

Welcome to the beta test for the third Innovation expansion, No Place Like Home. In this expansion, we have added Cities to your civilization building efforts. They can provide you with extra actions, icons, and achievements. Cities is compatible with any or all of the previous expansions. You can play with any subset of them.

This expansion is aimed to add a simple but interesting dimension to Innovation. An expansion with no text!

**City Cards:** These are included in the stacks, at the bottom of each pile, separate from other expansion / base cards. They can only be drawn via the City Card drawing rules. As before, if a pile contains no base cards, it is empty and thus skipped.

**City Card Drawing:** There are two ways to draw a City, which are only followed if you have no City cards in your hand already. First, anytime you splay a pile in any direction (not counting splaying a pile that is already splayed in that direction) draw a City card of value equal to your highest top card.

Secondly, any time you take a Meld action that results in a new color pile on your board, draw a city of value equal to the top card of that new color.

**The Endorse Action:** Once per turn, you can take an Endorse action with one of your Cities, which will allow you to perform a Dogma twice. To do so, you must choose a specific top City on your board, and tuck a card from your hand of equal or lower value. It does not have to share color or icons with the City. After doing so, choose another top card on your board whose featured icon is present on the City. Execute all echo and dogma effects as you would with a normal Dogma action (including sharing and demands). Each effect is executed twice consecutively during an Endorse action, although sharing players only execute each effect once. For example, if a player Endorsed Gunpowder, the demand effect would be executed twice, and then the normal effect would be shared once, and then executed twice. Any sharing would result in a free Draw, as with a Dogma action.

**Special Icons:** When you take a Meld action to play a City to your board, the top-center icon on that card will activate. Arrows allow you to immediately splay that color in that direction, and Advancements (pluses) let you draw a card of value one higher than the City. Flags have no immediate effect, but may provide Achievements (see below). If the top-center icon is one of the six standard icons, reveal X base cards from age X, where X = the age of the City. Take any cards that have the icon into your hand, and return the rest. If there are not enough base cards of that age, do not reveal cards from the next age.

**Flags:** Solid (black) flags count as an achievement while visible on your board. Empty flags count as an achievement at any time that you have at least as many visible cards of the color the flag is on as each other opponent.

**Winning:** As with other expansions, the number of achievements required to win is 8 minus the number of players, plus number of expansions being used. A two-player game using this expansion and the base game would require 7 achievements, for example.

Feedback: If you have beta testing feedback, please email [AsmadiGames@gmail.com](mailto:AsmadiGames@gmail.com).