

STONEROW OFFICIAL RULESET

Complete Rules

There are several ways to play StoneRow, but they all begin with the Official Rules!

StoneRow Official Rules

To play StoneRow you will use the cards as follows:

- 52 number cards and Guild cards
- (2) Tower sets – 12 cards
- 3 Highwayman
- 3 Mason
- 2 GoldDigger
- 2 Displacer
- 1 Foreman

The Object

Build **StoneRows** by playing **Sets** and **Runs** from your hand while stealing or breaking your opponents'. Player with the most points for having the biggest best **StoneRows** at the end of the game wins.

The Deal

- Separate **Tower** cards and lay them facedown in order from base to flag near the dealer. Shuffle deck and deal to each player as follows:

2 players = 8 cards; 3 players = 7 cards; 4 players = 6 cards.

- Place remaining cards facedown in center of table as the **Quarry** (draw pile).
- Reveal top card of **Quarry** and place where all can see. This is the **Keystone** which determines which card-type is the **Hammer** for this game. (See **Actions** below.)
- Place the next card from the **Quarry** faceup to form the **Brickyard** (discard pile).
- If any player was dealt the **Foreman** card or draws it during the game, immediately call "Overtime!", lay it near the **Tower** cards, and take replaceme

Each round consists of one turn per player, ending with the dealer. At the beginning of play the dealer flips over the first **Tower** card. Turn the next **Tow** faceup after each of the dealer's turns. The game concludes at the end of the dealers turn once the 5th or 6th round has been played.

The Play

On your turn, draw a card from the **Quarry** or **Brickyard**. Then choose ONE **Action** as follows:

1. Build a **StoneRow**. (Play a **Set** or **Run** as described in the next section).

2. Play a **Hammer** (a card that matches the number or name of the **Keystone**).

Place on an opponent's **StoneRow** to **break** it (nullify the points).

- Use as part of a **StoneRow (Set or Run)**.

3. Play only ONE of either; a **Highwayman**, **Mason**, **Displacer**, or **GoldDigger**.

- **Highwayman**– Place on an opponent's **StoneRow** and move it in front of you to steal that **StoneRow**. Broken **StoneRows** do NOT count for points

- unless **repaired** with the **Mason**.

- **Mason**– Choose only ONE of these actions.

- Place **Mason** near your **StoneRow** to **Mortar** (expand **Set** or **Run**) a card to an adjacent player's **StoneRow**.

- The opponent will keep the same number of points but the player using the **Mason** will have added points. ex; If the opponent had two 9's th continue to have 18 points. The player using the **Mason** to add on an extra 9 will now have 30 points.

- If the **StoneRow** is stolen by a **Highwayman** or broken by a **Hammer**, all cards that have been mortared together are affected as a group. Takin from both players.

- Place the **Mason** on your **broken StoneRow** to **repair** it (regain the points).

- Use the **Mason** to **Mortar** an additional card to an existing **StoneRow** of your own. (expand **Set** or **Run**)

- **Displacer**– Choose one of these two actions.

- Place near the players **StoneRows** for the remaining duration of the game and it will act as a “deflector” to repel all **Hammers**.

- Play during game when any opponent attempts to lay down a **Hammer** in order to “attract” the **Hammer**. The **Hammer** then becomes that player's later and will be added to their hand. The **Displacer** is then discarded. (No points are broken.)

- **GoldDigger**– Choose one of these two options. *Once played, **GoldDigger** should be placed near the **Keystone**.

- Pick the top three cards from the **Quarry** (draw pile) and add them to your hand.

- Sift through the **Brickyard** (discard pile) to choose up to three cards and add them to your hand.

4. Discard into the **Brickyard**.

- It may sometimes benefit you to discard even if you have cards to

play. **The StoneRows**

Sets (matching numbers or Character names):

Pairs of Numbers = Face value (e.g. Pair of twos are 4 points)

Pairs of Characters = 20pts.

Three of a Kind = 30pts.



Run of Three = 30pts.

Run of Four = 40pts.

Run of Five = 50pts.

The Win

Player with the most points from completed **StoneRows** at the end of the last round wins.