

## COLLECTOR SET 1

An expansion for ERA: Medieval Age  
by Matt Leacock.

*Compete with your fellow players to build special buildings to attract three powerful citizens to your city.*

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

## COMPONENTS

Harbor, Great Hall, 3 Dice



## SETUP

In addition to the normal setup, do the following:

**1a)** Return 1 of the cathedrals to the game box (except with 2 players). Only 1 cathedral is used with this expansion.

**1b)** Place the harbor, the great hall, and the remaining cathedral, along with their three associated dice near the other buildings in the supply.

## HOW TO PLAY













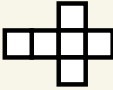





Play the game as usual, with the changes described below:

In addition to the other normal buildings, players also compete to be the first to build one or more of the special buildings – the harbor, the great hall and the cathedral.

To build the harbor, the great hall or the cathedral, you must return to the game box one of your dice of the appropriate color (blue/gray/white) in addition to the required resources. You get the corresponding die (not being rolled yet) from this expansion (dark blue/black/off-white) in return and place the building (according to the specific conditions described in the box below).

You can't build a special building if you don't have the needed die. Dice returned to the game box this way are out of play for the rest of the game (e.g., any swords on a noble die are lost when it is spent to build the great hall). A player may build more than one special building.

**Important:** *When a special building is built, do not flip over a tracking token.*

Structure	Shape	Cost	Points	Effect
Harbor		7  2  1 	 3	Must be placed so that one of its three sides showing water touches the edge of your domain. (As such, this building cannot be completely walled.) At the end of the game, score 4 bonus points for each of your burgher dice  .
Great Hall		5  2  1 	 4	Must be completely walled when built. At the end of the game, score 4 bonus points for each of your noble dice  .
Cathedral		2  4  6  1 	 5	At the end of the game, score 1 bonus point for each of your dice.

Merchant	Effect	Baron	Effect	Bishop	Effect
	Collect 3 stone		Add 2 to your strength		Collect 1 stone and 2 wood
	Build up to 3 times		Add 3 to your strength		Collect 4 food
	Collect 2 culture		Add 5 to your strength		You may reroll this die after your third roll, optionally rerolling another die with it (incl. a die with a skull on it) You may continue doing this as long as you get a feather result
	Exchange trade goods 1:2 for a different kind of resource during the Build step (e.g., exchange 1 trade good for 2 stones and/or 1 trade good for 2 food)  There is no limit to the number of trade goods you can exchange		Block all extortion and attacks (against you) this turn		Add 2 to your defense and set one of your dice, even this one (you lose the 2 defense, if you decide to set this die), to any result after your third roll  You may resolve feathers and scrolls in any order (e.g., with a feather, you could reroll the bishop die and then resolve the scroll if you happen to roll it)
	Collect 2 trade goods		Collect 2 trade goods		Collect 2 culture
	Collect 1 trade good, 1 stone and build once; add 1 skull when determining your disaster		Collect 2 trade goods; add 2 skulls when determining your disaster		Collect 2 culture; add 1 skull when determining your disaster

## CREDITS

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