

Game Auction!

Sellers, turn your old games into new! Buyers, get great deals on new games! Read the full FAQ on how to participate...

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Stone Age Marks Its 10th Year in Print

Learn more about this fantastic worker placement classic, including strategy & tactics...

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Stone Age: Anniversary

What's new and different in the Limited Edition *Stone Age: Anniversary*, including components, changes to play...

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Here Be Books & Games

810 Travelers Blvd, Ste A2, Summerville, SC 29485

(843) 695-1498 Tue & Wed 1 to 7pm, Fri & Sat 11am to 7pm

Board game store & gaming salon. We'll teach you how to play!

Issue 68

January 2019



Save the Date!

Wed, Jan 2 thru Fri, Jan 11

Check in Games for Auction

Wednesday, January 2, 1pm to ?

Free Midweek Gaming

Saturday, January 5, 2pm to 1am

Game Night

Wednesday, January 9, 1pm to ?

Free Midweek Gaming

Friday, January 11, 6pm to 8pm

Book Club Meeting - Reading:

The Immortals by Jordanna Max Brodsky

Saturday, January 12 11am to 5pm

Free Open Gaming

Saturday, January 12, 6pm to 10pm

Game Auction

Wednesday, January 16, 1pm to ?

Free Midweek Gaming

Saturday, January 19, 1pm to 7pm

Free Open Gaming

Saturday, January 19, 1pm to 7pm

Learn to Play: *Hero Realms*

Wednesday, January 23, 1pm to ?

Free Midweek Gaming

Saturday, January 26, 1pm to 7pm

Free Open Gaming

Saturday, January 26, 1pm to 7pm

Learn to Play: *Azul: Stained Glass of Sintra*



GAME AUCTION!

- **SELLERS:** Turn Your Old Games Into New Games!
- **BUYERS:** Get Great Deals on Used Games!
- **When:** Saturday, January 12, 6pm to 10pm
- **Game Check-In:** Wed, Jan 2 thru Fri, Jan 11

INSIDE:

- Free Open Gaming in January
- Sci Fi & Fantasy Book Club
- Game Auction FAQ
- *Stone Age* Game Review
- *Stone Age: Anniversary*
- Game Library Additions
- New Arrivals

Join us Saturday, January 12 from 6 to 10 pm at Here Be Books & Games for our fifth Game Auction! Buyers, this is your chance to get great deals on board games, card games and roleplaying games. Yep, you heard me right: at this auction we're allowing roleplaying games, modules, supplements, miniatures, dice, etc. as well as the usual board games, card games, and dice games. Any type of analog game or

accessory is acceptable. Who knows what wonderful games this auction will hold!

Sellers, this is your chance to turn your old games, that you don't play anymore, into new games you want to play. **If you have games you want to sell, bring them to Here Be Books & Games between Wednesday, January 2 and Friday, January 11, 2019.**

We'll put the games to be auctioned off on display as they come in and post updates periodically on Facebook. The auction will start at 6:00 pm, Saturday, January 12, 2019 and run until all the games have been auctioned. Afterwards everyone's welcome to mingle and play games while we do the paperwork.

If you buy any lots in the auction, you *must* pay before you leave. So, please be patient and plan to be here for the duration. Figuring everyone's bills, pulling games, and issuing store credit slips to the sellers is an exacting process. **Please be patient.**



Auction Fulfillment

After the auctioning concludes, we'll call Buyers to the counter one-by-one to pay for and collect their purchases.

Payments will be made to Here Be Books & Games.

After all payments have been collected, we'll call the Sellers to the counter one-by-one. Sellers will receive their proceeds in store credit (less \$2 per game or lot sold). You can use your store credit like a gift certificate on anything

we have in stock, as well as, special orders and preorders. In other words, if you want an in-print game or accessory that we don't have in stock, we'll be happy to order it.

So, Sellers start sorting through your games and read the Auction FAQ later in this newsletter. Everyone, please join us Saturday, January 12 for a truly fun and exciting Game Auction!

For more details, please see the Game Auction FAQ later in this newsletter. If you have any questions, drop by the store or give us a call at (843) 695-1498.

FREE Open Gaming! Saturdays in January (except Game Night)

We want everyone's new year to be filled with lots of fun, laughter and gaming! So to help you start the year off right, we're offering FREE Open Gaming every Saturday

in January. We'll still be scheduling Learn to Play sessions as usual and are always happy to teach you a game - just ask. Our three game rooms are open whenever we are.

We have an extensive Game Library and there are oodles of games you can buy, so you don't need to bring games from home to have a good time at Here Be Books & Games. Plus, we have snacks and drinks for sale, too.

So join us anytime you want to enjoy some fun, laughter, and gaming this year - at Here Be Books & Games!

Sci Fi & Fantasy Book Club Meeting Friday, January 11, 6pm to 8pm

Reading: *The Immortals* by Jordanna Max Brodsky (Carmen's pick)

We've started a new list! Still looking for titles from a few of you, so if you haven't already suggested a book for our reading list, be prepared to provide one at our next meeting.

The Sci-Fi & Fantasy Book Club meets once a month at Here Be Books & Games. We read fantasy and science fiction, old and new, including urban fantasy and alternate history.

Attending members each suggest a book to add to our reading list. Then we pick one book to read each month until they're all read. At which time, we start a new list. Newcomers are always welcome! Just read the current book and attend the meeting

Our meetings are full of lively discussions of the current book, show & tell of other stuff we've read recently, movies and TV shows we've watched and assorted other geeky stuff. It's always fun, even when some of us don't like that month's book.

** Note: you have to be attending meetings for your book selection to be eligible as the next reading choice.*

A full list of all the books we've already read in Book Club is available on our web site at:

hbbng.biz/book-club/

So bring some of the Sci Fi & Fantasy books you've read recently, bring yourself, and be prepared for loads of geeky talk.





Board Game Auction FAQ

We're hosting our fifth Game Auction Saturday, January 12 from 6pm to 10pm-ish at Here Be Books & Games! Everyone is welcome to participate as a Seller and/or as a Buyer.

To help make it clear how the Game Auction works, we've put together this list of frequently asked questions - with answers of course. If you still have questions after reading this, please call us at (843) 695-1498.

Seller FAQ

How do I sell games at the auction?

Bring the games you want to sell to Here Be Books & Games during regular store hours Wednesday, January 2 thru Friday, January 11.

You should inventory all games beforehand to make sure they're complete. We'll have you fill out a form for each game or lot you wish to sell, indicating the reserve price (the lowest you're willing to sell it for), plus any notes about condition, expansions or extras we should mention during the auction.

Where do I get the Seller's Forms?

You can download the forms from our web site and fill them out ahead of time to speed up the process or pick some up at Here Be Books & Games.

Do I really have to check each game I want to sell for completeness, that is, count every card and piece?

Yes! If something unessential to game play is missing, note it on the seller form. If the game is not complete enough to be playable, *do not bring it to the auction.*

How much does it cost to sell games at the auction?

\$2 per lot. You receive the proceeds in Store Credit for each game we auction off for you, less \$2 per lot. If a lot doesn't sell, there is no fee for that lot.

What constitutes a lot?

A lot can be:

- a single game or RPG book.
- a game with one or more expansions.
- a bundle of multiple games, RPG books, or accessories to be sold together.

We recommend you bundle several small items as a single lot to make it more attractive to buyers!

How and when do I get paid?

After the auction concludes, and all Buyers have paid for their games, we'll issue Store Credit slips to the Sellers.



What can I buy with Store Credit?

You can use Store Credit to purchase in-stock merchandise, as well as, special orders and preorders. If there's a game, gaming supply or accessory you want that isn't in stock, just ask us. We'll try to get it for you.

May I use the Store Credit I earned for games I sold in the auction to buy other games in the Auction?

No. You may not use Store Credit or coupons to pay for auction purchases. We accept cash, credit cards, and debit cards.

What if a game I bring to sell, doesn't sell?

We'll give it back to you. If you don't want the game back, you can donate it to our Game Library or for a future game giveaway.

Do I have to be present to sell games in the auction?

No. You can drop off the games you want to sell, with completed Seller Forms. We'll hold your Store Credit slip at the counter until it's convenient for you to pick it up.

Buyer FAQ

How can I participate in the auction?

When you arrive at Here Be Books & Games, check in and pick up a bidding paddle.

When/how do I pay for my auction purchases?

We'll keep track of what you buy. *When the auction concludes*, we'll tally up your bill and call you to the counter to pay. You can pay for your purchases with cash, credit card, or debit card. While you're waiting to be called, you're welcome to play games.

If I'm selling games in the auction, can I also buy games in the auction?

Absolutely Yes! You can both sell games in the auction and buy games in the auction. However, you must pay for your auction purchases with cash, credit card, or debit card. You may *not* use the Store Credit you receive from selling games in the auction to buy games in the auction.

May I pay for my auction purchases and leave before the auction is over?

We would prefer that you wait until the auction is over to pay for your purchases. If you need to leave early, let us know when you pick up your bidding paddle and we'll try to accommodate you, but we do not guarantee we'll be able to.



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General FAQ

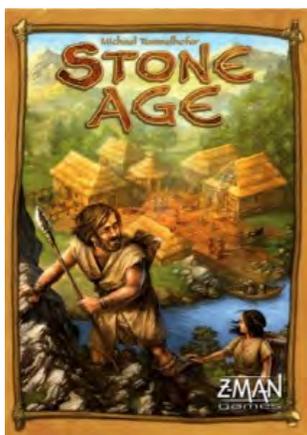
May we play games while you do the paperwork after the auction?

Yes. While we're doing the paperwork, you are more than welcome to play games.

Please Be Patient

While we've done our best to plan for every contingency, you know how best laid plans can go. The auction can get a little hectic, so please be patient.

We hope you'll find the Board Game Action a fun and exciting event on Saturday, January 12, 2019 at HBB&G.



Stone Age Marks Its 10th Year in Print

Designed by Bernd Brunnhofer, under the pseudonym Michael Tummelhofer, *Stone Age* was first published in the U.S. in 2008 by Rio Grande Games. To celebrate its 10th year in print, Z-Man Games is releasing the Limited Edition *Stone Age: Anniversary*. It was originally scheduled to release

December 30, 2018, but for unknown reasons has been delayed. I can't wait to see it and play it!

In this article, I'll tell you all about the original *Stone Age* and in the next article I'll explain the differences you'll find in *Stone Age: Anniversary*.

Stone Age is one of the first worker placement games I ever played. I consider it a classic - a must-have. I enjoy it every time I play it and I've played it a lot. It's my go-to game when introducing new gamers to the joys of worker-placement and Euro strategy games.

In *Stone Age*, you lead a clan of stone-age hunter-gatherers. Your goal: survive and prosper. Each round consists of three phases:

In Phase 1, you and your fellow players will take turns sending one or more of your people to one place where they'll perform an action in Phase 2. You can send them to:

- Gather Food at the Hunting Grounds
- Chop Wood in the Forest
- Make Bricks at the Clay Pit
- Acquire Stone at the Quarry
- Look for Gold at the River

- Till a Field to provide Food every round
- Fashion a Tool at the Tool Shed to assist dice rolls
- Make a baby at the Love Shack
- Build a Hut by paying the depicted resources
- Acquire Civilization Cards for an immediate benefit and an end-game scoring multiplier



In Phase 2, beginning with the start player, you'll bring all of your people home, performing their actions in whatever order you desire. For example, if you sent one of your people to fashion a tool and several others to gather wood, you could bring home the toolmaker first, then use the tool he produced – should it be needed – when the others gather wood.

Finally, in Phase 3, you'll feed your people and reset the board. You need one food for each member of your clan. Each field you have feeds one worker. To reset the board, slide any leftover canoe cards to the right filling in any holes with new cards, then turn up the top hut of each stack as necessary. Pass the start player token clockwise to the next player and you're ready for the next round.

One of the things I like about *Stone Age* is how the game's



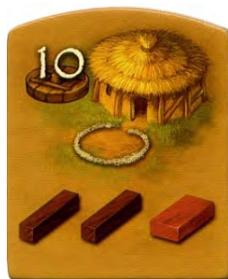
mechanics reflect the theme. For example, were you to go out hunting-gathering during the stone age, sometimes you'd be successful, maybe even super successful, and other times not so much. In the game, this luck aspect of hunting-gathering is emulated with dice.

When acquiring food and resources in Phase 2, roll a number of dice equal to the number of clan members sent to that spot to see how successful your people were. Divide the result by the appropriate number shown on your player board (2 for food, 3 for wood, 4 for clay, 5 for stone or 6 for gold) to determine how many of that resource you acquired. This, too makes sense: gold is much harder to acquire than food.

You can use any tools you've acquired once each round. Tools can modify your dice rolls. For example, if you sent 3 clan members to gather wood, then rolled an 11 on the dice, you could supplement that 11 with a tool to modify your result to 12 and thus acquire 4 wood instead of 3. You can use as many tools as you have available, but you can only use each one once per round. Turn them at an angle after use, then reset them after feeding your people at the end of the round.



Ultimately, you'll use the resources you acquire to build Huts, make journeys by canoe (in game terms, acquire Civilization cards), or eat if you get really desperate and didn't find enough food that round.



To build a hut, pay the designated resources and score points accordingly. Some huts require specific resources and you score the points noted on the tile. For example, this hut costs 2 wood and 1 clay and scores 10 Points: 2×3 (for wood) + 1×4 (for clay).

Some huts require a total and number of types of resources and you score according to the resources you use to build it. This hut costs 4 resources of 2 different types. The points awarded depend on the resources you use to build it.



For example, you could score the most points, by paying 3 gold and 1 stone (3×6 for the gold + 1×5 for the stone = 23 points), get the least points with 3 wood and 1 clay (3×3 for the wood + 1×4 for the clay = 13 points), or score somewhere in between with another combination. If you add up the resources on the huts with scores already calculated, you'll see add up the same way.



Civilization cards cost the number of resources shown above them on the board. They provide an immediate benefit, shown at the top of the card, and some type of end-game scoring, shown at the bottom of the card. The immediate benefit could be food, resources, a field, a permanent or temporary tool, etc. End game scoring could be a cultural improvement (art, healing, music, pottery, time-keeping, transport, weaving, or writing) or an achievement multiplier (fields, people, huts, tools). The more different cultural improvements you acquire, the more points you score: simply square the count and add 1 point for each duplicate. So, if you manage to get writing, pottery and music, that's $3^2 = 9$ points. If you get all eight, that's $8^2 = 64$ points! Each multiplier card is worth 1x, 2x or 3x whatever type of achievement it depicts. For example, say you have one 2x and one 3x hut multiplier cards: multiply the number of huts you built times 5. If you built 6 huts, that's 30 points. I can't stress enough how important Civilization cards are to your end-game score.

Components

The components and artwork of *Stone Age* carry through the theme, from the cavman meeples to the start player marker, down to the wooden dice and leather dice cup. I've heard some people complain about the smell of the dice cup, but I don't get it. It's made of raw, undyed leather. Of course, it smells like leather.



The resource tokens for wood, clay, stone and gold are shaped appropriately making them easy to distinguish while also contributing to the theme. The player boards are hefty and sturdy and provide everything you need to know for rolling dice and scoring both during and at game end. Overall, the components are excellent.

Strategy and Tactics

But I digress. Let's talk strategy and tactics. I mentioned

earlier that Civilization cards are important. Let me say that again: Civilization cards are really, really, really important. I discovered that the hard way. The first several (yes, I'm stubborn, several) times I played *Stone Age*, I let the other players compete for the cards and went about my happy game concentrating on acquiring resources and building huts. At the end of the game I had a satisfying lead. Then out came their Civilization cards and goodbye win. So next time I focused on buying Civilization cards and my score improved tremendously.

Another thing to remember: when bringing your people home, you can do it in whatever order you want. So get that tool first, then gather resources: it just might come in handy. This also means that you can send a guy to build a hut during Phase 1 – even if you don't have the necessary resources to build said hut right now. Just make sure you also send some guys to *acquire* whatever else you do need to build it. When bringing them home, get the resources first, then build the hut. If you aren't successful acquiring enough resources for the hut, it's not a great loss: so one guy was idle that turn and came home empty handed.

Which brings me to another tactic: if the game's running out too quickly (a stack of huts is down to one or two), and you need a few more rounds of play, send a guy to build the hut on the short stack – only don't build the hut. Just bring him home. That'll buy you at least one more round.

There are definitely multiple paths to victory in *Stone Age*, despite your really needing to get at least a few Civilization cards. It helps if you can concentrate on one or two things and their corresponding multipliers. I've also seen a little of everything work, too.

Stone Age is very tactical: you have to make the best of the options available. Not only will different cards and hut tiles come out each game, the dice may or may not roll what you need, and how the other players play and what they go for will have a huge impact on your options. That's what makes *Stone Age* a fresh and interesting challenge every time.

Final Thoughts

I adore *Stone Age*. Bernd Brunnhofer, *Stone Age*'s designer, achieved that perfect, magical combination that makes a game awesome and classic: accessible, easy to teach, provides multiple paths to victory, requires both strategy and tactics, well implemented theme, excellent



components, looks great, and plays in 1 to 1 1/2 hours. Perfecto! Mwah! Love It! Can't wait to try the new Anniversary Edition!

I'd classify *Stone Age* as a medium-light strategy game. Perfect for gamer gamers, but also an excellent gateway into strategy games – particularly worker placement strategy games – for new gamers. It's even educational: you get a lot of practice multiplying and dividing while acquiring those resources. Of course, I think all games are educational in some way.

Stone Age supports 2 to 4 players ages 10 and up and plays in 1 to 1 1/2 hours.

Stone Age Anniversary - What's New & Different

I love *Stone Age*. I've been looking forward to the new Limited Edition *Stone Age: Anniversary* for months now and have done quite a bit of research into what's new and different in it. How could the designer and publishers improve on this classic after 10 years in print? Well, let's take a look. I'm not going to go into great detail about the game play, because I've already covered most of that in my *Stone Age* article. I will instead focus on the new components and any changes to game play.

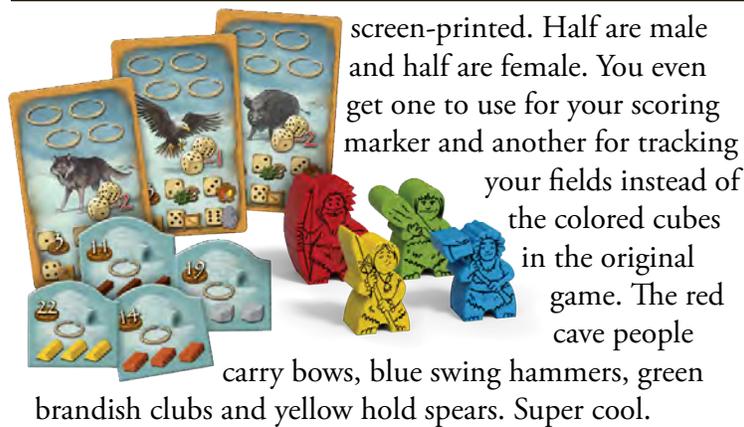


Components

Stone Age: Anniversary, like the original game, supports 2 to 4 players ages 10 and up and plays in about 60 minutes. It has a double-sided game board featuring the original Summer scene on one side and a new Winter scene on the other. The Summer side plays just like original *Stone Age*, while the Winter side adds a few new mechanics which I'll explain in more detail later.

The player boards are likewise two-sided, Summer/Winter to match the game board. The food tiles have been die-cut into unique shapes: the 10s are hide-shaped, the 5s are sort of shaped like fat fish, the 2s are cut into mushrooms and the 1s I guess are supposed to look like berries. The original food tiles were different sized discs. The artwork looks the same to me, however. I'm not sure the shapes are really much of an improvement.

The worker meeples have also been upgraded: each colored set has its own unique shape and they've been



screen-printed. Half are male and half are female. You even get one to use for your scoring marker and another for tracking your fields instead of the colored cubes in the original game. The red cave people carry bows, blue swing hammers, green brandish clubs and yellow hold spears. Super cool.

Additional Components

The publishers did not include the *Style Is a Goal Expansion* in *Stone Age: Anniversary*. Would've been nice if they had. However, they did provide a few new components for use with the new Winter side of the game board:

- 4 Igloos
- 4 Animal cards
- Winter huts (back side of Summer huts)

Let's look at how these new components change game play when you're using the Winter side of the board.

Game Play Changes

The Summer board features the same great game play as the original board. However, the Winter board offers a few changes. Let's start with the Winter Huts.

Stone and Gold Become More Important

I mentioned earlier that the Huts in *Stone Age: Anniversary* are double-sided to match the two sides of the game board. However, some of the Winter huts also have a plus stone symbol underneath the victory point value in the top left corner. This means that when you build the hut, you can upgrade it by paying a stone in addition to the depicted resources to score 5 more victory points. This makes stone more valuable.

Gold, likewise, becomes more valuable when playing the Winter side of the board. When you buy Civilization cards, you can pay a gold in addition to the number of resources you'd normally pay to immediately score 6 points. This is indicated by some new iconography on the board along the top of the card display area.



I don't know about you, but when I play *Stone Age*, I often send my workers to chop wood and only occasionally go after clay, stone and gold. I prefer to use the more easily acquired wood to pay for my Civilization cards. With stone granting a VP bonus on some huts and gold on Civilization card purchases, there's a new incentive to commit workers to the acquisition of stone and gold. It'll be interesting to see how this affects game play.

Igloos

Stone Age: Anniversary includes 4 new building tiles: igloos. There's one for each type of resource. The igloos don't get shuffled in with the hut tiles. Instead, you'll place them face-up below the board near the huts. You can assign a worker to build an igloo, just like you would a hut. And you can build an igloo by paying the depicted resources just as you would a hut and score the appropriate victory points.

However, igloos are not huts. Igloos don't count as buildings for end-game multiplier scoring. They're just another way to earn some victory points. I don't expect them to be a big game changer, though.

Animal Cards

Perhaps the most interesting addition to *Stone Age: Anniversary* is the Animal Cards. There are four of them: Polar Bear -3, Boar -2, Wolf -2, and Eagle -1. From the description of what they do, I expect thematically these Animal Cards are supposed to represent prowling animals that pose a threat to the village.

During setup, you'll shuffle the Animal Cards in with the Civilization Cards. When they're drawn, however, instead of placing them in the Civilization Card row for purchase, you'll place them next to the board. As long as the card is present, all players will suffer a 1 to 3 penalty on all of their dice rolls.

For example, say the Boar Animal Card was up, you rolled 4 dice for wood and got a total of 16. To determine how much wood you get, you first have to subtract 2 from your roll for the threatening Boar, then divide by 3. So you'd only get 4 wood instead of 5.

The only way to eliminate an animal threat is for you and your fellow players to send workers to deal with

it. You can each send one worker per round. When the total number of workers on the card matches or exceeds the number of players in the game, you've successfully eliminated the threat. Players who sent one or more workers to deal with the threat receive a reward. For each worker you committed, roll a die: 1 = 3 VP, 2 = 3 food, 3 = 1 resource of your choice, 4 = 1 tool, 5 = 1 field, and 6 = 1 additional worker.

Cool huh? I'm pretty excited about this addition. Everyone will have to work together a little to eliminate the threat or suffer the consequences. I think this will affect game play more significantly than the other component changes.

Summary

Well, that's it. There aren't that many game play changes. The new screen-printed cavemen – and women – meeples and the Animal Threat Cards are the most exciting to me. I'm interested to hear your thoughts.

I think the new Winter artwork is pretty and provides a fresh look, but I was also perfectly happy with the original Summer artwork. I am interested to see how the stone bonus on some of the Winter huts and the gold bonus when buying Civilization Cards will play out. Could be wood won't be everyone's first choice anymore. I doubt the igloos will have much affect on game play, since there are only four of them and they don't count towards hut multipliers.

I have to say I'm disappointed that they didn't include the *Style Is the Goal Expansion*. The good news is, that you can still play it with the Anniversary Edition. Unfortunately, the fifth player will have to make do with the plain old uni-sex caveman meeples.

Stone Age is such a great game, though, that for me the Limited Edition *Stone Age: Anniversary* is still an automatic buy. I can't wait for my copy to arrive!

 **The Glass Meeple**
Game Reviews by Tina
www.theglassmeeple.com



GAME LIBRARY ADDITIONS

Carpe Diem
Forbidden Sky
Hero Realms
Istanbul: The Dice Game
Rise of Queensdale
The River
Scythe
Teotihuacan

TRY BEFORE YOU BUY!
WE'LL TEACH YOU HOW TO PLAY!



New Arrivals!

7 Wonders: Armada
Aeon's End 2nd Edition
Arkham Horror: 3rd Edition
Azul: Stained Glass of Sintra
Betrayal Legacy
Catan Histories: Rise of the Incas
Caverna: Cave vs. Cave
Clank: Gold & Silk
Codenames: Harry Potter
Cryptid
D&D 5th Ed Boxed Gift Set CE
Exit: The Mysterious Museum
Forbidden Sky
Fury of Dracula
Gizmos
Great Western Trail: Rails to the North
Hero Realms
Hero Realms: Fighter, Ranger, Thief & Wizard packs
Istanbul: The Dice Game
Just One
King of Tokyo/NY: Anubis
Munchkin: Harry Potter Deluxe
Rise of Queensdale
The River
Sagrada: 5 to 6-Player Exp.
Santa Maria
Spirits of the Forest
Terraforming Mars: The Colonies
That's a Question
Western Legends

*Major Card Sleeve
RESTOCK!*

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