

ERA

MEDIEVAL AGE

COLLECTOR SET 3

An expansion for ERA: Medieval Age
by Matt Leacock.

*The Weigh House and School offer your domain new buildings that generate trade goods and culture for your citizens. Such an emphasis on the influx of culture and sophistication will likely cause migration from jealous neighbors!
A win for your growing city!*

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

COMPONENTS

3 Weigh Houses, 4 Schools,
2 Building Cards, 4 Reference Cards



School



Weigh House



CREDITS

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SETUP

- Add the new buildings to the game.
 - 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.)
 - 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.
- Deal 1 reference card to each player.

New Disaster

The Migration disaster occurs **in addition** to the Brigands disaster. Resolve Brigands first, then resolve Migration (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
	Migration	<p>If you have the most culture (at least 1), reduce your disaster points  by 2.</p> <p>If tied for the most culture (at least 1), reduce your disaster points  by 1 instead.</p>

Structure	Shape	Cost	Points	Effect
School		2  2 		<p>Provides 1 additional culture  during the Collect step each round.</p> <p>If within a walled area, provides 2 additional culture  during the Collect step of each round instead.</p>
Weigh House		2  2  1 		<p>Provides 1 additional trade good  during the Collect step each round.</p> <p>If within a walled area, provides 2 additional trade goods  during the Collect step each round instead.</p>