

Innovation

Ultimate

PATCH NOTES - Innovation Ultimate

This is a list of the mechanics changes in Innovation Ultimate. In addition to these, we've updated many cards across the sets for clarity, some for balance, and others to simply be more fun/interesting. Some cards in all sets now use the new Junk keyword, which is explained below. We're continuing to work on updates based on internal and external feedback. We hope everyone loves this new edition: we definitely do!

GENERAL NEW RULES

Additional Achievement: When setting up the game, a 10 is included in the available achievements. It requires 50 points.

Junk: Junk is a keyword that replaces "Remove". Junked cards are removed from play entirely. Many more cards in Ultimate use this keyword. There are cards that junk specific available achievements or specific decks.

Self-Execute: Self-Execute is a keyword that replaces "Execute all non-demand dogma effects on this card for yourself only". When you self-execute a card, you do all its non-demand effects, but don't share them.

Fully-Execute: Like self-execute, but including sharing and demands.

Chain Bonus: If you are self or fully executing a card, and you would chain to self-execute or fully-execute another card, first draw and claim an 11 as an achievement. This prevents infinite loops, and rewards exciting chain-reactions.

Aslant: Piles can now be splayed Aslant, (diagonal up-right), revealing all four icons on underlying cards.

Parley: In a 4+ player free-for-all game, each player that is next to you is adjacent. All others are distant. During a dogma action, you can Parley (return one card from your hand) for one of three reasons.

If you would share the effects of a Dogma Action from a distant player, you must choose to either Parley (returning one card from hand) or ignore all the effects.

If you would be susceptible to the demands of a Dogma action from a distant player, you must choose to either perform all the demand effects as usual, or Parley to ignore them.

When you take a Dogma Action, you may Parley to select a top card on any distant player's board to activate. You still count the icons on your own board to determine who is eligible to share or susceptible to demands.

◆ ECHOES OF THE PAST ◆

Draw Rule: The draw rule for Echoes cards is now "If you would draw a card, instead draw an Echoes card if your top Yellow card is higher than your top Blue card.

Forecast: Your forecast now has a limit of 5 cards. This limit decreases based on your best current splay. Left:

4, Right: 3, Up: 2, Aslant: 1. If you would move a card to your forecast when it's at its limit, leave it wherever it was instead. (Ex: Draw and forecast a 7 would simply draw a 7)

Promote: After you take a meld action, you now **must** select a card from your forecast of equal or lower value. Meld it, then you take a free Dogma action with that card, including sharing and demands. Some cards now have "If it was foreseen" conditions, that make an effect change if it was just promoted from your Forecast.



FIGURES IN THE SAND



Inspire effects have been eliminated entirely. Echo effects on Figures have been removed.

Almost every figure has been reworked to better focus its Karma effect, without complications from echo/inspire effects.



Avatar icon activation: When you take a Dogma Action, if the featured icon is on one of your Figures, you can choose to instead take that Dogma Action with Avatar as the featured icon.



CITIES OF DESTINY



Endorse: To Endorse, you now junk a card instead of tucking a card.

New special icon actions for Junk, Uplift, Unspay.

Junk: Junk an available achievement of this city's value.

Uplift: Junk the deck one higher than this city's value. Draw a card of value two higher than this city's value.

Unspay: All opponents unspay their piles matching this city's color.



ARTIFACTS OF HISTORY



Display: At the start of the turn after you dig an Artifact and put it On Display, you may choose to take a free Dogma action targeting it. Whether or not you did, it then rotates into a Museum (placed face-up on top of it). There are five Museum cards, and when all five are in use, the player with the most Museums claims one as an Achievement, and then returns all Artifacts in Museums and returns the rest of the Museums to the supply.

Museums: You may meld an artifact in a museum with a Meld action. You may target an opponent's artifact in a museum with a Dig event.



THE UNSEEN



Draw rule: "The first time you would draw a card during a turn, draw an Unseen card instead".

Safe: Your Safe contains Secrets (the verb to move a card to your safe is "Safeguard"), face-down cards tucked under the bottom edge of your Reference Card. You may not look at them. It has a limit of 5 cards. This limit decreases based on your best current splay. Left: 4, Right: 3, Up: 2, Aslant: 1. If you would move a card to your safe when it's at its limit, leave it wherever it was instead. (Ex: Draw and Safeguard a 7 would simply draw a 7).

Achieve Action: When you take an Achieve Action, you may target a card in your Safe as if it were an available achievement.