

Rules of Play, version 2.0

2-5 Players

45-90 Minutes

Ages 14+



Introduction: Innovation: Echoes of the Past brings 105 new innovations from history to join the 105 from the original game. More unusual and amusing innovations appear in this set of cards, and how early some of them were invented may come as a surprise! Along with the new cards come several new mechanics. The core rules of Innovation remain the same, but you will need to come up with new strategies and tactics to succeed!

It is important to note that with a full new set of cards, the first times you play with the expansion will take longer than normal, especially if you play with four or five players. It is **strongly advised** for you to not introduce new players to Innovation while playing with expansion cards. You might note that 'strongly advised' is bolded and underlined. That is because it is very good advice.

Additional Setup

Separately shuffle the age decks of the base game, and Echoess. Stack the Echoes of the Past underneath the Base cards, in a cross. Then create an achievements pile with one base card of each age, as usual. Each player draws an age 1 card from each of the two decks to form their starting hand, and melds one to begin the game. As in base Innovation, the player melding the card closest to A alphabetically goes first.

Drawing Echoes Cards

Any time you would draw a card (due to a Draw action, an effect, or sharing), you might draw an Echoes card instead. If at that time you have cards in your hand but none are Echoes cards, draw an Echoes card of that age instead.

Always skip empty ages, and draw from the next-highest non-empty age. An age is considered empty if there are no base cards available, regardless of how many expansion cards are available and which type you are drawing. If the Echoes deck for an age 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.

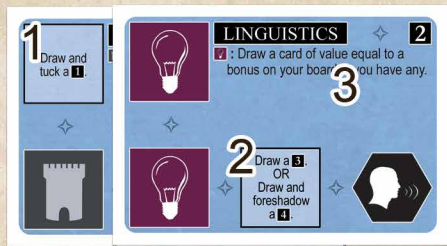
New Mechanics -- Echo

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.

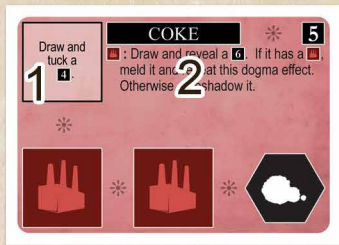
When you perform the dogma action, you execute not only the dogma effects on the card you choose but also all visible echo effects on your cards of that color. Echo effects are executed before dogma effects. Start from the bottom card and proceed up to the top card, and then to the dogma effects.

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 in two different colors. If this player took a Dogma action in any of these colors, they would execute (and share) effects in the numbered order.



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!

New Mechanics -- Extra Achievements

The expansion 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. (And a third, 30 points)

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).

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 the top card of each supply pile is from. This is intentional, and allows you to make interesting decisions with cards like Dice. It is permissible to fan through a supply pile to see when an expansion card will come up.

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.

Ending the Game

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: 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 player tried to draw an 11 or higher.

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 duplicate achievements requires more points.

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.

FAQ on Cards

(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.

Dogma Clarifications

For any dogma or echo effect or demand, if you can perform some portion of the action but not the rest, do all that you can. For example, Construction demands “Transfer two cards from your hand to my hand!” If you have only one card in your hand, you must transfer it.

If a card has both a demand and a non-demand effect, the non-demand effect is shared normally. For example, Pirate Code’s second effect is shared by all players that weren’t subject to the demand.

If a value is missing, assume it to be 0. If you have to draw a 0, you would draw a 1 instead (or a 2, if the 1 deck is empty). For example, Printing Press refers to the value of your top purple card. If you have none, that value is 0.

Execute all non-demand dogma effects (slightly different wording in 1st/2nd edition base sets) refers only to the dogma effects of the card in question. It does not allow you to execute echo effects. You do not share any effects, but some effects (Rocketry, Hot Air Balloon, etc) may impact other players.

Sharing has occurred if any change in the game’s state happens due to an effect. Splaying a color, and drawing and returning a card are both examples of sufficient sharing. Splaying a color in the direction that it is already splayed is not sufficient for a share bonus.

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 rules 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 crazyness, 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

Game Design: Carl Chudyk

Game Development: Chris Cieslik

Graphical Design: Cara Judd

Playtesting: Ian Nowland, Anne Nowland, Ted Vessenes, Rebecca Vessenes, Jessica Maryott, Eric Reuss, Andy Latto, and everyone who participated in the Beta program. It was a great success!

Thanks to everyone who helped make Innovation popular over the past year. 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 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/>