

# HYPERBOREA

## FAQ v2.0

### RULES UPDATE

#### **Page 10: RESET: paragraph 4 is eliminated**

This means that during Reset, only the cubes on activation spaces of technologies with continuous effects can be left on the technology. All other cubes must be put back into the bag.

### TECHNOLOGIES

#### **Must I respect the order from left to right in order to place the cubes on the activation spaces of a technology?**

No. Cubes may be placed in any order you want, with total freedom.

#### **Once I have filled all the spaces in one activation set of a Base Technology, may I place cubes on the OTHER activation set of the same technology?**

No. The two activation sets of a Base Technology are mutually exclusive, therefore the spaces of one set which is completely free CANNOT be used or filled as long as there is AT LEAST one cube on the other set.

#### **When I activate a technology must I remove the cubes from it and place them in the unused cubes area? Or must I leave them on the technology?**

You must not remove the cubes. They stay on the activation spaces until Reset. The unused cubes area is only used for the grey cubes that you get when you obtain a new Advanced Technology and all the cubes in the available cubes area at the end of the turn that you cannot (or do not want to) place on the activation spaces of a technology.

#### **Once I activate one technology or one city, must I use the benefits in the depicted order and/or in order of activation?**

No. Hyperborea gives maximum freedom in the chain of effects obtained by a technology and/or a city: a player can therefore activate a city (and obtain the benefits), place a Civilization Cube without completing a technology, upgrade their civilization, activate a second city (obtaining the benefits, but still without spending them), place another two Civilization Cubes on a technology, activating it (and obtaining the benefits, thus using them all together with the previous ones), explore a ruin and finally declare the end of turn, going through the end-of-turn phase.

If a single activation produces several benefits, these can be spent in the order preferred by the player and even alternated with benefits generated previously (though always in the same turn).

#### **If I activate the Advanced Technology Plundering and one of my adjacent opponents has no Gems, what happens?**

In this case the technology has no effect on THAT opponent. This mechanic applies to all technologies with effects to be applied to adjacent opponents (for example Diplomacy).

#### **A player activates Trading Companies, generates 2 Gems (for a total of 11) and then all adjacent players generate 1. One of the adjacent players reaches 12 thanks to this gift, so what happens? How does the game end?**

The ACTIVE player is the player who determines the end of the game. Starting from the next player, everyone will have a last turn and the player who got to 12 Gems (thanks to an effect he did not generate) gets the corresponding Objective tile. In this case the player who got the Objective tile also plays another turn.

**What happens if I generate an “espionage” effect on an Advanced Technology which generates an “espionage” effect? Do I generate an infinite loop?**

No. The “espionage” effects and the effects generated by the “espionage” (by copying the effect of another card) cannot be used to target other cards with “espionage” effects.

This limitation applies also to “cube restoration” effects (for example Black market): technologies that restore cubes cannot target technologies with restoration effects.

**May I activate the technology Corruption and ignore the effect of removing a cube, therefore obtaining just a single Gem?**

No. All effects which demand the removal of cube/miniature/Gem must be satisfied otherwise the technology cannot be activated.

**May I leave cubes on technologies with continuous effects during Reset... even if the technology is not yet complete?**

Yes.

**If an effect makes me remove one cube from a technology (Advanced or Base) which was previously completed, can this technology be activated again?**

Yes. This mechanic is also valid for effects that restore cubes (ex. Black Market) or for effects that eliminate cubes from the board/cards (ex. Corruption).

It is not applicable to effects that eliminate cubes in order to generate other cubes (for example Alchemy): in such case the generated cube replaces the eliminated cube in the very same activation space, as it is in all aspects nothing but a “cube swap”.

**If the continuous effect of the technology Recruitment is active and I complete the technology Outposts, do I get the extra miniature?**

No. The “cloning” effect is different from the Miniature effect and therefore the effect of the technology Recruitement has no application.

**Does the effect of the technology Council of Elders apply more than once in case of technologies with multiple develop effects?**

No. The effect of Council of Elders is applied only once for each effect activation (be it from technology or ruin).

## PROGRESS

**When my Development marker reaches level 6 am I required to bring it down to level 0 and take two cubes from the reserve?**

No. A player is never required to reduce the Development marker when is at level 6 (technically it could be left there the whole game and reduce it on the last turn).

On the contrary taking the cubes is mandatory so once the Development marker has been reduced to 0 from a level 4, 5 or 6 the corresponding cubes must be placed in the bag.

## BOARD

**If the miniature of a player enters an hexagon with an enemy miniature which is placed outside of a city and/ or of a ruin, this miniature must stop unless it is using a flying movement. Can this miniature enter a city or a ruin which is free?**

Yes. Moving the miniature inside a city or a ruin is not a movement so there are no limitations.

**If I activate the city of the Central Hexagon number 32 may I remove a grey cube?**

No, with this city only colored cubes may be removed (therefore any cube except the grey one).

### **What advantages do I have with the flying movement?**

Mainly two:

- a) If a miniature enters a hexagon with flying movement and in that hexagon there is an enemy miniature outside of a city, this hexagon can be exited with a "standard" movement.
- b) If a miniature enters a hexagon with "standard" movement and in that hexagon there is an enemy miniature outside a city, the hexagon can be exited with a flying movement.

### **Do Ghosts count during the Final Scoring for the control of the territories?**

Yes. If in a hexagon the number of Ghosts is equal to or greater than the number of miniatures of every single player, nobody will receive Victory Points for that hexagon.

## **RACE POWERS**

### **How many times in a turn may I use the Tile A effect of the Emerald Kingdom and Tile B effect of the Golden Barony?**

These effects may be used by the players at any moment during the turn, but only once every Reset.

More specifically, the players choosing these tiles place a Fortress token on the tile and can spend this token at any moment during their turn to generate the corresponding effects. This token is put back during Reset so the effects coming from these two tiles can only be used once until next Reset.

### **When is the Tile B effect of the Celestial Reign activated? Only with the Base Technology or with all technologies that generate similar effects?**

The effect of Tile B of the Celestial Reign is activated with all technologies (Base or Advanced) that allow you to get an Advanced Technology Card.

### **If I am playing with The Purple Matriarchy and I chose Tile A and I kill a Ghost, where is the converted new miniature placed?**

Within the hexagon where the Ghost has been killed, outside of the city or ruins.

### **If I am playing with The Purple Matriarchy and I chose Tile A may I convert a Ghost with a ranged attack?**

No. This effect is only applicable with the "standard" attack.

### **Tile A of the Red Duchy: is it optional or always active? If it is optional, may I pay just one red cube to obtain an attack with the Base Technology and then later on add a cube of any color to activate again the very same technology? Does it work with the Advanced Technologies which modify the Attacks, that is, with the technologies with the symbols = and ->?**

It is always active, therefore no, you are not allowed to activate twice the same technology. This effect only works with Base Technologies or Advanced Technologies which generate attacks by themselves and which have in their cost at least one multicolor cube. The discount cannot be applied to solid color activation spaces (red, green etc.) but only to multicolor activation spaces.

## **MISCELLANEOUS**

### **May I look into the bag to see what cubes I have?**

No. The cubes into the bag (like the cards in a deck) cannot be examined during a game. At any moment it is instead allowed to count the cubes remaining inside the bag (as it would be allowed to count the cards in a deck).

### **The enemy miniatures give Gems during the game after the completion of a set (you have eliminated one miniature per player and you kill another one = 1 Gem) and therefore activate also the effects related to obtaining a gem? Or do you get the gems at the end of the game according to how many you have killed?**

This situation lets you obtain Gems but it is NOT a "Gem effect".

Therefore the Gems obtained for killing a miniature of a player after having completed a set, are immediately obtained but do not trigger any effect related to getting a Gem, as it would be of the Gem received thanks to activation of a Base Technology, an Advanced Technology or a ruin.

**When an effect generates a cube, where do I place it?**

All effects that generate cubes (lines in the development areas of the player boards, technology effects or ruin effects) will cause the cube to be placed in the bag.

The only exception: when a cube is generated through the removal of another cube (example Alchemy); in such case, the new cube is placed exactly in the same spot where the removed cube was (example available cubes area, unused cubes area or technology activation spaces etc.)

**When I have a ruin token in my reserve and I obtain a second one, am I forced to play one? If yes, which one?**

Yes. The possibilities are: play the ruin token in your reserve or discard the ruin in the reserve or play the new ruin.

*A heartfelt thanks to Ben Hodgson for helping us produce these FAQ.*