

# HYPERBOREA

## FAQ VI.2

### 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.

### FAQ

#### **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.

#### **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 regenerate cubes (ex. Black Market) or for effects that eliminate cubes from the board/cards (ex. Corruption).

#### **Once I activate one technology or one city, must I use the effects 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 effects), place a Civilization Cube without completing a technology, upgrade their civilization, activate a second city (obtaining the effects, but still without spending them), place another two Civilization Cubes on a technology, activating it (and obtaining the effects, 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 more effects, these can be spent in the order preferred by the player and even alternated with effects generated previously (though always in the same turn).

#### **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 flight 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.

#### **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.

**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.

**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.

**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 I activate a technology do I remove the cubes and put them in the unused cubes area or do I leave the cubes there?**

You do not remove the cubes. They stay on the activation spaces until the next Reset. The unused cube area is only for the grey cubes when you get a new Advanced Technology Card and have no place to put the grey cube or for the cubes that you cannot (or do not want to) place on the technologies.

**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.

**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.

**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 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.

**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).

**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.