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HYPERBOREA

LIGHT & SHADOW

AN EXPANSION CREATED BY ANDREA CHIARVESIO, PIERLUCA ZIZZI AND MAURIZIO VERGENDO

This is an expansion. An Hyperborea core game is needed to play.

Years have passed since the fall of the magic barrier and the rediscovery of Hyperborea's heart. The six nations are still at war with each other and are always looking for more powerful weapons to win it. Digging in the ancient crypts, they think to have finally found them.

Shortly before its sudden destruction, the mages from the lost civilization poured their souls into magical objects of immense power; the evil souls became **Black Soul Cubes**, while the good ones became **White Soul Cubes**. Everything was hidden in sacred arks, named Relics that couldn't be controlled by others.

The powerful Relics provide enormous knowledge and power and the Soul Cubes are in the hands of the young folks: will the destiny of humans be dominated by war, or will wisdom and prosperity prevail between the realms of Hyperborea?

CONTENT

- **24 Soul Cubes** (12 white-Light, 12 black-Shadow)
- **24 Civilization Cubes (red-War):** These cubes replace the War Cubes from the standard version of the game and are colored in a different tone.
- **3 Ghost Miniatures** (in grey)
- **6 Race Tiles** (1 per Race)
- **6 Elite Troop Tokens** (one per color)
- **6 Objectives Tiles**
- **18 Crypt/Relic Tiles**
- **This Rulebook**



GAME SETUP

After setting the game up as per the standard edition, randomly draw a Crypt/Relic Tile and add it to every Borderland Hexagon (the Hexagons in touch with the Central Hexagon). These Tiles must be placed with Crypt side face up on one of the Hexagon borders.



Then add to the Civilization Cubes reserve 2 Light Soul Cubes and 2 Shadow Soul Cubes for each player (i.e. for 6 players, add 12 black cubes and 12 white cubes).

NUMBER OF PLAYERS	2	3	4	5	6
NUMBER OF SOUL CUBES	4 + 4	6 + 6	8 + 8	10 + 10	12 + 12

Lastly, players choose (or randomly pick) three objectives, choosing among those from the standard game and the new ones available in this expansion.

SOUL CUBES

Hyperborea: Light and Shadow introduces two new cube colors: the Light cube (white) and the Shadow cube (black).

OBTAINING SOUL CUBES

Obtaining Soul Cubes happens during the optional action “upgrade your civilization”; during this action it’s possible to obtain 1 (and only 1) Soul Cube in the following ways:

- if a player reduces one of their development markers which has reached level 4 (or 5) to zero, the player may choose to put into their bag a Soul Cube (white or black) instead of the one they would normally receive.

- if a player reduces one of their development markers which has reached level 6 to zero, the player may choose to put into their bag a Soul Cube (white or black) plus 1 Cube of the color corresponding to the reduced development marker.

NOTE: optional actions “upgrade your civilization” can only obtain 1 Soul Cube.



USING SOUL CUBES

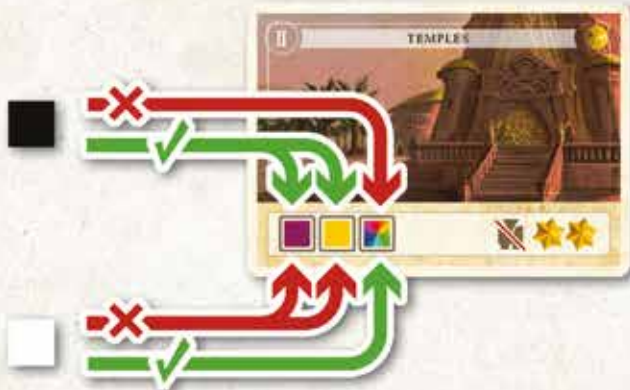
The Soul Cubes grant no Victory Points at the end of the game; they have some restrictions, but they have special abilities:

SHADOW CUBE

The Shadow Cube can be placed ONLY on colored activation spaces – not on multicolor or grey spaces.

LIGHT CUBE

The Light Cube can be placed ONLY on multicolor activation spaces. When a Light Cube is placed, it immediately generates a “cube generation” effect (see game basic rulebook, page 14).



ADDITIONAL OBJECTIVES

This expansion adds 3 additional objectives to create new win conditions.



Relic Collector: obtained once a player gains the 4th Relic.

Center Domination: obtained when a player has, at the start of their turn, only miniatures of their color in the central hexagon (i.e. there must be no ruins, ghosts or enemy miniatures).

Ghost Annihilation: obtained when a player kills the last Ghost on the map (Note: during the turn this objective is reached, if a Terraforming action is performed, there’s a chance for the other players to also fulfill this objective).

CRYPT/RELIC TILES

The Relics are objects forged before the fall of Hyperborea. The Relics and their arcane power can be obtained by exploring a Crypt.

EXPLORING A CRYPT

During his turn, a player can use a "free" miniature (i.e. a miniature that is not inside a city or ruin) to explore a Crypt tile that is inside the same hexagon. Doing so, the player obtains the tile and flips it over to the Relic side. The miniature that went on exploration is re-positioned on the Capital City hexagon, while the Relic is added to one of the free sides of the Capital City hexagon, granting the related power:

TERRAFORMING (glass globe)

ELITE TROOP (helm)

GHOST POWER (necromancy parchment)



TERRAFORMING – GLASS GLOBE

This Relic tile can be activated once per game (to show that it has been activated, turn it). Doing so allows the player to draw 3 hexagons from among those not in use (i.e. in the box), choose one and either use it to replace a hexagon on the map, or add it to the current map (it must touch at least 1 side of a Borderland hexagon). Once placed, this hexagon is filled with the corresponding amount of ruins, ghosts and relics (see SETUP, basic rulebook). When replacing an existing hexagon, miniatures on it are positioned on the new one outside of cities and ruins.



ELITE TROOP – HELM

After acquiring this Relic the player obtains the Elite Troop token of the corresponding color. When a player chooses an action that creates a miniature, he may create an Elite Troop instead, which is marked with the corresponding Elite Troop Token, put underneath the miniature. If the Elite Troop dies the player gets back the Elite Troop token and can use it again.

Every Elite Troop has a special ability:

Red – Crimson Armor Elite: this miniature possesses a shield during each fight (two Attack points are necessary to kill it).

Purple – Fecundity Elite: when the player creates a miniature, he can generate a standard (non-Elite) miniature on the hexagon where this Elite Troop is present.

Yellow – Bounty Hunter Elite: when this Elite troop kills an enemy miniature, the player also obtains 1 Victory Point.

Orange – Diplomatic Elite: when this Elite troop enters a city, it generates 2 Development effects.

Green – Roc Riders Elite: this Elite troop only uses flying movement.

Blue – Occultist Academy Elite: when this Elite Troop kills an enemy miniature, it triggers 1 Cube Generation effect.



NECROMANCY POWERS - PARCHMENT

This Relic tile can be activated once per game (to show that it has been activated, turn it). In order to do so, a player has to sacrifice 1 Ghost miniature already present in their Graveyard – if the player can't, it's not possible to activate the parchment. The Necromancy Powers are:

Necromancy powers are:

- Return 1 Ghost miniature to the Reserve to generate 2 miniatures
- Return 1 Ghost miniature to the Reserve to generate 3 Attacks
- Return 1 Ghost miniature to the Reserve to generate 2 Teleports (a Teleport lets you freely move a miniature from a hexagon to another on the map)
- Return 1 Ghost miniature to the Reserve to draw 4 additional Cubes.



RACE EFFECT LIST

RED DUCHY



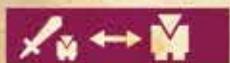
Every time a player removes an enemy miniature with an Attack action, he also generates 1 Movement point.

EMERALD KINGDOM



During his turn, a player can use a Red cube and a Green cube to generate a Ranged Attack (see page 14 of the basic rulebook)

PURPLE MATRIARCHY



Every time a player could remove an enemy miniature with an Attack action, the player can instead convert the miniature to their Race. Using this power means that no prisoners are taken, which means Victory Points for collecting enemy miniatures can't be gained with them.

CELESTIAL REIGN



Every time a player gains a Relic, he also generates 2 Cube Generation effects.

CORAL THRONE



Every time a player gains a relic, he also generate a double develop effect on the same row or three single develop on three different row.

GOLDEN BARONY



The player can sacrifice 2 Gems to obtain an Advanced Technology card. (Every time the player uses this ability, the player puts a Fortress token on the Race tile; the player can remove this token during the Reset phase. While a Fortress token is on the Race tile, this can't be used).

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