



Card Layout



- Title:** Unique for every card in Innovation.
- Value:** A card's value matches the age of the deck it came from.
- Dogma Effects:** Each card has one or more effects. *Demand* effects are in dark boxes, and attack opponents. *Non-demand* effects help you advance your civilization. A *Featured icon* precedes each effect. It is always whichever icon is most prevalent on the card.
- Icons:** Each card has four slots for icons. They help you defend against demands and share in other players' dogma effects.
- Card Image:** One of the four slots on each card is filled with an image depicting the innovation. It does not provide any benefit and effectively blocks one of the four slots.
- Card Number:** A small code with the set letter (B for Base, E for Echoes, etc) and card number.
- Card Color:** The background of each card is either Red, Yellow, Green, Blue, or Purple. The shape around the value and the pattern of the latticework are unique per color. (see chart on right)

As you play, you will accumulate face-up cards of five different colors in an area in front of you called your board. The most important cards on your board are the top cards of each color, as they can be activated for their effects through a Dogma Action. Cards that you cover up over time are still part of your board and still useful, because some effects will allow you to splay a color in a direction. Splaying will reveal additional icons from your covered-up cards.

Visible standard icons on your board help you share in other players' actions, demand from opponents, and also defend against their demands.

Next to your board sits your Reference Card. It is a source for information about the game and also importantly houses your Score and Achievement piles, which are tucked under the left and right edges respectively.

Each card in your Score pile is worth points equal to its value (age), and your total score is the sum of those values.

Each card in your Achievements pile is a single achievement, bringing you closer to victory.

ECHOES: Foreshadowed cards are tucked face-down under the top edge of your Reference Card.

UNSEEN: Secrets are tucked face-down under the bottom edge of your Reference Card.

CAN I LOOK?

The chart below tells you what cards in play you can look at. Other players' cards aside from those on their board are hidden, and nobody can look at the identities of achievements. The backs of cards are quite important though, as you can determine their value and set!

Be polite, and ask when looking at others' cards on their boards or counting their score pile. Trying to keep track of every card everywhere can slow things down and doesn't always provide much benefit.

	YOURS	OTHERS
Hand	Front/Back	Back
Board	Front/Back	Front/Back
Score Pile	Front/Back	Back
Claimed Achievements	Back	Back
Forecast (♦)	Front/Back	Back
Secrets (👁)	Back	Back
Display/Museums (▲▲)	Front/Back	Front/Back
UNOWNED CARDS		
Decks	Back	
Standard Achievements	Back	
Special Achievements	Front/Back	
Junk	Back	

Card Icons

There are seven standard icon types that appear on cards in Innovation. Each of these appears on base set cards in different age ranges of cards. The number of standard icons you have affects sharing and demands during a Dogma action, and, generally, having more is better.

STANDARD ICONS

These appear in all ages, 1 through 11

- Age 1-3
- Age 4-11
- Age 7-11
- Age 10-11
- Age 10-11
- Age 10-11
- Age 10-11

EXPANSION ICONS

- Your highest visible bonus icon is worth its value in points. Each other visible bonus is worth one point.
- Visible Echo Effects are executed during a Dogma action, before dogma effects.
- You can Auspice during a Dogma Action to change the featured icon to
- Cities have many special icons, instead of dogma effects.

