

# 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

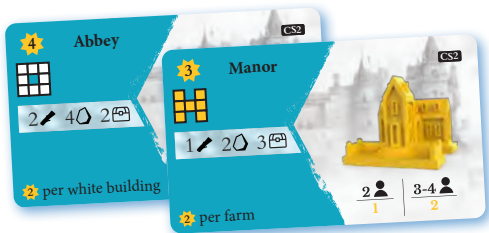
2 Abbeys, 2 Manors,  
2 Building Cards, 4 Reference Cards



Abbey



Manor



## CREDITS

**Game Design:** Matt Leacock  
**Producer:** Sophie Gravel  
**Development:** André Bierth, Moritz Thiele,  
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## Development by:



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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 <b>at least 2 farms</b> . 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.)