



# NOVA ERA

NOVA ERA FAQs AND ERRATA (VERSION 1.1 19 DEC 2024)

## FAQ

- **Q:** When do Disaster markers reset to 0?  
**A:** Disasters only trigger during the **Check for Disasters** Phase. Only after a Disaster has resolved, then do you reset that Disaster's marker to the 0.
- **Q:** What does the term **majority** and **most majorities** mean, when used in scoring Victory Points?  
**A:** **Majority** refers to a player whose Civilization has the most cards of a specific type of Technology/Territory than any other player.  
**Most Majorities** refers a player whose Civilization has the most cards in multiple types of Technology/Territory among all players in the game.
- **Q:** When developing a Technology, can I use a die of a different color?  
**A:** Yes. You may use a die of a different color but must pay in full using your resources matching the color of the technology.
- **Q:** When playing bi-colored technology cards, can I use a combination of different colored resources?  
**A:** No. You may only pay for bi-colored technology costs in 1 of the 2 specified colors.
- **Q:** When a Disaster triggers, can a bi-colored card that shares the color of the triggered Disaster be damaged if it's in a different colored slot of a player's civilization?  
**A:** No. Once a bi-colored card is played into a Civilization, it assumes the color of the slot it is played in and loses its bi-colored status.
- **Q:** When a Disaster is triggered, can a Damaged card be selected to be put into the Past?  
**A:** No. Damaged cards do not count as active cards that are targetable when resolving effects in the game.
- **Q:** When stealing a Territory card, (ex. Genghis Khan) does the stealing player need to fulfill the stolen Territory's requirements?  
**A:** No. Territory card requirements are ignored when being stolen.
- **Q:** For the first point in the Scoring Phase, do I gain VP for each Technology/Territory card I have in play?  
**A:** No. You gain VP for each type of Technology/Territory you have in play. Ex: 2  and 1  in play gives you 2VP.

## ERRATA

The following cards had minor adjustments for gameplay purposes.

### ERA I PERSONALITY CARD

#### Chandragupta Maurya

 Icon updated to  Icon.

### ERA II PERSONALITY CARD

#### Frederick II

2  and 2  were updated to 2  and 2 .

### ERA I TECHNOLOGY CARD

#### Craftsmanship

The spelling of **CRAFTMANSHIP** has been corrected to **CRAFTSMANSHIP** matching all other instances of its name.

### ERA II TECHNOLOGY CARD

#### Education

Card effect was updated to 'You are protected from **Regression**'.

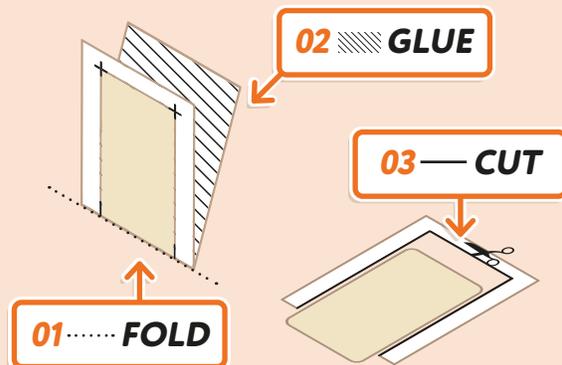
### ERA II-III EVOLUTION CARD

#### Corporations

 was updated to .

### PRINT AT HOME ERRATA CARDS

Print and assemble the cards in the following order:





4

### CRAFTSMANSHIP

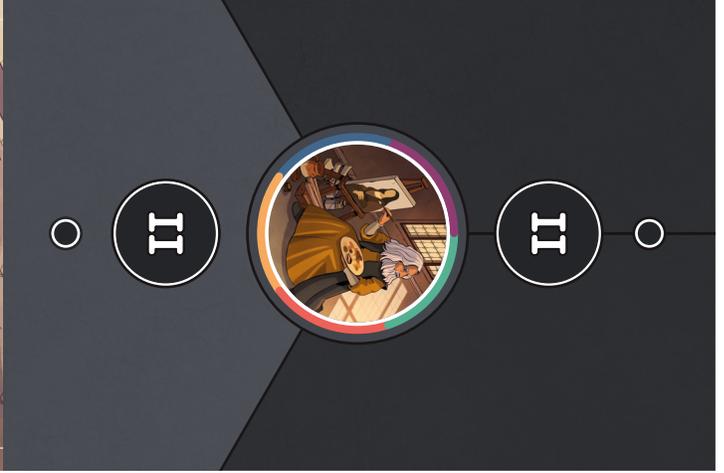
: +2

GUILDS

I

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### FREDERICK II

: +3 if you own  
2 and 2 .

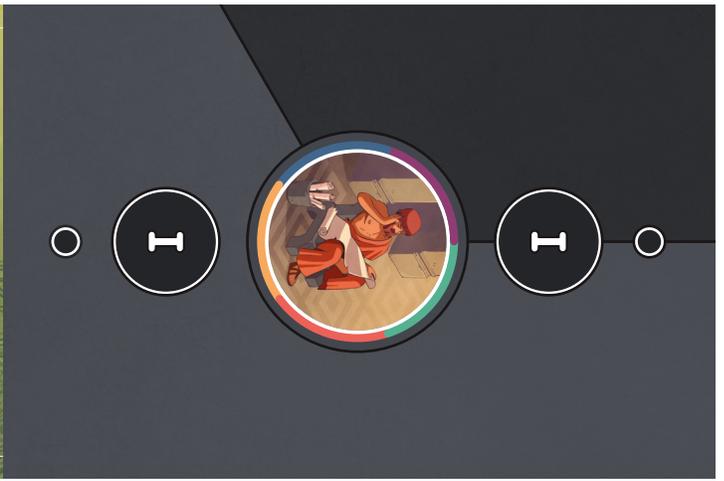
He was the astonishment of the world.



4

II

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### CHANDRAGUPTA MAURYA I

: +1 . You may also develop a  
 from your hand for free.

Those that look back at their decisions do not make history.



4

I

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MYSTICISM

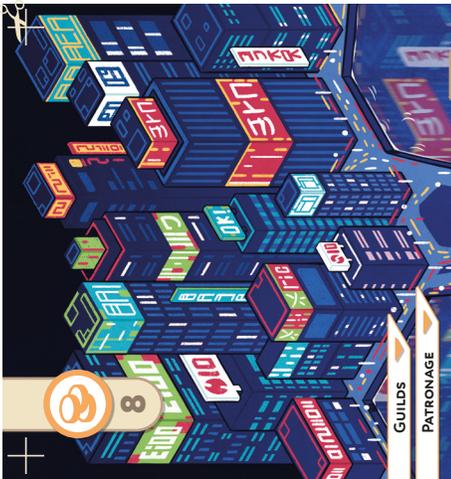
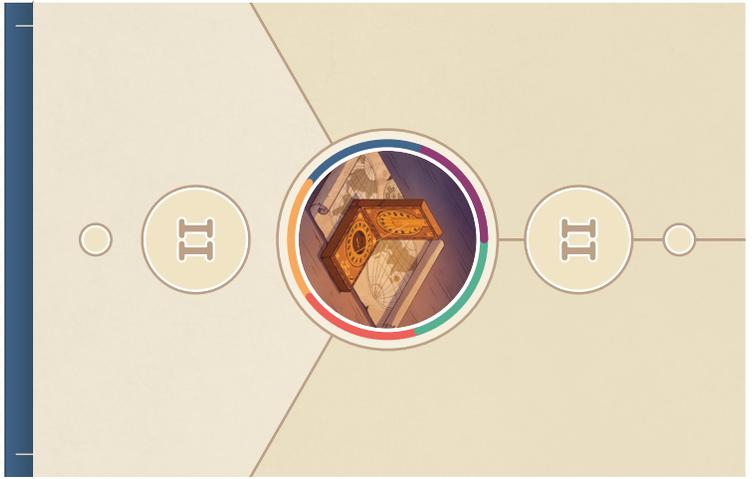
II

## EDUCATION

You are protected from Regression.

ARCHEOLOGY

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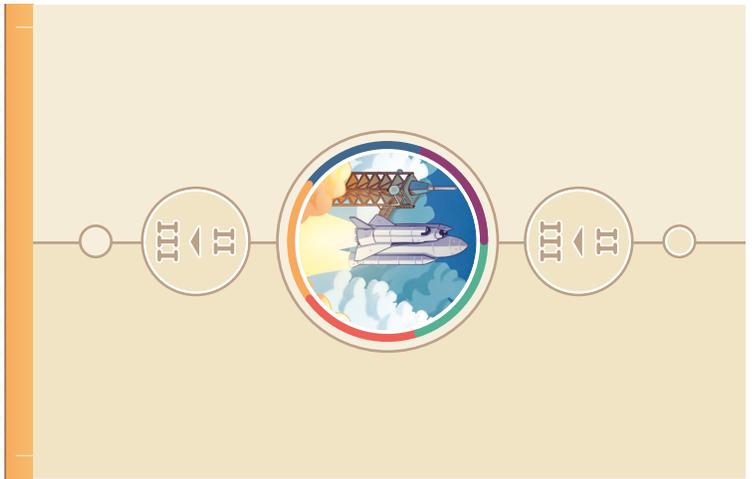
GUILDS  
PATRONAGE

III

## CORPORATIONS

+1 for each opponent with fewer than you.

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