


(May 24 2016)

If you're looking for the Artifacts PnP, it is here:  
[http://asmadigames.com/InnovationArtifacts\\_PnP.pdf](http://asmadigames.com/InnovationArtifacts_PnP.pdf)  
(Sorry, we put the wrong link in the email)

## **WARNING: WEB BROWSER PDF VIEWERS WILL RENDER MANY THINGS INCORRECTLY.**

P1-2 are the instructions + rules. P3-6 contain the cards. Odd numbered pages are fronts, even numbered are backs. If you want to print double sided, make sure the printing mark:  lines up on front + back of pages!!

### **INNOVATION: CITES OF DESTINY**

Cities of Destiny is the third expansion for Innovation. It contains a set of 105 unique City cards, each depicting a place from history in the age which it was initially founded. City cards have no text! Instead, they contain five icons, one of which provides a special effect when the City is melded. In addition, having cities in play allows you to take the powerful Endorse action, giving you a double Dogma.

**Setup:** Like other expansions, Cities are arranged in stacks underneath (at a 90 degree angle) or beside the base decks of age 1-10.

**Victory:** Each expansion used adds 1 achievement to the number required for victory. (2P Base + Cities = 7 Achievements to win)

**Drawing City Cards:** There are two situations that cause you to draw a City card. When one of them occurs, draw a City of value equal to your highest top card. Ignore these effects if you already have a City card in hand, you do not draw another.

(1) Draw a city card if you splay a pile in any direction. (This must result in a change. Splaying left a pile that is already splayed left does not count.)

(2) Draw a city card if you take a Meld action that adds a new color to your board.

**Empty Stacks and City Cards:** If the base supply deck for an age is empty, all expansion supply decks of that age are also considered to be empty. If there are no base 1s available, and you need to draw a City 1, you would draw a City 2 instead. In the rare case that there are no City cards of the age you need to draw from, draw nothing.

**Endorse Action:** Once per turn, you may use one of your two actions to Endorse -- allowing you to perform a doubled Dogma action. The featured icon for the card you wish to Endorse must also be present on a top City on your board. To pay for the Endorse action, you must tuck a card from your hand of equal or lower value to that City (the color, type, and icons of the tucked card are irrelevant). The city lends its strength, endorsing all the effects. Perform each echo, demand, and normal effect \*twice\* before continuing to the next effect. Players eligible to share only perform each effect once.

The Endorse action can be used as either the first or second action, but cannot be used for both, even if targeting different cities or cards.

**Special Icons:** The top-center slot of every city card is a special icon. If you take a Meld action to add a City to your board, immediately perform its effect. Some cities also have a second special icon. In this case, execute the top-center one first, and the bottom-center one second.

**Cross:** Draw a card of value one higher than the city's age.

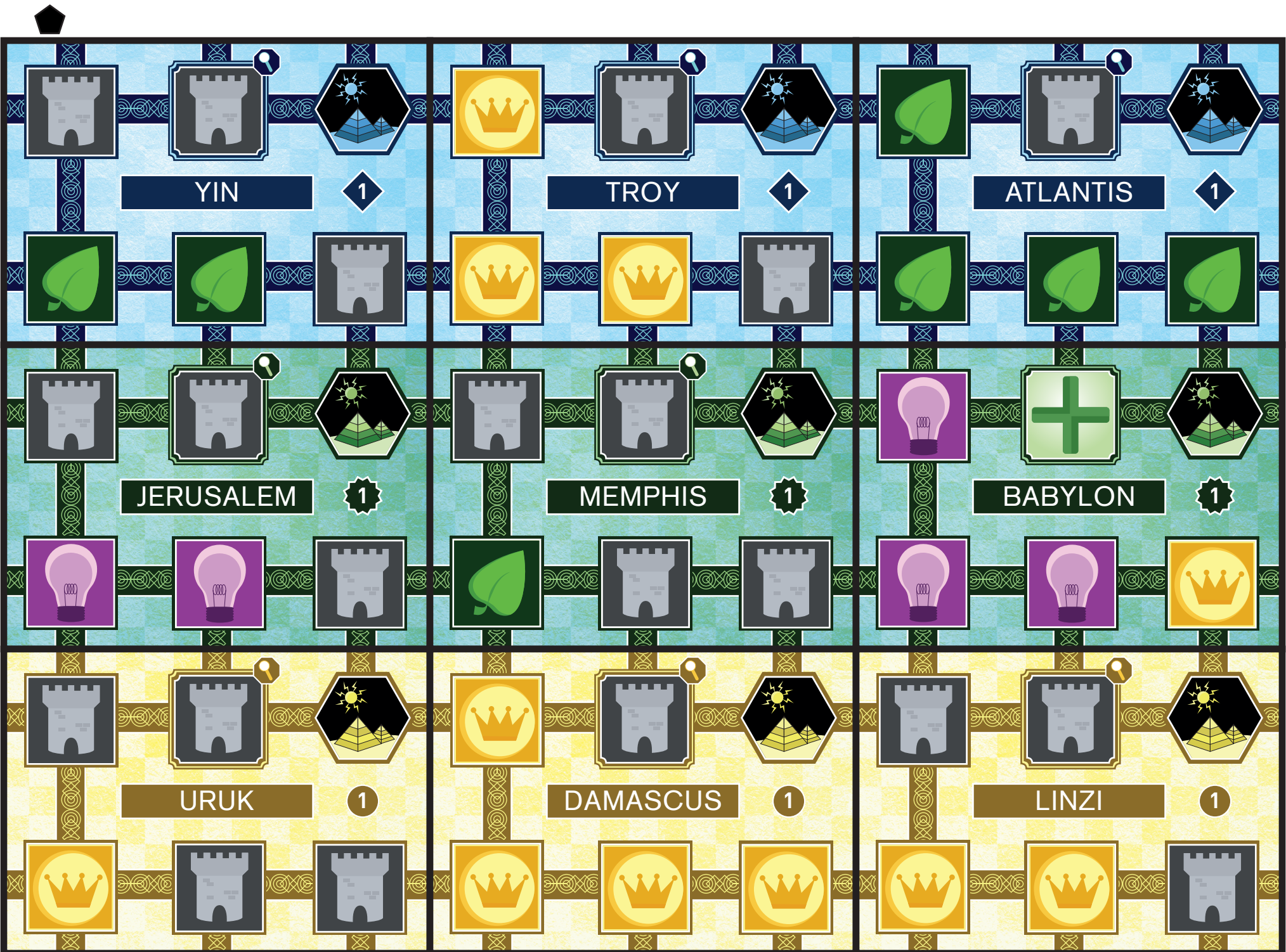
**Arrow:** Splay the city's color in the direction indicated by the arrow.

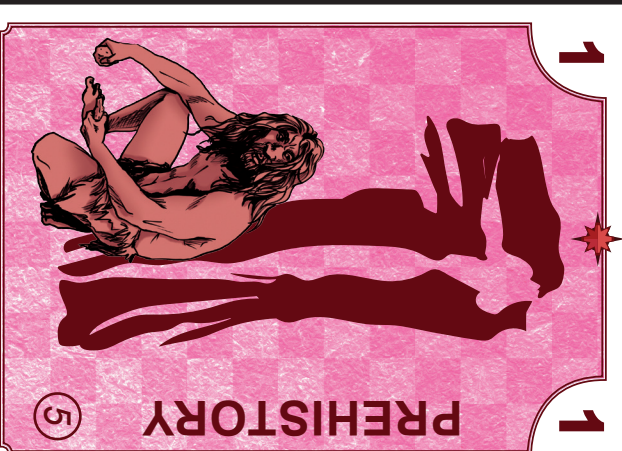
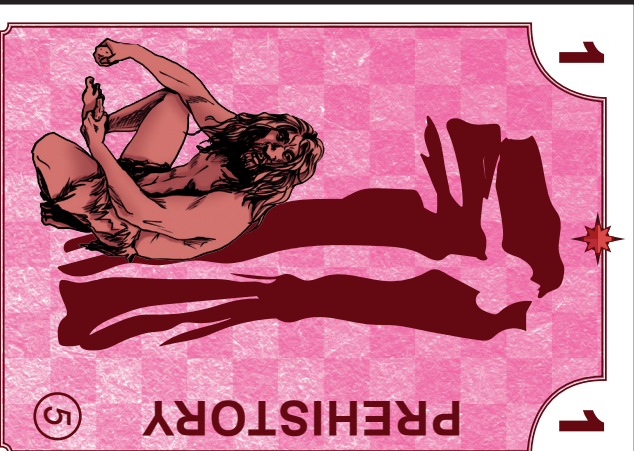
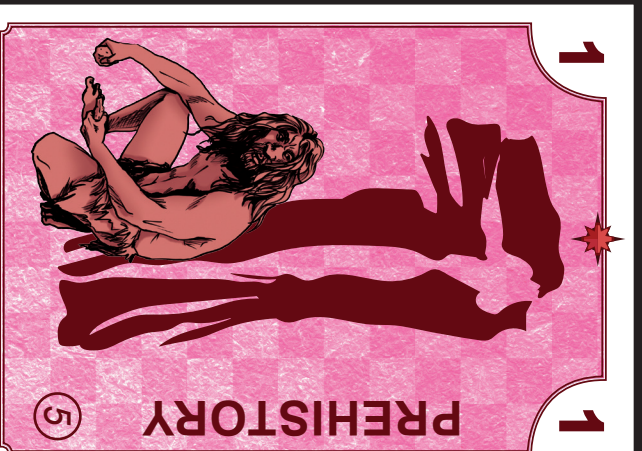
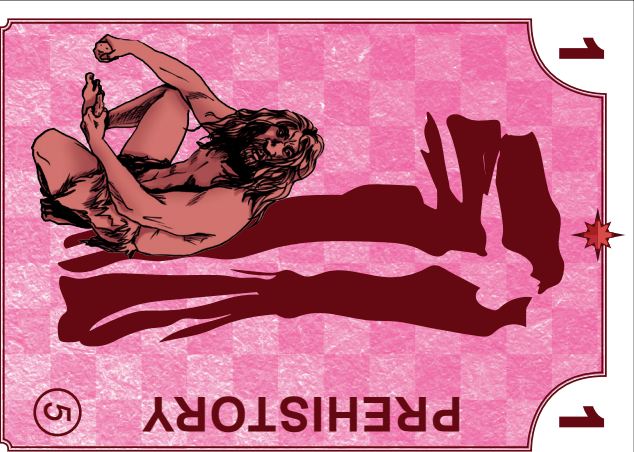
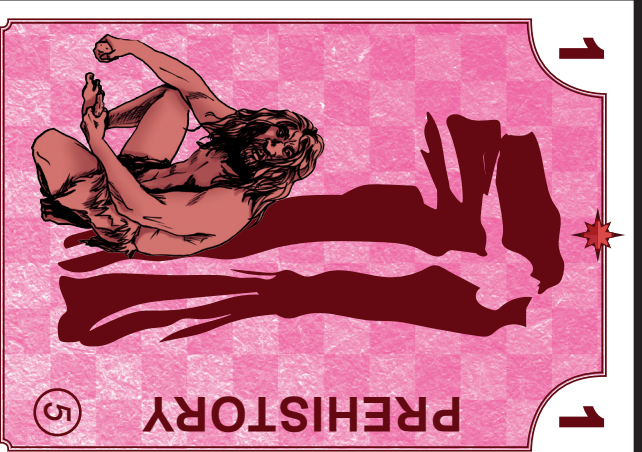
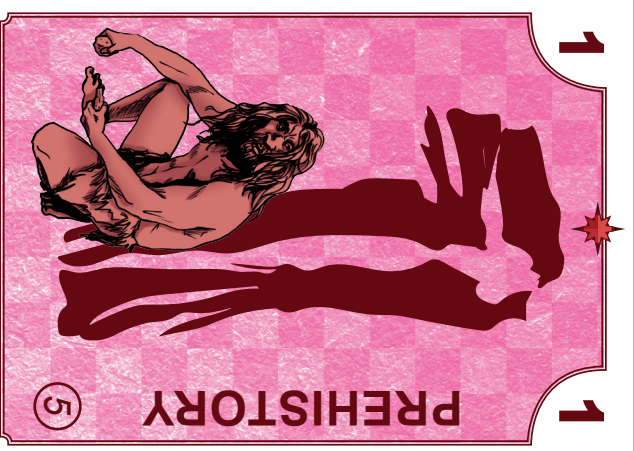
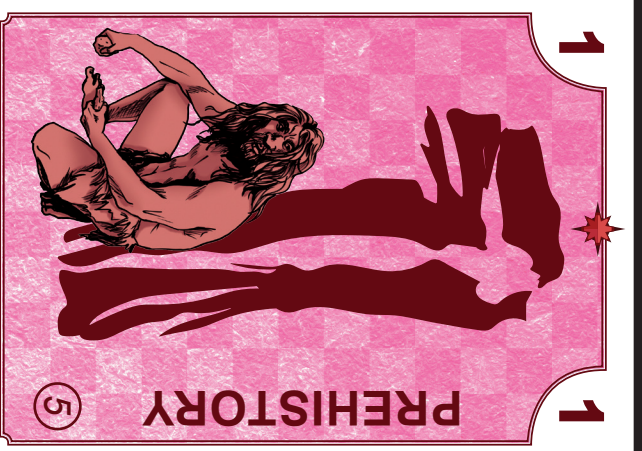
**Search** (A normal icon, with a magnifying glass next to it): Search icons count as normal icons while visible. In addition, the Search effect causes you to draw and reveal X base cards of value X, where X is the value of the city. Of all the revealed cards, take all cards that bear the same icon as the Search into your hand. Return the rest. Ignore all expansion draw rules and effects during a Search action, and do not draw from the next higher age if the stack is depleted.

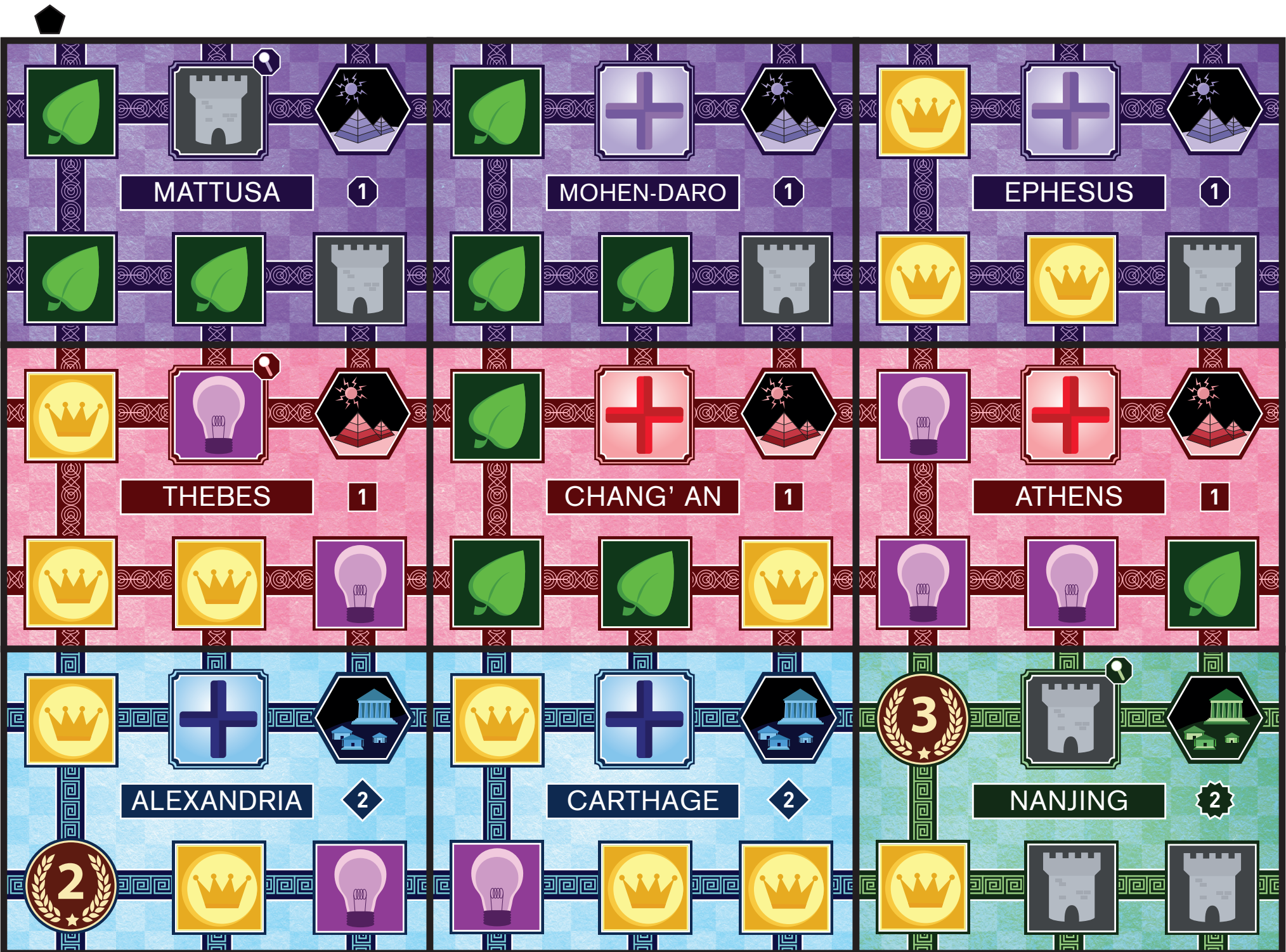
**Flag:** A flag has no immediate effect. While a flag is visible, it counts as an achievement if no opponent has more visible cards of the flag's color than you.

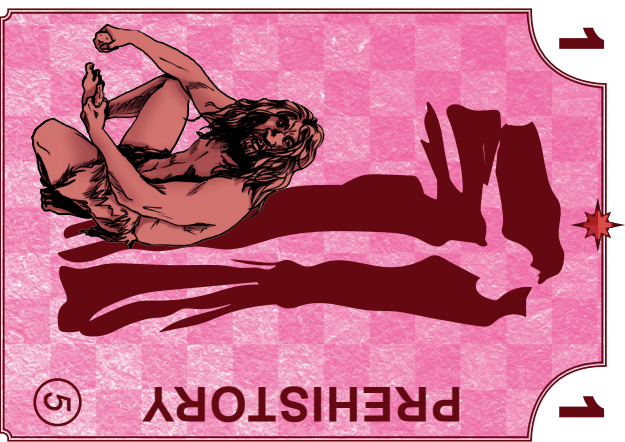
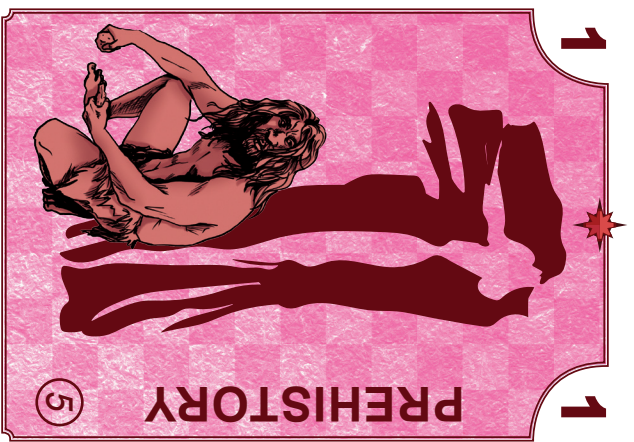
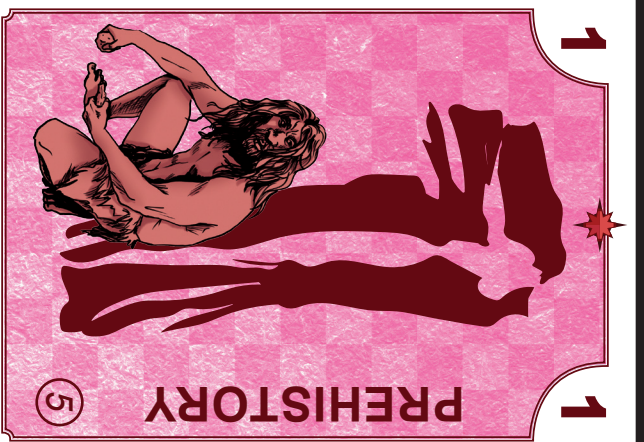
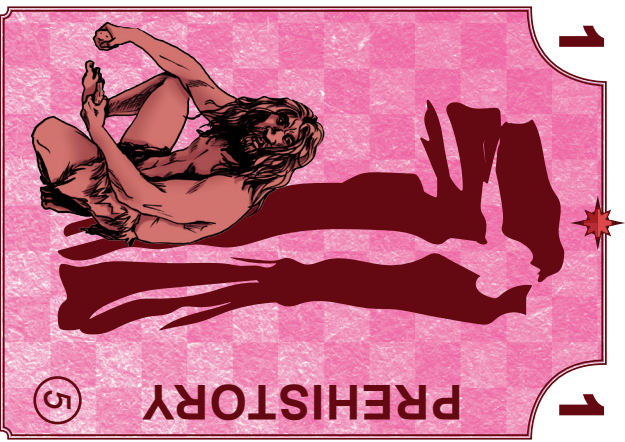
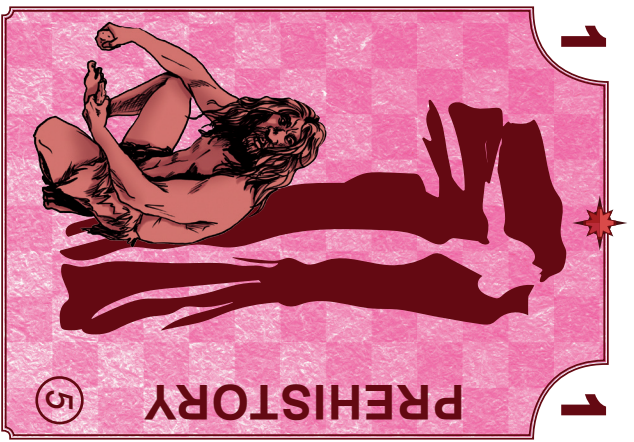
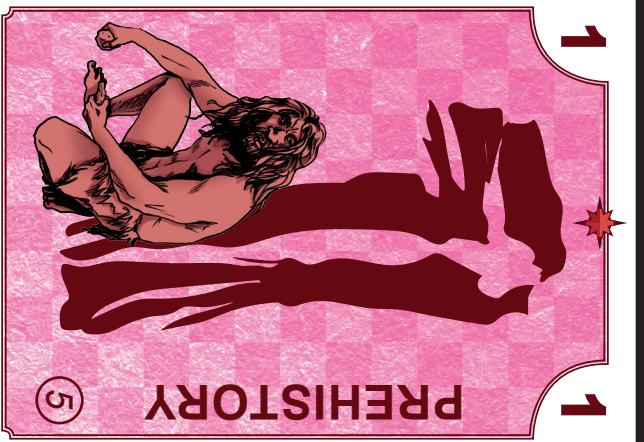
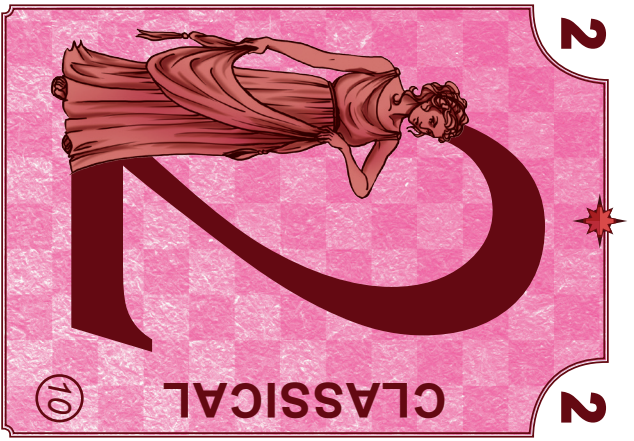
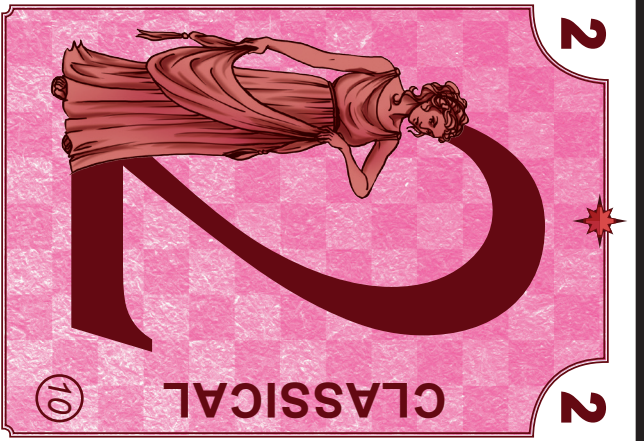
**Fountain:** A fountain has no immediate effect. While visible, it counts as an achievement.

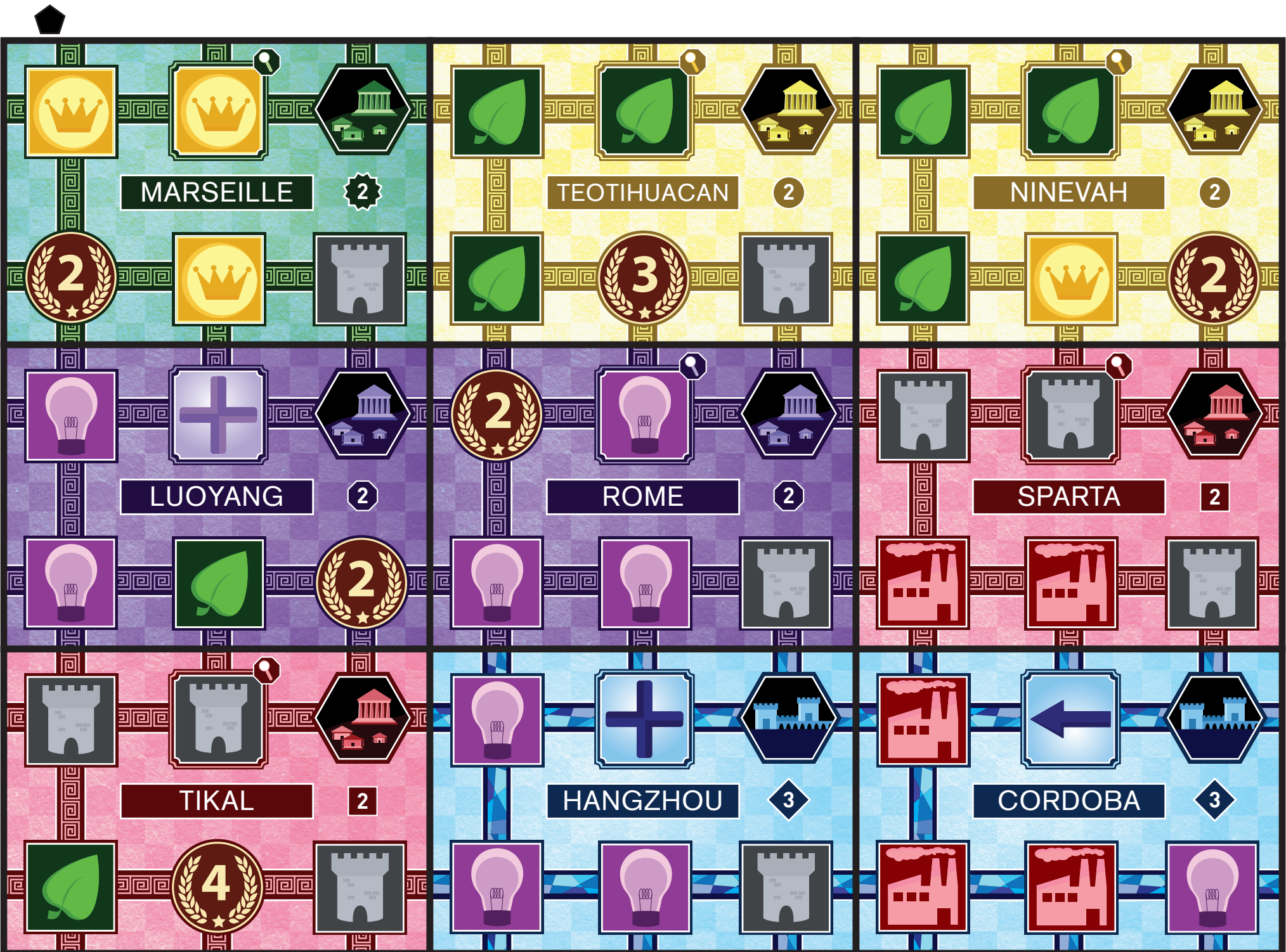
**Feedback:** Please send any testing feedback to [chris@asmadigames.com](mailto:chris@asmadigames.com)



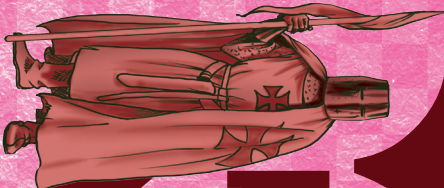








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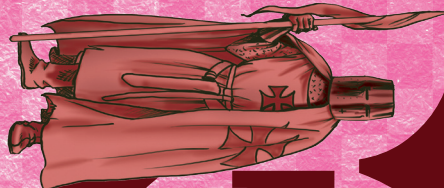


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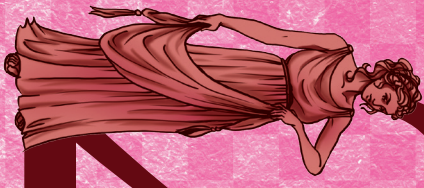


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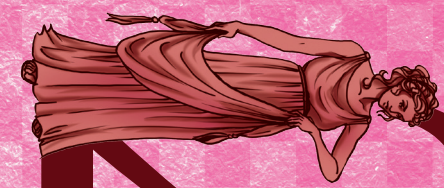


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CLASSICAL

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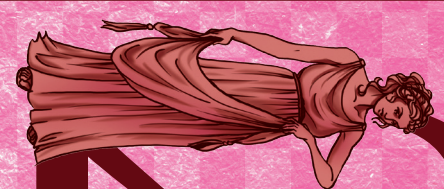


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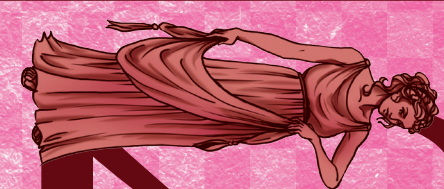


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CLASSICAL

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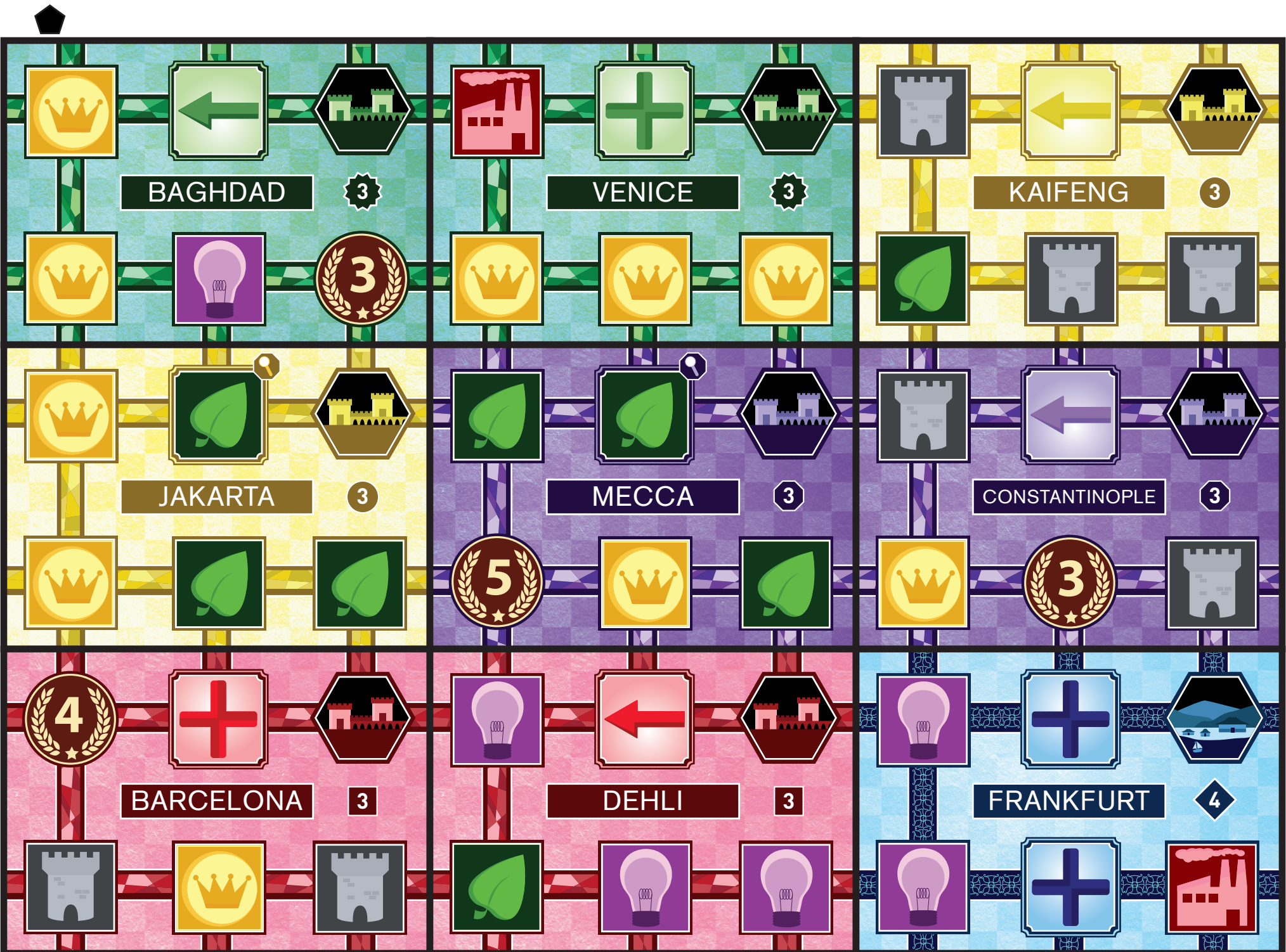
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MEDIEVAL

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MEDIEVAL

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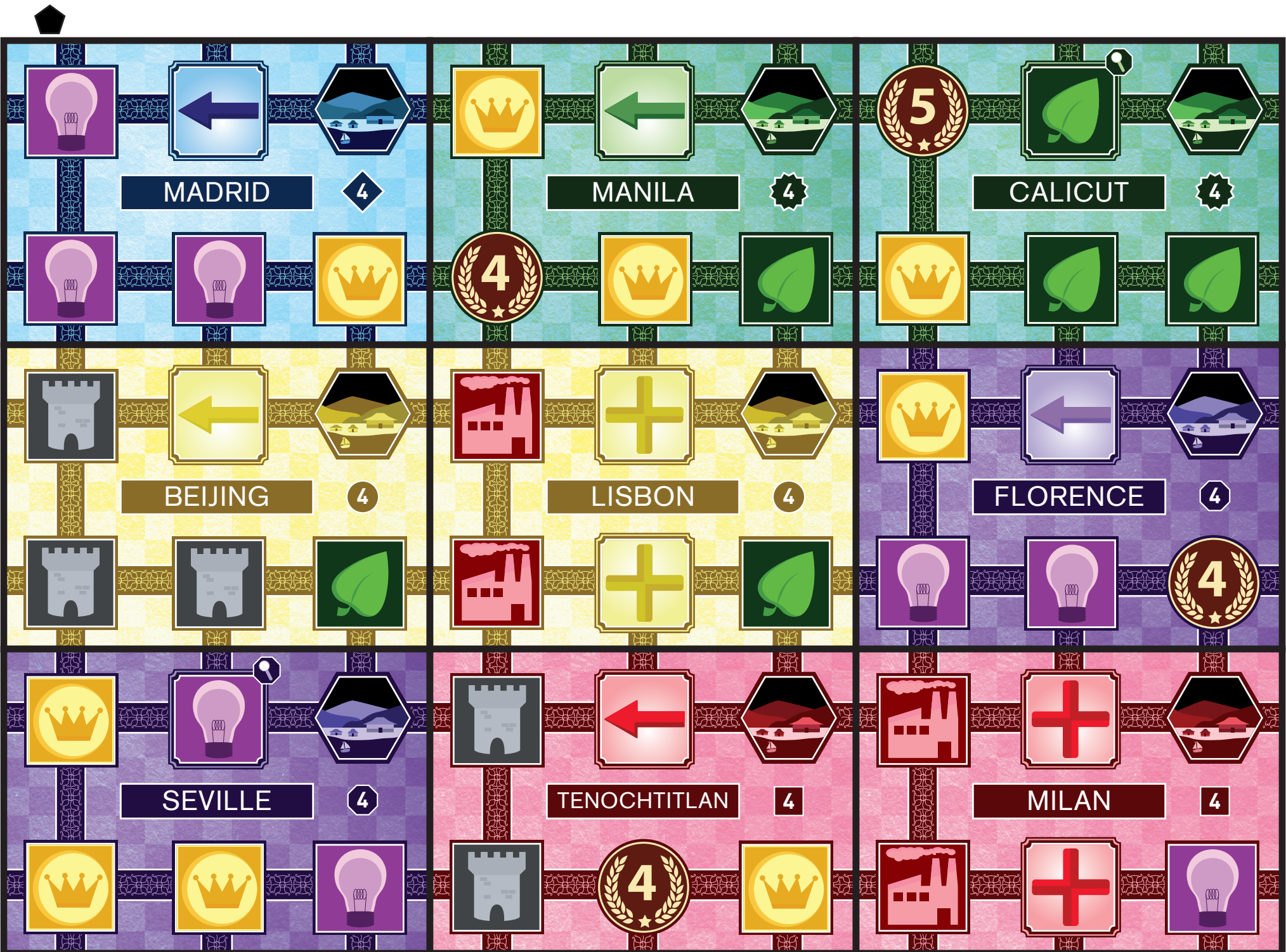


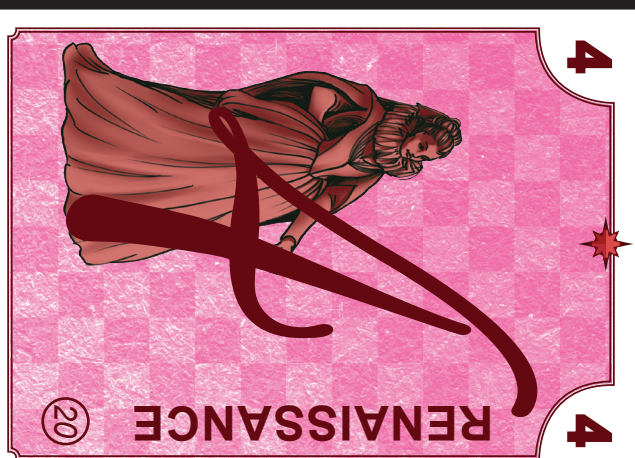
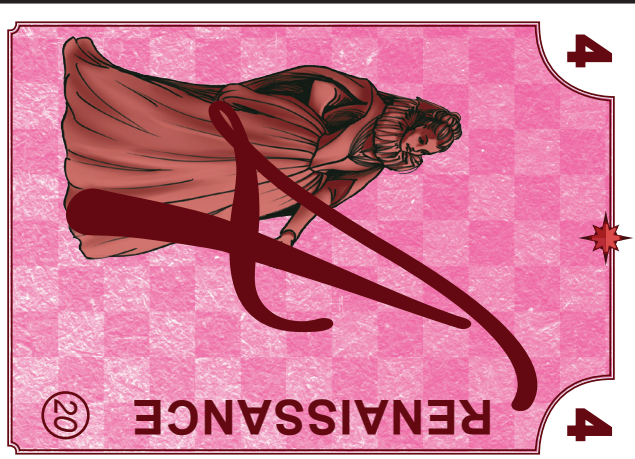
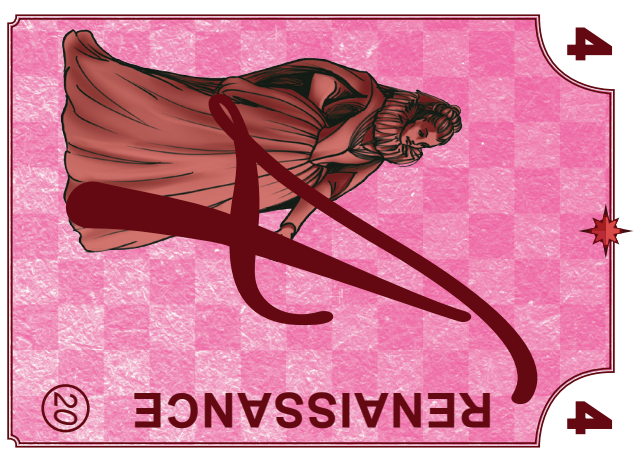
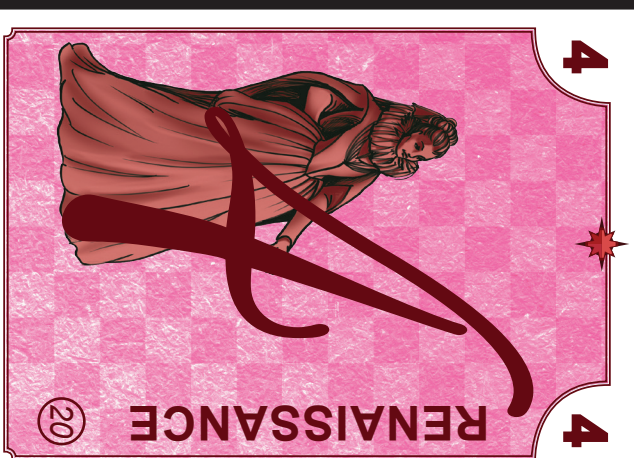
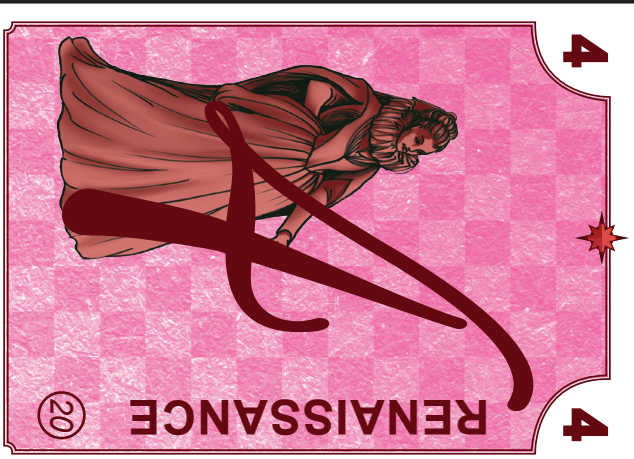
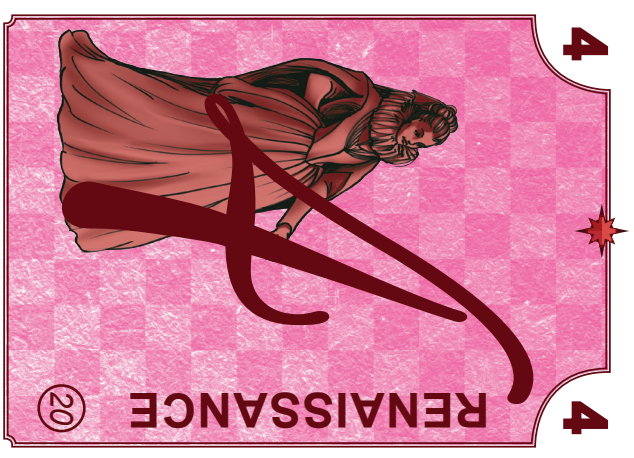
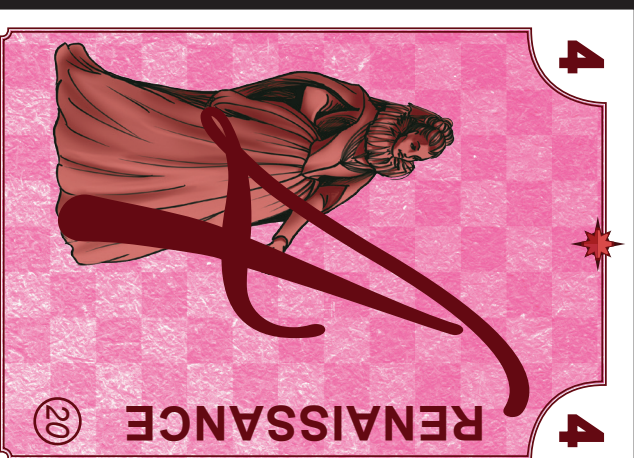
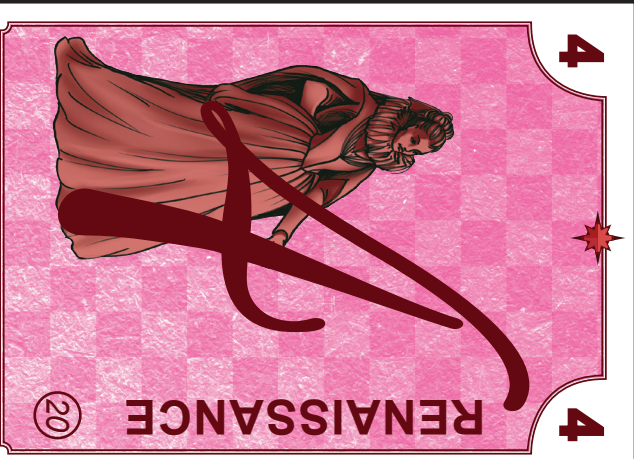
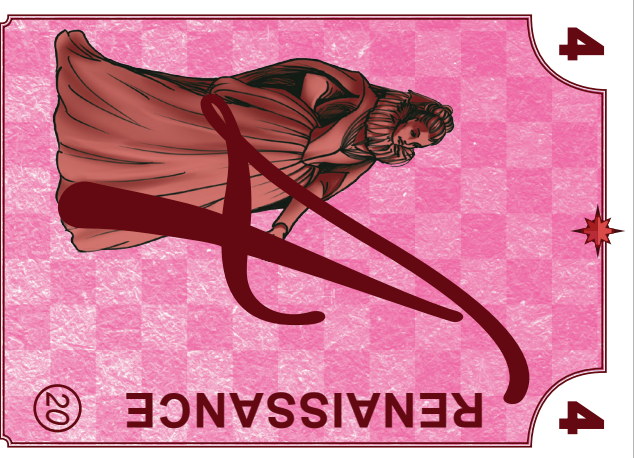
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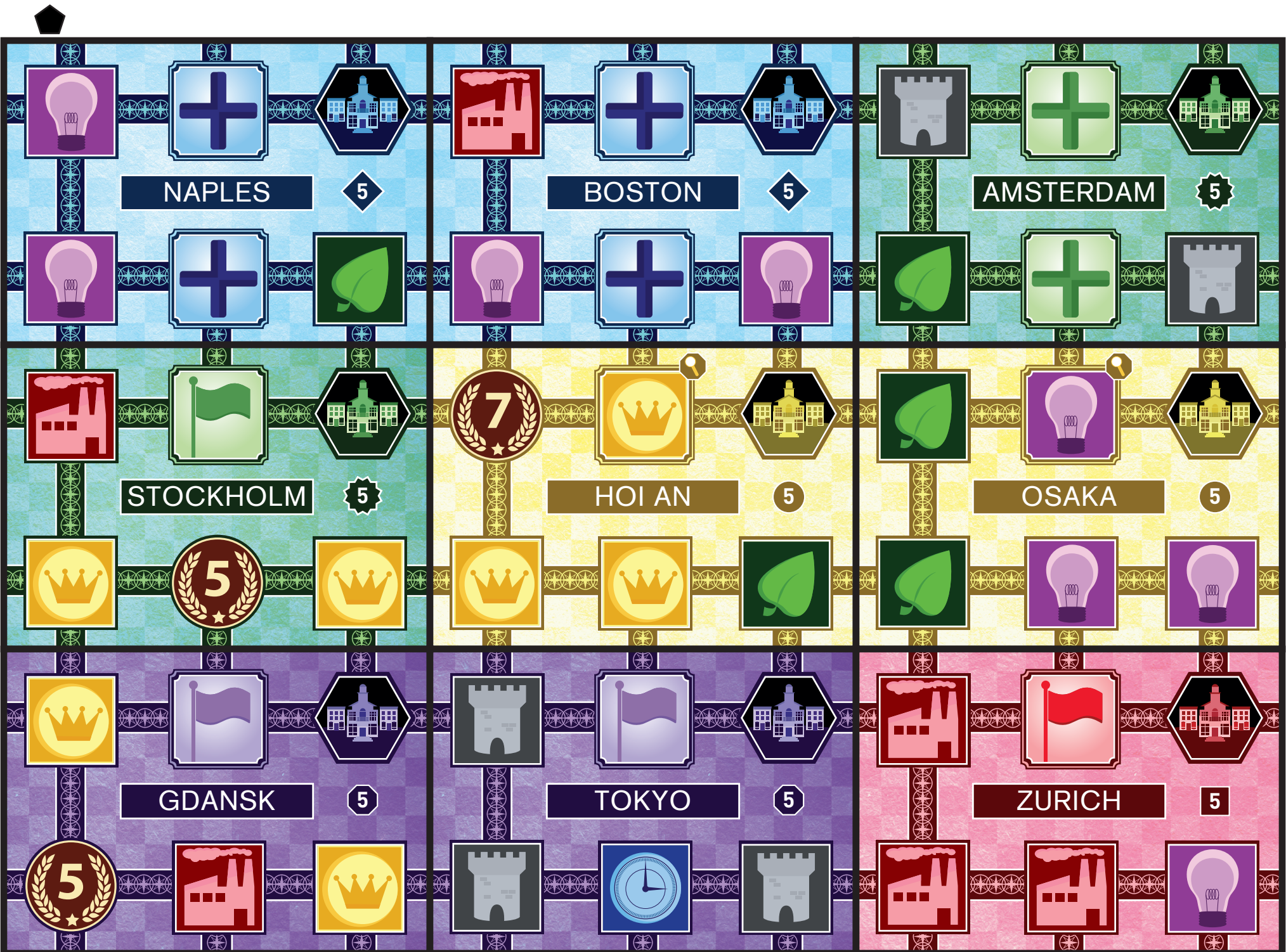
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NAPLES

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BOSTON

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AMSTERDAM

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STOCKHOLM

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HOI AN

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OSAKA

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GDANSK

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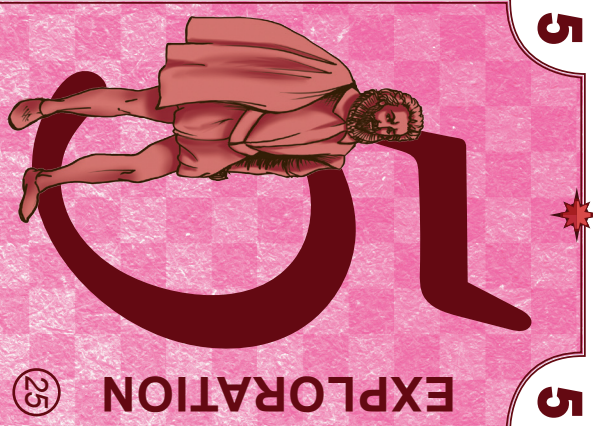
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ZURICH

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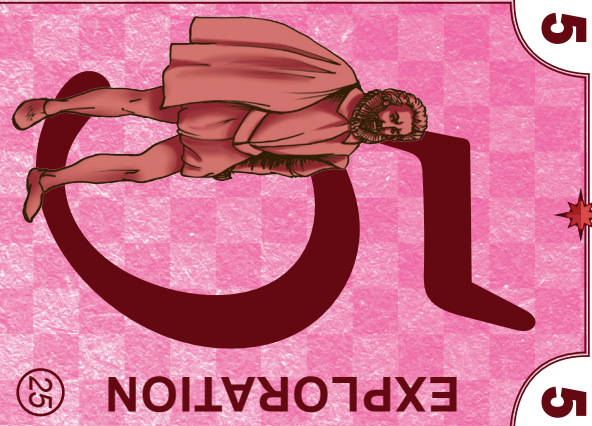


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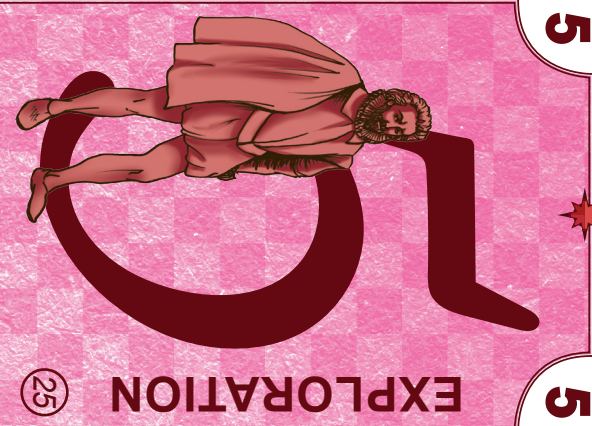


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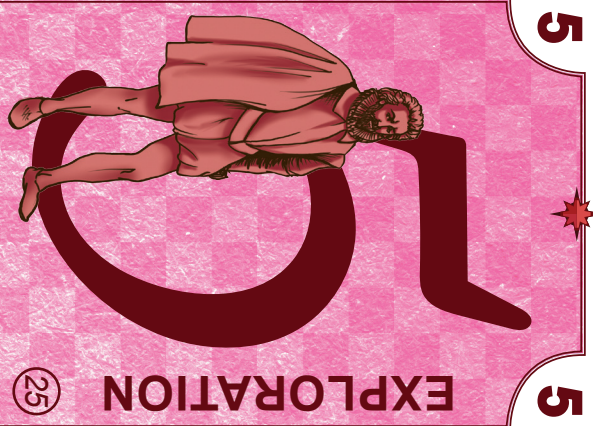


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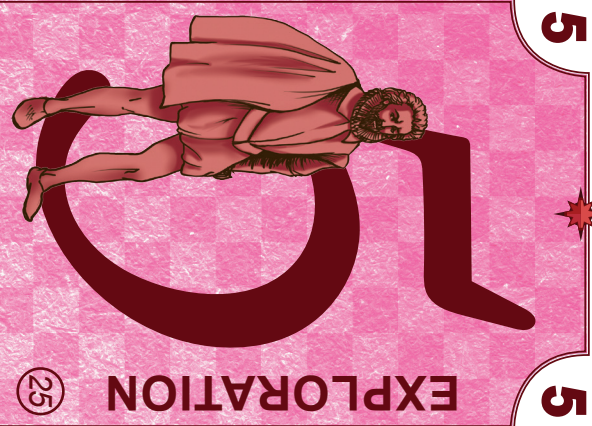


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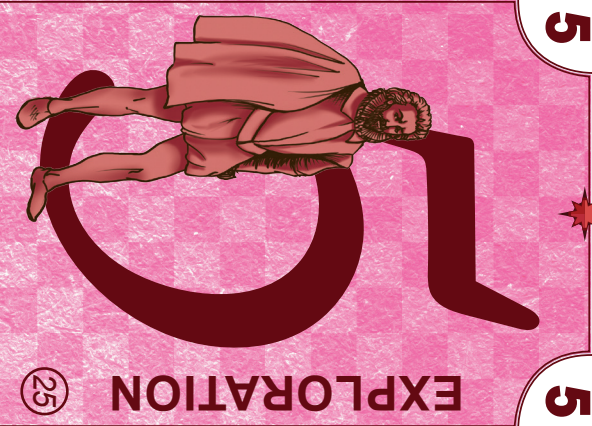


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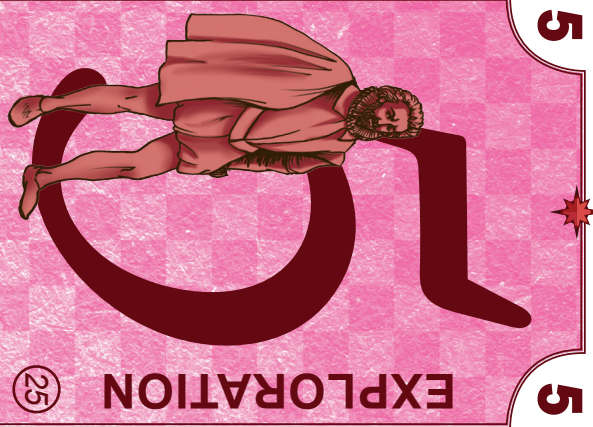


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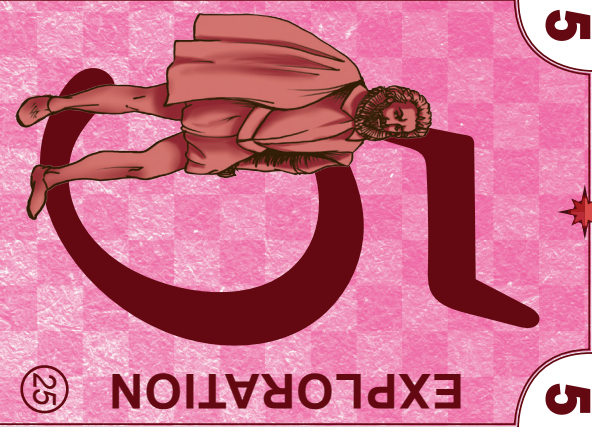


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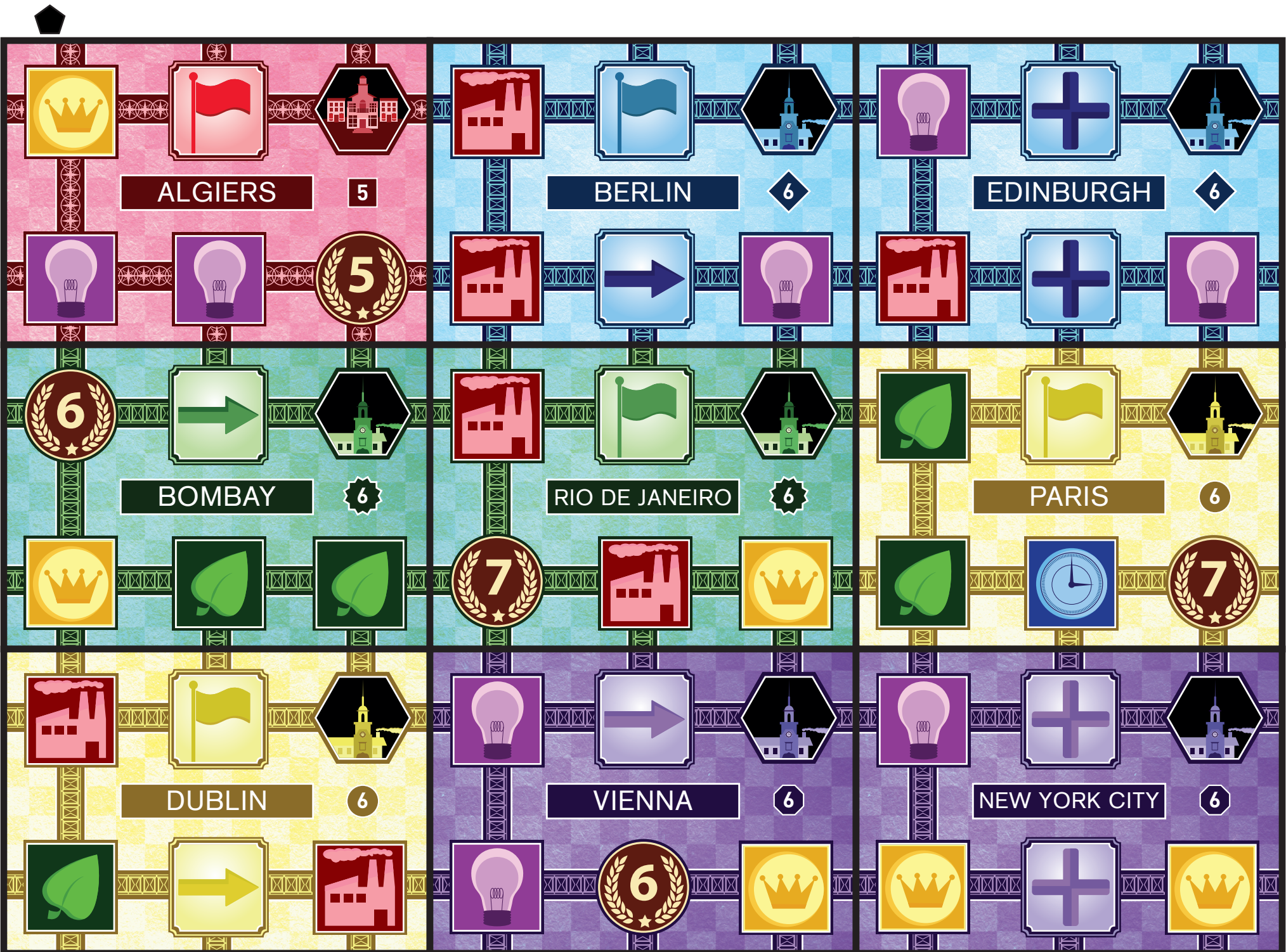


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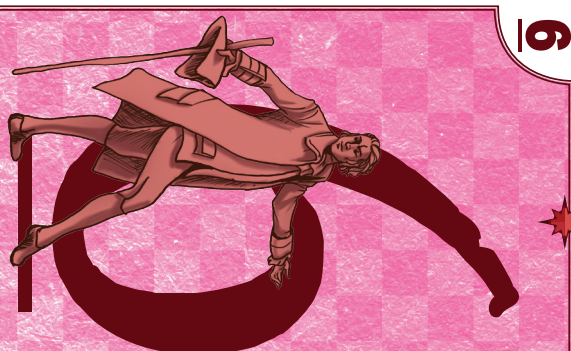


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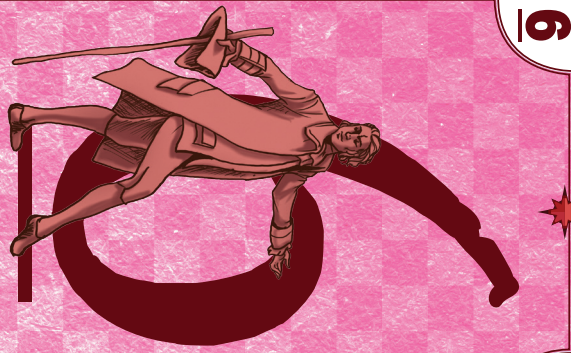
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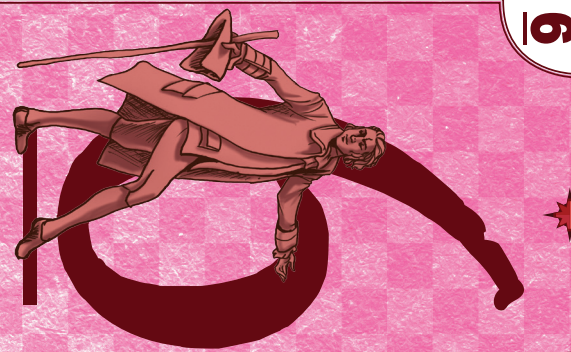
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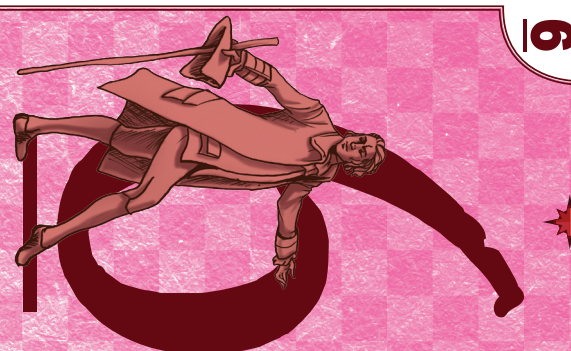
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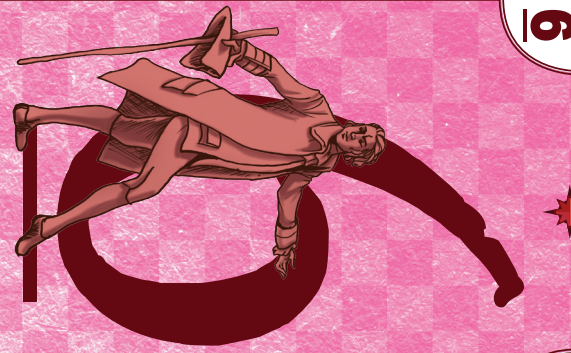
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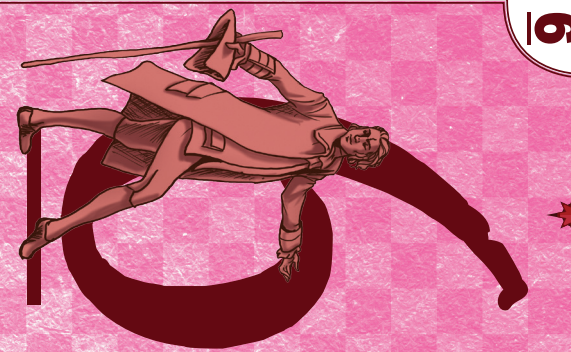
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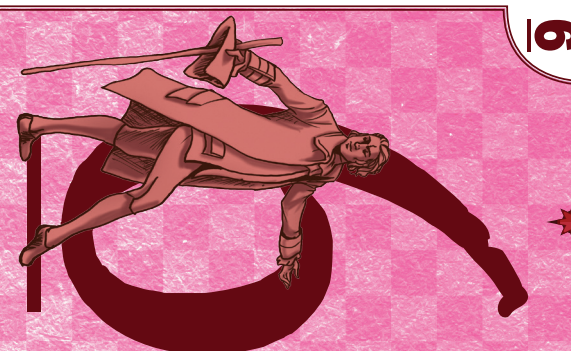
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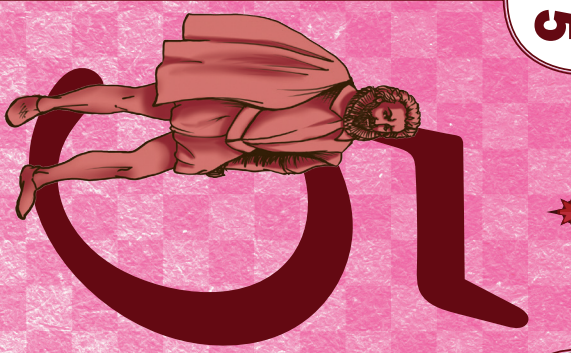
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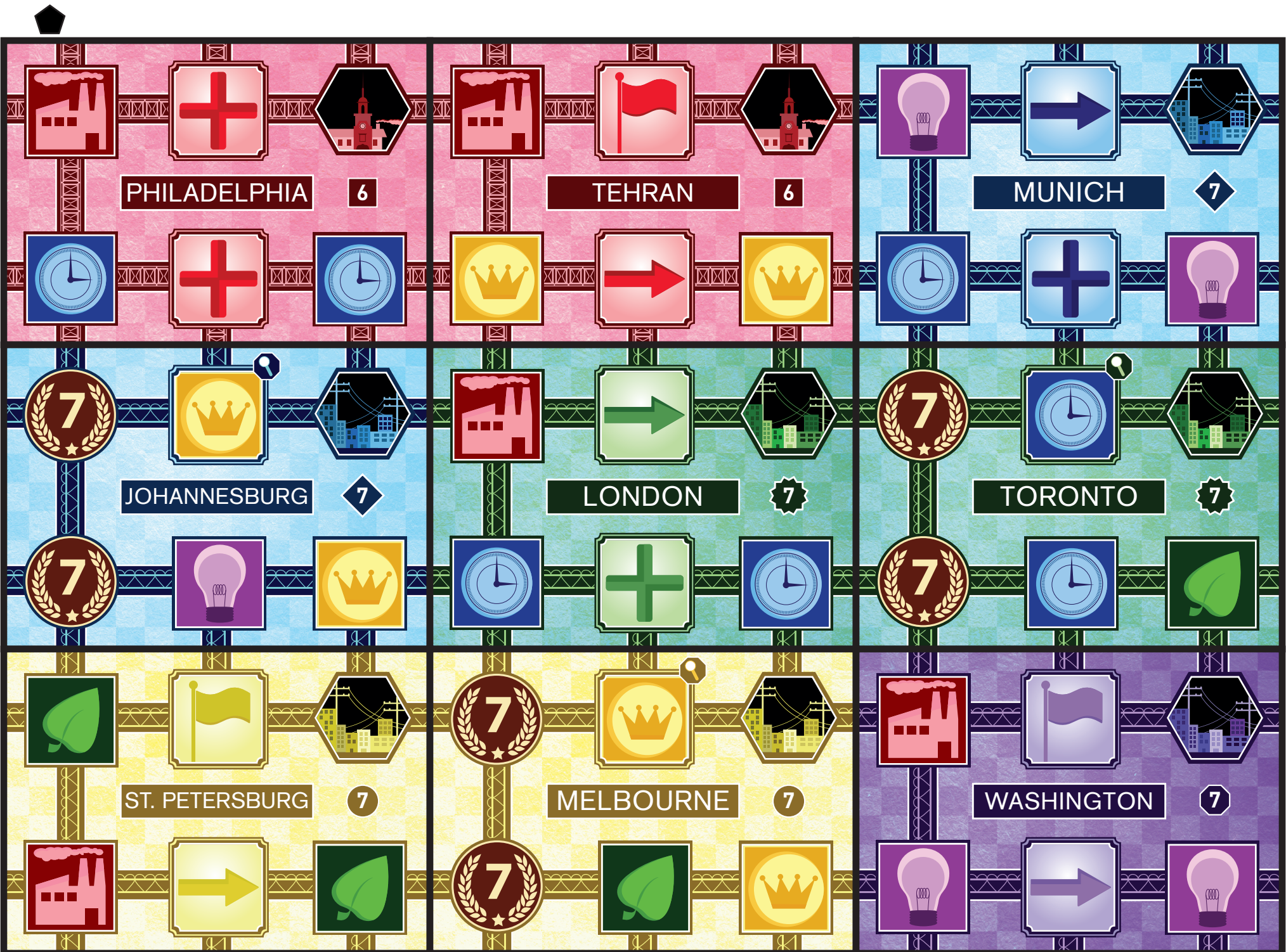
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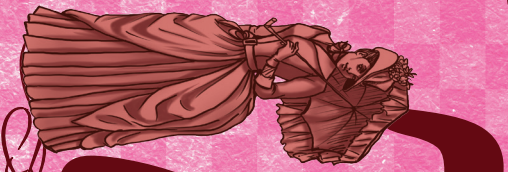
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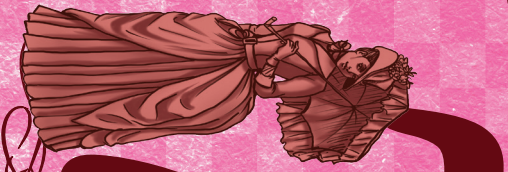
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ROMANCE

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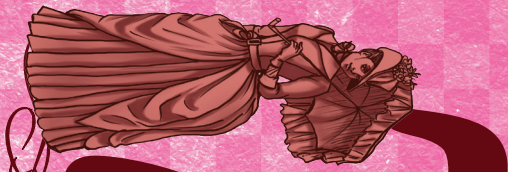
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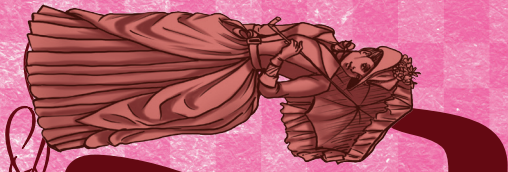
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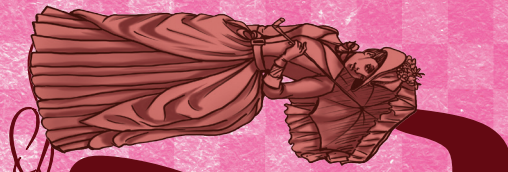
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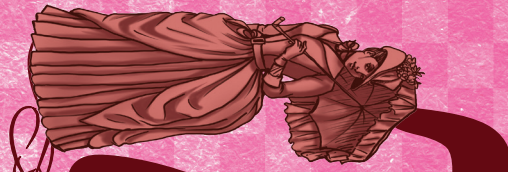
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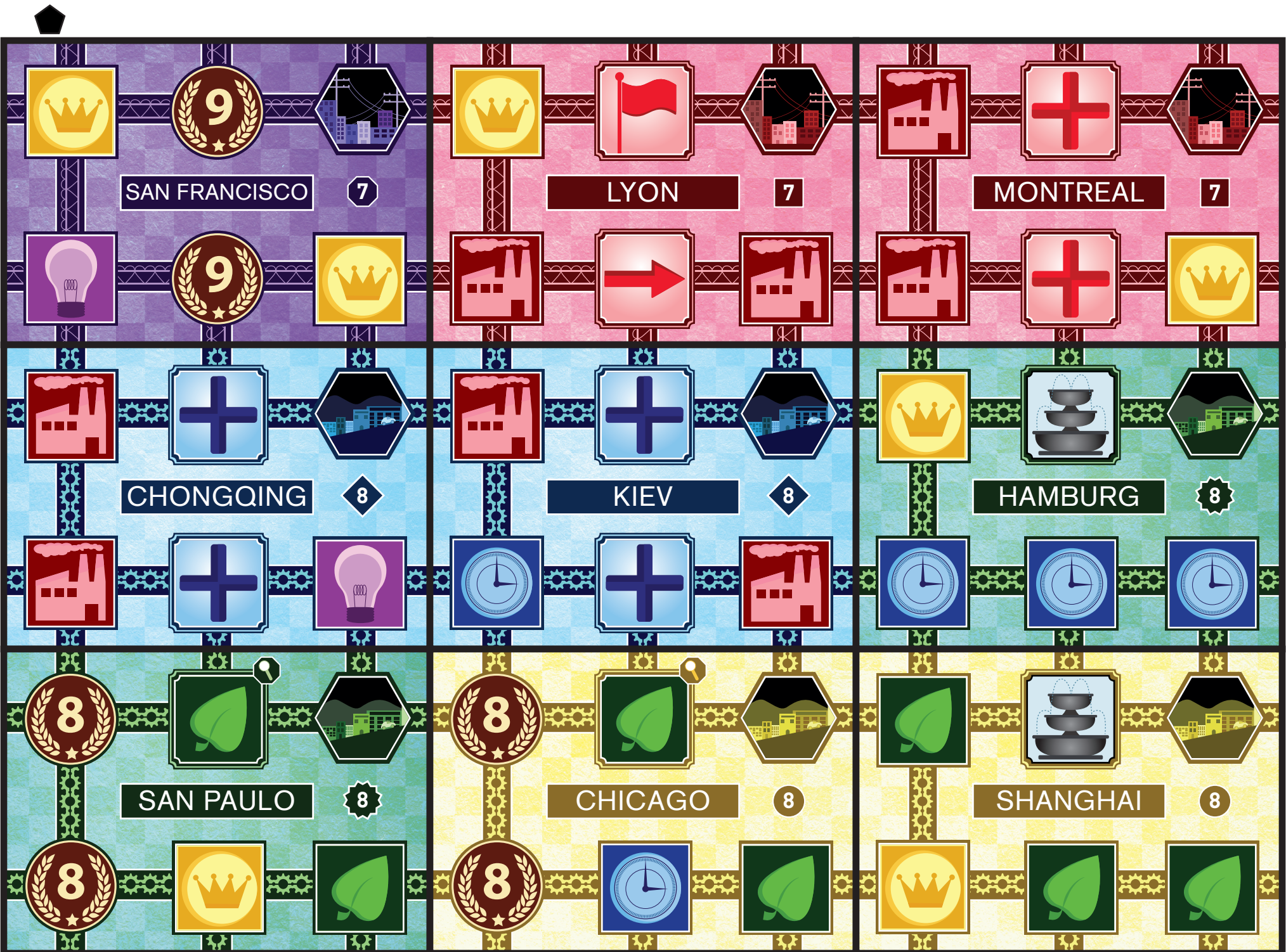
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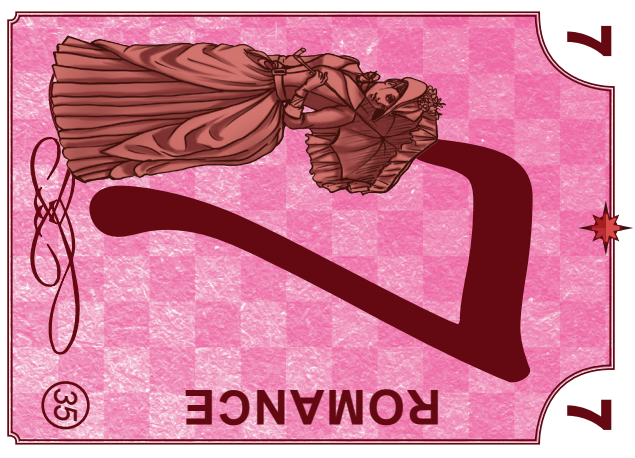
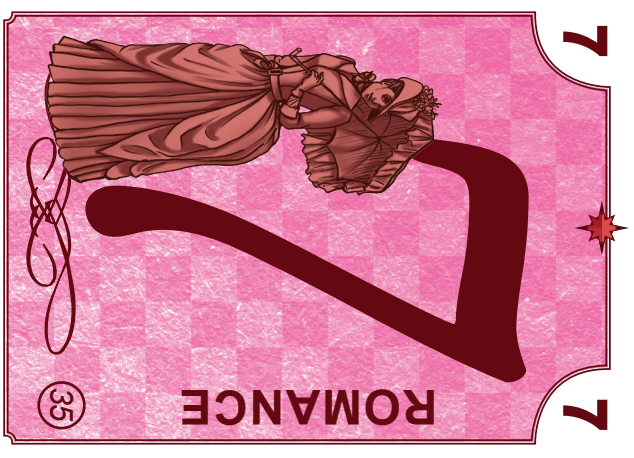
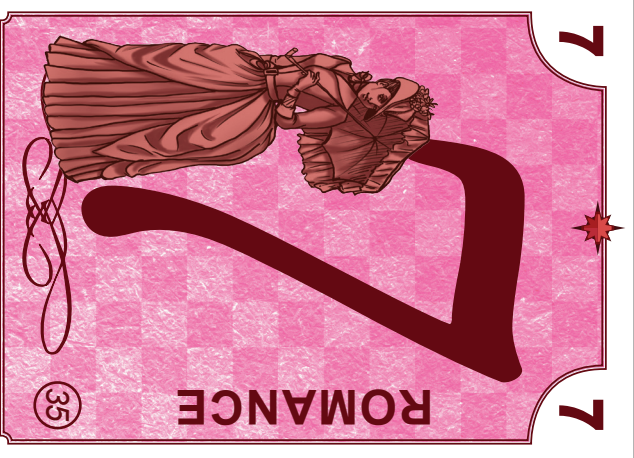
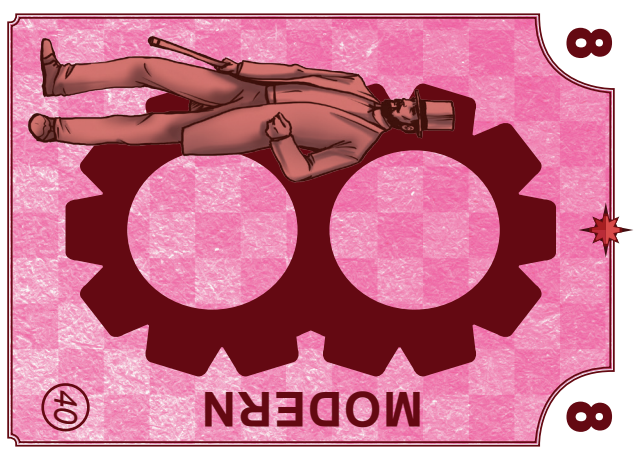
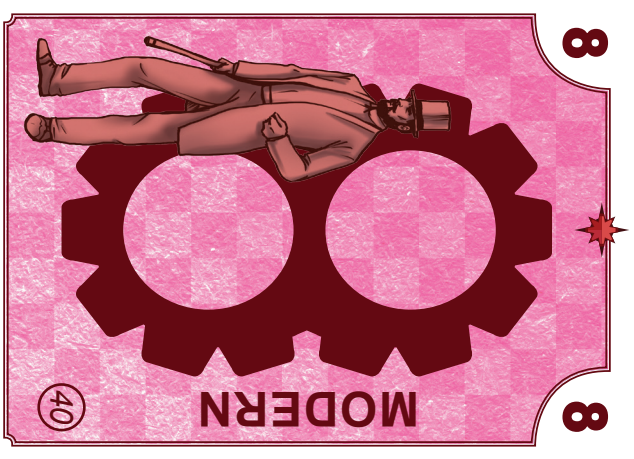
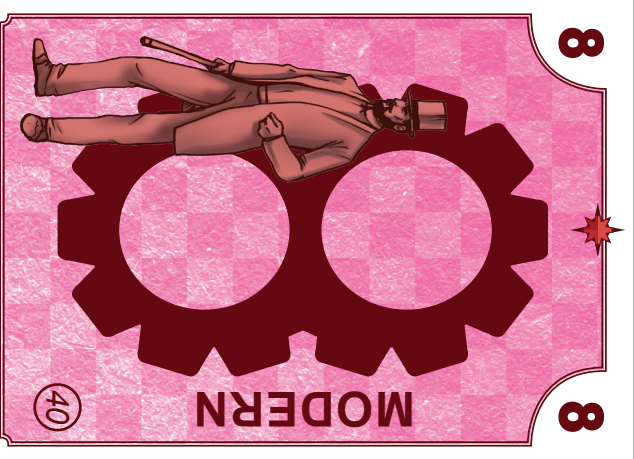
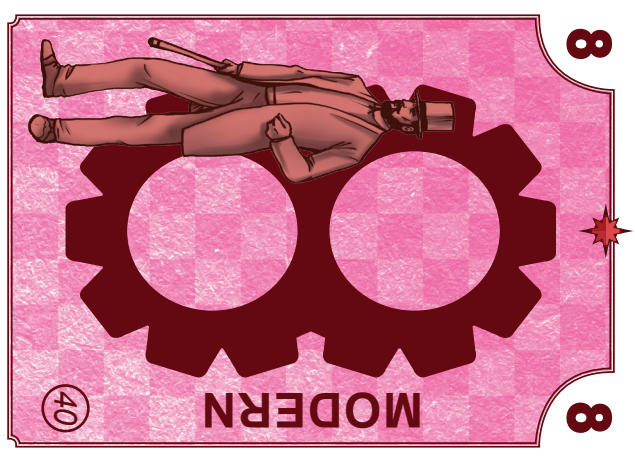
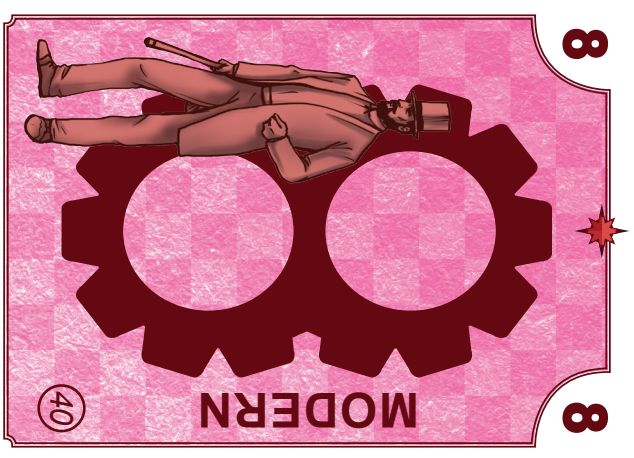
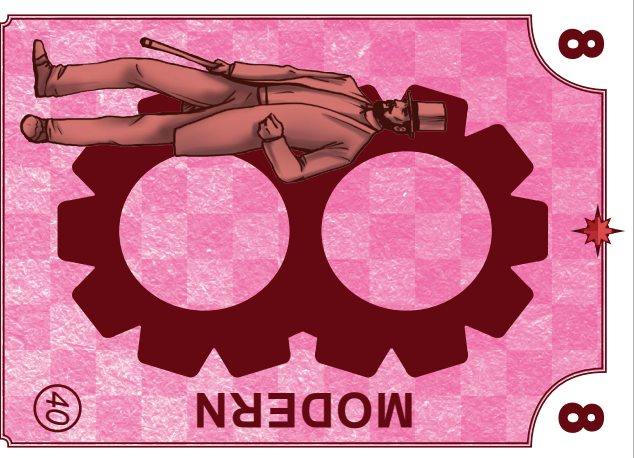


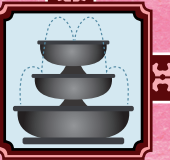
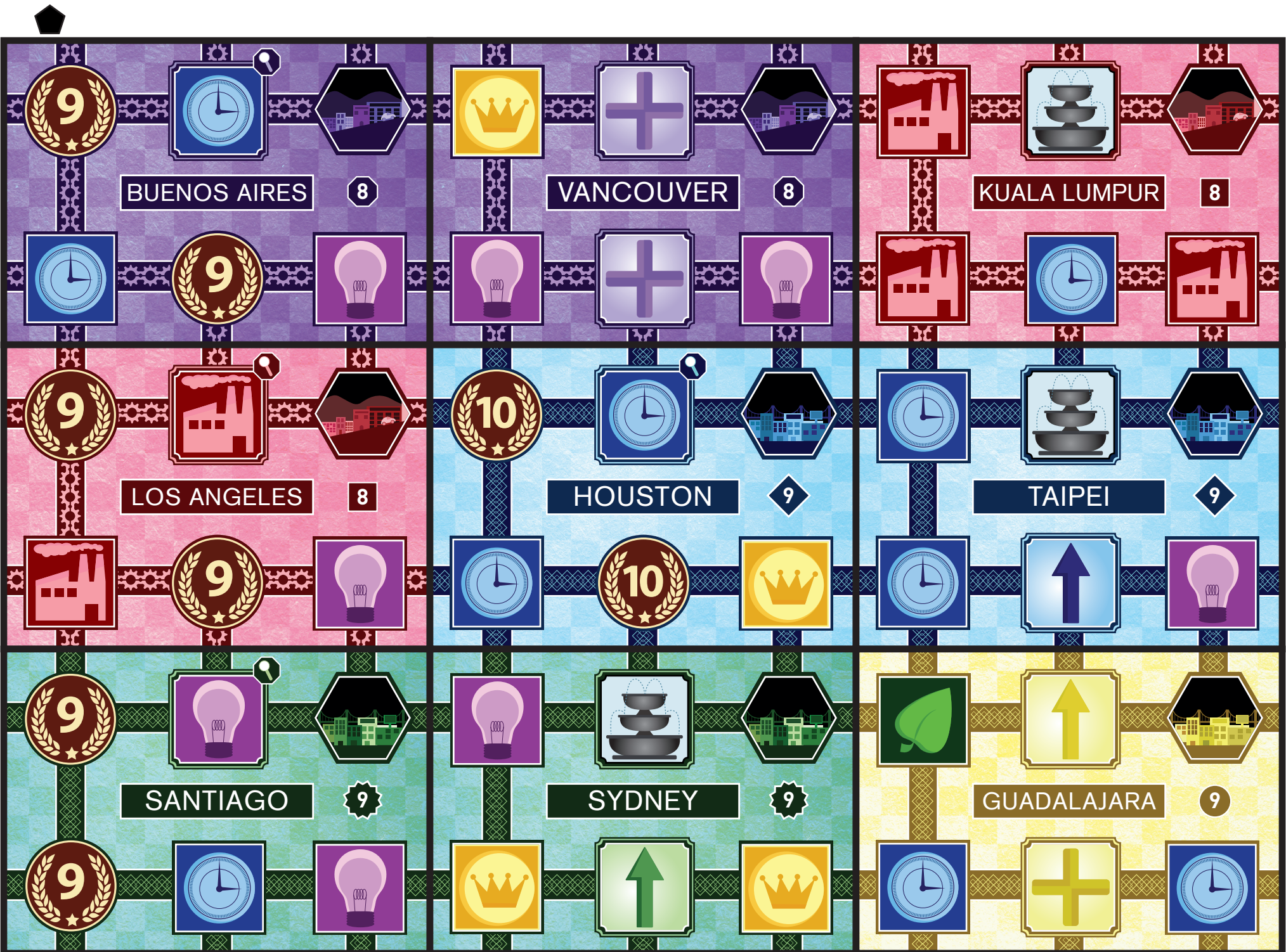
ENLIGHTENMENT

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BUENOS AIRES

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VANCOUVER

8

KUALA LUMPUR

8



LOS ANGELES

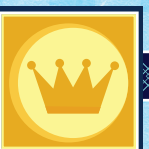
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HOUSTON

9

TAIPEI

9



SANTIAGO

9

SYDNEY

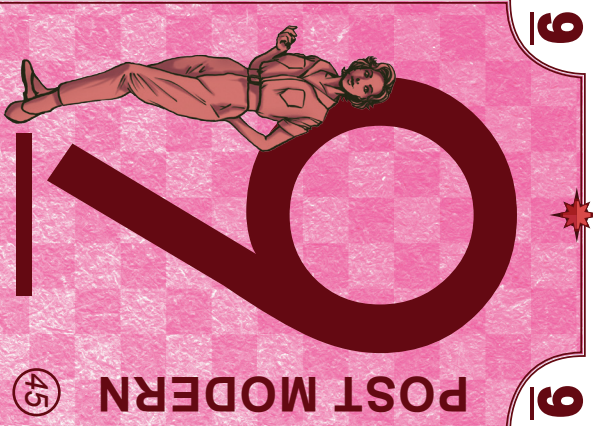
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GUADALAJARA

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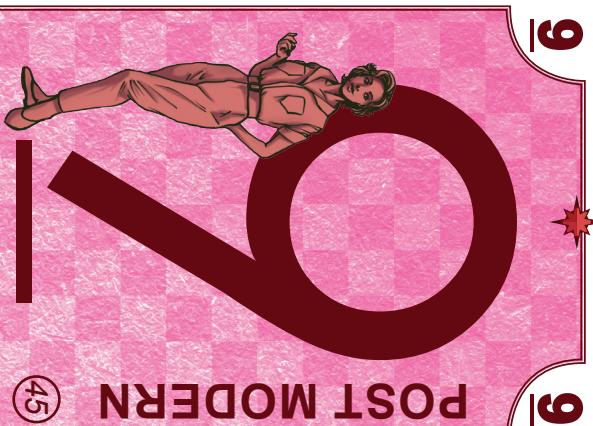


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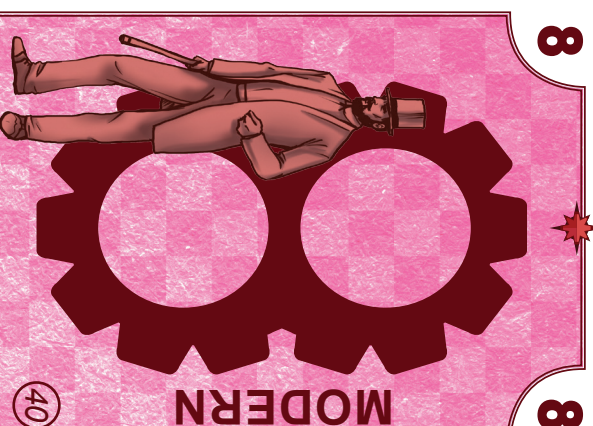
POST MODERN (45)

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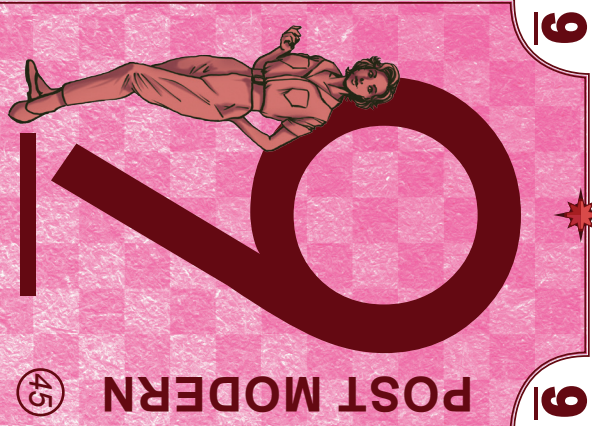
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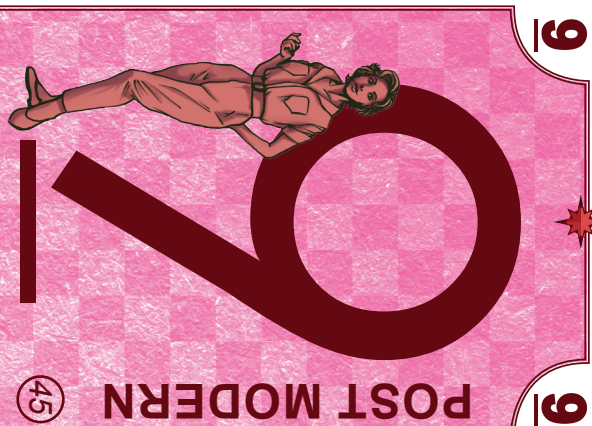
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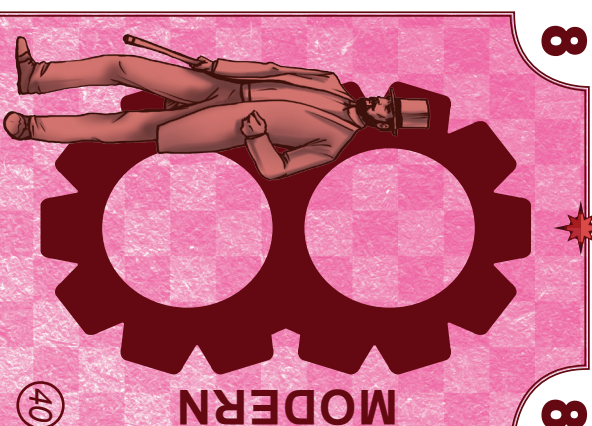
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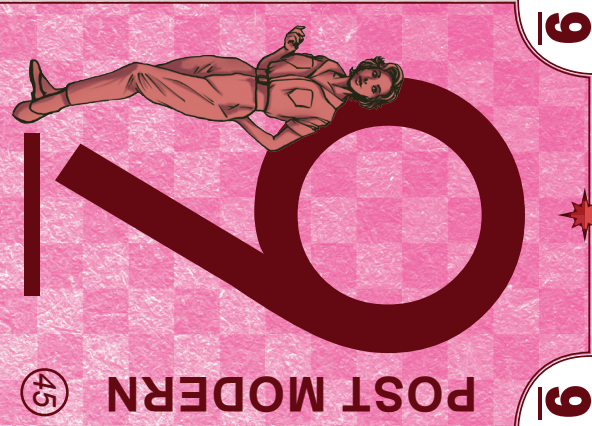
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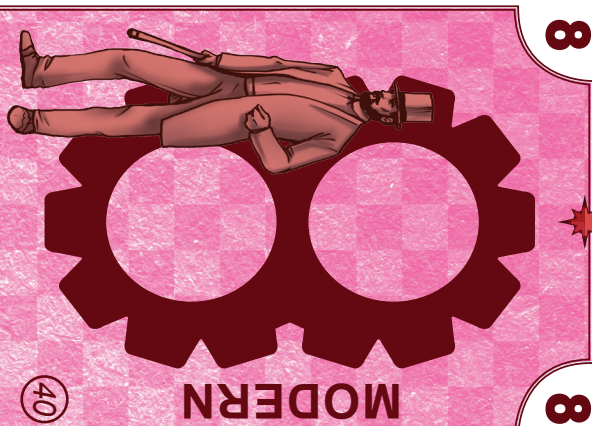
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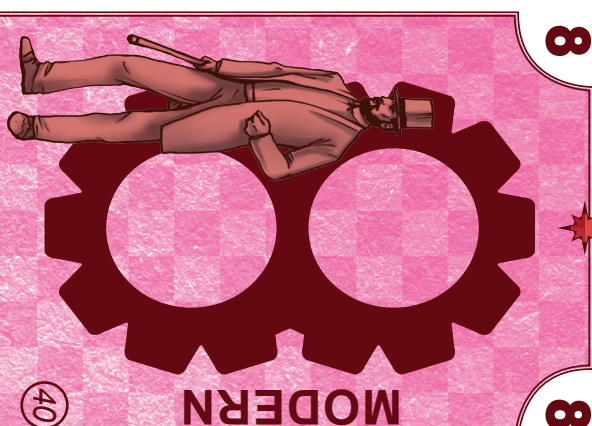
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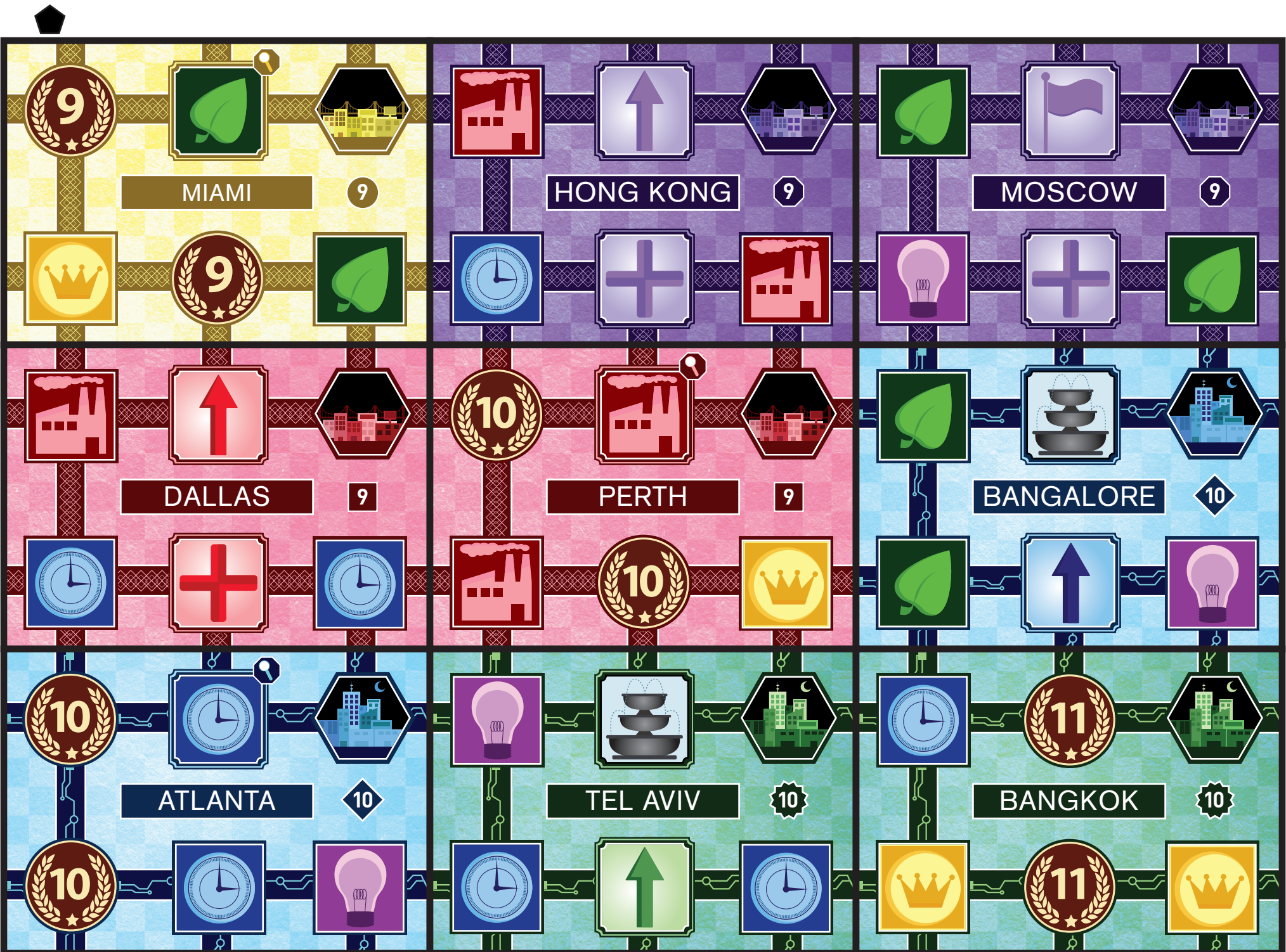
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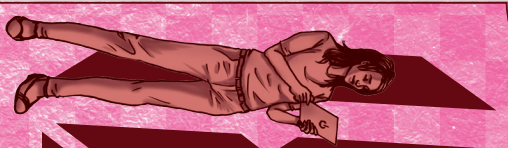


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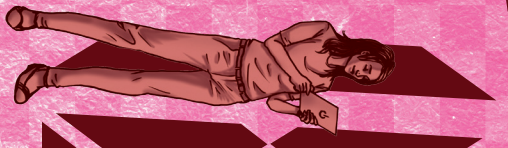
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INFORMATION

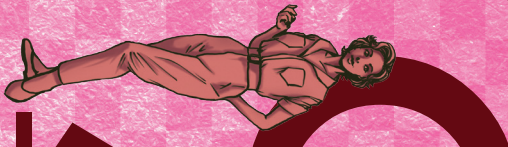
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INFORMATION

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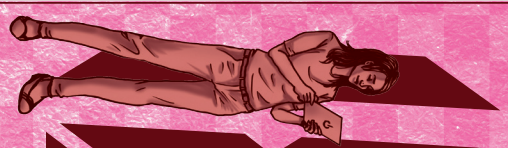


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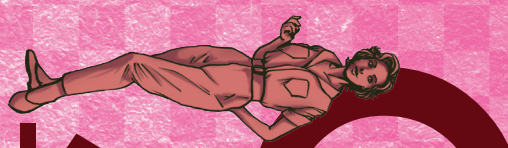
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INFORMATION

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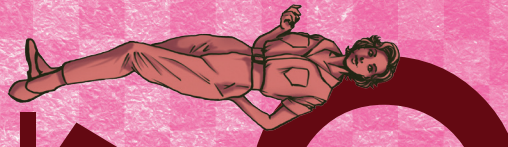


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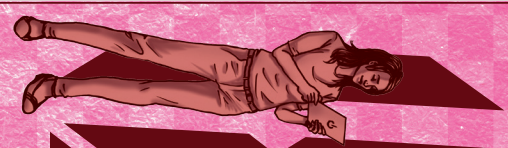


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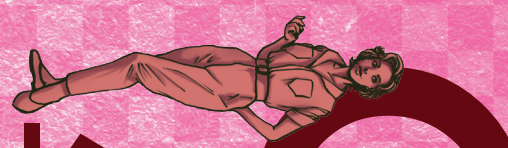
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INFORMATION

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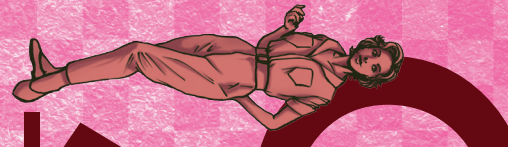


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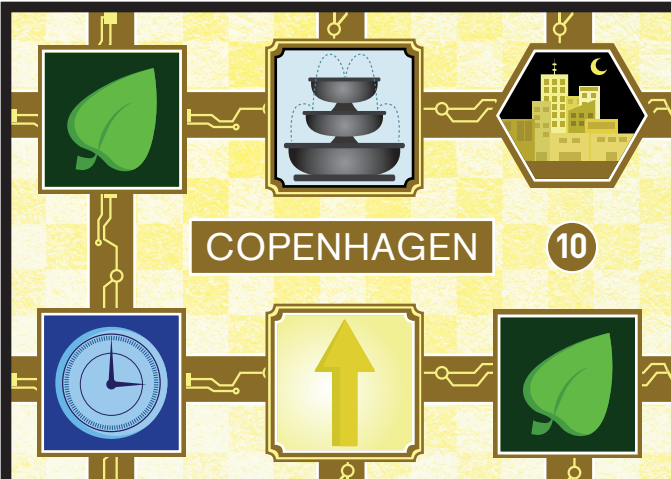
9

POST MODERN

45








COPENHAGEN 10

Icons: Green leaf, Water treatment, City at night, Clock, Yellow up arrow, Green leaf.




DUBAI 10

Icons: Gold star in laurel wreath, Gold crown, City at night, Clock, Gold crown, Yellow up arrow.



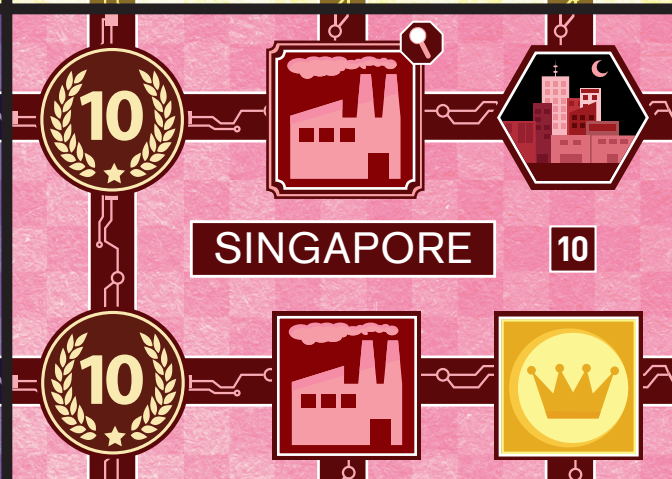
BRUSSELS 10

Icons: Red factory, Water treatment, City at night, Clock, Water treatment, Red factory.



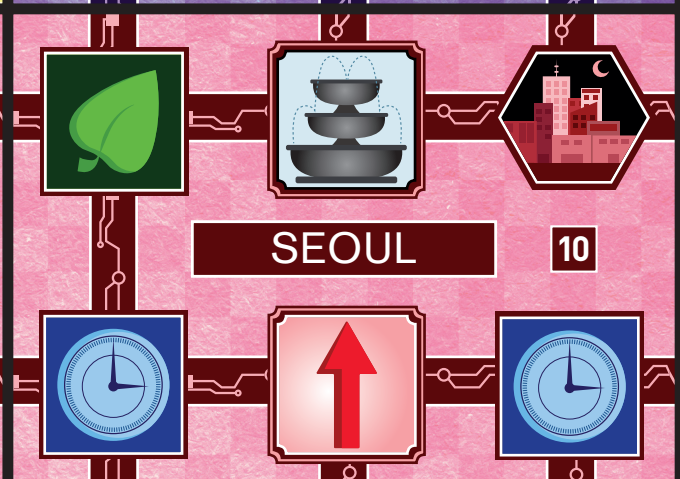
ESSEN 10

Icons: Green leaf, Water treatment, City at night, Lightbulb, Yellow up arrow, Lightbulb.



SINGAPORE 10

Icons: Gold star in laurel wreath, Red factory, City at night, Red factory, Gold crown, Red up arrow.



SEOUL 10

Icons: Green leaf, Water treatment, City at night, Clock, Red up arrow, Clock.

### LEGEND

Claim this special achievement **immediately** if you meld a city with a ← on a color already splayed left.



Special achievement!

### REPUTE


Claim this special achievement **immediately** if you meld a city with a → on a color already splayed right.



Special achievement!


### FAME

Claim this special achievement **immediately** if you meld a city with a ↑ on a color already splayed up.



Special achievement!


## LEGEND

Claim this special achievement **immediately** if you meld a city with a  on a color already splayed left.



*Special achievement!*


## REPUTE

Claim this special achievement **immediately** if you meld a city with a  on a color already splayed right.



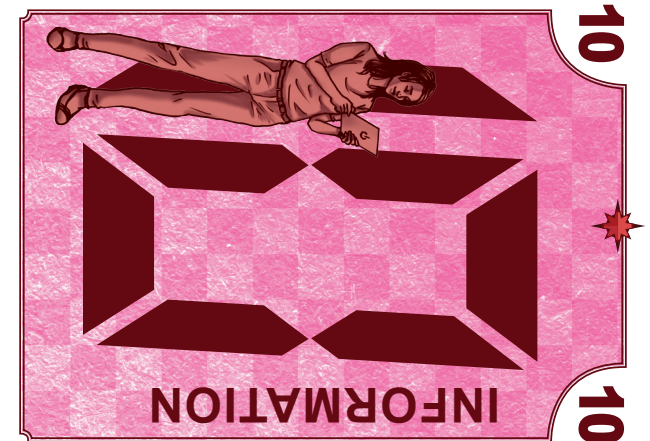
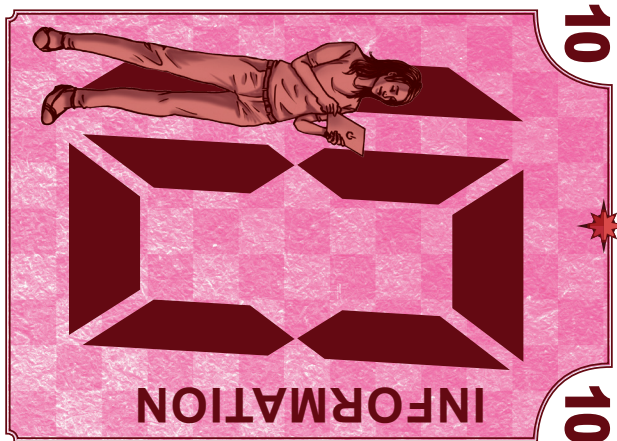
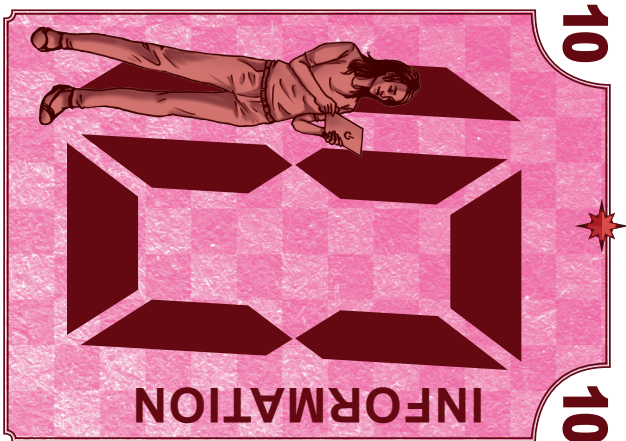
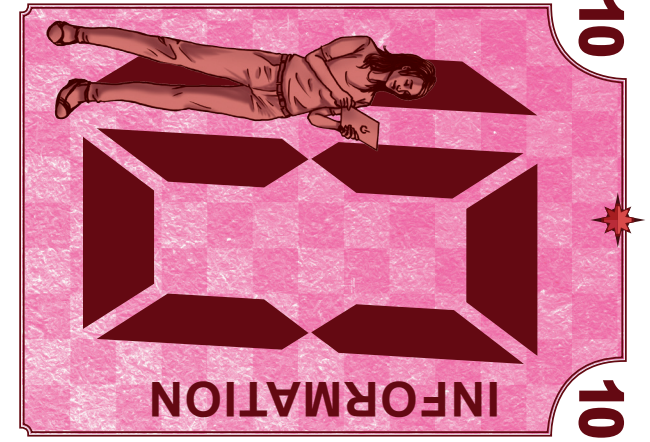
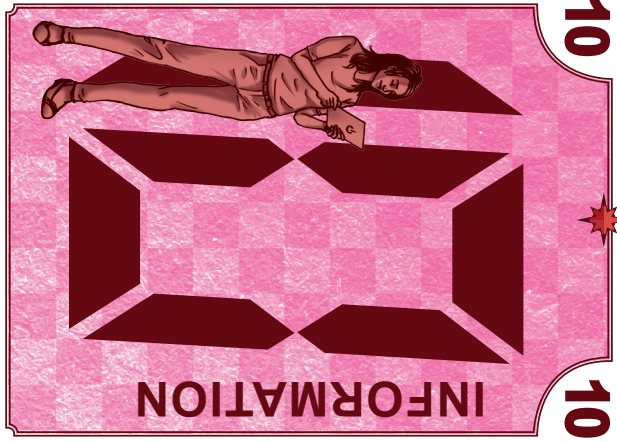
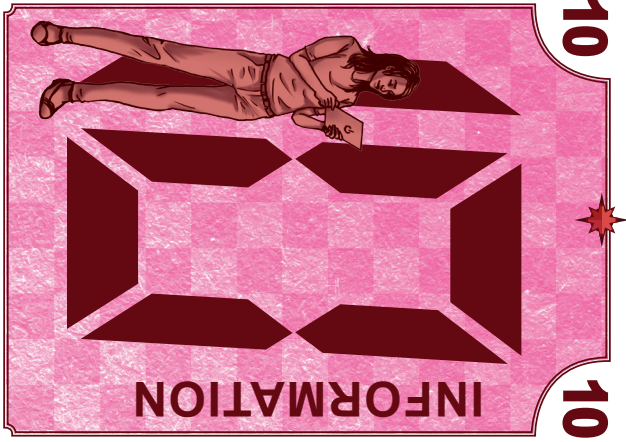
*Special achievement!*

## FAME

Claim this special achievement **immediately** if you meld a city with a  on a color already splayed up.




*Special achievement!*






## GLORY

Claim this special achievement **immediately** if you tuck a city with a .



*Special achievement!*


## VICTORY

Claim this special achievement **immediately** if you tuck a city with a .



*Special achievement!*


## VICTORY

Claim this special achievement **immediately** if you tuck a city with a .



*Special achievement!*

## GLORY

Claim this special achievement **immediately** if you tuck a city with a .



*Special achievement!*

