

Universal Stonehenge

[parent_page_gamesstonehenge](#) Adapting the Universalis storytelling game to use Stonehenge.

Components needed

From Stonehenge ~Stonehenge board ~All 60 Number cards ~1 Druid figure for each player ~10 bars and 10 disks of the same colour for each player ~1 trilithon for each player ~1 trilithon card for each player
From Universalis ~Rulebook ~Many index cards for Components ~Sheet of paper for the Setting ~Pencils and rubbers

Conversions

Setup

- Each player chooses a colour and takes all disks and bars associated.
- Place one trilithon in front of each player with a disk on it to indicate that player's colour.
- Each player also received the appropriate Trilithon Card for their colour.
- Druid Figures are placed on the number ring to indicate a player's Wealth.

Framing a Scene

- Who is Framing the Scene is represented by placing their Trilithon Card on the Altar space.

Components

- Who controls which Component is represented by placing that card on the board space for the trilithon closest to that player.
 - If they don't match up, place a bar beside each Trilithon space for each player to mark it.

Complications

- Cards are used instead of dice:
 - Every odd numbered card is a success.
 - Outcome coins received from a Complication are based on the colour of the card:
 - White: 1 coin
 - Green: 3 coins
 - Red: 5 coins

Coins

- Coins used on Components, for Wagering or for Dice Pools are represented with Disks and Bars

- 1 Bar = 1 Coin
- 1 Disk = 10 Bars = 10 Coins
- Bars and Disks are not used at other times, the Wealth of a player should be represented by their Druid Figure.
 - If a player exceeds 30 Wealth, move their figure to the ring of coloured spaces.
 - If a player exceeds 60 Wealth, move their figure to the ring of unnumbered and uncoloured spaces.
 - For every 30 more Wealth, add a Disk to the figure.

--- CategoryStonehenge

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