




# Hadara - Nobles & Inventions

Only playable with Hadara

Time passes and new nobles are on their way to you. They have new inventions with them ready to accelerate your progress. All cards of this mini-expansion are marked with a crown  so that you can easily find them again.

## Components

- 48 new Epoch Cards (4 cards each per epoch and color (except for purple))
- Cover and Back Card (not used in game)



## Setup

Before the usual setup you shuffle the new cards with their respective colors and epochs together with the cards of the basic game. Now you continue as usual with your preparations.

## What are the new cards?



We differentiate between 4 new types of cards. Per epoch and color there is always 1 card of each type:

### 1. New combinations

You use the cards the same way you used them in the basic game. You place them according to their color on your player board and move the wooden markers corresponding to the indicated value.

**Note:** There are no values of card's color on these cards.

#### Example:

You want to buy this card. You place it on blue on your player board. You increase your income  and your military  value 1 each.





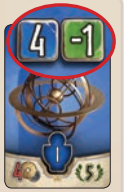
### 2. Negative values

You **must** reduce the value of the indicated color together with the regular price. To do this you have to move the wooden marker of the respective color reducing the value of the respective track.

**Note:** If you can't move backwards enough in the required color, you **can't** buy this card.

#### Example:

You want to buy this card. In addition to the regular price (4 coins) you **have to** reduce your food track  by 1. You can increase 4 values on your culture  track.



### 3. No price reduction



After having bought a card of this type the price of the following cards of the same color **doesn't** decrease anymore i.e. you'll always have to pay the full price.

**Note:** When buying the cards itself, the price decreases as usual if there isn't any cards with the same effect or color on your player board.

#### Example:

You want to buy this card. You receive the indicated values. However, the price of blue cards won't reduce anymore. From now on, you'll always have to pay the full price for blue cards.




### 4. Special skills

Each of the 4 card colors has different special skills. According to the epoch they are stronger or weaker.



#### Food Phase:

**After** having checked your food supply, you'll get the indicated number of cards (1 or 2) in the current and in the following food phases. You can choose the color of each card. You take the card(s) from the box (the epoch doesn't matter - only the color). These cards are placed, **face down**, on the respective color of your player board. These cards count like any other card of this color but without value, price or points. You have to feed them in the following food phases. They **reduce** the price for each following card of this color and count as **cards for your sets**.

**Example:** You buy the green card with the special skill and you increase 1 value on your food track .



In each **food phase** after the check: Take 1 card from the box. You want to take the blue one and you place the card on blue on your player board. The card reduces the price of future blue cards by 1. But you have to feed it in the next food phase.



Always when you carve a statue in the future you'll immediately get the indicated number of coins: here 2.






You **have to** combine this card immediately with one of your bonus tiles. (It doesn't matter if you take the back or the front of the tile.) **One time** you are allowed to take the indicated number of coins (here 3). You are allowed to buy back your bonus tile **at any time** for the indicated number of coins (here 4). The bonus tile is again available. You **can't** reuse the special skill of this card and it stays empty until the end of the game.

**Note:** If you remove the card, you have to remove the bonus tile as well and put it into the box.



Both **allied colonies** give you extra values.

This counts for already placed colonies as well as for future colonies. You increase the values of the respective colony by the number shown on the respective card.

**Example:** Your -colony shows: Therefore, you'll get an additional value on your income  and on your military  track.

