

# HISTORIA

## FAQ 1.0

### ACTIONS

#### **If I'm first in turn order and I play a Revolution, turn ends immediately?**

No, when a Revolution action is played, any other players in later turn order still get to play their current face-up actions before the Turn End procedure starts.

#### **How can I recover a Cube from the Map?**

The only way to recover a Power Cube from the map is with the Exploit action and you will lose VPs when you do it.

#### **Wich the exact meaning of the hex on the actions cards?**

A solid hex means "Do the whole action". A dotted hex means "When you do this action, then...".

### ADVISORS

#### **When happens that Advisor deck ends so I have to reshuffle it?**

In a current standard game you will never need to reshuffle the Advisor deck. But it may happen when playing with Civilization Goals.

#### **How does Advisor Schliemann card works?**

Advisor Schliemann's Tourism hex should be solid; you perform a complete basic Tourism action and you recover 2 cards from the Discard queue.

#### **In order to play Advisor Schliemann card I have to reach the 12th Technology level?**

No, Schliemann can be played even if the player has not yet reached the technology level 12.

### MATRIX

#### **When I lose a Technology or Military level, I also lose relative bonus?**

No, if a player lose a level (Technology or Military) he also lose the ability associated to

that level but not the bonus gained. Additionally, once the lost level is gained again the ability and the bonus are gained again. For instance a player has technology level 16 and lose one level; when the level 16 is gained again 6 VP are scored (for the second time).

### WONDERS

#### **Wonders can destroy themselves?**

No.

#### **Civbots count to determining the number of Wonder to draw?**

No, only human players.

#### **Wonders can be activated in the same action they are acquired?**

No, they must wait until the next action, which could be in the same action round.

#### **Wonders can be immediately activated again when are re-activated?**

Yes

### CIVBOTS

#### **In wich order Civbots place a cube on the map during setup?**

In turn order.

#### **Do Civbots gain Power Cubes during the game?**

No, Civbots start with all 8 cubes available and 1 cube on the difficulty level.

#### **How do dual actions Civbots cards work?**

Both actions are performed, the top one first.

#### **Which of the Civbots actions make them gain VP?**

Civbots gain VP for an action only if it is specified on the action card. In other words with the dual card Technology/Military they do not gain VP.

**When a Civbot cannot perform the action (Military, Technology, Art) it still gets 1 VP if the card specifies it?**

Yes.

**How many VP Civbots gain if play Military/Technology while at level 16?**

2 VP instead of the level plus 1 VP (if specified on the card).

**Do Civbots score in the same Turn Ends as humans?**

Yes, so they don't score Territory bonuses unless there is a Territory bonus icon.

**Can Civbots lose their last Power Cube on the map?**

Yes. Civbots that lose their last cube on the map are eliminated completely from the game and they do not enter in game anymore.

**Can Civbots wage war at tech level 1?**

Yes.

**Do Civbots gain 6 VP for reaching level 16 in Military or Technology?**

No.

**If the Civbot has no available Power Cubes, how can perform expansion action?**

Without available power cubes expansion is not performed.

## TERRITORIES

**Flag icon on Leaders and Wonders means presence in a territory or that I have to be the sole occupier?**

Only presence.

**Two players in the same territory are considered adjacent?**

Yes, "adjacent" includes being in the same territory.

## EVENTS

**How does Thermopilis event works?**

In order to play a Raid card the player has to discard an additional card (Action or Advisor) at his choice.

## GOLDEN ERA

**When can I perform Golden Era action (Spend 1 Power Cubes to flip a Token OR Activate the Golden Era)?**

Golden Era Action is a free action that you can perform during your turn.