MATT LEACOCK

ERA

MEDIEVAL AGE

RULEBOOK

ERA

MEDIEVAL AGE

The Roman Empire has fallen, the centuries that created a societal transformation. Lords sought to claim lands, build their domain, and foster growth in science and the arts. The beautiful Iberian peninsula stands as a model of prosperity of the European continent. It's during this era, that Spain built some of the most beautiful cathedrals in the world. With advances in science, monasteries and hospitals worked in unison to assist the sick and poor. As a lord, there will never be a better time to grow your prestigious domain and reputation.

In Era: Medieval Age, players compete as lords in building their domains. As the game progresses, players develop medieval cities customized with highly detailed buildings and structures. With new building, players may also acquire another die to add to their pool. Players will be challenged with where to build – insuring the building's safety behind city walls or risking it the countryside where there is more room to grow. Players will discover no games will ever be the same!

STRUCTURES

71 BUILDINGS

8 Keeps	18 Longhouses	16 Farms	5 Churches	3 Monasteries	2 Cathedrals
5 Townhouses	3 Guildhalls	3 Markets	3 Hospitals	3 Lumber Mills	2 Universities

32 WALLS & 27 SCORCHED AREAS
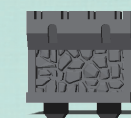
3 walls of length two	4 walls of length three	18 walls of length four	4 walls of length five	3 walls of length six	27 scorched areas
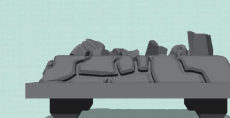
36 DICE

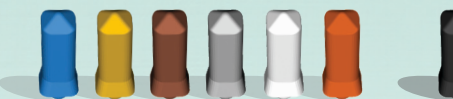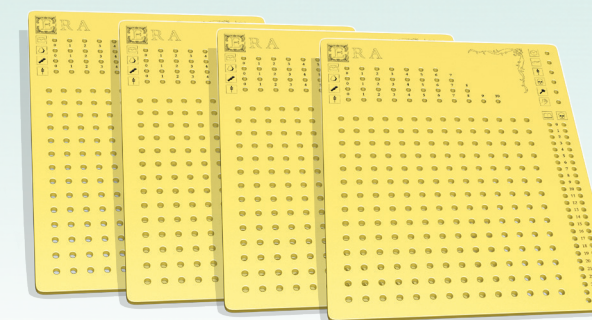|			
5 blue (burghers)	5 white (clergy)	8 gray (nobles)	18 yellow (peasants)

25 PEGS

(6 pegs for each player)   (starting player)
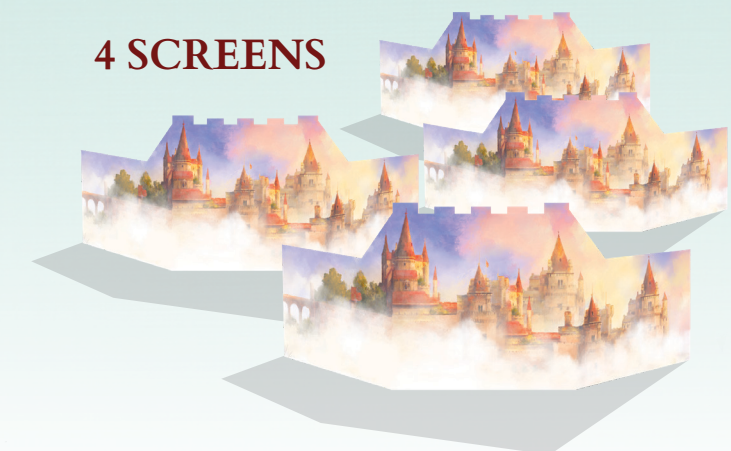
5 TRACKING TOKENS

(One side shows an X)

4 PLAYER BOARDS

1 PAD OF SCORE SHEETS

4 SCREENS

1 **Form the supply by sorting the buildings by type, the walls by length, and the dice by color.** With 2 players, return 1 building of each type and 1 die of each color to the game box.

Place a number of tracking tokens next to the supply, blank side up.

- With 4 players, use all 5 tracking tokens.
- With 2 or 3 players, use only 3 tracking tokens. (Return the 2 extra tokens to the game box.)

2 **Each player takes 1 player board , 1 screen and a set of 6 pegs,** which are set on the player board as follows:

0	🍞 trade goods	0	📖 culture
1	🪨 stone	0	☠ disaster
2	🪓 wood		
3	🌾 food		

3 **Each player takes 3 yellow dice (peasants) and 1 gray die (noble).**

**4** **Each player takes 1 keep and places it in the exact middle of their domain.**

5 **Each player takes these structures:**
- 3 longhouses
- 1 farm
- 3 walls (each 4-units long)

6 **Each player takes a number of scorched areas, depending on the number of players:**
- None with 4 players.
- With 3 players, each player takes one scorched area
- With 2 players, each player takes two scorched areas.

7 Each player then designs their starting domain secretly and simultaneously behind their player screen, placing their farm, walls, longhouses, and any scorched areas they have **however they like**. When everyone is ready, players reveal their domains.

8 Each player rolls their gray die. Whoever rolled the most swords is the starting player and takes the black starting player peg.

This player then sets this peg in the ⬡ (Roll) spot on their player board.
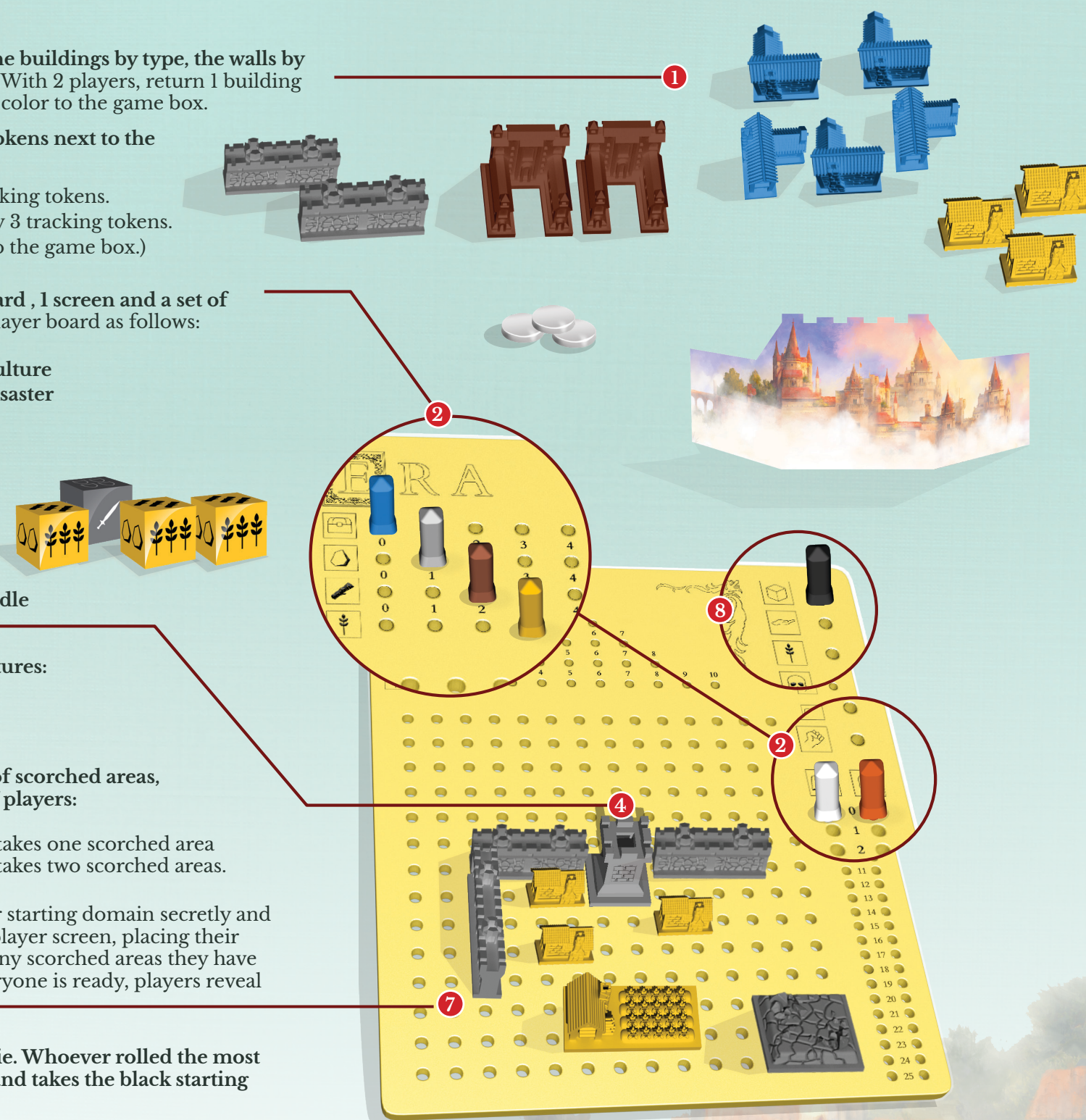
Example for a 3-player game.

GOAL OF THE GAME

In ERA: Medieval Age, players roll dice to collect resources which they use to build the safest, most prosperous, and most glorious medieval city they can. The player who scores the most points wins the game!

PLAYER BOARD

The player board is divided into 4 sections:

1 **Step track:**
Where the starting player in this round keeps track of the steps with the black peg.

2 **Resource track:**
Here players collect and spend their resources (trade goods 🍞, stone 🪨, wood 🪓 and food 🌾) to feed their dice and build structures.

3 **Culture and disaster track:**
Where players gain culture and disaster points.

4 **The domain:**
All structures a player builds are placed here.
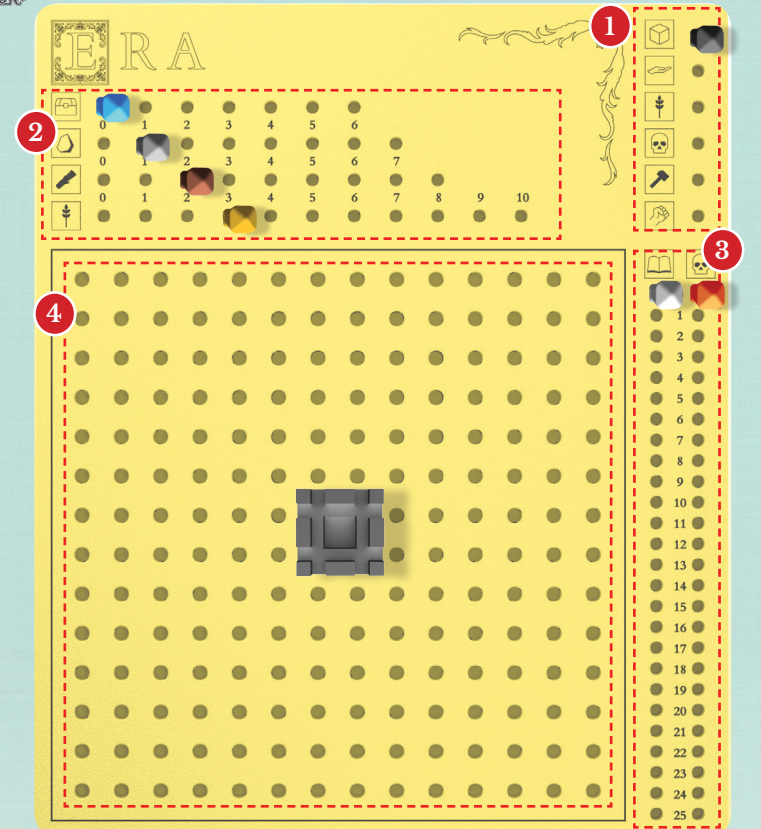
STEPS

The game is played over a series of rounds made up of 6 steps.
Each step is carried out completely by each player before the starting player announces the next step, moving the black peg downwards.

Step "1. ROLL" is carried out simultaneously by all players.

During each other step, play proceeds clockwise around the table, beginning with the starting player.

1. ROLL
Players simultaneously roll all their dice.

2. COLLECT
Add the resources and culture shown on your dice.

3. FEED
Subtract 1 food for each of your dice.

4. DISASTERS
If a player's dice show any skulls, a disaster occurs.

5. BUILD
Build walls and buildings to improve your domain.

6. EXTORT
Demand resources from your weaker opponents.

Note: Experienced players may also carry out step "2. COLLECT" and "3. FEED" simultaneously.

When everyone has finished the current step, proceed to the next step, and so on, until the round is over (after step "6. EXTORT").

At the end of the round, check to see if the game has ended. The game ends when the supply has run out of a certain number of buildings: 5 building types in 4-player games and 3 building types in 2- or 3-player games. Otherwise, the next player in clockwise order becomes the starting player in the new round.

1. ROLL

Dice provide you with resources and culture, let you build, and give you other special actions and abilities (check the **Appendix** for all of the possible dice results).

In this step, players simultaneously roll all their dice behind their player screen. This is each player's first roll.

Now, each player must set aside (behind their screen) any of their dice showing a skull; dice showing skulls generally can't be rolled again. Each player may then roll a second time, optionally rerolling any of their dice not showing a skull.

After this second roll, each player once again must set aside any of their dice showing a skull (adding them to any dice showing a skull from the first roll).

They may then perform a third (and final) roll, rerolling any number of their dice that do not show a skull. Players may also reroll dice set aside after the first roll if they don't show a skull.

Once everyone has rolled up to three times, all players lift their screens to reveal their results.

*Note: White dice that now show a feather may be rerolled **openly** in player order. Optionally with another one of this player's dice, even one with a skull on it.*

2. COLLECT

Add the **trade goods**, **stone**, **wood**, **food** and **culture** shown on your dice to your player board by advancing the appropriate pegs.

Note: Culture can only be gained through white and blue dice. Skulls on the dice are not added to a player's disaster track.

Afterwards, add **1 food** to your resource track for each of your farms (you start with one farm). Add **2 wood** to your resource track for each lumber mill you have in your domain.

If you don't have room on your resource track for all of the new resources, the excess is lost.

Exception: If you run out of room when advancing the peg on your culture track, record "+25" on the score sheet under your name, then reset the peg to zero and continue tracking culture points from there.

Example: Colleen started the round with 1 trade good, 0 stone, 7 wood and 2 food. She rolled her dice and ends up with:

Not a resource   +1 wood   +1 wood   +2 food or +1 stone

❶ *She advances her stone peg to 1, her wood peg to 8 (effectively losing 1 wood since her resource track can't hold more than 8 wood).*

❷ *She also gets 1 food from her farm.*
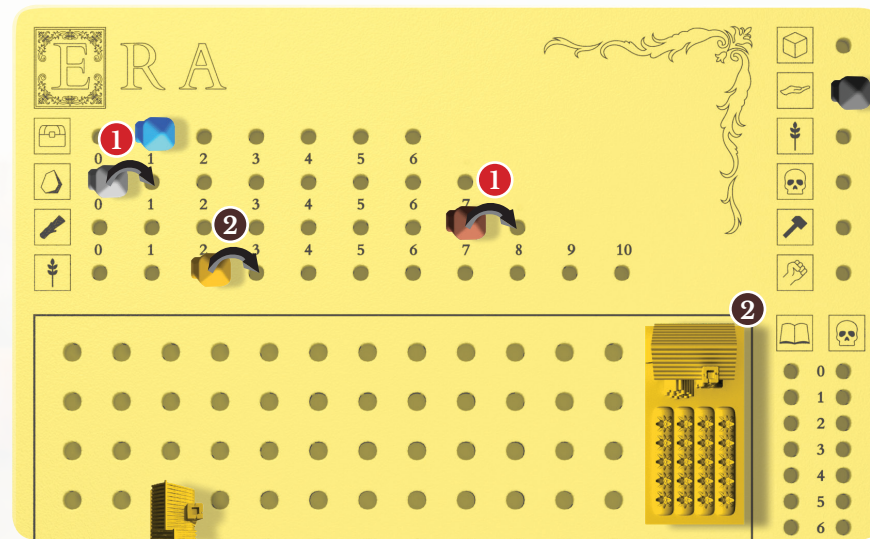
3. FEED

In this step players feed their population. Subtract 1 food from your food track for each of your dice. Dice, representing your population, that you cannot feed suffer famine. Advance the peg on your disaster track once for each die you cannot feed.

4 dice

Example: Colleen has 4 dice but only 3 food on her food track. ❶ *She moves her food peg back to zero (0)* ❷ *and advances the peg on her disaster track once.*
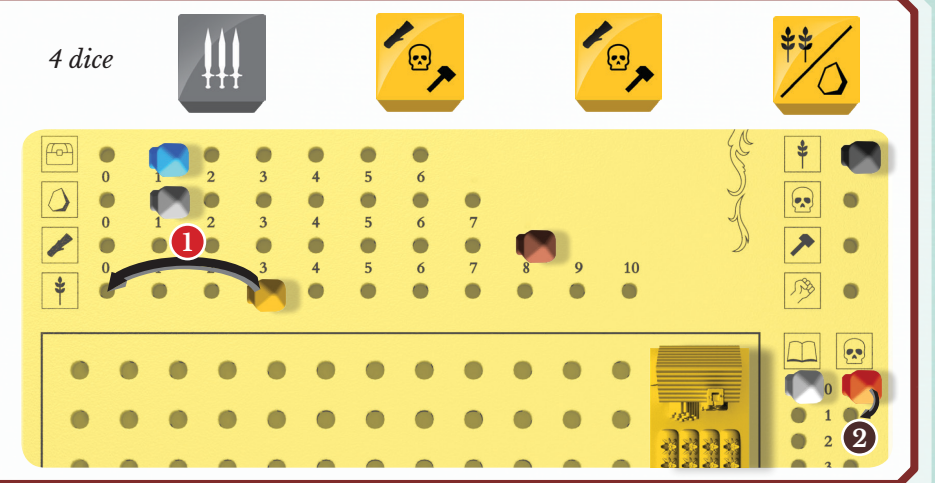
4. DISASTERS

If a player's dice show one or more skulls, a disaster occurs, according to the table in the **Appendix.** The starting player resolves their disaster first, then proceed clockwise.

Note: You always add all your own skulls together. Each player causes at most one disaster in this step.

Example: Colleen rolled 2 skulls during the Roll step so she has to check if she has clustered buildings. ❶ *Her 2 longhouses are orthogonally adjacent; so she advances her disaster peg 2 times. They are also adjacent to walls and a keep but this has no effect.* ❷ *Her third longhouse is not adjacent to any building. She doesn't get any disaster points for this one.*
If Colleen had built her 3 longhouses orthogonally adjacent to each other, she would have advanced her disaster peg 3 times because each building is only counted once.
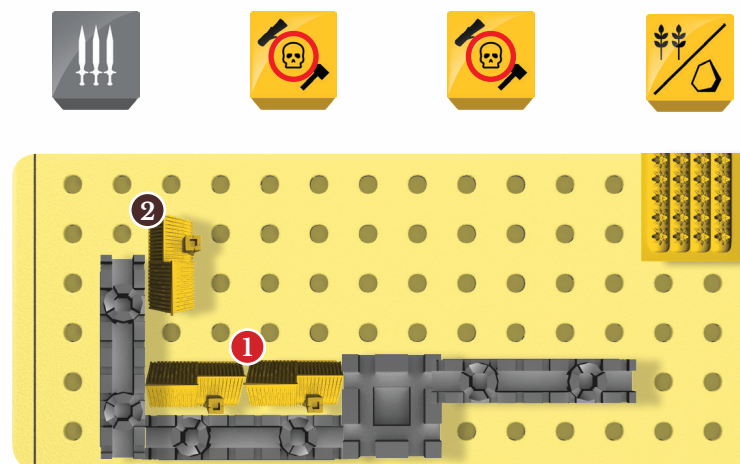
Then it's Ruth's turn. Unfortunately, she rolled 4 skulls and has to remove 1 of her buildings and return it to the game box.

Now Tim follows. He has rolled one skull and decides to remove one resource.

Peter is happy about his 3 skulls rolled. He hands out a scorched area to each of his fellow players.

Accordingly, each of them must place that scorched area in their domain. ❶ *Ruth cannot place it in her walled area because a scorched area must be placed in a non-walled area.* ❷ *She decides to place it on an empty spot next to her farm. If she didn't have enough space, she would have to remove building(s) outside her walled area until she had enough space to place it.*
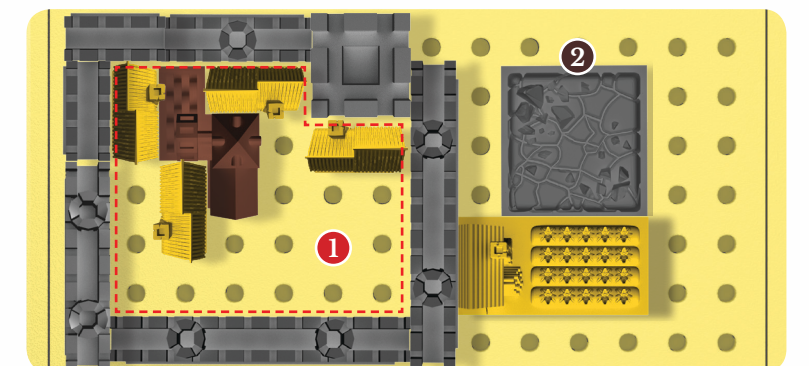
5. BUILD

During the Build step, players can build walls and buildings to improve their domain, using the resources on their player board. The starting player builds first, then proceed clockwise.

You may build 1 wall (of any length) or 1 building for each hammer 🔨 that you have rolled. Subtract the required materials from your resource track, then take the wall or building from the supply and place it in your domain in any orientation of your choice (provided it fits). If you don't have the required materials, you can't build the wall or building. You may only build walls and buildings which are still available in the supply.
(All structures that you may build are explained in the **Appendix**.)

If you take the last building of a type from the supply, flip over a blank tracking token to its X side (not for walls). When all the tracking tokens show an X, the game will end at the end of the current round.

Note: You may build multiple copies of the same building and their benefits are cumulative (e.g., 2 monasteries = set 2 dice; 2 universities = bonus points for each of them).

Walls and buildings that are placed diagonally to each other are **not** considered adjacent. Walls placed diagonally to each other do **not** enclose an area.
Buildings placed diagonally to each other are **not** considered clustered when determining which buildings will be affected by disease.

*Note: Buildings are considered **walled** if they are built in an area that is completely surrounded by orthogonally adjacent walls and keeps. There is no wall around the perimeter of your domain. If you want walls there, you need to build them yourself.*

6. EXTORT

In the Extort step, nobles rattle their swords, demonstrate their strength at arms, and demand resources from their weaker opponents. The starting player extorts first, followed by the other players in clockwise order.

To extort, demand 1 resource of your choice from every other player with fewer **swords** ⚔ showing. Do this in player order around the table. For each affected player, you can demand one **food** 🍖, **wood** 🪵, **stone** ⬦, or **trade good** 📦 (provided the other player has it on their resource track). If a player doesn't have any resources to give or refuses to pay the bribe, they must advance their **disaster peg** ☹ **twice** for each resource they fail to hand over.

Players who rolled a number of **shields** 🛡 that match or exceed the number of **swords** ⚔ rolled by another player, are protected and do not have to pay a bribe to that player.
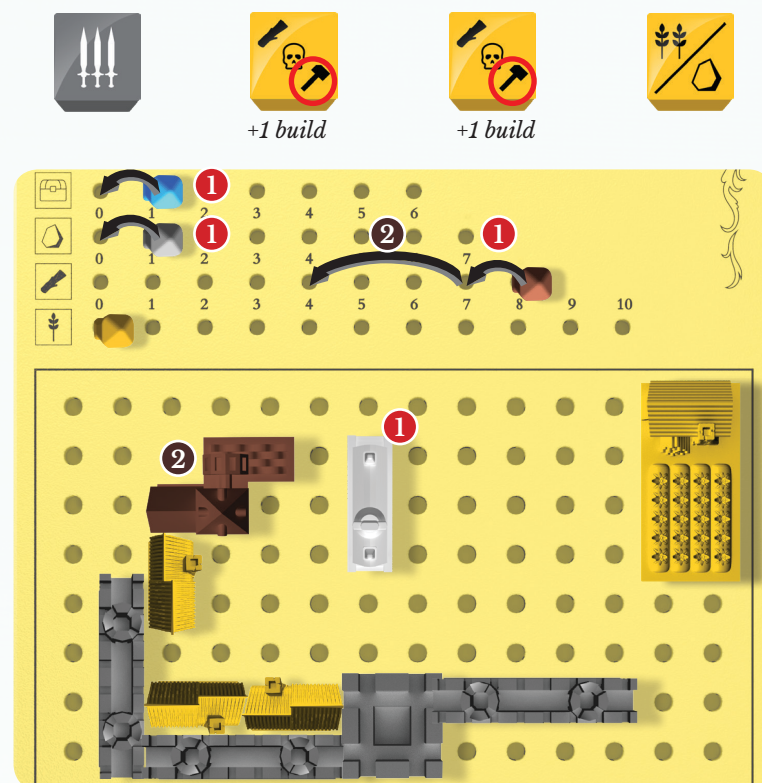
Example: The players rolled the following dice results during the Roll step, with Colleen being the starting player.

Colleen — 3 swords
Ruth — 2 swords
Peter — 5 swords
Tim — 2 swords and 4 shields

In the Extort step, the players do the following:
- *Colleen demands 1 resource from Ruth. (Tim has fewer swords as well but his number of shields exceeds Colleens number of swords.)*
- *Ruth cannot demand any resources.*
- *Tim cannot demand any resources either.*
- *Peter demands 1 resource from each player.*

Advancing on the Disaster Track

If you run out of room when advancing the peg on your **disaster track** ☹, record "−25" on the score sheet under your name, then reset the peg on your **disaster track** ☹ to zero and continue tracking disaster points from there. (There is no limit to the number of disaster points you can gain.)

Example: Colleen rolled 2 hammers during the Roll step, so she can build up to 2 buildings (or walls). ❶ She decides to spend 1 trade good, 1 stone and 1 wood on a church, which she places in her domain. ❷ Also, she spends 3 wood on a lumber mill and places it there as well. Since it was the last lumber mill in the supply, she flips a blank tracking token over to reveal an X.

ROUND END

Important: Check to make sure you have the correct dice at this time!

If you have built any buildings that provide you with a die (e.g., keeps, longhouses, townhouses and churches) make sure you take all the associated dice now. If you had to remove any of those buildings (e.g., due to a disaster), be sure to return the corresponding dice now to the game box.

If all of the tracking tokens now show an X, the game is over. Follow the rules for the Game End. Otherwise, the player that currently has the starting player peg passes it to their left. The new starting player sets it into the ⬡ (Roll) spot of their player board to track the new round. Continue playing rounds in this manner until the game ends.

WINNING THE GAME

Players compare their final scores. The player with the highest score wins!

In the event of a tie, the tied player who has the most **trade goods** 📦 remaining wins the game. If players are still tied, the tied player with the most **stones** ⬦ remaining wins the game. If still tied, check **wood** 🪵, then **food** 🍖. If tied players have the same amount of every resource, they share the victory.

GAME END

Players tally their scores on a score sheet:

Buildings: Score points for each of the buildings in your domain. Walled Buildings (buildings built in a walled area) are worth double points.

Bonus Points: Score points for any markets, guildhalls, universities, and cathedrals in your domain.

Culture: Score 1 point for each **culture** 📖 on your culture track. The player (or, if tied, players) with the most culture (at least 1) scores 5 bonus points.

Walled area: The player (or, if tied, players) with the largest walled area (number of spaces inside) scores 10 bonus points. If you have more than one walled area, add their areas together. Spaces occupied by buildings (except keeps) that are completely enclosed by (orthogonally adjacent) walls are counted in the number of spaces for the largest walled area. Spaces occupied by scorched areas are not counted in the number of spaces for the largest walled area.

Disasters: Subtract 1 point for each skull on your **disaster track** ☹.

Scoring example

Colleen tallies her points as follows:
First, she scores points for each building type in her domain. All points for buildings inside her walled area are doubled.

❶ *She starts with her keeps and receives 3x2=6 points for them because keeps are Walled Buildings which are always worth 2 points each. She gets 4x2=8 points for her longhouses. (Their points are doubled since each of them is in the walled area.)*

She receives a total of 3 points for her townhouses (1x2=2 points for her townhouse in the walled area and 1x1=1 point for the townhouse in a non-walled area).

Then she calculates her points for the rest of her buildings.

	Points	Colleen
Keep	1	6
Longhouse	1	8
Townhouse	1	3
Church	1	2
Farm	1	2
Lumbermill	2	4
Hospital	3	–
Monastery	4	4
Market	2	2
Guildhall	3	–
University	4	–
Cathedral	5	10

Walled x2

❷ *Then she is rewarded the full bonus points for her market, since all its 8 orthogonally adjacent spaces are empty.*

Market Bonus	1 / 🏘	8

❸ *She doesn't get any Guildhall or University bonus points because she doesn't have those buildings in her domain.*

Guildhall Bonus	1 / 📖⬦🪵🍖	–
University Bonus	1 / 📖	–

❹ *She has a cathedral and receives 10 bonus points for her 10 dice.*

Colleen's Dice

Cathedral Bonus	1 / ⬡	10

Note: Bonus points from Walled Buildings are not doubled.

❺ *She scores 4 points for her culture, as the peg is on the corresponding position of her culture track. Another player has more culture than she does, so she doesn't get the bonus for the Most Culture.*
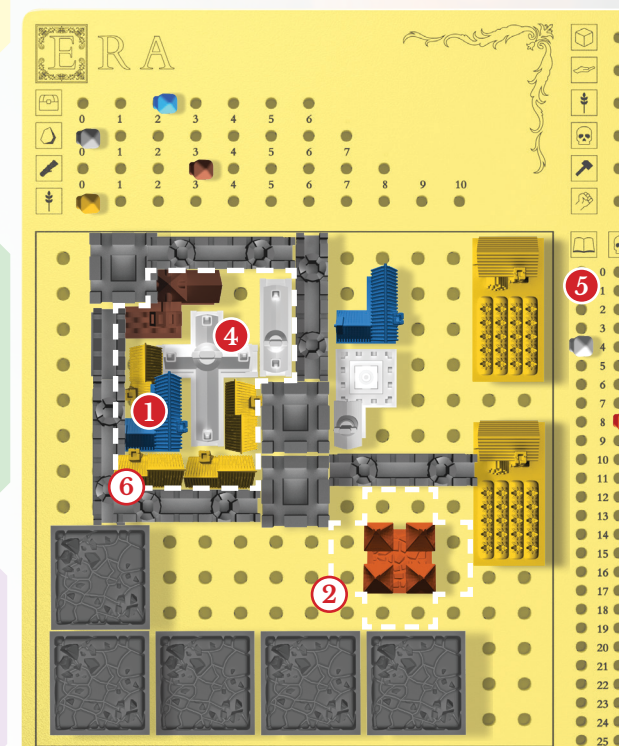
Culture	1 / 📖	4
Most Culture	5	–

❻ *She ties for the largest walled area (total of 26 spaces) with another player. Both players get 10 bonus points.*

Most Walled Area	10	10

❼ *Finally, she subtracts 8 disaster points. Her final score is 65 points.*

Subtotal		73
Disaster Points	💥 / ☹	-8
Grand Total		65

In the Solitaire Game, play for a total of 8 rounds and attempt to get the highest score you can.

Tip: Use the wood track of an unused player board to track the number of rounds remaining. Place an extra peg in the "8" hole and move it back after the last step of each round. When you get to the last hole on the wood track, you will know you've taken 8 rounds and the game is over.

SETUP

Return 1 longhouse, 2 keeps and all tracking tokens to the game box. Use all remaining structures and dice in the game. Build your starting domain as you normally do in multi-player games but start with 3 scorched areas.

All rules of the basic game apply with the following modifications:

PLAY

For the most part, play is the same, except that you'll roll 3 dice for an imaginary player – let's call him Sir Philippe – and the treachery and attack disasters that your dice show will always affect **you** (instead of opponents).

ROLL 🎲

After rolling your dice (up to three times), roll 2 gray dice and 1 yellow die for Sir Philippe. Roll them only once at the end of each Roll step (but before resolving your feathers). Set them aside until the Extort step.

DISASTERS ☻

Unlike multi-player games, when the treachery or attack disasters occur, they affect **you** instead of your opponents. (The skulls shown on Sir Philippe's dice do not affect you and are not counted.)

BUILD ⚒

All the dice in the game are available (through building the corresponding structures) except for those returned to the game box during setup.

EXTORT ⚔

Compare **swords** ⚔ and **shields** 🛡 you rolled with those on Sir Philippe's dice.
The "player" with the most swords extorts 1 resource from the other as usual. (Resources lost to Sir Philippe are simply removed from your resource track.) Choose from the resources shown on Sir Philippe's dice when you extort from him. (If his dice don't show any resources, you don't get any.) When Sir Philippe takes a resource from you, he prefers trade goods, then stone, then wood, then food. If you can't give him a resource or refuse to, advance your **disaster peg** ☻ **twice** instead.

GAME END

After you complete 8 rounds, tally your score and compare it to the chart.

Be sure to score the Most Culture bonus (you must have at least 1 culture) and the Most Walled Area bonus (if you have an enclosed area in your domain).

How did you rank?
Try to beat your best score each time you play.

Score	Level	Comment
< 45	Serf	A poor showing. Keep working the soil.
45-64	Peasant	A fair start. At least you have your freedom.
65-79	Merchant	A good deal. Can you barter up?
80-89	Knight	An excellent joust. Will you fare better at your next tournament?
90-94	Noble	A majestic performance!
95-99	Monarch	A kingly achievement!
100+	Pope	Your dice were surely blessed.

DICE

Peasant	Effect	Burgher	Effect	Noble	Effect	Clergy	Effect
🌾	Collect 3 food	📦	Collect 2 trade goods	🛡	Add 4 to your defense	🌾	Collect 2 food
🪵	Collect 3 wood	📦	Collect 1 trade good	⚔	Add 1 to your strength	⚒	Collect 1 stone or 2 wood
🪨	Collect 2 stone	🪨	Collect 2 stone	⚔	Add 2 to your strength	🪶	You may reroll this die after your third roll, optionally rerolling another die with it (including a die with a skull on it). You may continue to do this as long as you get a feather result
🌾	Collect 2 food or 1 stone	📖	Collect 1 culture	⚔	Add 3 to your strength	🪶	(continued above)
⚒	Build up to 2 times	⚒	Build up to 2 times	📦	Collect 1 trade good	📖	Collect 1 culture
☠⚒	Collect 1 wood and build once; add 1 skull when determining your disaster	☠	Collect 1 stone and build once; add 1 skull when determining your disaster	☠📦	Collect 2 trade goods; add 1 skull when determining your disaster	☠📖	Collect 2 culture; add 1 skull when determining your disaster

DISASTERS

Cause	Result	Effect
☻	Brigands	Advance the peg on your disaster track once or remove 1 resource from your player board.
☻☻	Disease	Advance the peg on your disaster track once for each clustered building. A building is clustered if it is adjacent to another building. Buildings that are diagonal to each other or separated by walls are not considered clustered. • Hospitals and buildings adjacent to hospitals do not count as clustered buildings. • Keeps are never considered clustered since they come with a wall around them.
☻☻☻	Treachery	From the supply, give a scorched area to each of your opponents. They must add it to their domain. If there are no scorched areas left in the supply, there is no effect. Scorched areas must be placed outside walled areas. If you do not have any open space in your domain to place a scorched area, you must remove buildings (but never walls or keeps) until you can place it. Return any buildings removed in this way to the game box. You do not need to add the scorched area if there isn't enough space outside your walled area(s).
☻☻☻☻	Fire	Remove a building from your domain and return it to the game box.
☻☻☻☻☻	Attack	Each of your opponents must remove an unwalled building of their choice and return it to the game box. Buildings within walled areas may not be removed. If a player's buildings are all inside a walled area, the Attack has no effect on that player.
☻☻☻☻☻☻ & more	Revolt	Remove all trade goods 📦 from your player board.

Skulls on your dice do not give you disaster points. They are only used to determine which disaster you need to resolve.

WALLS & BUILDINGS

Structure	Shape	Cost	Points	Effect
Wall (of any length)		1 ⬡	0	Buildings in walled areas: • Can't be harmed by attacks or by scorching (but can be destroyed by fire). • Are worth double at the end of the game (bonus points are not doubled). • Provide a **10** point bonus to the player (or, in the case of a tie, players) with the largest walled area(s) at the end of the game.
Keep		3 ⬡	1	Add 1 noble die to your pool of dice. **Keeps are special structures. They are considered walled buildings.** Because of this, keeps are immune to scorching, disease, and attacks. Since they are walled, double the points for keeps when you score them.
Longhouse		2 ✎	1	Add 1 peasant die to your pool of dice.
Townhouse		2 ⬡	1	Add 1 burgher die to your pool of dice.
Church		1 ✎ 1 ⬡ 1 📦	1	Add 1 clergy die to your pool of dice.
Farm		1 ✎	1	Provides 1 additional food during the Collect step each round.
Lumber Mill		3 ✎	2	Provides 2 additional wood during the Collect step each round.
Hospital		6 ✎ 1 📦	3	Hospitals and buildings orthogonally adjacent to hospitals do not count as clustered buildings when resolving disease.
Monastery		4 ✎ 2 ⬡ 1 📦	4	Set one of your dice to any result you want before you roll your dice a second time during the Roll step. You may change a die to and from sides showing a skull. You may reroll a die previously set this way, during your third roll, as long as it doesn't show a skull.
Market		1 ✎ 4 📦	2	At the end of the game, score 1 bonus point for each empty space adjacent to the market (up to 8 points).
Guildhall		5 ✎ 2 ⬡	3	At the end of the game, score 1 bonus point for each trade good 📦, stone ⬡, wood ✎ and food remaining on your player board.
University		3 ✎ 3 ⬡ 3 📦	4	At the end of the game, score 1 bonus point for each culture 📖 on your culture track.
Cathedral		2 ✎ 4 ⬡ 6 📦	5	At the end of the game, score 1 bonus point for each of your dice.

You may build multiple copies of the same building and each building provides its benefit.

You may not tear down structures to clear space for another structure.