

# Innovation

by Carl Chudyk

## Echoes of the Past Expansion Rules, v2.1

2-5 Players, 30-75 Minutes

Ages 13+

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Innovation: Echoes of the Past brings 105 new innovations from history to the game. This set focuses on objects more than concepts, often unusual and interesting ones -- you may be surprised by just how early some of them were invented!

Along with the new cards come several new mechanics. The core rules of the game remain the same, but you will need new strategies and tactics to be successful.

It is important to note that with a full new 105 cards, the first games you play with this expansion will take longer, especially if playing with four or five players. We **strongly advise** you not to introduce new players to Innovation with an expansion in the mix. You might notice that “strongly advise” is bolded and underlined. That is because it is good advice, especially if you want your new friends to play Innovation again.

**[Version 2 of the Echoes rules include important changes to setup and card drawing!]**

# Supply Piles Setup With Echoes of the Past

Each Base and Echoes deck is shuffled separately, and stacked either next to each other or in a cross, as shown below (the cross conserves table space). Achievements are taken from the base decks, and the ten special achievements are placed nearby.

## Initial Hand

Each player draws an age 1 card of each type to begin the game, instead of two base age 1 cards.



## Playing with Echoes of the Past

The general flow of the game remains the same when playing with this expansion. Drawing cards is the largest change. Any time you are drawing a card you might draw either a Base card or an Echoes card of that age.

**At the moment you need to draw a card, if you have cards in your hand but none of them are Echoes cards, draw an Echoes card instead of a Base.**

A supply pile is considered empty when there are no Base cards left in it. Skip these piles entirely, even if there are still Echoes cards present, regardless of which type of card you are drawing.

For example, Writing's dogma effect "Draw a 2." My hand is empty, and I activate it. I draw a Base 2. I activate it again, and since I have cards in my hand but none are Echoes, I draw an Echoes 2. Later, all the Base 2 cards are gone from the supply pile and I have a single Base 1 in my hand. I activate Writing, and skip the empty age 2. I draw an Echoes 3.

If an Echoes pile is empty and you need to draw from it, draw a Base card instead.

## New Mechanics -- Foreshadow

The expansion introduces the new term **foreshadow**, which allows you a glimpse into your civilization's future innovations. At the bottom of your reference card is an area called your **forecast**, where these foreshadowed cards are stored. Cards are placed there face down. You may look at them at any time, but your opponents may not (except for the backs).

Cards in your forecast can be promoted to your board when you take a meld action. After a meld action (only an action -- not when you meld due to a dogma or echo effect), you may choose one card from your forecast of equal or lower value to the card you melded. You meld that card immediately, and then you may take a free dogma action, selecting that card to activate.

The free dogma action due to a promoted forecast card behaves exactly the same as a normal dogma action. You execute echo effects, share or demand, and potentially get a bonus draw for sharing. This free dogma action does not count as one of your two actions for your turn.

For example, if you already have the Age 2 card Glassblowing in your forecast, and spend your first action of the turn melding Horseshoes (also an Age II card), you could then meld Glassblowing, take a free dogma action activating Glassblowing, and have one action left over to draw a card.

## **New Mechanics -- Extra Achievements**

Echoes of the Past introduces five new special achievements, and in addition a few dogma effects that give new ways to claim normal achievements. The new special achievements work in the same way as those in the base game. All ten are available to be claimed in any game.

You are considered eligible for a normal achievement if you have enough points to claim it, and have a top card of its age or higher. If you already have an achievement of that value, you must have twice as many points as normal. If you already have two, you need three times as many (and so forth). For example, to claim an Age 2 achievement requires 10 points. To be eligible for a second Age 2 achievement, you would need 20 points. (A third, 30 points, etc.)

For example, the age 1 card Chopsticks has caused an additional two Age 1 cards to be added to the regular achievements. On your turn, you use your second action to claim one of them. On your next turn, you have 15 points in your score pile, so you are eligible to claim both the second Age 1 achievement (10 points) and the third (15 points) with your two actions. Delicious!

Since there are more achievements available to be claimed, to win the game in this way now requires one additional achievement (7 for 2P or 4P with teams, 6 for 3P, 5 for 4P, and 5 for 5P).

## New Mechanics -- Echo

Many cards in the expansion contain effects in place of icons. These are called **echo effects**, and represent old technologies and ideas having impact and different iterations long after their origins.


When you perform the dogma action, you execute not only the dogma effects on the card you choose but also all visible echo effects on your cards of that color. Echo effects are executed before dogma effects. Start from the bottom card and proceed up to the top card, and then to the dogma effects.

Echo effects are shared in the same way as dogma effects. If a player could share the dogma effects of a top card based on its featured icon, they also share all the echo effects of that color. Sharing an echo effect is sufficient for getting a free draw action even if the top card has only demands, or dogma effects that have no impact.


Which echo effects are to be executed is decided at the moment the dogma action is started -- do not change this if the stack is re-splayed, gains or loses cards, or changes in some way during the action. Each echo effect is shared and then executed before moving on to the next, just like dogma effects. Like dogma effects, echo effects are mandatory unless preceded by 'You may'.


Example: A board with many echo effects. If this player took a Dogma action in one of these three colors they would execute (and share) effects in the numbered order.

**1** Draw and tuck a **1**.

**3**  **LINGUISTICS** ✧ **2**


✧ : Draw a card of value equal to a bonus on your board, if you have any.




**2**  Draw a **3** OR Draw and foreshadow a **4**.

✧ 

**1** Draw and tuck a **2**.

**2** **COKE** ✧ **5**

✧ : Draw and reveal a **6**. If it has a , meld it and repeat this dogma effect. Otherwise, foreshadow it.



✧  ✧  ✧ 

**3** Draw and tuck a **4**.



**4** **TOILET** ✧ **4**


✧ : I demand you return all cards from your score pile of value matching the highest bonus on my board!

**5** ✧ : You may return a card in your hand and draw a card of the same value.

 ✧  ✧ 

**2** Draw a card of a value present in any player's hand.

✧  ✧ 

 **1**  ✧ Draw and meld an **8**.

## New Mechanics -- Bonus

In addition to echo effects, a number of cards have another new type of icon, a bonus. Bonuses add to your score, while visible, and also provide interesting hooks for various dogma and echo effects.

Only your highest visible bonus provides its full value to your score. Each additional bonus provides 1 point. So if you had bonuses of 8, 4, 4, 4, and 1 showing on your board, you would have 12 additional points ( $8 + 1 + 1 + 1 + 1$ ). These points are part of your score for all purposes, except that they are not 'cards' in your score pile that can be stolen by effects like Navigation.

Many effects refer to the 'value' of a bonus. This is simply the number printed on it, regardless of whether it is the highest on your board or not. It is not necessarily the same as the age of the card. Bonus values are, however, always within two of the card's age.

The diagrams to the right show additional examples of bonus scoring. Remember not to count all your bonuses for their full values!

Sample boards for both you (below) and your opponent (above). You have 11 bonus points (9 + 1 + 1), and your opponent has 13 bonus points (10 + 1 + 1 + 1).



## Public and Private Information

The contents of your hand, score pile, and forecast are all private to you. The ages of private cards and whether they are expansion or base set cards is public information. Since the expansion cards have different colored backs than the base set, it is easily possible to determine which set cards in other players' hands are from.

Many cards demand or force the use of a specific type of card from your hand. For example, Flute's first dogma effect: "I demand you return a card with a bonus from your hand!" The outcome here has two options. In casual play, the honor system is in effect here. You don't have to show your hand to demonstrate that none of the cards within have a bonus. If your group wants to play more strictly, the player would be required to verify by showing his hand. Be clear on which way you'll be playing at the start of the game, and be consistent.

Each gaming group has its own personality. Some like to play a fast paced game, and others a more calculated game with lots of planning. Find the mix that makes the game the most fun for you and the people you play with.

## Public and Private Information

The expansion introduces five new special achievements, and additional ways to claim normal achievements. As a result, you need one achievement more to complete a normal victory. In a four-player team game, you need 7 to win.

2P/Teams: 7 Achievements

3P: 6 Achievements

4P: 5 Achievements

5P: 5 Achievements

Other end game conditions remain unchanged. Points that you have due to visible bonuses on your board count towards victory if the game ends because a card of value higher than 10 needs to be drawn.

**Strategy Advice:** One of the most frequent misunderstandings in Innovation is the belief that losing everything from your score pile early on takes you out of the game. Building your board infrastructure to be able to claim special achievements and execute powerful late game (Age 8-10) cards is a more effective plan than trying to rebuild your score pile once it is wiped out.

## New Terms

**Achieve (if eligible):** If you meet the requirements (points, and a top card of equal or higher age) to claim the card as if it were a normal achievement, do so. Remember that claiming duplicate achievements requires more points.

**Any Value:** If a card allows you to draw a card of 'any value', you must choose a value between 1 and 10. The matching supply pile can be empty.

**Draw and Reveal:** The revealed card is still added to your hand, unless otherwise specified.

**Non-top bottom / Non-bottom top:** A non-top bottom card is the bottom card of a color with at least two cards. Similarly, a non-bottom top card is the top card of a color with at least two cards.

**Transfer to the available achievements:** Place the card in question with the rest of the normal achievements. This can result in a situation where two of the same age are available. Remember that claiming a duplicate achievement requires more points than the initial one.

**Visible:** An icon, echo effect, or bonus is visible if it is on a top card, or on a card in a splayed color, such that you can see it. A card is visible if it is a top card, or in a splayed color. 'On your board' always refers to visible icons.

## Cards FAQ

- (1)**Ice Skates:** Make each decision on whether to draw and meld, or draw and foreshadow individually. You need not announce them in advance.
- (4)**Clock:** If more than one pile qualifies for the most, you choose one.
- (5)**Kobukson:** This can indeed splay left an opponent's color that was splayed up or right. Fear the power of the turtle boat!
- (6)**Photography:** Melding a card from your forecast due to an effect does not grant a free dogma action.
- (7)**Saxophone:** Flute, Bell, and Piano each have a similar red note on their card image. The notes count regardless of which player's board they are visible on.
- (9)**Wristwatch/(5)Thermometer:** Maintain the color's existing splay for these echo effects, if it had one.
- (10)**MP3:** If you are only eligible for one achievement, you claim it.
- (10)**Human Genome:** If the cards in your score pile were of values 1,1,3,5,10, you would need exactly five cards in your hand of values 1,1,3,5,10 to win.

## Team Rules

With 4 players you can play in teams, with partners sitting across from each other. The victory condition is claiming a combined six achievements. For a game that ends by drawing an 11 or higher combined score wins, and if a single member wins by virtue of a dogma effect the entire team wins. The only rule changes from normal play are that demand effects never affect your partner, and that cards that say 'other player' do not affect or count your partner. Your partner shares in non-demand effects, but you do not get a bonus draw if they are the only sharing player. If you like a more strategic, less chaotic game and have four players, try team play.

## Four / Five Player Optional Rules

With the added cards from the expansion, five player games are possible. More strategic four player non-team games are also possible. Keep in mind that these games can take quite a bit longer than a two or three player game.

To decrease variance, you can use the following optional rule: In a four or five player game, you only share and demand from the players adjacent to you normally. To share a dogma effect from a non-adjacent player, you must have at least twice as many of the featured icon as they do. To demand from a non-adjacent player, you must have more than twice as many of the featured icon.

## Strategy Notes

The new mechanics of echo and bonus allow you to strengthen your position in points and number of executable effects while weakening your icon count. Don't forget that each bonus or echo is replacing one of those important icons! Sharing another player's chain of echo effects can be very strong.

Because of bonuses, grabbing early age achievements can be easier. Remember to keep track of your bonus points in addition to your score pile, so that you don't miss the chance to claim one of those critical achievements. Outpacing opponents to 5, 10, and 15 points is very important.

10 Special Achievements are a lot to keep track of, which is why we've provided you with a quick reference list of them on the back of the reference card. Since the early achievements are more likely to be split in expansion play, claiming specials in the mid to late game is even more important than it was before.

Storing a card with a demand in your forecast can provide you with a great sneak attack when it is brought into play. Effectively managing your forecast pile is important.

## Credits

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Thanks to everyone who has helped make Innovation popular over the past years. This game is truly a testament to how effective word of mouth advertising can be.

Please feel free to contact us at [AsmadiGames@gmail.com](mailto:AsmadiGames@gmail.com) with any rules questions, or post to the BoardGameGeek forums, which we frequent.

Also, you should play Win, Lose, or Banana at <http://WinLoseorBanana.com/>