

MINI-EXTENSIONS FOR RUSSIAN RAILROADS "DSP" AND STONE AGE "CASINO"

We dedicate this mini extension to our loyal fans, whose votes won us first place at Deutscher Spielepreis 2014.

Here you will find the engineers that were voted for online. Accordingly, not every engineer is to everyone's taste. Feel free to choose the ones that you like for your game.

You will also find the two "Casino" building tiles for Stone Age.

These were first published for the "Stadt-Land-Spielt 2013" - Event and enhance each game of Stone Age with a small, fun element.

RUSSIAN RAILROADS - "DSP"

Setup:



General setup, item 9: Shuffle the new engineers together with the other engineers of their group (**A** or **B**).

Place the engineers as described in the rules for the setup of the base game.

No two engineers with the same number may be displayed.



Example: *Dimitrij (the bearded one with number 11) has already been placed on the board.*

Should you then draw the female engineer with number 11 put her back in the box and draw a new engineer.



Player setup, item 7: Additionally, each player receives one of the ?-tokens that show a ? on both sides.

From the remaining tokens choose one more than players in the game, and place the tokens beside the board, well reachable for everyone. These ?-tokens belong to no player alone.



Next to these ?-tokens place the tiles: **?-Factory** "2-year-plan"



and **"Freights car"**.



Game Play:

All rules of the base game apply.

The ?-tokens:



Should you choose the double-sided ?-token you must choose one of the 5 openly placed ?-tokens immediately.

The double-sided ?-token is placed back in the box as a sign that you already chose one of the openly placed ?-tokens.



Headhunter

Choose one of the engineers still in the box immediately. Place it on the right side of your player board. You cannot choose an engineer with a number already in play.



Industrial Boom

From now on, you may double your advancements on your industry track. You may decline – also partially – to double your advancements. You cannot double advancements that you gained through ?-tokens.



6x miscellany: Advance your black track marker 3 spaces and your industry marker 3 spaces immediately.



?-Factory

Should you choose this ?-token, take the ?-factory and place it on your industry track. Moving your industry marker onto the ?-factory gives you two ?-tokens immediately. Apply their effects and place them on the ?-factory.



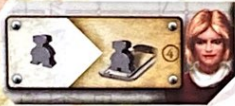
Freights car

Should you choose this ?-token take the “Freights car”-token. Place it behind locomotives with a value of at least 3. The “Freights car” does not use up a space for a locomotive.



From now on the “Freights car” is activated each round right before the scoring phase. At this point you get two advancements with one or two tracks of your choice on the railroad with the “Freights car”.

Die neuen Ingenieure



Olga (A-4)

You must place an unused worker on an unused engineer from another player and take the action immediately. This engineer has now been used. We recommend using Olga in 2-player games especially. The use in 3- and 4-player games is at your own peril!



Ludmilla (A-7)

You receive 5 points immediately. Additionally, choose one of the Starting Bonus cards and give the other cards to the next player according to turn order. Instead of taking a card a player can also choose 3 points. This continues until each player has chosen either a card or 3 points. Then everyone receives the bonus on their card.



Dimitrij (B-11)

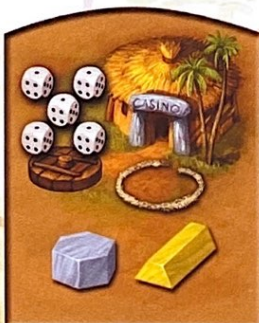
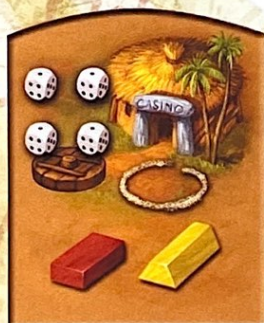
Advance the gray track **on one railroad** as many spaces as are needed to come to a stop right behind the black track.



Pjotr (B-14)

To use this engineer you must place a coin instead of a worker on the engineer. You then get three advancements for the black track.

STONE AGE – “CASINO”



Both “Casino” tiles are shuffled together with the other building tiles. Two piles will be one tile higher due to this. To buy a “Casino” tile the two depicted resources need to be paid.

The player then throws **four or five dice**. The number on the dice is added to the player's score.

Important:

The use of tool tiles is **not** allowed.