and-drop.

Tools are the only player piece that requires any sort of special manipulation. If you want to exhaust a tool, **single tap** it. If you want to change it from one value to another (1 to 2, 3 to 4, etc.), **double tap** it. All other player pieces don't respond to any tapping. Stock supplies of pieces are found in their expected locations on the board as the physical game has them with one exception. The meeples stock supply resides in the love hut itself.

Civilization Cards

At the top of the screen, you will find a tab named "Civ Cards". This holds the stock of civilization cards for you to draw from to replenish the game board as you purchase cards. At the beginning of the game, the module automatically shuffles it and moves 4 cards into the 4 slots on the main board.

As you purchase cards, simply start dragging the card, and while holding down on the card, open up your player tab (player 1 on left, player 2 on right), and drop it into one of the slots. You have 6 slots per player that can accept stacks of cards for ease of categorization. As cards are put into the slots, a count will be displayed to let you know how many you have. You can **triple tap** these stacks to cycle through them.

Huts

The stock supply of huts is located off-board as it is not needed for the players to access it. The module shuffles it and deals out the appropriate number of huts that the players will need for the whole game. As you obtain huts, simply drag them onto the player tabs into the hut stack. Only one stack is needed as only the number of huts is required for end-game scoring.

Scoring

Due to space limitations, it became necessary to eliminate the scoring track from the game. You can keep score using pencil and paper or any number of apps on the iOS app store.