

ERA

MEDIEVAL AGE

COLLECTOR SET 2

An expansion for ERA: Medieval Age
by Matt Leacock.

The Abbey and Manor offer your domain new grandiose buildings that celebrate religious devotion and house those that oversee the common laborers. However, be warned of rumors of a disastrous blight that has been spreading from your neighbors.

For 1–4 players
Ages 10 and up
Duration 45–60 minutes

COMPONENTS

2 Abbeys, 2 Manors,
2 Building Cards, 4 Reference Cards



Abbey



Manor



CREDITS

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SETUP

1. Add the new buildings to the game.
 - a) If playing with the base game only, simply add the two new building types to the supply before starting the game. (Return the included building cards to the game box.)
 - b) If playing with the expansion, lay out the building cards for them during part **1** of the game setup and place the corresponding buildings on their respective cards.
2. Deal 1 reference card to each player.

New Disaster

The Blight disaster occurs **in addition** to the Disease disaster. Resolve Disease first, then resolve Blight (player by player).

The starting player resolves **all of their disasters** in this way, then proceed clockwise, with each player resolving all their disasters in turn (corresponding to the number of skulls rolled in step "1. ROLL").

Cause	Result	Effect
	Blight	Lose 1 farm if you have at least 2 farms. Farms lost in this way are returned to the game box.

Structure	Shape	Cost	Points	Effect
Manor		1  2  3 		At the end of the game, score  bonus points for every farm in your domain.
Abbey		2  4  2 		At the end of the game, score  bonus points for every white building in your domain. (Includes chapels, churches, monasteries, abbeys, and cathedrals.)