

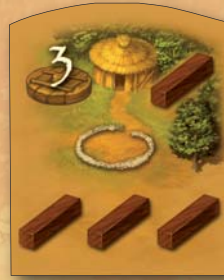
The New Huts: Add-on for Stone Age

General rules

The new building tiles are shuffled with the existing ones. If 4 players are playing remove six tiles at random and return them to the box. If only 3 players are playing remove 13 buildings, if only 2 remove 20.

The remaining buildings tiles are placed on the game board in stacks of 7 each.

Then follow the normal rules.



Wooden hut

This building grants the player one wood resource in each round at the beginning of the second phase. He/she additionally receives 3 victory points with the purchase.



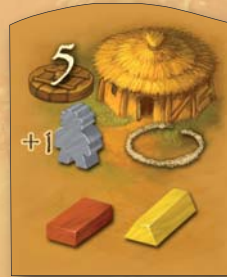
Clay hut

This building grants the player one brick resource in each round at the beginning of the second phase. He/she additionally receives 4 victory points with the purchase.



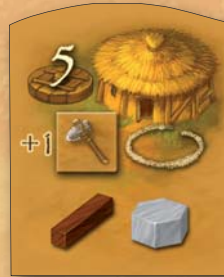
Stone hut

This building grants the player one stone resource in each round at the beginning of the second phase. He/she additionally receives 5 victory points with the purchase.



Kindergarten

With the purchase of this building, the player instantly receives one additional people figure of his color from the general supply as a one-time bonus. He/she additionally receives 5 victory points with the purchase.



Workshop

The player instantly receives one new tool as a one-time bonus. He/she additionally receives 5 victory points with the purchase.



Greenhouse

With the purchase of this building, the player instantly advances one step on the food track as a one-time bonus. He/she additionally receives 5 victory points.

The Shrine: Add-on for Carcassonne

The 5 „Kultstätte“ (Shrine) land tiles are shuffled with the remaining land tiles. The temple site is used and scored just like a cloister. When a player puts a follower on the temple, this follower is called a „heretic“.

Using the shrine

A shrine must not be placed directly next to one or more cloisters. A cloister must not be placed directly next to one or more shrines. You may not place a shrine directly next to a cloister which is already under a challenge. You may not place a cloister directly next to a shrine which is already under a challenge.

When a player puts a shrine directly (horizontally, vertically or diagonally) next to another player's cloister and places a heretic on it, the heretic challenges the monk. The same applies when a monk is placed directly next to another player's shrine. Challenging one's own monk or heretic is also allowed.

Players placing a tile with a shrine are also allowed to put a follower on the field, street or city instead of the shrine.

The challenge

A challenge is about completing one's own building first. The player completing his/her building first receives 9 points, the other receives nothing. Both followers return to their owners immediately even though the loser's building is not complete. If a tile is played which completes both the shrine and the cloister at the same time, then no-one completed the building first, so the monk and the heretic each score 9 points.

If a challenge is not resolved at the end of the game, both players receive the usual points as in the case of a cloister.

