

The BioPhysEngr Strategy Guide to...

# STONE AGE

First Edition

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Table 1: Expected results and efficiency of resource collection

The Hunt (Price = 2)					
Dice	Expected	Typ. Min	Typ. Max	Efficiency	Synergy
1	1.5	0	3	1.5	1
2	3.25	1	5	1.625	1.083
3	5	3	7	1.6667	1.111
4	6.75	4	10	1.6875	1.125
5	8.5	5	12	1.7	1.133
6	10.25	7	14	1.7083	1.139
7	12	8	16	1.7143	1.143

Stone (Price = 5)					
Dice	Expected	Typ. Min	Typ. Max	Efficiency	Synergy
1	0.333	0	1	0.3333	1
2	1	0	2	0.5	1.5
3	1.699	1	3	0.5664	1.699
4	2.4	1	4	0.5999	1.8
5	3.1	2	4	0.62	1.86
6	3.8	2	5	0.6333	1.9
7	4.5	3	6	0.6429	1.929

Wood (Price = 3)					
Dice	Expected	Typ. Min	Typ. Max	Efficiency	Synergy
1	0.833	0	2	0.8333	1
2	2	1	3	1	1.2
3	3.167	2	5	1.0556	1.267
4	4.333	2	6	1.0833	1.3
5	5.5	3	8	1.1	1.32
6	6.667	4	9	1.1111	1.333
7	7.833	5	10	1.119	1.343

Gold (Price = 6)					
Dice	Expected	Typ. Min	Typ. Max	Efficiency	Synergy
1	0.167	0	1	0.1667	1
2	0.75	0	1	0.375	2.25
3	1.333	1	2	0.4444	2.667
4	1.917	1	3	0.4792	2.875
5	2.5	1	4	0.5	3
6	3.083	2	4	0.5139	3.083
7	3.667	2	5	0.5238	3.143

Brick (Price = 4)					
Dice	Expected	Typ. Min	Typ. Max	Efficiency	Synergy
1	0.5	0	1	0.5	1
2	1.361	0	2	0.6806	1.361
3	2.255	1	3	0.7515	1.503
4	3.124	2	5	0.7811	1.562
5	4	2	6	0.8	1.6
6	4.875	3	7	0.8125	1.625
7	5.75	4	8	0.8214	1.643

Table 2: Probability of obtaining at least N resources given D dice rolls

The Hunt (Price = 2)							
At least...	Number of Dice Rolled						
	1	2	3	4	5	6	7
0	100%						
1	83%	100%	100%				
2	50%	92%	100%	100%	100%		
3	17%	72%	95%	100%	100%	100%	100%
4		42%	84%	97%	100%	100%	100%
5		17%	63%	90%	98%	100%	100%
6		3%	38%	76%	94%	99%	100%
7			16%	56%	85%	96%	99%
8			5%	34%	69%	90%	98%
9			0%	16%	50%	79%	94%
10				5%	31%	64%	86%
11				1%	15%	45%	74%
12				0%	6%	28%	59%
13					2%	14%	41%
14					0%	6%	26%
15					0%	2%	14%
16						0%	6%
17						0%	2%
18						0%	1%
19							0%
20							0%
21							0%

Brick (Price = 4)							
At least...	Number of Dice Rolled						
	1	2	3	4	5	6	7
0	100%	100%	100%				
1	50%	92%	100%	100%	100%	100%	100%
2		42%	84%	97%	100%	100%	100%
3		3%	38%	76%	94%	99%	100%
4			5%	34%	69%	90%	98%
5				5%	31%	64%	86%
6				0%	6%	28%	59%
7					0%	6%	26%
8						0%	6%
9						0%	1%
10							0%

Stone (Price = 5)							
At least...	Number of Dice Rolled						
	1	2	3	4	5	6	7
0	100%	100%	100%	100%			
1	33%	83%	98%	100%	100%	100%	100%
2		17%	63%	90%	98%	100%	100%
3			9%	44%	78%	94%	99%
4				5%	31%	64%	86%
5					3%	21%	50%
6					0%	2%	14%
7						0%	1%
8							0%

Wood (Price = 3)							
At least...	Number of Dice Rolled						
	1	2	3	4	5	6	7
0	100%	100%					
1	67%	97%	100%	100%	100%		
2	17%	72%	95%	100%	100%	100%	100%
3		28%	74%	95%	99%	100%	100%
4		3%	38%	76%	94%	99%	100%
5			9%	44%	78%	94%	99%
6			0%	16%	50%	79%	94%
7				3%	22%	55%	81%
8				0%	6%	28%	59%
9					1%	10%	33%
10					0%	2%	14%
11						0%	4%
12						0%	1%
13							0%
14							0%

Gold (Price = 6)							
At least...	Number of Dice Rolled						
	1	2	3	4	5	6	7
0	100%	100%	100%	100%	100%		
1	17%	72%	95%	100%	100%	100%	100%
2		3%	38%	76%	94%	99%	100%
3			0%	16%	50%	79%	94%
4				0%	6%	28%	59%
5					0%	2%	14%
6						0%	1%
7							0%