



Rulebook



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RULES

(2 Player)

Goal of the Game

The first player to gain 15 progress tokens or give 3 destruction tokens to his opponent, wins.

Game Overview

In *Era*, you will lead a special historical group on the brink of greatness or ruin. Using the leaders, inventions, and technology of that time period, you must successfully unfold the events that made that nation or culture forever remembered in history.

But your opponent, leading a different *Era*, will be trying to do the same. As each of you works in your separate time periods, you will both throw unexpected catastrophes, powerful invaders, and obstacles at each other's plans.

Which player will lead their *Era* to greatness first?

Setup

Each player chooses one *Era* deck to play.

Each *Era* deck comes with **10 conflict cards** that are specific to that *Era*. These cards are **red-bordered**. Once both players have chosen their *Era* deck, they should exchange the conflict cards contained in their *Era* deck with their opponent. These conflict cards are then shuffled into their own deck, so that a player's deck contains both his normal playing cards and his opponent's conflict cards.

A Conflict Card is
identified by its red
border.



To determine the first player, both players should simultaneously draw and reveal cards from their shuffled *Era* decks until a red-bordered conflict card is revealed. The first player to reveal a conflict card is the 1st player. If a tie occurs, repeat this process.

Both players then shuffle their decks again into a draw pile. Place the progress tokens, harvest tokens, and money tokens into separate piles where both players can reach them. The game is then ready to begin.

CARD LAYOUT



PLAYER SETUP



TURN OVERVIEW

A player's turn is divided into 6 phases. These phases are:

1. **Point Earning**
2. **Resource Gathering**
3. **Card Dealing**
4. **Card Committing** (to the Build or Conflict pile)
5. **Card Play**
6. **Card Conflict**

POINT-EARNING PHASE

At the beginning of his turn, a player receives progress tokens equal to the number of progress symbols he has in play. Progress symbols earn a player progress tokens at the beginning of **every** turn he takes.

Progress Symbol:

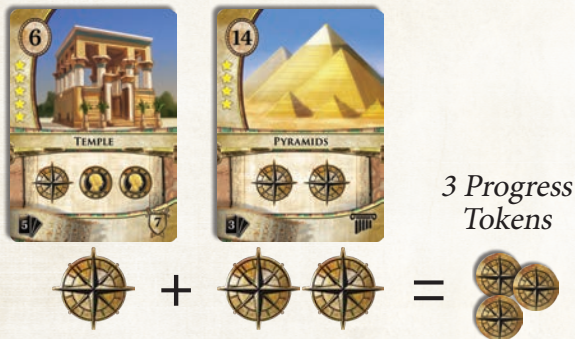


If a player collects 15 or more progress tokens, that player is the winner and the game is over.

Note: Many cards are able to be stacked on top of each other by a process called “flourishing” (see the section, “Flourishing”). In these cases, only the topmost card on a stack of cards may contribute progress symbols. The progress symbols on the other copies below it are ignored.

Example 1

At the beginning of his turn, Player A earns **3 progress tokens**, 1 for the progress symbol on his *Temple* card, and 2 for the progress symbols on his *Pyramid* card.



Example 2

At the beginning of his turn, Player A earns **1 progress token** for the progress symbol on his *Hamlet* card. The progress symbols on his flourished *Hamlet* cards (the cards below the topmost one), do not contribute progress symbols (see section, “Flourishing”). The *Church of Rome* card does not contain any progress symbols, so it gives 0 progress tokens.



Note: Progress points are **not earned** when a card is played during the Card-Playing phase. Progress points are only earned during the beginning of a player's turn during the Point-Earning phase.

RESOURCE-GATHERING PHASE

How it Works

Resource cards are distinguished from non-resource cards because they are displayed horizontally.

During this phase, a player gathers resource tokens for each *resource symbol* that matches a symbol on a *resource card*. Two matching symbols are considered a set. A resource token is earned **for each symbol set** during a player's Resource-Gathering phase, and these tokens are earned **every turn**.

Once two symbols have formed a set to provide a resource, those same symbols cannot be used to help create another set.

There are 3 resource symbols in the game: harvest, money, and build.

If a player has a harvest symbol on a card that matches a harvest symbol on a resource card in play, that player receives 1 harvest token.



If a player has a money symbol on a card that matches a money symbol on a resource card in play, that player receives 1 money token.



If a player has a build symbol on a card that matches a build symbol on a resource card in play, that player performs a special build move **every turn**, covered in the section ("Special Build Move"). No token is received.



Example 1

During their Resource-Gathering phase, Player A earns **1 harvest token** because he has a matching harvest symbol set, and **2 money tokens** because he has 2 matching money sets.



Example 2

Player A earns **1 harvest token** because he has a matching harvest symbol set. The other *Kingdom Produce* card does not have a matching harvest symbol, so it produces no harvest token. The *Temple* card does not have a matching money resource card in play, so it produces no money token.



Example 3

Player A earns **2 money tokens** because he has 2 matching money symbol sets.

CARD-DEALING PHASE

In the Card Dealing phase, a player deals 8 cards to himself. (For the first turn of the game, the first player deals only 6 cards to himself, but thereafter 8.)

These cards are not looked at and are kept face-down. If a player has no more cards to draw from his draw pile, his discard pile is reshuffled and becomes his new draw pile.

From those 8 cards in front of him, a player may commit any number of those cards (including none, if they choose) to the **build**

pile, face-down. To commit a card, a player puts it in that corresponding pile.

After a player has committed cards to his build pile, he may commit any remaining cards (including none, if they choose) to the **conflict pile**, face down.

Finally, any remaining cards not committed to either the build pile or conflict pile are then kept by that player. These cards may be flipped over, looked at, and played in that player's upcoming Card-Playing phase. These

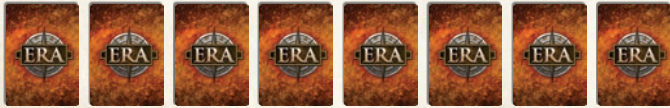
cards may not be revealed to anyone else except that player.

If a player has no remaining cards after committing cards to their build or conflict pile, that player skips their Card-Playing phase. They should continue to the next phase, Conflict.

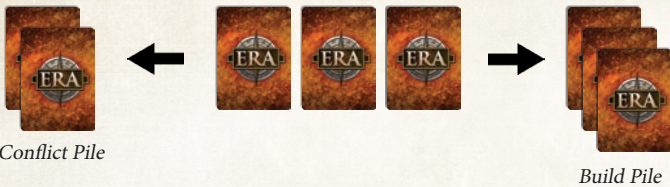
Note: In the following examples, cards are played out for numerical clarification. In a real game, they may be stacked neatly into one pile if desired.

Example 1

Player A deals 8 cards to himself...



...then decides to commit 3 cards to his build pile and 2 cards to his conflict pile...



...leaving him with 3 cards to flip over, look at, and play from during his Card-Playing Phase.



Example 2

Player A deals 8 cards to himself...



...then decides to commit no cards to his build pile and 1 card to his conflict pile, leaving him with 7 cards to flip over, look at, and play from during his Card-Playing Phase.



Tactics Option

At the end of their Card-Dealing Phase, if a player does not play any cards from their hand (including resource cards), they may put one of those cards face-down into their conflict pile. If a player chooses this option, **they may not attack that turn.**

CARD-PLAYING PHASE

During the Card-Playing Phase, a player may play any number of cards from their hand. To play a card, a player must be able to pay its build cost.



A card's build cost is shown in the circle in the upper-left hand corner. (Some cards have another smaller circle, called the flourish cost. See *Flourishing*). This cost must be paid for by discarding cards **equal to that number from that player's build pile**. Cards are discarded **face-up**, and either player may look through them at any time.

Example

Player A wants to play the *Crusade Knight* card from his hand. To do so, he must discard 3 cards from his build pile, since the *Crusade Knight* card has a build cost of 3.



In this example, Player A currently has 6 cards in his build pile.



He **discards 3 cards** in his build pile to pay for the *Crusade Knight* card and puts it into his main playing area.



Discard Pile



OTHER COSTS

Resource cards have no build cost. If they are revealed when a player turns over his remaining cards (after committing to his build pile and conflict pile), he may immediately play them. Play resource cards horizontally (see *Player Setup*).

Conflict cards are paid for no differently than other cards. Play conflict cards into their respective area (see *Player Setup*). For more information on Conflict cards, see the "Conflict Phase" section below.

Finally, at the end of a player's Card-Playing phase, all remaining cards in that player's hand that were not played are discarded.

IMPORTANT:

At the end of their Card-Playing Phase, all remaining cards in a player's hand that were not played are discarded. They cannot be kept from turn to turn.

CONFLICT PHASE



During the Conflict Phase, a player has the opportunity to attack and destroy his opponent's cards that are in play. If a card is destroyed in a conflict, it is **discarded**.

Conflict cards can be distinguished from other cards by their **red border**. At the beginning of the game, each player gives their opponent their *Era's* conflict cards and shuffles them into their deck (see section, "Setup").

Conflict can only happen between certain card types. In a conflict, a player may have his **normal cards attack an opponent's conflict cards**....



...or he may have his **own conflict cards attack his opponent's normal cards**...



However, a conflict card can never attack another conflict card (there is no "time travel" in *Era*)...



...and a player's normal cards can never attack an opponent's normal cards (again, there is no "time travel" in *Era*).



In summary, a conflict card must always attack a normal card, and vice versa. (Another way to say it is that a card must always attack **a card** from its own *Era* deck.)

CONFLICT ATTACKS



Military
Symbol



Ruin
Symbol



Might
Symbol

There are two types of conflict: military and ruin. The military symbol represents military attacks or physical damage, while the ruin symbol represents calamity, political intrigue, or alternative tactics.

If a card has the might symbol in its bottom right hand corner, **it cannot be attacked**.

Only cards with military symbols may attack other cards with a military defense symbol.

Only cards with ruin symbols may attack other cards with a ruin defense symbol.



To make an attack during their Conflict Phase, a player announces which card or cards of his will be attacking an opponent's card. A card can make **only 1 attack per turn**, but an opponent's card can receive any number of attacks during the Conflict Phase.

During an attack, each military or ruin symbol on a card represents how many cards may be **flipped over** from that player's conflict pile. That player may use all or some of the symbols on each card, and must announce which symbols, and how many, they will use—before the attack begins.

When the cards are flipped over, their conflict stars, shown on the side, are totaled. The total conflict stars are then compared to the number inside the military or ruin defense symbol. If the conflict stars are equal to or greater than the defense number, that card is destroyed and removed from the game.



The cards that were used from the conflict pile are then discarded, regardless of the outcome.

If an attack fails and does not equal or exceed the number above, the defender's card remains in play, and the cards flipped over from the conflict pile are still discarded. The defender **does not attack the attacker** after a conflict is made. Battle is one-sided.

When a card is flipped over, its stars are always counted, regardless of whether that card is locked or unlocked.

Finally, a player may never rearrange the cards in their conflict pile.

TARGETING A SINGLE CARD WITH MULTIPLE ATTACKERS

Attacks can be made against one card with multiple attackers, if desired. To do so, a player must discard 1 additional card from their conflict pile in between each additional card they want to attack with.

Example

Player A wants to complete a combined attack with the 3 cards shown below. To do so, he must **discard 2 additional cards** from his conflict pile because he is attacking with 2 additional cards in this conflict.



For this example, the conflict stars on the 3 revealed cards are totaled together and compared to the defense value of the targeted card (like a normal conflict attack).

DESTRUCTION TOKENS

If a card **containing progress symbol(s)** is destroyed, a destruction token is placed on it. The card should be left out, but it can no longer be used, just as if it were discarded. If a player ever receives **3 destruction tokens**, the other player immediately wins and the game is over.

It does not matter how many progress symbols are on a card. If it is destroyed, the defending player will always receive 1 destruction token.

A destroyed card with locked progress symbols does not receive a destruction token, unless those symbols were unlocked **at the time of the attack** (See Key Symbols).



Destroyed Card with progress symbol



Destruction token

Some cards have the ability to be **flourished**. Flourishing a card makes it more resistant to attack or provides it with extra symbols for each time it is flourished.

When a card is flourished, it is played on top of a **card of the same name** that is already in play. The bottom card plus all additional cards on top of it are considered one unit.

If a card can be flourished, it will show its flourish cost in the smaller circle next to the card's build cost.

To flourish a card, a player must be able to pay its flourish cost. This cost must be paid for by discarding cards **equal to that number from that player's build pile**.

Flourished cards should be splayed against the card they are laid on top of, to indicate how many cards have been flourished.



Player A has a *Hamlet* card in his hand, and wants to flourish a *Hamlet* card he already has in play. Since the flourish cost of the *Hamlet* card is 2, Player A discards 2 cards from his build pile.



After Player A has paid the *Hamlet* card's flourish cost, he may place that card on top of the existing card in play. This card is now flourished and considered one unit.



On the *Hamlet* card, the +3 next to the ruin defense symbol means the card's ruin defense is increased by 3 (for a total of 5).



This bonus is added **every time** an additional *Hamlet* card is flourished on top of the first one. For example, 1 *Hamlet* card with 3 flourished *Hamlet* cards on top of it give it a ruin defense of 11.



A player can flourish as many cards onto a card or set of existing flourished cards as they want.

Unless a card has a flourish dash (see *Flourish Dash*), only **one card** in a flourish pile contributes its symbols. Symbols, including progress points, on all other cards in the flourish pile are ignored.

When a card is destroyed, all cards flourished on it are destroyed as well.

THE FLOURISH DASH

Some cards contain a dash between symbols. This means that the card gains the symbol(s) to the right of the dash when that card is flourished, and **for each time** that card is flourished.

The symbols to the left of the flourish dash show what the card contributes when there is only one copy.



The symbols to the right of the flourish dash show what the card contributes every time it is flourished.

Flourish dash

Example 1

Player A has the *Storehouse* card in play. Since there are no flourished cards on it, the card is considered as having only 1 harvest symbol and **the progress symbol is ignored**.



Example 2

Player A has 3 copies of the *Storehouse* card in play. The bottommost *Storehouse* card produces **1 harvest symbol**, and the 2 flourished cards on top of it produce **1 progress point each, for a total of 2**.



Example 3

Player A has 3 copies of the *Storehouse* card in play. Since none of these cards have been flourished, each card produces **1 harvest symbol (for a total of 3)**, but **no progress tokens**.



UNIQUE CARDS

A card that contains the cross symbol shown in its title (shown at right) is considered **unique**.

Only **one copy** of a unique card can be in play at any time. However, a unique card can be flourished if the card has a flourish cost.

If a unique card is destroyed, it cannot be played for the remainder of the game. All copies of the unique card remain in that player's deck, but they cannot be played.

Exception: If a player has a card with a unique block symbol in play, then none of their cards are considered unique. These cards—since they are no longer unique—**can be played any number of times, even if a copy is destroyed**.



Unique block symbol

Note: if the unique block symbol was on a conflict card, it applies only to conflict cards within that *Era* deck. If the unique block symbol was on a normal playing card, it only applies to normal playing cards within that *Era* deck.

MONEY TOKENS

During the Resource-Gathering phase of a player's turn, if a player has a money symbol on a card that matches a money symbol on a resource card in play, that player receives 1 money token. (To see examples of how a player can collect a money token, see the "Resource-Gathering" section).



A money token has 2 uses. It can be **used as a resource** when paying a card's build cost, or it can be used to **aid in conflict**.

Money as a Resource

When paying a card's build cost, a player may discard 1 money token instead of discarding 1 card from his build pile. Money tokens can be combined with other resources to pay a card's build cost.

Example

Player A wants to play the *Pharaoh* card from his hand. The card's build cost is 4, so he will have to discard 4 cards from his build pile. Instead of discarding 4 cards, though, Player A discards 2 cards from his build pile and discards 2 money tokens.



+



Money as an Aid in Conflict

During a conflict battle, a money token can be discarded to increase an attacker's conflict stars by 1—if the attack is **by a normal playing card**. (**Conflict cards cannot use money in an attack**). This decision is made after the card(s) from the conflict pile are revealed, and there is no limit to how many money tokens can be used for this benefit.

Example

Player A's *Crusade Knight* card attacks player B's *Arab Empire* conflict card.



Because *Crusade Knight* has 1 military symbol on it, Player A flips over 1 card from his conflict pile. It is the *Village Goods* resource card which has 1 conflict star on it. Since the total amount of conflict stars is less than the 4 military defense of the *Arab Empire* card, the card remains undefeated.



Player A then discards 3 money tokens to increase his conflict star total to 4. Since this equals the *Arab Empire* card's military defense total, that card is now destroyed.

$$\text{★} + \text{Money Token} + \text{Money Token} + \text{Money Token} = 4 \text{★}$$

HARVEST TOKENS

During the Resource-Gathering phase of a player's turn, if a player has a harvest symbol on a card that matches a harvest symbol on a resource card in play, that player receives 1 harvest token. (To see examples of how a player can collect a harvest token, see the "Resource-Gathering" section).

Harvest tokens are placed above the card that generated them. **Once per game**, during the Resource-Gathering phase, a player may "harvest" (spend) all the harvest tokens in front of a particular card. Each spent harvest token allows that player to draw 2 additional cards during their Card Dealing phase.

Once a card's harvest tokens have been spent, that card can **no longer generate harvest tokens for the rest of the game**, even if they have a matching resource card. To show that a card can no longer collect harvest tokens, flip over a harvest token to its grayed side and place it on the card.



Example

Player A has 2 harvest tokens in front of a *Settler* card. Player A decides to spend the harvest tokens in front of that card during their Resource-Gathering phase, and discards both tokens. They then draw 4 additional cards during their Card Drawing phase, two for each harvest token discarded. That player then flips a harvest token to its grayed side and places it on the card. This indicates the card is considered as having no harvest symbols, and cannot produce new harvest tokens.



Harvest token is flipped to gray side and placed on card

SPECIAL BUILD MOVE

During the Resource-Gathering phase of a player's turn, if a player has a build symbol on a card that matches a build symbol on a resource card in play, that player may do 1 special build move during his Resource-Gathering phase. No token is received.

A matching build symbol set contributes 1 special build move for a player **every turn**.



To use a special build move, a player may draw one card from their deck and flip it over into their build pile, **face-up**. That card's discard value is now **equal to the conflict stars** shown on the card.

Cards drawn as a special build move do not count towards the 8 cards a player draws during their Card-Dealing Phase.

No "change" is given if a player discards more conflict stars than needed. Also, multiple flipped up cards can be discarded to pay for several cards at once, in any combination desired. (For example, a player can discard 2 flipped up cards with 4 stars and 2 stars each, to pay for a 5-cost card and 1-cost card, since the total stars being discarded are 6). Finally, a player also does not have to spend the flipped up cards on the turn they were created.

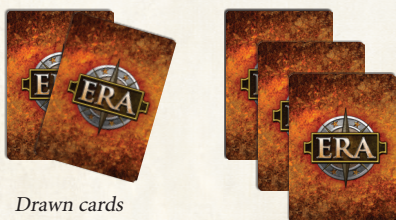
See example on next page.

Example

Player A has two matching build symbol sets at the beginning of his turn and so earns 2 special build moves.



In his Resource-Gathering phase, he draws 2 cards from his deck...



...and flips them over into his build pile.



If Player A decides to discard all 5 cards, their actual value is equal to 7 discarded cards, not 5. Each conflict star on the Sheriff and Settler card counts as a discarded card.



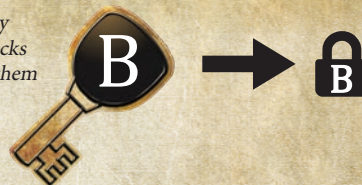
KEY SYMBOLS

A key symbol allows restricted cards and symbols (indicated by a lock symbol) to be played or activated. Keys always show a letter inside them, which corresponds with the specific lock they can activate or "unlock."

This "A" key unlocks all locks with a "A" on them



This "B" key unlocks all locks with a "B" on them



If a card's name has a small lock next to it, that card is **locked** and cannot be played—until a card with the corresponding key is in play.



If a card has a lock next to its flourish cost, that card **cannot be flourished** until a card with the corresponding key is in play.



If a symbol has a small lock underneath it, that symbol is **locked** and ignored—until a card with the corresponding key is in play.

If a player has a card in play that contains a key of the same letter, **all cards** with that lock with the same letter can now be played. Also, **all symbols** with that lock of the same letter **are no longer ignored and immediately take effect**.

If a card with a key symbol is destroyed, all cards that have that corresponding lock symbol still remain in play.

Example 1

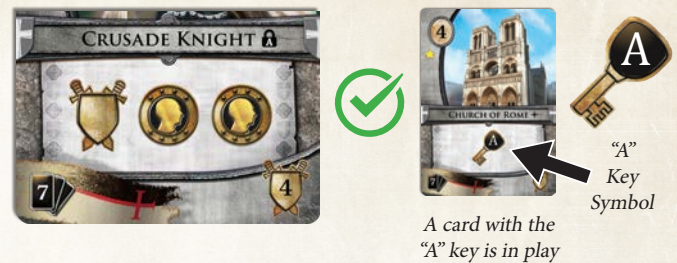
Player A wants to play the *Crusade Knight* card, which has an “A” lock symbol next to the card title. He cannot play it, since he has no cards currently in play with the “A” key symbol.



Cards currently in play

Example 2

Player A wants to play the *Crusade Knight* card, which has an “A” lock symbol next to the card title. He may play it, since he has a card in play with the “A” key symbol.



A card with the “A” key is in play

Example 3

Player A wants to attack with his *Heavy Artillery* card, which has 2 “A” lock symbols next to 2 attack symbols. Since he has no “A” key symbol in play, those 2 attack symbols are ignored, and the card contributes only 1 attack symbol.



Cards currently in play

Example 4

Player A wants to attack with his *Heavy Artillery* card, which has 2 “A” lock symbols next to 2 attack symbols. Since he has a card in play with the letter “A” key, those 2 attack symbols may now be used. Altogether, the card now offers him 3 attack symbols.



A card with the “A” key is in play

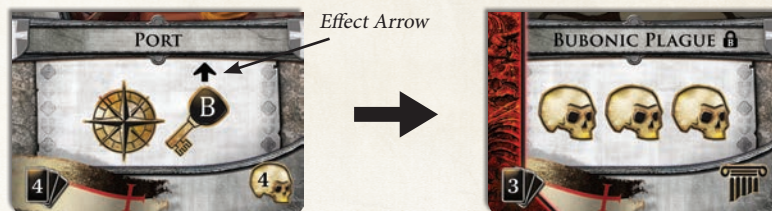
EFFECT ARROWS

Some symbols in the game may have a small upward or downward arrow next to them. This is a visual alert to let the player know who will receive the effect of the symbol. Usually, this is used where the application would not be expected, such as a key that benefits an opponent, or a block symbol that targets the player who played the card.

Like attacking, effect arrows from a normal playing card interact only with an opponent's conflict cards, and vice versa.

Example

Player A plays a *Port* card. It has a "B" key with a small arrow above it, pointed towards his opponent. Although the *Port* card provides a progress symbol very cheaply for Player A, the "B" key now allows his opponent to play the very powerful *Bubonic Plague* conflict card, since it has a "B" lock on it.



Other Examples

This gives 1 ruin symbol to your opponent to use during attacks



This gives 1 military block to your opponent



This blocks 1 of your progress symbols



This blocks all unique symbols on cards you play (see "Unique Cards" for clarification)



VISION SYMBOL



The **vision** symbol allows a player to put aside 1 normal playing card from his hand and save it for a later turn. (**Conflict cards may not be selected**). The card is put face-down underneath the card that provided the vision symbol. It stays there until it is "drawn back" into a player's hand during his Card-Playing phase on a later turn.

Each vision symbol creates one "slot" that can be filled or emptied at any time with one card. If a card is withdrawn from this slot, it may be replaced with a new one.

If a card providing vision symbols is discarded, the cards tucked underneath it are discarded as well. If a card's vision symbol(s) becomes blocked, the card(s) tucked underneath it are immediately discarded.

When a player adds a card from a vision pile into his hand during the Card-Playing phase, he must show to his opponent that it is not a conflict card. For all other times, a player may "peek" at his stored cards without having to reveal them.

Example 1

Player A plays his *Architect* card. Since the *Architect* card has 2 vision symbols on it, Player A may take **2 cards from his hand** and tuck them underneath the *Architect* card. (It does not have to be during this turn, but Player A decides to do it now). Player A puts a *Slaves* and *Pyramid* card underneath the *Architect*. Player A may draw the *Slaves* or *Pyramid* card into his hand on any later turn.



Example 2

Player A has a *Pyramid* and *Slaves* card underneath his *Architect* card. During his Card-Playing phase, Player A draws the *Pyramid* card into his hand, opening up a "slot" underneath the *Architect*. Player A replaces the *Pyramid* with a *Charioteer* from his hand, and places it face-down underneath the *Architect*.



BLOCK SYMBOLS

A block symbol cancels out 1 opponent's symbol of the same type (except the unique block symbol, discussed below). An opponent's symbol that is blocked **has no effect**. Note that a block symbol never blocks a resource symbol **on a resource card**, such as money, harvest, or build.



The receiver of the effect of the block symbols may choose which cards he wants those blocks to be applied to, and may change it each turn.

Like attacking, a block symbol on a conflict card must cancel a symbol on a normal playing card from that same *Era* deck, and vice versa.

The unique block symbol blocks **all** unique symbols on the cards controlled by that player, not just one.



1 Build symbol is ignored



1 Harvest symbol is ignored



1 Money symbol is ignored

Example

Player A has a *Spoilage* card in play, blocking 1 harvest symbol of Player B. Player B decides to apply the block effect to his first *Storehouse* card, rather than his second *Storehouse* card, which is flourished. The first *Storehouse* card can no longer collect harvest tokens.



EXHAUSTION TOKEN

A player receives an exhaustion token if they do any of the following:

- Puts **7 or more cards** into their build pile on a turn (does not include special build moves or harvest)
- Flips over or discards **7 or more cards** when attacking with **conflict cards** (not normal playing cards).
- Chooses the tactics option from a hand of **7 or more cards**.



A player with an exhaustion token cannot do **any** of the 3 previously mentioned actions. Once a card has been played with a progress symbol on a later turn, the exhaustion token is discarded. (It does not matter if the progress symbol is locked or unlocked).

Example A

Player A flips over and discards 10 cards when he makes an attack with his conflict cards, and therefore receives an exhaustion token. On his next turn, Player A wants to place 7 cards into his build pile, but cannot because it is one of the 3 restricted actions. He puts 6 cards into his build pile instead.

Example B

Player B chooses to do the tactics option from a hand of 8 cards and therefore receives an exhaustion token. On his next turn, Player B then plays a card with a locked progress symbol, and then discards his exhaustion token.

*"Civilization begins with
order, grows with liberty,
and dies with chaos."
-Will Durant*



MULTIPLAYER RULES

(3-4 Player)

The multiplayer version of *Era* introduces 6 bonus cards that players compete for at the end of each round, initiative tokens, and a new way to play the conflict cards. These new elements both accelerate gameplay and create surprise and uncertainty between the rounds.

It is recommended that players familiarize themselves with the 2-player version of *Era* before playing the multiplayer game.

The first player to score 15 points in a 3-player game, or 12 points in a 4-player game, wins. (Giving an opponent their third destruction token does not provide a win to the attacker, as it would in a 2-player game. Instead, that player is just removed from the game.)

Player Order

In a multiplayer game, a round consists of every player completing a turn, which is the same as a 2-player game (See rule section “Turn Overview”).

However, turn order will vary from turn to turn. To determine player order for the first round, grab 1 progress token and 2 money tokens for a 3-player game, or 1 progress token and 3 money tokens for a 4-player game. One player should shake these tokens together in their covered hands, allowing each player to pick a random token without looking at it. The player who drew the progress token is the 1st player.

For the 2nd round onwards, the player with **the highest number of initiative tokens** becomes the first player (see the rule section, “Initiative Tokens”). In the event of a tie, the player with the most cards in play, including resource cards, goes first. If there is still a tie, the player who is the closest in a clockwise direction from the previous player, goes next. Play proceeds to the player with the next highest amount of initiative tokens, until all players have taken their turn.

First Round Card Draws

For the 1st round of a **3 player game**, each player draws this many cards:

1st player = **6 cards** 2nd player = **6 cards** 3rd player = **8 cards**

For the 1st round of a **4 player game**, each player draws this many cards:

1st player = **6 cards** 2nd player = **6 cards** 3rd player = **8 cards** 4th player = **8 cards**

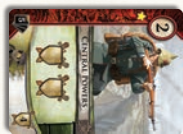
Conflict Cards in the Multiplayer Game

Once player order has been determined for the first round, each player removes the 10 red-bordered conflict cards from their chosen *Era* deck. Instead of giving their deck's conflict cards to their opponent (as they would in a 2-player game), each player shuffles these 10 conflict cards into **a separate pile, face-up**, in front of their playing area. These “community” conflict cards will be **available for any opponent to pay for and play** on their turn.

Note: A player's community conflict card pile is separate from their conflict card pile.

Example 1

In this example between 3 players, each player has a face-up community conflict card pile, which contains all 10 of their *Era*'s conflict cards.



Player A's community conflict card pile

Player B's community conflict card pile



Player C's community conflict card pile

During their Card-Playing Phase, a player may choose to play the face-up conflict card from any opponent's community conflict card pile. When a conflict card is selected by a player, they must pay the resource cost of that card to play it. That card is then removed from the top of their opponent's community conflict card pile, and put next to it, face-up. Additional community conflict cards should be arranged side by side to each other.

Example 2

In this example, Player A decides to pay 2 resources to play Player B's topmost community conflict card, *Central Powers*, and places it next to Player B's community conflict card pile. Player A receives 1 initiative token for doing this (see the section, "Initiative Tokens"). Note that a new community card is now available underneath, which Player A could choose to pay for as well.



Player B's
community
conflict card pile



Player B's
community
conflict card pile



Player A pays for *Central Powers*
and receives 1 initiative token

Any player may now use *Central Powers* during their Conflict Phase, just as if they controlled it personally.

CASCADING EFFECT

When a player pays for a community conflict card, the top community conflict card of his other opponents—**equal to or less than the cost of the card he just played**—are also put into play, at no cost to him. This process is completed only once, and newly revealed community conflict cards do not continue to be played this way.

Example

(The community conflict piles in this example are shown all next to each other for ease of viewing, but in a real game they would be in front of each player's respective playing area.)

In this example, Player A plays Player B's *Persian Army* for a cost of 3, and receives 1 initiative token. Because the cost of that card is 3, Player C's *Central Powers* community conflict card is also played—at no cost—since its cost is 2, which is equal to or less than 3. However, Player D's *U2 Spy Plane* is not played, because it is greater than a cost of 3.

Finally, note that Player A's *Bubonic Plague* community conflict card is not played because it is from his own community conflict card pile.



Player A's community
conflict card
(Nothing happens)



Player A pays 3 resources to play
Player B's community conflict card,
receives 1 initiative token, and...



...also plays Player C's community
conflict card **at no cost**, because it is
equal to or less than 3...



...but does not play Player
D's community conflict card,
because it is greater than 3...

The gameplay symbols on conflict cards that have been played are now available for any player to interact with on their turn. For example, if a card has attack symbols on it, any player may attack with it on their turn. Of course, the target of those attacks must be directed at the player whose conflict cards come from that respective *Era* deck.

INITIATIVE TOKENS

Whenever a player plays a conflict card of a cost of 1 or greater, they gain 1 initiative token. They do not, however, gain extra initiative tokens for additional "cascaded" cards (See section, "Cascading Effect.")

A player may play any number of conflict cards of a cost of 1 or more, and from any number of community conflict card piles, gaining 1 initiative token each time they do so.

Conflict cards with a cost of 0, however, do not provide an initiative token. Each turn, a player may play only 1 community conflict card of a cost of 0 from each opponent's community conflict card pile. Zero-cost cards that were "cascaded" do not count towards this limit.



Example

(The community conflict cards in this example are shown all next to each other for ease of viewing, but in a real game they would be in front of each player's respective playing area)

Player A pays for Player B's *Central Powers* community conflict card and puts it into play. Player A receives 1 initiative token for this. Because it was a cost of 2, Player C's *Bubonic Plague* card is also played—at no cost—because it is less than 2.* He does not receive an initiative token for this "cascaded" card.



Player A's community conflict card
(Nothing happens)



Player A pays 2 resources to play Player B's community conflict card, and receives 1 initiative token.



He then plays Player C's community conflict card, because it is equal to or less than 2...



...but does not play Player D's community conflict card, because it is greater than 2.

After Player A plays *Central Powers* and *Bubonic Plague*, the *Red Baron* and *Arab Empire* cards are revealed underneath their respective community conflict card piles. Player A decides to also pay for the *Red Baron*, and receives a 2nd initiative token. Because the cost of the *Red Baron* was 3, the *Arab Empire* card is played at no cost, since it is equal to or less than 3.



Player A's community conflict card
(Nothing happens)



A new community conflict card is revealed for Player B. Player A pays for it and receives a 2nd initiative token.



A new community conflict card is revealed for Player C. Player A plays it at no cost, since it is equal to or less than 3...



...but does not play Player D's community conflict card, because it is greater than 3.

Player A has earned 2 initiative tokens this round.



*For this example, it was assumed that Player C had the correct key symbol already in play, in order to be able to play the *Bubonic Plague* card.

Cycling Cards

During their conflict phase, a player may pay 1 resource to discard the top card of a player's community conflict card pile. (There is no limit.) Put the cycled card on the bottom of the pile.

The Bonus Cards

At the start of each game round, the player with the most initiative tokens draws cards from the shuffled bonus card pile **equal to the number of players, plus one**. (For example, if there are 3 players, 4 bonus cards are drawn). That player secretly chooses one of the bonus cards and places it face-down in front of them. The remaining bonus cards are then passed to the player with the next highest amount of initiative tokens.

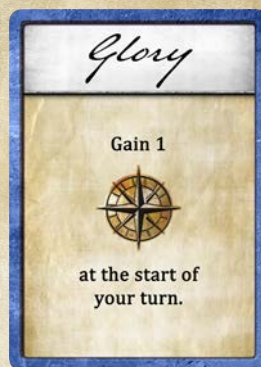
In the event of a tie, the player with the most cards in play (including resource cards), goes next. If there is still a tie, the player who is the closest in a clockwise direction from the previous player, goes next. This repeats until all players have secretly chosen a bonus card. The final unchosen card is discarded.

If there are no players with initiative tokens, the player who went first the previous round, goes first again, and turns proceed clockwise.

Players then simultaneously reveal their bonus card choices, and follow the action listed on them.

At the end of the round, all 6 bonus cards are shuffled together for the next round.

Multiplayer Bonus Cards

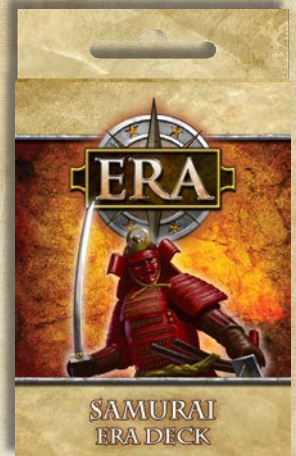
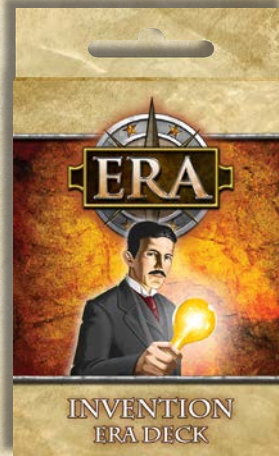


End of Rules

ELEVATE YOUR STRATEGY:

Upgrade Your Game with These Expansions!

Dive deeper into Era by seeing what unique story and style of play each new deck offers



NO ONE ERA PLAYS ALIKE!

GAME LOG

[illegible]

GAME LOG

[illegible]



SYMBOLS GUIDE

(See rulebook for complete details)

Progress



At the start of your turn, take 1 progress token.

Vision



Place 1 card (except conflict cards) under this card. That card can be played on a later turn.

Lock and Key



Cards and symbols with locks cannot be played or are ignored until the corresponding key is played.

Attack



or



Every turn, you may flip over 1 card from your conflict pile for each attack symbol you have. If the revealed stars equal or exceed the defense number of the targeted card, that card is destroyed. (Military can only attack a card with military defense, and ruin can only attack a card with ruin defense.)

RESOURCES

Resource symbols require a matching symbol on a resource card in order for you to gain its ability.

Money



At the start of your turn, take 1 money token. You may spend 1 money to count as 1 discarded card from your Build Pile, or to increase the number of stars in your attack by 1. (The attack cannot be by a conflict card).

Harvest



At the start of your turn, take 1 harvest token and place it on the originating card. During your Card-Drawing Phase, you may spend all of a card's harvest tokens to draw 2 extra cards per discarded harvest token. That card does not produce any more harvest tokens.

Build



At the start of your turn, flip-up 1 card from your Draw Pile into your Build Pile. When you pay to play cards, you may discard face-up cards in your Build Pile. Each star on a card counts as 1 discarded card from your Build Pile.