

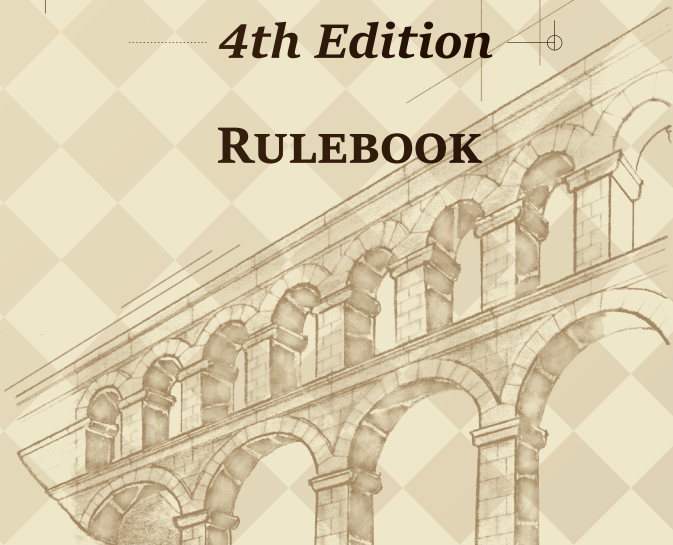
By Carl Chudyk



Innovation

4th Edition

RULEBOOK



Since its initial release in 2010, Innovation has made its way to tables around the globe. This **4th Edition** of Innovation contains a wide variety of enhancements and additions that we've been working on for some time.

Innovation is a game of civilization-building through technologies, ideas, and ingenuity. You will choose the innovations that define your people's destiny through history, from the humble beginnings of technologies like The Wheel. You'll advance through history, all the way to the present and near future!

Each of these innovations will give your civilization a specific ability. Some will allow you to advance through the ages faster, others will help build your infrastructure, and some will give you the ability to attack your rivals.

Each innovation is depicted in the game by a card, and every one of them is unique. There are no maps or pieces to move around, as the cards provide all of the action and scorekeeping in the game. Cards are primarily used as innovations, played face-up in front of you, but they can also wind up face-down in your score or achievements piles, representing your civilization's power, influence, and legacy.

WHAT'S NEW?

4th Edition adds Age 11 to Innovation. The Prudence Age is a period of human history where, after great and rapid technological advances, the world needs to be cautious about how quickly it continues to leap forward. If it doesn't, Age 12 might look a lot like Age 0!

We've also created new illustrations for the card backs, depicting architecture and construction concepts throughout history and across many civilizations around the world. Card fronts feature enhanced readability and layout so that they're easier to parse across the table.

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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 are 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.

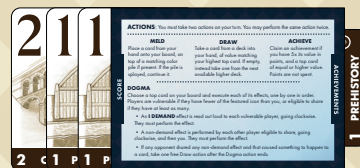
Next to your board sits your **Reference Card**. It is a source for information about the game and, importantly, also houses your Score and Achievement piles, which are tucked under the left and right edges, respectively.

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.



YOUR BOARD



REFERENCE CARD



YOUR HAND

- 1 Title:** Unique for every card in Innovation.
- 2 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 have dark boxes, and attack opponents. **Non-demand** effects help you advance your civilization. A **Featured icon** precedes each effect. It is always the icon occurring most frequently on the card.
- 4 Icons:** Each card has four slots along its left and bottom edge for icons. They help you defend against demands and share in other players' dogma effects.
- 5 Card Image:** One of the four icon slots on each card is instead filled with a hexagonal image depicting the innovation. It does not provide any benefit and effectively blocks one of the four slots.
- 6 Card Number:** A small code with the set letter (B for Base, E for Echoes, etc) and card number.
- 7 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, as shown on the right.



BLUE cards have these



GREEN cards have these



PURPLE cards have these



RED cards have these



YELLOW cards have these



Each player must take two actions on their turn. There are four types of actions: **Draw**, **Meld**, **Dogma**, and **Achieve**. You can perform the same type of action twice, or choose two different actions. These are your **First Action** and **Second Action**.

DRAW: Take a card into your hand.

MELD: Place a card from your hand onto your board.

DOGMA: Use the effects of a top card on your board.

ACHIEVE: With enough points, claim an Achievement.

NOTE 1: The first player (or first two in a 4+ player game) takes only a single action on their first turn.

NOTE 2: The free Draw Action you receive for sharing during a Dogma does not count as your First or Second Action.

A Draw action lets you add a card to your hand. Draw from the deck of age matching your highest value top card. The value of a card is the age number in the top right corner.

An age is **empty** if there are no cards in the deck of its value. If you would draw a card from an empty age **for any reason**, you draw from the next higher age instead. If multiple ages are empty, continue skipping as necessary.

If you attempt to draw an age 12 or higher card, **the game ends immediately**.

Example: You take a Draw action, and your highest top card is a 2. You attempt to draw a 2, but age 2 is empty. Instead, you draw a 3.



← Highest Top Card

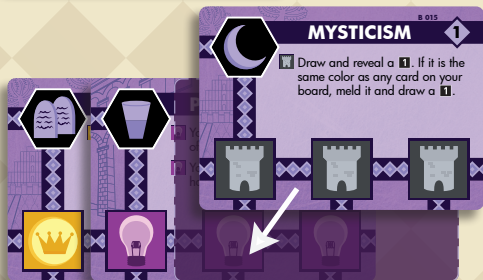
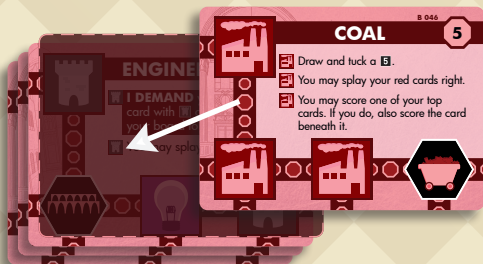
Age 2 Empty

Draw from next deck



To take a Meld action, choose a card from your hand and place it on your board. If your board has cards of that card's color already, stack it on top of them. If that color is splayed (p16), continue the splay.

Examples: Coal and Mysticism get melded onto existing stacks of cards. Purple is splayed right, so Mysticism continues the splay.



The Dogma action allows you to use the effects of cards on your board, and is split into four steps, which are explained on the following pages:

- 1) **Choose a Card.**
- 2) **Determine Sharing & Demands.**
- 3) **Execute Effects**
- 4) **Sharing - Free Draw Action.**

1) CHOOSE A CARD

To start a Dogma action, you must choose a card to activate. You must choose a **top card**, a card that is fully visible atop one of the five colored stacks on your board.

This choice represents your civilization turning its main focus to one of the innovations you have discovered. All of the effects on the card you choose will be executed, regardless of anything else that happens to it or other cards during the action.

2) SHARING & DEMANDS

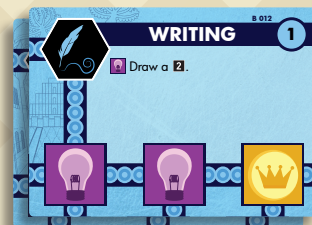
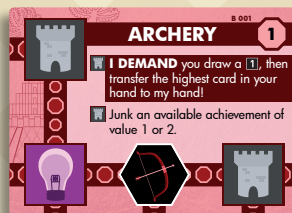
Each dogma effect is preceded by a small version of the icon most prevalent on the card, indicating that it is the featured icon for the card. Before any effects are executed, each player counts how many of that icon are visible on their board. Any player that has at least as many as you is **eligible to share** in the use of your innovation. Any opponent that has fewer than you is **vulnerable to demands** from your innovation.








LOCKING IN

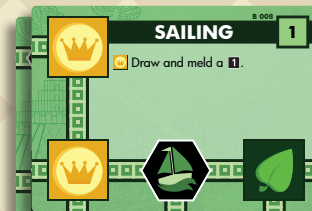


The list of effects to be executed and eligibility for sharing and vulnerability to demands are only determined once - at the start of the Dogma action. Even if the card is moved or covered up during the action, continue with the Dogma action until all the effects are executed. No other aspect of the game or its cards is "locked in", always evaluate boards, hands, icons, etc at the moment of effect execution.



Example: Your board is above, your opponent's below. If you chose Writing (Featured icon: ) with your Dogma Action, you would compare all the  on your board (3) with your opponent's  (3). Since they have at least as many, they are **eligible to share**.

If you chose Archery (Featured icon: ) with your action, you would compare  (2 to 0). They would be vulnerable to Archery's demand, and not eligible to share its non-demand effect.



3) EXECUTE EFFECTS

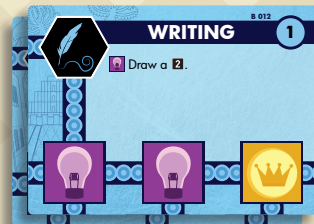
Many cards have multiple effects. You must execute all of them during a Dogma action. Always complete an effect entirely before you move on to the next effect.

Before you execute a **non-demand effect** (any effect that does not start with “I Demand”), each player who is **eligible to share** must first do so. Starting to your left and going clockwise, each eligible player must follow the effect’s instructions. After they are all done, you must perform them.

Demand effects are in darker boxes and all start with “I demand.” Read demand effects out loud to make it clear what your opponents must do. Starting to your left and going clockwise, each vulnerable opponent follows the instructions. Other opponents do nothing.

If you can only perform part of an effect, do as much as you can and ignore the rest. If any effect forces you to choose between multiple cards (such as “highest top card”, and two cards are tied), you decide which one to use.

Effects or parts of effects preceded by “you may” are optional. All others are mandatory, even if detrimental!



Example: Continuing our example, if you chose Writing, your opponent (eligible to share) would execute its effect and draw a 2. Then, you would do so.

If you chose Archery, you would read the demand effect aloud to them, as they are vulnerable. They would perform the effect as instructed, drawing a 1 and transferring a card to your hand. Then, you would execute Archery’s non-demand effect, junking an available achievement.



4) SHARING: FREE DRAW

If one or more players that were **eligible to share** your effects did so, then you take one free Draw action after the Dogma action is complete. This only occurs if an opponent's use of the shared effect causes them to do something with a card. This includes anything (splay, meld, tuck, exchange, transfer, draw, achieve, etc.) except for revealing a card, which does not count for sharing.

You do not get a free Draw action due to vulnerable players' execution of demand effects.

Example: Continuing the example, if you chose Writing, your opponent was eligible to share and did so, and you would receive a free Draw action. You would draw a **1**, as your highest value top card is a **1**, even though Writing put a **2** into your hand.

If you chose Archery, your opponent was not eligible to share. Even though they executed the demand effect's text, that does not count for sharing. You would not receive a free Draw action.

THE GOLDEN RULE

All Innovation effects are bound by its Golden Rule:
Do as much as you can, ignore the rest.

VERIFICATION

If execution of an effect involves the identity of cards that are hidden from other players but visible to you, you may need to **verify**. Any time another player would not know if you've accurately executed an effect based on what they can see, you must reveal the relevant cards.

IF CLAUSES/"IF YOU DO"

Many effects have conditional wording that change whether part of the effect will happen or not. For the condition to be satisfied, you must meet or have just met that condition, and what you did must have amounted to more than nothing.

"If you do" and **"If you don't"** always refer to the previous sentence in an effect, in its entirety.

Dogma effects use a variety of keywords and terminology to describe various things you must do with cards. A comprehensive list is below. If you are learning the game, you do not need to know the entire list of keywords in advance! Referencing them as they come up is sufficient.

Non-demand effects are written in the imperative; the card is telling the player executing the effect what to do.

Demand effects are written to be read aloud separately to each vulnerable player. First-person pronouns (I, me, my) refer to the player issuing the demand. Second person pronouns (You, your, yours) refer to the player being demanded of.

1 2 etc: Values in boxes refer to cards from the appropriate deck.

"All cards": Effects that instruct you to do something to "all cards" in a location or satisfying a condition affect one card at a time, and continue until no such cards remain.

Available Achievement: An available achievement is an achievement currently owned by no player.

Bottom: The bottom card in your pile of a color. If you have only one card of a color, it is both the bottom and top card of that color.

Card Image: The image in a hexagon on a card, depicting the innovation. The location of the image affects which plays are most effective.

Deck: The stack of cards in the center of the table of the specified value.

Draw / Draw and X: Many dogma effects instruct you to draw cards, or to draw a card and then do something to it (Meld, Score, etc). First, draw a card from the deck of the specified value, skipping empty ages as appropriate. Then, do whatever X is (tuck, score, meld, etc.) to the card you drew. 'Draw and reveal' effects place the card in your hand, unless the effect takes it away afterward.

Empty: An age is empty if the deck for it is empty.

Exchange: Swap cards from the two locations given, even if one half of the exchange is empty. An exchanged card has not been scored, (or melded, drawn, etc.) for the purposes of Special Achievements.

Highest / Lowest: Refers to the value (age number) of the cards in question. If multiple cards are tied and you need to choose the highest or lowest card, you may choose freely between the tied cards.

If / If you do / etc: See page 19.

Junk: A junked card is placed out of play, in a pile under the Junk card. If a deck is junked, junk each card currently in that deck.

Lose: If a player loses, they are eliminated from play. Junk all cards belonging to them. They are skipped in turn order, and no longer count for player adjacency.

Meld: Place a card onto your board, as you would during a Meld action.

Return: A returned card is placed at the bottom of its deck, face-down. If multiple cards are returned at once, choose the order.

Reveal: A revealed card is shown to all players, then remains where it was (hand, score pile, etc).

Score: To score a card, place it in your score pile, face-down. Your score is the total value of all the cards in your score pile.

Self-execute: Some effects instruct you to self-execute another card. When you do, you execute all the non-demand effects on that card. Demand effects are ignored, and you do not share non-demand effects, regardless of icon count. The card remains wherever it was, unless moved by the effects executed.

Splay: See page 24.

“This effect” / “This action”: A dogma effect referring to something happening during “this effect” means anything since the start of specific execution of the effect. One mentioning “this action” would count anything happening since the current player started the current action.

Top: The top card of each color is the card on top of its pile. If you have only one card of a color, it is both the bottom and top card of that color.

Transfer: Move a card from one area in play to another. Transferring a card does not count as melding, achieving, scoring, etc. A card transferred to a board becomes a top card on that board.

Tuck: To tuck a card, place it on the bottom of the matching color pile, continuing a splay if possible. If no cards of its color are on your board, it forms a new pile.

Value: The value of a card is its age number. If a card refers to the value of something you don’t have, like your top purple card if you have none, treat the value as 0. If an effect asks you to choose a value of card, you can only choose a possible age value of a card (from 1 to 11).

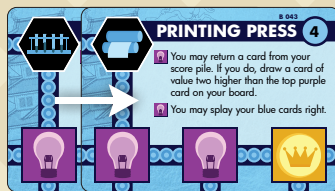
Many dogma effects will instruct you to **splay** a color in a direction. At any given time, a color is either unsplayed, splayed left, splayed right, splayed up, or splayed aslant.

To splay a color, take the top card and slide it in the direction indicated, revealing one icon on each card in the stack if splaying left, two icons if splaying right, three icons if splaying up, and four icons if splayed aslant. If there are more than two cards, repeat the process so that all cards in the color are splayed. If the color was already splayed, unsplay it before splaying it in the new direction.

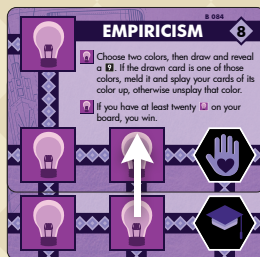
If a color contains zero or one card, it **cannot be splayed**. If a splayed color is reduced to zero or one card, it does not remember that it was previously splayed.

If a color is splayed, it **cannot be splayed** in the same direction again.

Splayed Left



Splayed Right



Splayed Up



Splayed Aslant

You may only take an Achieve action if you are eligible to claim an available Standard Achievement. To be **eligible** for a Standard achievement, you must satisfy **both of two conditions**.

First, your score must be at least five times the age number of the achievement. Your score is the total value of all cards in your score pile. Second, you must have a top card on your board of equal or higher value to the age number of the achievement.

When you take the Achieve action, claim any one achievement you are eligible for, and put it face-down under the right side of your Reference Card. You do not spend cards from your score pile when taking an Achieve action, your points are merely a threshold for eligibility.

You can only be eligible to claim an achievement if it is available in the center of the table. Once another player has an achievement, it cannot be claimed by anyone else.

Example: You, in the example below, have 15 points ($4 + 4 + 4 + 3$), and your highest top card is a 2. You have already claimed the age 1 achievement.

You are eligible to claim the age 2 achievement, since you have at least 10 (2×5) points, and a top card of value 2 or higher.

You are not eligible to claim the age 3 achievement. Although you have at least 15 (3×5) points, you do not have a top card of value 3 or higher.



SCORE

4 4 4 3

4 4 4 3

ACTIONS You must take two actions on your turn. You may perform the same action twice.

<p>MELD</p> <p>Place a card from your hand onto your board, on top of a matching color pile if present. If the pile is played, continue it.</p>	<p>DRAW</p> <p>Take a card from a deck into your hand, of value matching your highest top card. If empty, instead take one from the next available higher deck.</p>	<p>ACHIEVE</p> <p>Claim an achievement if you have $5 \times$ its value in points, and a top card of equal or higher value. Points are not spent.</p>
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DOGMA

Choose a top card on your board and execute each of its effects, one by one in order. Players are vulnerable if they have fewer of the featured icon than you, or eligible to share if they have at least as many.

- An **I DEMAND** effect is read out loud to each vulnerable player, going clockwise. They must perform the effect.
- A non-demand effect is performed by each other player eligible to share, going clockwise, and then you. They must perform the effect.
- If any opponent shared any non-demand effect and that caused something to happen to a card, take one free Draw action after the Dogma action ends.

ACHIEVEMENTS

1 PREHISTORY

Special Achievements each have a condition you must satisfy to claim them, and state when they can be claimed. Claiming a Special Achievement does not use an action, and they can even be claimed during another player's turn. If more than one player could claim the same Special Achievement at the same time, the first such player in turn (clockwise) order starting to the left of the current player claims it.

Like Standard Achievements, once a Special Achievement is claimed by a player, it is no longer available for others to claim.

CHAIN RULE

If, while self-executing a card's effect, you would perform the keyword "self-execute", first draw and achieve an 11, awarding yourself a Chain Achievement. There is no limit (aside from the size of the 11 deck) to the number of Chain Achievements that can be awarded during an action.

There are four ways to win a game of Innovation: by achievements, score, card effect, or elimination.

ACHIEVEMENTS

To win via achievements, you need to claim a number of achievements depending on how many players are in the game. For a two player game, 6 achievements are needed. For each extra player, subtract one.

Winning via achievements is checked at the end of each action, after checking for Special Achievements. If more than one player has enough achievements to win, the player with the most achievements wins. If there is a tie, the first tied player to the left of the current player wins, in turn (clockwise) order.

SCORE

To win by score, the game must end due to a player attempting to draw a card higher than age 11. This can happen if the 11 deck is empty, or through various dogma effects. The moment the card would be drawn, the game ends immediately. In this case, each player's current score is more important than achievements, as their relevance has dwindled from the passage of time.

The player (or team) with the highest current score wins. If tied, most achievements wins. If still tied, the game is a draw.

CARD EFFECT

Several card effects can end the game early. Some allow you to win given a certain condition, which, if satisfied, ends the game immediately. Others let "the single player with X" win. These also end the game immediately, but only if there is no tie for X. If there is a tie, that portion of the effect is ignored entirely.

ELIMINATION

Rarely, an effect can cause a player to lose. If a player loses, all of their cards are junked and they no longer are part of the table for turn order or adjacency. If all players but one are eliminated, the remaining player wins immediately. If a player needs to concede for any reason in a multiplayer game and the rest want to continue playing, treat them as if they lost via an effect.

You can play Innovation in teams. Team play with larger player counts is less chaotic and more strategic, if that's what you're seeking. The most typical way to play with teams is 2v2, with teammates across from each other. However, you can play with teams of any size and table arrangement if so you desire! An individual can even play as a team of one. A 2v1 game can be a fun way to teach inexperienced players while giving them an advantage.

Almost all rules in a team game remain the same as a normal game. A teammate is never vulnerable to your demands, nor are they an 'opponent'. Your team's achievements are counted together for determining victory (6 for a team to win), but you claim achievements without counting your partner's score.

If an individual player wins, their entire team wins. If an individual player loses, their teammate may concede or choose to continue an uphill battle. If the game ends by a player trying to draw a card higher than age 11, the team with the highest combined score wins.

In non-team games with four or more players, Parley rules are in effect. For the purposes of Parley rules, a player is either a neighbor (adjacent to your left or right) or distant. There are three situations where a Parley is relevant. The cost to Parley is to **return a card from your hand**.

1: When choosing a card to Dogma, you may Parley to choose a top card on a distant player's board to activate. For the Dogma action, you'll use its featured icon and effects. Only count icons on your own board.

2: If you are eligible to share during a distant player's Dogma action, you may Parley to confirm your eligibility when you're about to execute a shared effect for the first time. If you Parley, you're eligible to share effects for the duration of the action. If you don't, you're not eligible during the whole action.

3: If you are vulnerable to a demand effect from a distant player's Dogma action, you may Parley to become immune when you're about to be forced to execute the demand. If you Parley, you're no longer vulnerable. If you don't, you remain vulnerable as normal.

If applicable, you may Parley for each of situations 2 and 3 during the same Dogma action, returning a card for each.

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. If playing with teams, teammates are considered Others. 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

UNOWNED CARDS	
Decks	Back
Standard Achievements	Back
Special Achievements	Front/Back
Junk	Back

At AsmadiGames.com/Innovation, you can find PDFs of this rulebook and the Innovation Ultimate rulebook. Innovation Ultimate is the full Innovation box set, containing the 4th Edition version of all five expansions. That PDF has larger diagrams, and some bonus information on teaching and strategy.

If you have any rules questions, you can post to the forums at BoardGameGeek, or email us directly at innovation@asmadigames.com. We check for questions frequently, and are always happy to help you play our games!



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Also, thanks to everyone over the past 15 years who has played this game in its various prototype and finished forms. Special thanks to those who have loved this game enough to answer questions on various games forums across the Internet, teach it to their friends, and generally spread the word about it!



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