

# HYPERBOREA


## ADVANCED TECHNOLOGY CARDS DECK I

TECHNOLOGY NAME	DECK	ACTIVATION			CONTINUOUS	TECHNOLOGY EFFECTS				PV
Archery	I					Ranged att.				1
Armored Mastodons	I					Mov	Mov	Fortress	Fortress	1
Beast Riding	I					Attack	Attack	Mov		2
Caravans	I		ANY			Mov	Mov	Mov		2
Chariots	I					Attack	Mov	Mov		1
Citadels	I					Fortress	Fortress			1
Flying Giant Mounts	I		ANY			Fly	Fly			1
Flying Mounts	I					Fly				2
Flying Ships	I				Yes	Mov	=	Fly		1
Flying War Mounts	I					Attack	Fly	Fly		2
Nomadism	I				Yes	Mov	->	+1 Mov		1
Phalanx	I		ANY			Attack	Fortress			2
Wagons	I					Mov	Mov			1
Weapons Forging	I					Attack				1
Weapons Mastery	I			ANY		Attack	Attack			2
Weapons Supremacy	I			ANY	Yes	Attack	->	+1 Attack		2
TOT.		13	ANY	5						
		13								



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## ADVANCED TECHNOLOGY CARDS DECK II

TECHNOLOGY NAME	DECK	ACTIVATION			CONTINUOUS	TECHNOLOGY EFFECTS				PV
Arts	II			ANY		Gem	Gem			1
Borderland Cities	II					Cloning	Adj ->	Pawn		1
Colonization	II				Yes	Pawn	=	+ Cloning		1
Huge Cities	II					Pawn				1
Marketplaces	II					Gem				1
Merchant Guilds	II			ANY	Yes	Gem	->	+1 Gem		1
Military Conquests	II					Pawn	Gem			1
Monasteries	II			ANY		Pawn	->	ANY	3xDev	1
Outposts 	II		ANY			Cloning				0
Peace Treaties	II					Pawn	Pawn	Adj ->	Pawn	2
Plundering	II			ANY		Adj ->	Lose 1 Gem			1
Recruitment	II				Yes	Pawn	->	+1 Pawn		2
Sanctuaries	II					Pawn	->	PV	4xDev	1
Temples	II			ANY		Pawn	->	PV	PV	1
Trading Companies	II					Gem	Gem	Adj ->	Gem	2
Treasuries	II		ANY			Gem				2
TOT.		11	ANY	7						
		12								
		1								
		2								



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## ADVANCED TECHNOLOGY CARDS DECK III

TECHNOLOGY NAME	DECK	ACTIVATION			CONTINUOUS	TECHNOLOGY EFFECTS			PV
Alchemy 	III					Draw 1	ANY	ANY	1
Architecture	III			ANY		Draw 2	2x Dev		2
Council of Elders	III				Yes	Dev	->	+1 Dev	1
Crossbows	III					Ranged Att			1
Diplomacy 	III					Draw 3	Adj ->	Draw 1	0
Expertise	III				Yes	Start of turn ->	Draw 1		1
Giant Libraries	III					Dev	Dev		1
Halls of Knowledge	III		ANY			Technology			1
Infiltrations	III			ANY		Espionage	Draw 1		1
Prosperity	III					2x Dev	Gem		1
Roads and Bridges	III		ANY			3x Dev	Adj ->	Dev	2
Siege Engines	III					Ranged Att			1
Spying	III					Espionage			1
Undercover Agents	III			ANY		Espionage	2x Dev		2
Universities	III				Yes	Start of turn ->	Dev		1
War Ships	III					Ranged Att	Mov		1
TOT.									
		11		1					
		12	ANY	5					
		2							
		1							



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## ADVANCED TECHNOLOGY CARDS DECK IV

TECHNOLOGY NAME	DECK	ACTIVATION			CONTINUOUS	TECHNOLOGY EFFECTS				PV
Barricades	IV					Fortress	Fortress			2
Bastions	IV				Yes	Start of turn ->	Fortress	Fortress		1
Black Market	IV		ANY			Restore 1				1
Bureaucracy	IV		ANY			Draw 1				2
Cartography	IV					Draw 1	Mov			2
Code of Laws	IV			ANY		Technology	Draw 1			1
Corruption	IV		ANY			ANY	->	Gem		1
Craftsmanship	IV				Yes	Gem	->	+1 Dev		2
Declining Kingdoms	IV					Adj ->	Gray Cube			1
Havens	IV					Cloning				1
Knowledge Stealing	IV			ANY		2x Dev	Adj ->	-1 Dev		2
Mining	IV					Gem	Gem			1
Mysticism	IV				Yes	Gem	->	Draw 1		1
Smugglers	IV		ANY	ANY		Draw 1	Restore 1			1
Technical Improvements	IV					Gray Cube	->	ANY		1
Treachery	IV					Pawn	->	Adj ->	Pawn	2
TOT.		19		1						
		4		2						
		2		3						
		1	ANY	7						