



MATT LEACOCK



ERA

MEDIEVAL AGE

EXPANSION: RIVERS & ROADS

RULEBOOK

INTRODUCTION

The city is buzzing with excitement! Recently, foreigners have begun visiting your domain through the wharfs and roads. These visitors offer opportunities to trade goods and knowledge with your developing city. With new technologies and buildings at your disposal, there has never been a better time to build your prestige. But with all opportunities come an element of risk, so manage your domain properly or watch it drown!

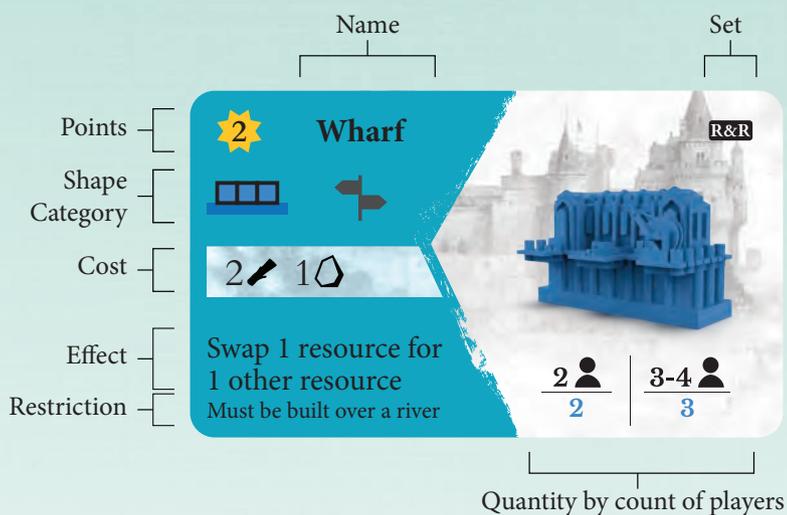
PLAYING WITH THIS EXPANSION

For the first few games using this expansion, we recommend that you play the following three scenarios in the indicated order. This will help you become familiar with the new buildings and other game elements.

Each scenario therefore has its own setup, with specific buildings, a dedicated supply and new strategic opportunities.

The new **Building cards** will now help players set up their respective scenarios, get an improved overview and make it easier to see when the game will end.

They also contain a lot of useful information:



Furthermore, there are complete overview cards for Scenarios I-III, which show you all the building types used and their effects.

Also pay attention to the new disaster, Flood, which comes into play on its own at first but then also appears in combination with Treachery.

IMPORTANT RULES

The following rules apply independently of which scenario you have chosen to play (also for **THE BIG GAME**):

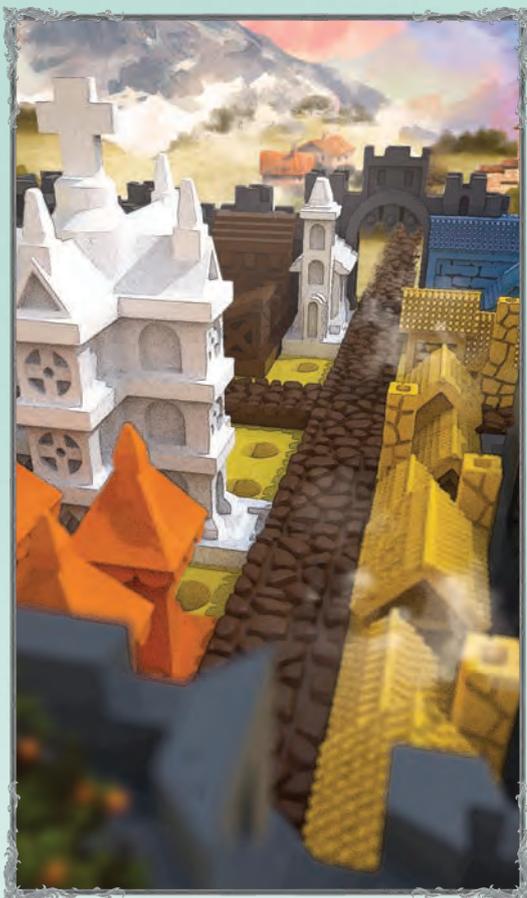
- **With 2 players**, remember to return 1 building of each type and 1 die of each color to the game box (as you did in the basic game). The building cards indicate this correct quantity below the 2 player symbol.
- When a player takes the **last building of one type** from the supply (during step **“5. BUILD”**), **immediately** turn its building card over, so that the **X** side (on the back of the card) is visible. The backs of the turned cards will now be used to determine the end of the game. (Tracking tokens are returned to the game box.)
- When a certain number of turned-over building cards show an **X** at the end of a round, **the game ends**: **5 X** in 4-player games and **3 X** in 2- and 3-player games (as in the basic game). (If you wish to play a longer or shorter game, you can increase or decrease the number by 1, for example.)
- Players tally their scores as described in the basic rulebook and the **Additional scoring** section of each scenario.
- **All rules of the basic game apply unless otherwise stated.** (For example: The starting-keep is always placed in the exact middle of your domain.)

Note: When playing with the Collector Sets, **all components** of it should be added during part **1** of game setup. (If Collector Set 1 is added, the building card “Cathedral” and exactly 1 of the cathedrals are returned to the game box, due to the characteristics of this set.)

We recommend playing with one to two Collector Sets after all players are familiar with this expansion and the basic game.

SCENARIO I: Roads to Prosperity

We saw the builders come, brick by brick they cobbled the road. Our domain was growing and now connected to the capital. Farmers and artisans could bring their goods to the larger market. With all the travelers coming and going, we built various buildings along the path to sell more goods or exchange ideas. The domain began to truly prosper shortly after.



SETUP

Instead of forming the supply according to the basic game setup part ①, follow the instructions below:

For Scenario I lay out the following cards (face up):

- All 5 building cards marked with a ∞ : **Keep, Longhouse, Townhouse, Church and Farm.**
- From the building cards marked with a 🏰 : **Lumber Mill, Market, Guildhall and Cathedral.**
- And from the building cards marked with a 🏹 : **Joinery, Quarry, Armory and Trade Fair.**

Place the corresponding buildings on their respective cards, so that there are a total of 13 building types laid out. Return the five unused building cards and their associated buildings to the game box.

In addition, **form a supply** by sorting the dice by color, the roads and walls by length, and place the gates and scorched areas nearby.

Return **all** bridges, rivers and flooded areas to the game box.

Each player also receives a **Scenario I** overview card.

Note: In this scenario, use **Treachery** (not Flood) for the ☠️☠️☠️ disaster.

After this preparation step for Scenario I, continue with parts ②-⑧ of game setup from the basic rulebook.

Additional scoring at game end

Road bonus: Score 1 point for each building that is **adjacent** to your road(s). Each building counts only **once**.

The player (or, if tied, players) with the most buildings **adjacent** to roads (at least 1) scores 7 bonus points (Biggest Road Network).

Walled area: The spaces occupied by roads that are **inside** a walled area are counted too (but not those under a gate).

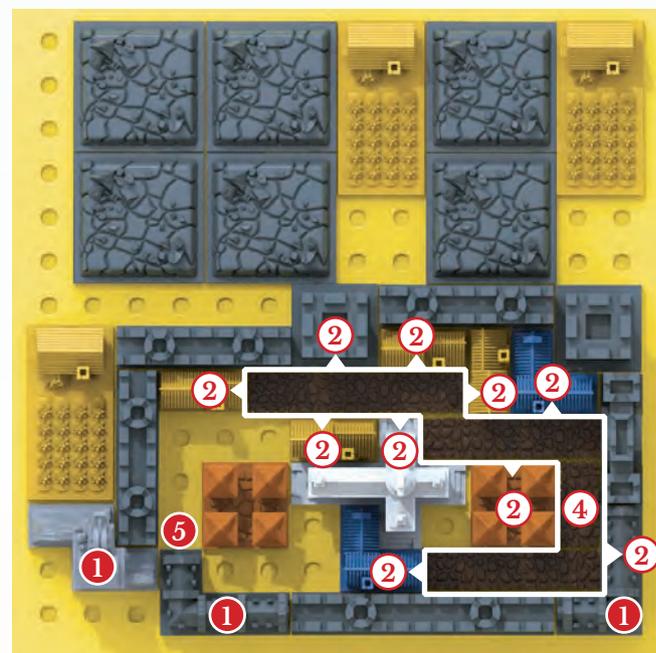
SCENARIO I: SCORING EXAMPLE

In addition to the scoring of the basic game buildings, the following is scored:

- ① The two armories (considered walled buildings) count 2 points each, so $2 \times 2 = 4$ points in total. The quarry is also worth 2 points here.
- ② 10 points are scored for the road bonus for the buildings adjacent to at least one road (1 keep, 4 longhouses, 2 townhouses, 1 market, 1 cathedral, and 1 armory).

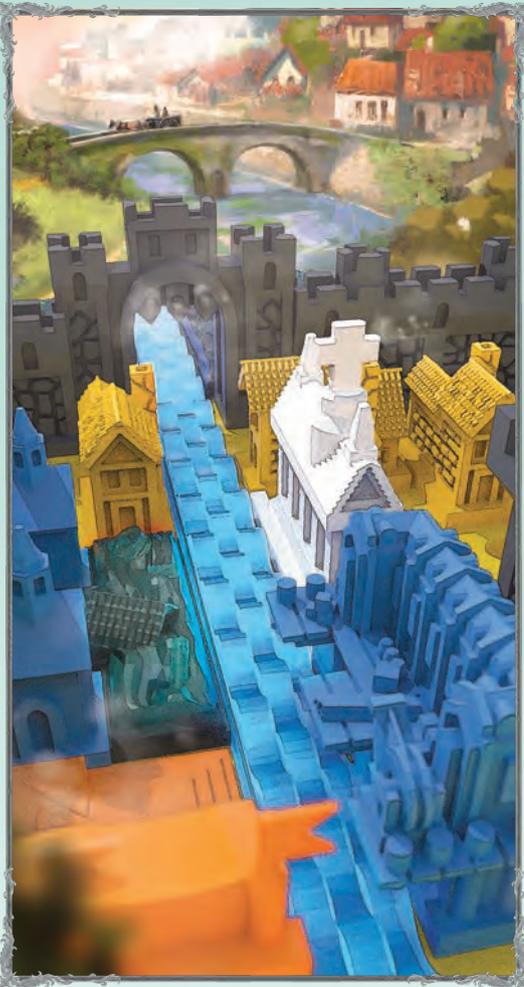
For the two markets $2 \times 7 = 14$ bonus points are scored since the cathedral blocks 1 space for each of the markets. (Spaces occupied by roads are considered “empty” for the Market Bonus.)

- ③ The awarding of the other Bonus Points, the points scored for Culture and Most Walled Area, as well as the subtraction of Disaster Points are done as in the basic game.
- ④ Additionally, the Biggest Road Network is rewarded with 7 bonus points.
- ⑤ **Note:** Be aware that the walled area here is not finished. (So, no doubling of building points.) Furthermore, another scorched area would have had to be placed inside the unfinished walled area!



SCENARIO II: Across the River

The river's currents bring traders and merchants from far away, providing the domain with valuable and exotic goods. With great opportunity, the river also comes with great risks! The banks could overflow and flood, ruining the land and making it completely unusable - plan accordingly!



SETUP

Instead of forming the supply according to the basic game setup part ①, follow the instructions below:

For Scenario II lay out the following cards (face up):

- All 5 building cards marked with a ∞ : **Keep, Longhouse, Townhouse, Church and Farm.**
- From the building cards marked with a 🏠 : **Hospital, Monastery, Guildhall and University.**
- And from the building cards marked with a 🏰 : **Chapel, Wharf, Armory and Trade Fair.**

Place the corresponding buildings on their respective cards, so that there are a total of 18 building types laid out. Return the five unused building cards and their associated buildings to the game box.

In addition, **form a supply** by sorting the dice by color, the walls by length, and place the gates and flooded areas nearby.

Return **all** bridges, roads and scorched areas to the game box.

Each player also receives a **Scenario II** overview card.

Note: In this scenario, use **Flood** (not Treachery) for the ☠️☠️☠️ disaster.

After this preparation step for Scenario II, continue with parts ②-⑧ of game setup from the basic rulebook taking into account the modifications below:

During part ⑤ of game setup each player also takes exactly 1 river and, during part ⑥ a **certain number of flooded areas** (and no scorched areas) depending on the number of players: None with 4 players, one with 3 players, and two with 2 players. (With less than 4 players return any unused rivers to the game box.)

Then, when designing their starting domain during part ⑦ of game setup, each player also **places their river** and (if applicable) flooded areas.

Additional scoring at game end

Buildings: Buildings **adjacent** to a river (also score double points. If they are **adjacent** to a river **and** at the same time **completely enclosed by walls**, they score triple points.

Walled area: The spaces occupied by a river that are **inside** a walled area are counted too (but not those under a gate).

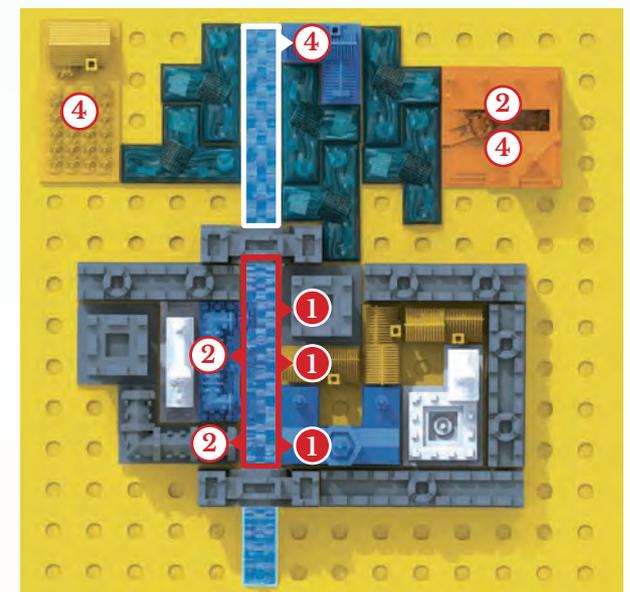
SCENARIO II: SCORING EXAMPLE

① In addition to the scoring of the basic game buildings, in which the starting-keep (1x3=3), the longhouse at the river (1x3=3) and the guildhall (3x3=9) have all scored triple points, the following is scored:

② The wharf is also worth triple points, so 2x3=6 points. The armory likewise scores 1x3=3 points. (Both are adjacent to the river and surrounded by walls.) For the trade fair, 3 points are scored by default.

③ The awarding of the other Bonus Points, the points scored for Culture and Most Walled Area (29 spaces within), as well as the subtraction of Disaster Points are done as in the basic game.

④ **Note:** Be aware that neither the trade fair nor the farm score double points (only next to flooded areas). Additional scoring for the river only applies to buildings that are directly adjacent to the river. Accordingly, the townhouse is worth 1x2=2 points since it is adjacent to the river. It is secure from Flood, as are all seven buildings within the walled area.



SCENARIO III: Rivers & Roads

The river and road have brought many wonderful blessings to the domain, but the citizens are growing distrustful of you and the influx of strangers in the domain. There have been multiple floods over the last few years. If you intend to maintain order, you're going to need to adjust your planning!



SETUP

Instead of forming the supply according to the basic game setup part ①, follow the instructions below:

For Scenario III lay out the following cards (face up):

- All 5 building cards marked with a ∞: **Keep, Longhouse, Townhouse, Church and Farm.**
- From the building cards marked with a 🏰: **Lumber Mill, Hospital, University and Cathedral.**
- And from the building cards marked with a 🏰: **Chapel, Wharf, Quarry and Armory.**

Place the corresponding buildings on their respective cards, so that there are a total of 13 building types laid out.

Each player takes exactly 1 joinery before returning the five unused building cards and their associated buildings (plus any unused joineries with less than 4 players) to the game box.

In addition, form a supply by sorting the dice by color, the roads and walls by length, and place the bridges, gates, as well as flooded and scorched areas nearby.

Each player also receives a Scenario III overview card.

Note: In this scenario, use BOTH Treachery and Flood for the 🏰🏰🏰 disaster.

After this preparation step for Scenario III, continue with parts ②-⑧ of game setup from the basic rulebook taking into account the modifications below:

During part ⑤ of game setup each player also takes exactly 1 river and, during part ⑥ a certain number of flooded and scorched areas depending on the number of players:

None with 4 players, one of each with 3 players, and two of each with 2 players. (With less than 4 players return any unused rivers to the game box.)

Then, when designing their starting domain during part ⑦ of game setup, each player also places their river as well as their joinery and (if applicable) flooded and scorched areas.

Additional scoring at game end

Buildings: Buildings adjacent to a river (also score double points. If they are adjacent to a river and at the same time completely enclosed by walls, they score triple points.

Road bonus: Score 1 point for each building that is adjacent to your road(s). Each building counts only once.

The player (or, if tied, players) with the most buildings adjacent to roads (at least 1) scores 7 bonus points (Biggest Road Network).

Walled area: Spaces occupied by flooded areas, walls and armories are also not counted in the number of spaces for the largest walled area. The spaces occupied by roads or a river that are inside a walled area are counted too (but not those under a gate).

For a Complete Scoring Example refer to page 9.



RANDOMIZED SCENARIO

Now that you've been exposed to all of the new elements of this expansion, you have the opportunity to demonstrate mastery of them! The challenge is adapting to all the random and unexpected combinations within. Carefully plan your strategy and adjust it when necessary. New and exciting challenges await!

SETUP

Instead of forming the supply according to the basic game setup part ①, follow the instructions below to create a **Randomized Scenario**:

- Lay out all 5 building cards marked with a ∞ : **Keep, Longhouse, Townhouse, Church and Farm.**
- Shuffle the 7 cards marked with a 🏠 and randomly **draw 4** of them. Return the remaining 3 🏠 cards to the game box.
- Then shuffle all 6 cards marked with a 🏰 and randomly **draw 4** of them, adding them to the previously drawn 4 🏠 cards. Return the remaining 2 🏰 cards also to the game box.
- Finally lay out the **8 randomly chosen building cards** (4 🏠 + 4 🏰) face up.

Place the corresponding buildings on their respective cards, so that there are a total of 13 building types laid out. Return the five unused building types to the game box.

Note: You may also play with the building cards of your choice. However, we recommend playing with a total of 13 different building types when combining the basic game with this expansion.

In addition, **form a supply** by sorting the dice by color, the roads and walls by length, and place the bridges, gates, as well as flooded and scorched areas nearby.

Each player also receives an **Expansion Content** overview card.

Note: In this scenario, use BOTH **Treachery** and **Flood** for the 🏰 🏰 🏰 disaster.

After this preparation step for a Randomized Scenario, continue with parts ②-⑧ of game setup from the basic rulebook taking into account the modifications below:

During part ⑤ of game setup each player also takes exactly **1 river** and, during part ⑥ **a certain number of flooded and scorched areas** depending on the number of players:

None with 4 players, one of each with 3 players, and two of each with 2 players. (With less than 4 players return any unused rivers to the game box.)

Important: Additionally, during part ⑦ of game setup, when designing their starting domain, each player secretly chooses:

EITHER to **place the river** and any flooded areas they have taken, **OR** to **not place the river** and any flooded areas, playing without the river in this game. So they will not suffer from Flood, but can still trigger it for their opponents (by rolling 3 skulls).

When everyone reveals their domains, return any unplaced rivers (and, if applicable, flooded areas players have taken) to the game box.

Special case: If the Wharf is in play, and no player has placed their river, the Wharf is completely removed from the game along with its building card (play then continues with 12 building types only). In this case, also return all flooded areas to the game box.

Additional scoring at game end

The additional scoring is the same as in Scenario III (page 6).

For a Complete Scoring Example refer to page 9.

Tip: The Scenarios I-III may also be played with a randomized set of buildings instead of those described on pages 4-6.

For example: If you want to play a game where everyone has a river but without Treachery, use the adaptations included for Scenario II.

Tip: Furthermore, you can create your own custom scenarios, by adapting the setup to your personal preferences.

For example: If you prefer a completely peaceful game, just return the gray dice, keeps and armories (including their related building cards) to the game box and play without step "6. EXTORT".



THE BIG GAME

The world is your oyster! You're responsible for constructing the most flourishing and magnificent city in the land. You will have every structure at your disposal. The neighboring river can be accessed to harness its potential. The road cobblers are eager to assist in connecting your growing city to the outside world. Claim your destiny!

SETUP

The entire contents of this expansion, as well as all Collector Set disasters and structures, are used in this scenario.

For **THE BIG GAME**, lay out all 18 building cards included in this expansion (face up) and place the corresponding buildings on their respective cards. Add also all present Collector Sets (in the same way).

In addition, **form a supply** by sorting the dice by color, the roads and walls by length, and place the bridges, gates, as well as flooded areas nearby.

Return all scorched areas to the game box.

Each player also receives an **Expansion Content** overview card.

Note: In this scenario, use **Flood** (not Treachery) for the    disaster.

After this preparation step for **THE BIG GAME**, continue with parts **2-8** of game setup from the basic rulebook taking into account the modifications below:

During part **5** of game setup each player also takes exactly **1 river** and, during part **6** a **certain number of flooded areas** (and no scorched areas) depending on the number of players:

None with 4 players, one with 3 players and two with 2 players. (With less than 4 players return any unused rivers to the game box.)

Then, when designing their starting domain during part **7** of game setup, each player also **places their river** and (if applicable) flooded areas.

The following rule applies only for **THE BIG GAME**:

Alternative game end: In the rare case that a player doesn't have space in his domain at the **beginning of his step "5. BUILD"** for any of the **buildings that are left in the supply**, but the appropriate number of **X**'s are not yet revealed, the game ends at the end of the current round. (This rule applies, even if this player does not have any resources or hammers in step **"5. BUILD"**.)

Additional scoring at game end

The additional scoring is the same as in Scenario III (page 6).

For a Complete Scoring Example refer to the next page.



COMPLETE SCORING EXAMPLE

André tallies his points as follows:

First, he scores points for each building type in his domain.

All points for walled buildings OR buildings adjacent to the river are doubled. All points for walled buildings adjacent to the river are tripled.

1 He starts with his keeps and receives $(1 \times 2) + (1 \times 3) = 5$ points for them because one keep is adjacent to the river. He gets $(3 \times 3) + (2 \times 2) = 13$ points for his longhouses (because three of them are walled and adjacent to the river, the other two are walled).

	Points	André
Keep	1 / 1	5
Longhouse	3 / 3, 2 / 2	13
Townhouse	1 / 1	5
Church	1 / 1	7
Farm	1 / 1	-

He receives a total of 5 points for his townhouses: $1 \times 3 = 3$ points for his townhouse in the walled area adjacent to the river, and $1 \times 2 = 2$ points for the one only adjacent to the river. Furthermore 1 point for his church and $2 \times 2 = 4$ points for the walled market.

Monastery	1 / 1	-
Market	2 / 2	4
Guildhall	1 / 1	-

And the cathedral finally scores glorious $5 \times 3 = 15$ points.

Cathedral	5 / 3	15
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2 Then he calculates his points for the expansion buildings:

For the chapel he receives $1 \times 2 = 2$ points. He scores triple the points for his wharf $2 \times 3 = 6$ and joinery $2 \times 3 = 6$. Last but not least $1 \times 2 = 2$ points for his armory.

Chapel	1 / 2	2
Wharf	2 / 3	6
Joinery	2 / 3	6
Quarry	1 / 1	-
Armory	1 / 2	2

3 Regarding the bonus points, he gets $4 \times 1 = 4$ bonus points for each building (2 longhouses, 1 market and 1 joinery) adjacent to his road and 7 bonus points for his market (since roads count as empty space). His cathedral scores 10 bonus points for his 10 dice.

André's Dice



Road Bonus	4 / 1	4
Market Bonus	7 / 1	7
Guildhall Bonus	1 / 1	-
University Bonus	1 / 1	-
Cathedral Bonus	10 / 1	10

4 He hasn't collected any Culture and doesn't have the Biggest Road Network.

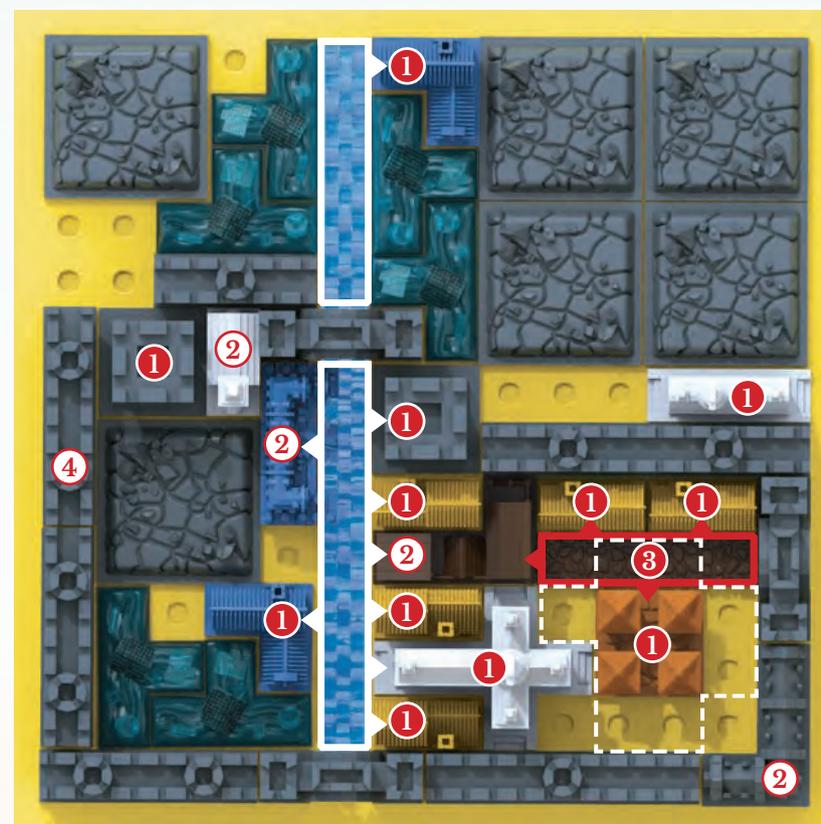
But he has the largest walled area (with a total of 52 spaces) and gets 10 bonus points.

Most Culture	5	-
Biggest Road Network	7	-
Most Walled Area	10	10
Subtotal		90

5 Finally, he subtracts 3 disaster points. His final score is 87.

Disaster Points	3 / 1	-3
Grand Total		87

Note: André was quite happy that he was able to finish his walled area prior to the end of the game and before another player rolled 3 skulls! Now, his entire walled area, as well as his church and the townhouse at the northern edge are secure from Flood and Treachery since there are no longer any places to put flooded or scorched areas.



THE SOLITAIRE GAME

Sir Philippe welcomes the return of his greatest rival ... you! If you haven't familiarized yourself with new content in this expansion, take a few minutes to review the rules to the new buildings (you don't want Sir Philippe to have an competitive edge). Get ready to build the greatest city the world has ever seen!

SETUP

All rules from the basic solitaire game apply, with the following modifications:

- Lay out **all** 18 building cards included in this expansion (face up) and place the corresponding buildings on their respective cards.
- Add any Collector Sets with which you wish to play but remember: The **entire contents** of each Collector Set must be used (including the disaster it contains).
- If you wish to play with the river from the beginning, add also 3 flooded areas to your starting domain. Since the Flood disaster comes into play (in addition to Treachery) when you play with the river, note that it will affect you (instead of your opponents).
- For each trade fair you may choose 1 resource from Sir Philippe that appeared on his dice this round (but only up to the amount shown on his dice). Receive 1 (or respectively 2) culture  per successful trade. (If his dice don't show any resources, you don't get any.)



Additional scoring at game end

The additional scoring is the same as in Scenario III (page 6).
For a Complete Scoring Example refer to the previous page.

CREDITS

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Note: “Adjacent” in ERA means orthogonally adjacent (diagonally connected is not considered adjacent).

Note also: A disaster from the basic game is always fully resolved first, before any additional disaster from this expansion or a Collector Set occurs. The starting player resolves all of their disasters in this way, then proceed clockwise, with each player resolving **all their disasters** in turn order (corresponding to the number of skulls rolled in step “1. ROLL”).

NEW DISASTER: FLOOD

Cause	Result	Effect
	Flood	<p>From the supply, give a flooded area to each of your opponents. They must place it adjacent to the river or another flooded area in their domain (this also applies to those taken at setup). If there are not enough flooded areas left in the supply, nothing happens. Flooded areas must be placed outside walled areas even if it means they must remove one or more buildings, roads, or bridges.</p> <p>If you do not have any open space in your domain to place a flooded area, you must remove buildings, roads, or bridges of your choice (but never keeps, armories, walls or scorched areas) until you can place it. Return any buildings removed in this way to the game box. You do not need to add the flooded area if there isn't enough space outside your walled area(s), even if buildings and roads were to be removed (in this case you do not remove any buildings or roads).</p> <p>In addition, flooded areas may not be removed by scorched areas (not even to make room for them). Furthermore, flooded areas do not increase the value of any buildings adjacent to them.</p>

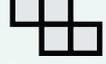
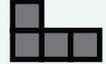
In some scenarios the Treachery and Flood disasters both occur. **Always** resolve the Treachery (for each player) **before** Flood.

RIVER, ROAD, BRIDGE & GATE

Structure	Shape	Cost	Points	Effect
River				At the end of the game, double the value of each adjacent building. If a building is also walled , its points are tripled. Unlike roads, spaces occupied by a river do not count as empty spaces for the Market Bonus.
Road (of any length)		1 		At the end of the game, score  bonus point for each building that is adjacent to your road(s). Roads must be built so that they connect either to the edge of your domain or another road . Spaces occupied by roads count as empty spaces for the Market Bonus.
Bridge		1 		A bridge counts as a road that crosses over a river. Bridges must also connect either to the edge of your domain or another road , and must cross over a river. All rules that apply to roads apply to bridges (this includes also the Road Bonus, Market Bonus and Biggest Road Network).
Gate		1  1 		A gate counts as a wall , that crosses over a road or a river. Gates must only be built over a river or road (already built).

These four structures are **not buildings**. However, roads (and bridges) may be removed by scorched and flooded areas; but only if you do not have any open space in your domain to place them. Roads (and bridges) removed in this way are returned to the supply. Rivers and Gates (as well as walls and walled buildings) can **never be removed** by Treachery or Flood.

EXPANSION BUILDINGS

Structure	Shape	Cost	Points	Effect
Chapel		1  1 	1 	After your third roll (and after all players have lifted their screens) you may choose any die (even one showing a skull) and reroll it (openly, and in player order). You may perform this reroll before or after making use of a feather result, and in any order if you have multiple chapels and feathers. The starting player resolves all their chapels and feathers first, followed by each other player in turn order.
Wharf		2  1 	2 	At any time during your Build step you may swap 1 resource for 1 other resource of your choice. (Culture  and disaster points  are not resources.) You may do this once per round for each wharf (in your domain). Also, in the round after you have built it (still in the same Build step). Wharfs must be placed adjacent to a river, so that their jetties protrude over it.
Joinery		3  1 	2 	Provides 1 additional hammer  during the Build step each round. Also, in the round after you have built a Joinery (still in the same Build step).
Quarry		3  2 	2 	Provides 2 additional stone   during the Collect step each round. Quarries must be placed adjacent to the edge of your domain (and thus can never be walled in).
Armory		2  2 	1 	Add 2 swords  to your strength during the Extort step. Armories are considered walled buildings (which also provide the protection of a wall). Because of this, they are immune to scorching, disease, attacks and flood. Since they are walled, double the points for armories when you score them. (If they are adjacent to a river their points are tripled.)
Trade Fair		3  3 	3 	In player order, after every player has carried out the Extort step (so just before the Round End) you may exchange 1 resource from your resource tracks with any 1 other resource (e.g. you can't swap 1 wood  for 1 wood  from one of your opponents resource tracks . (Culture  and disaster points  are not resources.) You may do this once per round for each trade fair (in your domain). Your opponent is obliged to accept the trade. Collect 1 culture  per successful trade. Collect (a total of) 2 culture   per successful trade, if the trade fair is adjacent to a road. Only the player who uses this building receives the culture.

