

RISE OF EMPIRES™

ERA-I

Food/Income/Victory Point Tiles



Agriculture (2): Take 2 food points during the "Food" segment.



Calendar: You may change the position of one of your action discs during the "Income" segment of the "A" turn. Move the disk to exactly the same space on another track row. Move any disc in that position, and any discs to the left, one space left. You may only transfer to a row that is not full.



Iron Axe (2): Take 1 resource disc for each Forest territory tile during the "Income" segment.



Mining (2): Take 1 resource disc for each Mountain territory tile during the "Income" segment.



Ships (2): Take 1 resource disc, or 1 gold, or 1 player cube, or 1 food point for each Island territory tile during the "Income" segment.

Free Action tiles



Colonies: Up to 2 player cubes from your pool may be exchanged for a like number of gold from the bank. Put the player cubes into your general stock.



Haven (2): Exchange 1 gold, or 1 resource disc, or 1 player cube for any 1 of those items (1 gold, or 1 Resource disc, or 1 player cube).



Iron Weapons: Remove 1 player cube belonging to any player from a region you have cubes in.



Roads (2): Take up to 2 of your cubes from the world map and place them back in your pool **or** in any region(s) where you already have 1 or more cubes in (including to the New World and the Far East). You may split the cubes between the two options.

ERA-II

Food/Income/Victory Point Tiles



Farming (2): Take 3 food points during the "Food" segment.



Printing: You do not have to pay to perform any actions in the "B" turn (see 6.0).



Religion: Score 1 additional victory point for each region you have 1 or more cubes in during the Victory Points phase. At the end of the turn, return this tile to the tile selection.



Steam Pumps (2): Take 1 resource disc for each Plains Territory Tile you have during the "Income" segment.

One-use Tiles



Banking: Immediately take 5 gold from the "bank."



Mercenaries (costs 2 gold): Immediately place 3 player cubes from your *general stock* into any one region on the world map.



Navigation (2): Immediately place the number of cubes indicated in one New World or Far East region. Take the cubes from your *general stock*. In the "A" turn, no player can move to the New World or Far East until a player has used this tile to move there. This restriction ends at the start of the "B" turn (see 6.4.3).

Free Action Tiles



Canals (2): Take up to 3 of your cubes from the world map and place them back in your pool **OR** any region(s) where you already have 1 or more cubes in (including to the New World and the Far East). You may split the cubes between the two options.



Diplomacy: You may state that you and one other player are *allied*. This means that neither of you can do anything to result in either player losing a player cube. Indicate the color you are allied with by taking his alliance piece and placing it on the tile. This alliance ends and the tile is returned to the selection at the end of the turn.



Gunpowder: Remove 1 player cube belonging to any player from a region you have cubes in.



Port (2): Exchange up to 2 of any combination of gold, resource discs, and player cubes for any like number combination of those tokens (e.g., 2 gold for 2 resource discs, or 1 cube & 1 resource disc, or 2 cubes).

ERA-III

Food/Income/Victory Point Tiles



Electricity (costs 5 gold): Double the amount of victory points of one city tile during the Victory Points phase.



Fertilizers (2): Take 3 food points during the "Food" segment.



Football: You receive 2 victory points during Victory Points Determination.



Ideology: Score 1 additional victory point for each region you have one or more cubes in during Victory Points Determination. At the end of the turn, return this tile to the tile selection.



Television (costs 6 gold): You receive 5 victory points during Victory Points Determination.

One-use Tiles



Chemicals (2): Immediately take 4 resource discs.



Medicine (2): Immediately take 3 player cubes from your *general stock*.

Free action Tiles



Artillery (2, costs 2 gold): Remove 2 player cubes belonging to any one player from any one region where you have cubes.



Harbor (2): Exchange up to 3 of any combination of gold, resource discs, and player cubes for any like number combination of those tokens (e.g., 3 gold for 3 resource discs, or 2 cube & 1 resource disc, or 3 cubes, etc).



Rail (2): Take up to 4 of your cubes from the world map and place them back in your pool **or** any region(s) where you already have 1 or more cubes in (including to the New World and the Far East). You may split the cubes between the two options.

