

# Newton FAQ (v1.0)

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A summary of answers posted to the BGG Newton Rules Forum.  
Collated by Roger Burrows on 18 December 2021.

## 1. Master cards

### a) Robert Boyle

- Q. Suppose I want to use Robert Boyle to fill two shelves, one requiring 1 blue book and the other requiring 2 blue books and I only have 1 blue book currently. How many potions do I spend, 1 or 2?
- A. You spend only 1 potion. Requirements, as coloured books, count towards each shelf. So the blue book you already have meets the requirements for the first shelf, as well as half of the requirements for the second shelf. [Confirmed by publisher, 4 Mar 2021]
- Q. Take the following situation. A player plays Robert Boyle, allowing him to do a book action of value 4 that may be split. He wants to build four level 1 books and unlocks the Master card bonus for his 9th book with the second book. What is the right timing for playing this Master card: immediately after his second book placement or after he completes the Robert Boyle action? This matters, because he now he wants to play the Gottfried Leibniz Master card giving him two orange books and use these books for his third and/or fourth book.
- A. After the Robert Boyle action is complete [Answer from designer, 30 July 2019]

### b) Rene Descartes

- Q. What happens to the action card you pick as a result of playing this card?
- A. The card remains in your hand. You don't actually play it, you just use its power. [Confirmed by publisher, 23 Jun 2021]
- Q. Do you activate the special effect on the card you pick?
- A. No. [Confirmed by designer, 17 Oct 2018]
- Q. Can you pay 2 coins and improve the level of the action by one point like a regular action?
- A. No.

### c) Galileo Galilei

- Q. The card says that I can place a cube on every place I pass during a 3 move. So can I put a cube on a village too?
- A. No, only valid spaces can host cubes (City, University, ...). [Confirmed by publisher, 10 Mar 2021]

#### **d) William Gilbert**

- Q. The ability states "Place 1 Student at the bottom of the Technology track." Does this mean any Student from anywhere?
- A. No. You just move one student from your reserve to the start space. [Confirmed by designer, 23 Aug 2018]

#### **e) Edmond Halley**

- Q. What happens if you move more than 1 student and each of them can finish his movement on an objective tile? Do the book requirements add up or are they resolved separately, possibly using the same books from your desk and/or Master cards?
- A. Books are never used, you just have to have them. So each requirement is checked separately against all of the books you currently have. [Confirmed by publisher, 8 Oct 2021]

#### **f) Maria Winkelmann**

- Q. Does that mean that I also get the bonus of a city tile if I place the cube there? Or do I just place the cube and get nothing else?
- A. When, and only if, you place a travel cube, you are entitled to the bonus indicated on the respective city card. [Confirmed by publisher, 24 Feb 2021]

## **2. Special effects**

- Q. Are special effects active during every subsequent turn in the round (as long as they are visible on the desk), or is only the special effect of the current action card active in a turn?
- A. Most special effects work only during the turn you play the card. The exception is the volume, which works for the entire round. [Confirmed by designer, 17 Oct 2018]
- Q. I have a question about the special effect "Spend 3 Coins in order to place a second bookshelf tile in the same action. The value of the action must be split." One player played this card with total action value 3. She didn't have any money at that time. She first placed a book tile in row 1 and with that she earned 4 coins because it was her 6th book. Can she spend the money that she just got to activate the above special action to place a second book?
- A. No. This special action is part of the action so you need money before the action to activate it. [Confirmed by designer, 9 Feb 2019]
- Q. I have a question about the special effect "Receive 1 VP for every volume of the colour shown available to you". Does this card itself also count as a volume on your desk for objectives and does it also count for itself so no matter when you play it, it's always 1 VP?
- A. No and no. The card doesn't provide a volume, it provides a scoring opportunity based on volumes.
- Q. What if you play an action card with a special effect (top half) of gain two coins. Can you then use those coins to augment your basic action by 1?
- A. No. First you pay all costs, than you play all effects. You cannot use revenue from an effect of the card to pay the cost of another effect. [Confirmed by publisher, 4 Mar 2021]

### 3. Objective tiles

- Q. One objective tile says "Receive 3 VPs for each pair of Action cards (not Starting Action cards) which are available to you at the end of the game"; what does this mean?
- A. After round 6 ends, you do not tuck an action card under your desk. Instead take all the 5 action cards you played in the last round back into your hand. Turn the cards over and remove from the game all of your starting cards (with your colour symbol on the back). Count the action cards you then still have in your hand and divide the result by 2, rounding down. Then multiply by 3 to get the number of VPs. Note that cards you tucked under the desk in rounds 1-5 are NOT counted.

### 4. Specialization tiles

- Q. Where are the specialization tiles placed on your player board? Are they an immediate bonus or recurring?
- A. There are two kinds of specialization tiles. If you stop on one of the four tiles with the ! mark, you take the corresponding Income tile and place it in one of the five spots in your bookshelf with the ! mark (at the bottom). Those are recurring benefits at the end of each round. The six tiles that show development actions allow you to take the corresponding development tile and place it on a free desk drawer spot (normally the leftmost free one).
- Q. There are only four income tiles of each type. It's possible to run out of a type if multiple assistants land on the same specialization tile. What happens if an assistant lands on the tile and there are no more income tiles?
- A. If they run out (a rare case) players cannot take more tiles of the same kind. [Confirmed by designer, 4 Jan 2021]

### 5. Work track

- Q. Do you get a coin even for the special spaces because those are moves as well?
- A. Yes. The special spaces all show a small coin icon (a little hard to see) which means exactly what you describe.
- Q. The rules for collecting coins are confusing. Please explain.
- A. Normally, if you have an N-value Work action, you move N spaces and collect N coins. You can choose to move less than N spaces and still collect N coins **unless** you choose to move less than N spaces in order to land on a Special Space. **In this case, you will only collect coins equal to the number of spaces moved.**
- NOTE: the space at the end of the track is not a "Special Space", it's the "Objective Space". Therefore, if you meet the requirement of the objective, you receive the full value of your action when moving on to the space, even if you move fewer spaces than the value of your Work action. Also, once you have reached the Objective Space, you can still perform a Work action and receive the number of coins equal to the full value of that Work action.

- Q. Can money collected moving along the Work track be used, during the same Work action turn, to pay for the quick action: add one extra strength to your action? For example, I move 3 spaces on the track, take 3 coins, then use 2 of those coins to move one more space on the track.
- A. No, this is not allowed. You should see the Work action upgrade as part of the Work action itself (the cost of the upgrade is an optional extra cost), so it must be paid before starting to perform the Work action. [Confirmed by publisher, 30 Jan 2021]

## 6. Travel map

- Q. Suppose I have a 3-power travel action, and there's a city one step east of me and a bonus token one step east of that. Can I move through the city, pick up the bonus token, and finish my turn in the city?
- A. Yes, you can. [Confirmed by designer, 24 Aug 2018]
- Q. Are there any special rules when the travel cubes run out?
- A. When you have placed all your travel cubes, your scientist piece is considered a travel cube. So at this point, if you occupy the objective tile space on the map, you get the points from the tile as if it were occupied by a travel cube. The equivalent rule is applied for every other effect that involves the occupation of a space by a travel cube. [Information provided by designer, 17 Oct 2019]
- Q. On the map, is it legal to stop on a space that already has one of your travel cubes?
- A. Yes, although you cannot of course place a second cube there, so you don't perform the action and do not gain any benefit.
- Q. In order to travel through (not stop at) the objective space on the map, do I need to meet the requirements?
- A. You only need to meet the requirements for an objective space if you stop on the space. [Confirmed by designer, 23 Oct 2018]
- Q. Since you are allowed to move over the objective space on the travel map, what happens if you use a card that lets you drop a travel cube **during** your travels? Could this card be used to travel over the objective tile, drop a cube and then end movement somewhere else?
- A. This is probably not intended by the rules, since the basic concept is "stop on a space, place a cube, get the bonus", and normally you *could* stop on any space, you just choose not to. But in this case you cannot stop on the space, so it does not seem reasonable to be able to place a cube. However, AFAIK there has been no definitive ruling from the designer or publisher.
- Q. What exactly does the special action "Spend 2 Coins to place more than one travel cube during this travel action" mean? Does this mean that for every two coins you pay you can place an extra cube?
- A. No. You can spend 2 Coins and place one cube on a (valid) space you pass through, in addition to any cube you place on your terminating space. The symbols on the card itself (rather than in the rulebook) clearly show that this effect is once per play of the card.