

The background of the entire page is a dark, atmospheric illustration of Stonehenge at night. A large, bright full moon hangs in a starry sky. In the foreground on the right, a hooded figure with a beard holds a flaming torch, casting a warm glow. The stone structures of Stonehenge are visible in the distance, partially illuminated by the moonlight.

KLAUS-JÜRGEN WREDE · BRUNO CATHALA AND SERGE LAGET
ANDREW LOONEY · MIKE SELINKER

STONEHENGE

Nocturne

It's twilight time over Stonehenge, as the Nocturne expansion gives you new games with a common theme of the night sky. **Sun & Moon**, a building game by Klaus-Jürgen Wrede, features the sun cult and the moon cult working to build the monument of Stonehenge. **The Star Gate**, a deduction game by Bruno Cathala and Serge Laget, shows cryptanalysts hard at work to enable Stonehenge to be used as a gate to the stars above. **Stonehenge Hippie Festival**, a party game by Andrew Looney, hearkens back to countercultural nomads dancing under the stars at Stonehenge. And **Battle of the Beanfield**, a bonus solitaire game by Mike Selinker, shows what happens when those travelers run into people who don't take their activities kindly.

This game requires a copy of *Stonehenge: An Anthology Board Game™* to play.



PZOTGL2001



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Sun & Moon

A BUILDING GAME BY KLAUS-JÜRGEN WREDE

GAME RULES

Number of players: 2, 4, or 6

Object of the game: Two teams of cultists (orange for the sun cult, black for the moon cult) build the magical circle of Stonehenge. The team whose cultist figure reaches the last space of the bluestone track wins the game and is confirmed as the most powerful magic cult.

GETTING STARTED

Equipment: Sun & Moon uses the board, the card deck, seven figures (all but the neutral figure), all trilithon parts (disassembled), four white bars, one orange and black disk per two players, and one disk of each of these colors: red, green, yellow, blue, and white.

Setup: Mark the five spaces on the board for the trilithons with one disk each: red, green, yellow, blue, and white.

Place the figures ("cultists") of these five colors on spaces 30, 1, 2, 3, and 4 of the outer ring. (It doesn't matter which color goes in which space.)

Place four white bars between spaces 4 and 5, 11 and 12, 19 and 20, and 26 and 27. This divides the outer ring into quarters.

Place all trilithon parts near the board on the side with the "STONEHENGE" lettering. The quarter that is closest to this area is called the "building quarter."

Separate the trilithon cards from the deck and shuffle the remaining cards. Deal three cards to each player. Note that only the colors of the cards are important—the numbers do not matter.

Shuffle the five trilithon cards and deal one card facedown to each team. (Each player of the team may take a look at this card.)

The game has two teams: one orange team that represents the sun cult and one black team that represents the moon cult. Each team member should sit in alternating spots around the board: orange-black-orange-black-orange-black. Each player takes a disk of the appropriate color and sets it directly in front of him or

her. (In a two-player game, there is only one orange and one black player.)

Place the orange figure ("sun cultist") and the black figure ("moon cultist") on the first space of the bluestone track.

PLAYING THE GAME

The youngest player begins play by making one action, then play moves clockwise, allowing each successive player to make one action. Each time a member of the sun cult takes a turn, it is day. When a member of the moon cult takes a turn, it is night. Whether it's day or night, each player chooses one of the following two sets of actions for that span of time.

Hand replenishment: Move one cultist clockwise on the outer ring to the next "quarter." In this quarter, place it on an unoccupied space of your choice. Then draw two new cards from the deck; add one to your hand and place one faceup before you. You can use both the cards in your hand and the cards in front of you later (and it's risky to keep those cards in front of you!).

Build a trilithon: To build a trilithon, you need to move a cultist of a color of your choice to the building quarter (and it must pass another cultist while moving or





you can't build during that action), where it can then build onto the trilithon space marked by a disk of its color.

To move the cultist and build, you need to use cards that match the cultist's color (black cards can be used as any color). To figure out the minimum number of cards you need, count the number of quarters through which the cultist must move to reach the building quarter, then add the number of trilithon parts (each trilithon has three parts) for this color that already stand. That total is the minimum number of cards you must use during your turn to move a cultist and build on a trilithon.

When counting the number of cards that you intend to use, you automatically add in any cards that you and your team members have placed faceup that match your chosen color. You cannot use any of the black cards that your team members have out, but you can choose to use black cards that you placed faceup.

Once you have figured out how many cards you're using, move the cultist to an unoccupied space of your choice in the building quarter, and add one piece to the appropriate trilithon (if it hasn't already been completed). Then move the sun or moon cultist that represents your team one or more spaces on the bluestone track, as determined by the number of cards you played.

- If you play exactly the needed number of cards from your hand and from those placed in front of you and your team members, build one part of the trilithon. Set the part on the building

place of the chosen color and move the sun or moon cultist one space on the bluestone track.

- You can choose to play more cards to move additional spaces along the bluestone track. For each additional card you play, move the sun or moon cultist one extra space on the bluestone track.

Remember that there is one condition for building: The moving cultist must pass another cultist while moving.

After building, discard all faceup cards of this color (including those in front of the other team's members!). For each black card you discard, also discard one black card that the opposing team has out on the table.

If you built a trilithon this turn, end your turn by drawing one new card from the deck, which you add to your hand.

If you finish a trilithon (in other words, you add a third part to one), and one of the teams has the secret trilithon card of this color, it shows this card to everyone. Then they move their cultist two spaces on the bluestone track.

You can choose to add on to a finished trilithon, though you don't place further parts onto it. A complete trilithon always is treated as if it has three parts, no matter how many times it has been overbuilt.

ENDING THE GAME

The team whose cultist lands on the last space of the scoring track wins immediately.

Playing example:

The red cultist is on space 16, and blue is on space 29. The active player is playing for the sun cult, and wants to add a part onto the red trilithon, of which one piece is already finished. He needs to move the red cultist into space 30 of the building quarter, passing the blue cultist so he can build. He needs a minimum of three cards—two for the two quarters of movement, plus one for the existing piece of the red trilithon. His teammates have two red cards in front of them, and he adds three red cards and one black card to make a total of six cards. He adds a second trilithon part to the red trilithon. Then he moves the sun cultist one space on the scoring track for building the trilithon, and three more spaces because he used three more cards than he needed to. Next, players on both teams discard all of their faceup red cards, and the active player discards a black card that a member of the moon cult has on the table. Finally, the active player draws one card, ending his turn.

any circumstances include matches in this game box.

Klaus-Jürgen Wrede is the inventor of the board game sensation Carcassonne and all of its expansions. His other games include Mesopotamia and The Downfall of Pompeii. Klaus-Jürgen originally wanted to do a game involving shining light through the trilithons, which ran aground when the guys at Titanic told him he could not under



The Star Gate

A DEDUCTION GAME BY BRUNO CATHALA AND SERGE LAGET

GAME RULES

Number of players: 2–7

Object of the game: You belong to a team of archaeologists who want to prove to the world that Stonehenge is in fact a star gate. Each one of you holds some clues, which decoders will examine to determine the correct code. Your objective is, for each one of these clues, to discover the code that unlocks a star gate stone.

GETTING STARTED

Equipment: The Star Gate uses the board, bars and a figure of one color for each player, and 60 cards from the card deck (remove the five trilithon cards before playing).

Each player also gets a number of disks of his or her figure's color based on how many players are in the game. In a two-player game, each player gets seven disks of one color. In a three- or four-player game, each player gets eight disks. In a game of five or more players, each player gets nine disks. These disks represent the number of attempts a team of decoders can make at deciphering a clue.

You also need paper and a pen for each player.

Setup: Each player receives disks, bars, and the figure of a single color.

Shuffle the cards and deal three facedown to each player. (These cards are clues concerning the combination that

and places it on space 30 of the outer ring (the outer ring is used for scoring).

Randomly determine the first player to be the "encoder."

PLAYING THE GAME

When you are the encoder, you must submit one of your personal clues to the scrutiny of expert decoders, who seek to decipher part of the combination to open the star gate by using your clue.

- You must choose one of your cards and place it facedown close to the board.
- Place all of your disks (except for the codestone) in the center of the board. These disks represent the number of attempts a team of decoders can make at deciphering your clue.
- Now, other players ("decoders") have to try to figure out which card you chose.

The player to your left is the lead decoder, who gets to make queries about your clue. To do so, the lead decoder takes one disk from the middle of the board and places it on one of the sixty spaces of the inner ring. (Note that the lead decoder can't choose a space with the same number that another decoder proposed earlier during your turn. For example, if someone queried "12 day," another decoder can't query "12 night.")



Serge and Bruno write: "When Mike contacted us to work on the Stonehenge project, we did some research about it... and while reading very old documents in the French archives, we found a report of a secret society of archaeologists that started in the 1900s. These guys were convinced that Stonehenge was a gate that allowed travel among the stars. And they were right: One of them made the first space journey after having found the secret code to open the gate. Based on these forgotten documents, we now propose that you too can find the secret combination to opening your gate."



Then, you determine if the queried space shares traits with your clue. The traits are day or night, color, and the individual digits on the card. For example, if your card is 29 day, which is a red card, the traits of your clue are day, red, 2, and 9.

You must answer the query in one of three ways:

1) If the query has at least one common trait with your clue, you say only “yes.” For example, if the encoder’s card is 29 day, and the decoder places a disk on 5 night, you must answer “yes” because there is one common trait: red. If a decoder queries 12 day, which has two common traits (day and the digit 2), you still answer “yes”—do not reveal that there is more than one common trait.

2) If the space queried by the decoder shares no traits with the clue, you say “no,” and place one of your bars in front of the disk to designate the negative answer. For example, if your card is 29 day, and the decoder queries 3 night, there are no common traits; you say “no,” and place one of your bars in front of the disk on 3 night.

3) One time per turn, you can choose not to answer the query. In this case, put your finger in front of your lips and place your figure in front of the disk to designate your non-answer.

Once you have answered the query, any of the decoders can choose to guess the number and day/night trait of your clue. To do so, the decoder writes the guess on a piece of paper, also including his or her name and the number of disks remaining in the center of the board. The decoder

passes this to you, and he or she is done for the rest of your turn.

After each decoder makes a guess or chooses not to, the player to the lead decoder’s left becomes the new lead decoder, and makes a new query. If the lead decoder uses the last disk from the center of the board, the decoders have one last opportunity to submit their guesses after you answer the final query.

After all of the decoders have submitted guesses, go to the scoring phase.

Scoring: As the encoder, you must reveal your clue by turning the card faceup, and then reveal each of the guesses. You score 1 point for each incorrect guess. Each decoder that guessed correctly scores 1 point plus the number of remaining disks in the middle of the board when he or she made the guess. (Remember that the decoder noted this when he or she wrote down the guess.) Players indicate their scores by moving their codestones around the outer ring a number of spaces equal to their score for the round. The space on which a codestone stands indicates the number of points he or she has contributed to discovering one part of the code to open the star gate.

For example, Anton is the encoder. Bonnie guessed incorrectly with three disks remaining. Charles guessed incorrectly with no disks remaining. Danielle guessed correctly with two disks remaining. So Anton gets 2 points for the two incorrect guesses, and Danielle gets 3 points (1 plus 2 for the remaining disks).

After scoring, remove your bars, figure, and disks (except for your codestone) from the board and draw a new card, discarding the clue you just revealed. The player to your left becomes the new encoder and places his or her own disks (except for the codestone) in the middle of the board.

Errors: If an encoder makes an error (answering “no” when “yes” is required, for example), the encoder loses 3 points, and gains no points for any incorrect guesses. Correct guesses are still rewarded as above.

ENDING THE GAME

The game ends when:

- each player has been the encoder three times in a two-player game,
- each player has been the encoder two times in a three- or four-player game,
- or each player has been the encoder one time in a five- to seven-player game.

The player with the highest score unlocks the star gate!

Bruno Cathala and Serge Laget co-wrote the board games *Shadows over Camelot* and *Wicked Witches Way*. They are frequent collaborators with original Stonehenge designer Bruno Faidutti, with Serge co-designing *Castle* and *Mystery of the Abbey* with him, and the two Brunos collaborating on *Mission: Red Planet* and *Boomtown*. In fact, the three work together so frequently that Mike Selinker just calls all three of them “the Brunos” and hopes Serge doesn’t mind too much.



Stonehenge Hippie Festival

A PARTY GAME BY ANDREW LOONEY

GAME RULES

Number of players: 3–6

Object of the game: You are a hippie at a big counterculture gathering on the grounds of Stonehenge. There's a lot going on: things to see, people to dance with, snacks to buy, etc. You can win by accomplishing any of three goals, but the huge crowd makes it difficult to move around, the people you dance with sometimes steal your stuff, and you often get hungry and eat the snacks you're supposed to be bringing back to your friends on the other side of the circle. Plus, you sometimes just totally change your mind about what you really want to do!

GETTING STARTED

Equipment: Stonehenge Hippie Festival uses the board, the card deck, the trilithons, bars of seven colors, and the figure plus three disks of that figure's color for each player.

Setup: Place all of the non-orange bars ("snacks") in the center of the board, sorted by color, and set up the trilithons in their locations. Place orange bars in the inner ring to the left of the 3 night space, between day and night on 8, 13, 18, and 23, and to the right of the 28 day space.

Shuffle the deck and deal a card faceup to each player. Whoever got the lowest number becomes the starting player.

(Trilithon cards have a value of zero. In case of a tie, deal new cards to all tied players.) Shuffle the cards back into the deck.

Once the play order is determined, players move their figures ("dudes") onto the outer ring spaces indicated on their cards. (Trilithon

cards let you choose any space of that card's color.) Each of these spaces has a vendor's stall that sells specific types of provisions. Sometimes vendors advertise special deals, and dudes may choose to jump at a bargain (see Jump below).

When all the dudes are on the board, each player is dealt a new card, which is kept secret. The card deck is placed facedown where all can reach, next to the faceup discard pile.

Lastly, each player takes three disks ("flags") and two bars of the color of his or her dude, plus one bar of the color of the space the dude begins on.

Snacks: The bars represent various provisions which hippies at a festival might need:

- **Blue:** Water
- **White:** Sandwiches
- **Red:** Apples
- **Yellow:** Bananas
- **Green:** Granola
- **Black:** Brownies

Goals: Your hidden card indicates which two of these three possible victory



Andy writes: "This game was inspired by the Stonehenge Free Festivals, which started in 1972 but were halted by the British government in the mid-eighties. The turning point came on June 1, 1985, when cops beat up hundreds of New Age Travelers (hippie families living a nomadic lifestyle) in a notorious example of police brutality now known as the Battle of the Beanfield. However, this game takes place in a happier time, when the hippies were (or will be) free to dance as they wish under the solstice moon at Stonehenge."



conditions you may choose between in order to win:

- **Color = Stock Up on One Snack:** Your mission is to secure a large quantity of a particular type of goodie. If you have six snacks of the color shown on your secret card, you win!

- **Number = Shop for and Keep a Date:** You're planning to meet up with your best friends at a designated location, but first you need supplies, namely one of each kind of snack. If you have one or more snacks of each color, and your dude is on the numbered space shown on your secret card, you win!

- **Trilithon = Flag the Stones:** Your challenge is to hang a flag on at least three of the trilithons. (Only one player's flag may be placed on a trilithon at any time.) If you tag three or more trilithons with a flag of your color, and a trilithon is shown on your secret card, you win!

PLAYING THE GAME

During each turn, the players flip over the top card of the deck directly into the discard pile, then take their choice of six possible actions. Some options are limited by the card shown, which is called the action card.

Changing the Action Card: Turns always begin by flipping the top card directly into the discard pile. Afterward, you may choose to discard your secret card, making that your action card instead, and immediately draw a new card to be your secret goal.

Dancing: From time to time, everyone at the festival must dance. After dancing, most people will be tired, and will need to consume a snack. There are two types of dances: couples and singles. A couples dance is a turn action, and is described under "Choosing an Action" below. A singles dance is triggered anytime a trilithon card appears on the discard pile, either by flipping a trilithon from the deck, or by changing the action card to a trilithon. The player whose turn it is becomes the dance leader, and may move his or her dude one space. All other players must each discard one snack of their choice, if they have any.

Afterward, the dance leader still gets a regular turn option. (This means the player could potentially lead another dance immediately—in fact, it's technically possible to dance three times in a single player's turn: a flipped trilithon, a discarded trilithon, and a couples dance.)

Choosing an Action: After settling on your action card, do one of the following:

- **Shop:** Take a snack of the color of the space you are in from the pile in the center of the board. After shopping, you must make way for the next customer by moving your dude one space clockwise or counterclockwise.

- **Jump:** Move your dude directly to the numbered space indicated on your action card, then take a snack of that space's color. If your action card was a trilithon, you may jump to any space of the color shown.

- **Slide:** Move your dude into any space between (but not including) the nearest spaces of your action card's color on either side of your current location.

- **Dance:** If your dude is in the same space as another player's, you may declare a couples dance. The effect is the same as a singles dance, but the player sharing your space doesn't have to discard a snack. Only the dance leader gets the option to move.

- **Steal:** Take a snack of your choice from any player in the same space as you, then immediately run away, moving your dude one space in either direction.

- **Tag:** Mark the trilithon your dude is closest to with a flag of your color (pushing out another player's flag if needed). Spaces 8, 13, 18, and 23 give you a choice of two trilithons. Spaces 1, 2, 29, and 30 are not near any trilithons, so you can't tag there.

Sold Out = Wild: If the type of snack you're supposed to get is all gone, you can take a snack of any color still available.

ENDING THE GAME

If, at the end of your turn, you meet either of the victory conditions indicated on your secret card, you win!

Andrew Looney designed the card games Fluxx, Aquarius, and Chrononauts, the video game Icebreaker, and the Icehouse game system, including Treehouse, IceTowers, and Martian Chess. He's been blogging weekly for ten years. Andy is a former NASA engineer, co-founder

of Looney Labs, and chocolate cake.

BATTLE OF THE BEANFIELD

A BONUS SOLITAIRE GAME BY MIKE SELINKER

GAME RULES

Number of players: 1

Object of the game: It's June 1, 1985. The Peace Convoy, attempting to stage the fourteenth Stonehenge Free Festival, is met by Wiltshire police at a roadblock. After a series of clashes, the New Age Travelers flee in their buses to a nearby beanfield, where the final confrontation takes place. You play the driver of Bus 13, which has unfortunately stalled out amongst the beans. As the arrests ensue, get as many travelers to freedom as you can.

GETTING STARTED

Equipment: Battle of the Beanfield uses the card deck, the deck box, eight figures including the neutral figure, five orange bars, and ten bars of the colors red, blue, white, yellow, green, and black.

Setup: Place the eight figures ("bobbies") in a line in any order, spaced far enough apart that each can have a card placed in front of it.

Remove the deck from the box and shuffle the cards.

Take all 65 bars ("hippies") and shake them in your hands. Pull out a bar and put it in front of the leftmost bobby. Then do so for the next bobby,

and so on until you have one hippie in front of each bobby. Then go back to the first bobby and draw another hippie, until eight hippies have been placed in front of each bobby. You will have one hippie left over. Put that hippie (the "bus driver") into the deck box (the "bus").

Turn over the first card of the stack. You may place it in front of any bobby. Then do so with the next card, and so on until you have one card in front of each bobby.

PLAYING THE GAME

The game is played over seven rounds. On each round, deal eight cards facedown in a stack.

Flip over the first card in the stack. You may place it in front of any bobby, under the following conditions:

1. If the bobby's current card is a day card, you must play an equal or higher card, or a trilion card, on it.
2. If the bobby's card is a night card, you must play an equal or lower card, or a trilion card, on it.
3. If the bobby's card is a trilion card, you can play any card on it.

Then free any hippies of that color (orange being represented by the trilion cards) in that bobby's line, putting them in the bus. After that, draw the next card, and place it in front of any bobby that doesn't have a card from this round.

If you cannot (or choose not) to play a card by the above rules, you may put it in front of any bobby without a card from this round, but you do not free any hippies.

When you have played all eight cards in the stack, move the cards you played on top of the previous

cards, making these the new bobby cards. Then deal the next stack, and continue.

ENDING THE GAME

When you have only one card left in the deck, the game ends as you drive the bus to freedom. Count the number of hippies you have in the bus (including the bus driver), and that is your score for the game. The rest, sadly, must spend a night in jail. Bummer, man.

Mike Selinker wrote the rule set Chariots of Stonehenge for the first Stonehenge game. Someday, he thinks, he will introduce the opening band at a new Stonehenge Free Festival. Someday.

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Mike writes: "I promised myself I wouldn't write any more games for Stonehenge until I got everybody I ever wanted to write a game to do so. Well, that promise lasted about a week. Andy sent me his game with his delightful stargazy theme, but I was attracted to five magic words in his intro: 'the Battle of the Beanfield.' As a longtime wargame designer, I couldn't resist writing the sequel. Hippies vs. bobbies for all the granola. Time to tune in, turn on, and drop the gloves."