



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 and 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 a replacement card.

The Rounds

Play begins to the left of the dealer and continues clockwise for 5 rounds (play an extra 6th round if the **Foreman** is ever drawn).

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 **Tower** card 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 a **Highwayman** or **Mason**.
 - Place the **Highwayman** 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**.
 - 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** (expand **Set** or **Run**)
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.

Four of a Kind = 40pts.



Runs (same color in numerical order, Character cards continue from “9” in this order: Apprentice, Surveyor, Architect, Guild Master.):

Run of Three = 30pts.

Run of Four = 40pts.

Run of Five = 50pts.

The Win

Player with the most points for completed **StoneRows** at the end of the last round wins!