

The 17 cards in this pack are replacements to correct a handful of typos and icon errors in Innovation and its expansions.

We apologize for the mistakes!


We hope you enjoy Innovation, and feel free to contact us at **asmadigames@gmail.com** if you have any questions or comments.



NEWTON-WICKINS TELESCOPE

5



Choose a value. Return a number of cards from your score pile equal to the chosen value. If you do, draw and meld a card of value equal to number of cards returned. If the melded card has a , return it.





PAVLOVIAN TUSK

1



Draw three cards of value equal to your top green card. Return one of the drawn cards. Score one of the drawn cards.



FLUTE

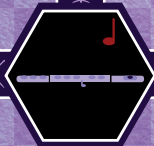
1



I DEMAND you return a card with a bonus from your hand!



Draw and reveal a **1**. If it has a bonus, draw a **1**.



You may splay one color of your cards left.

SHRAPNEL

6



I DEMAND you draw and tuck a **6**! Transfer the top two cards of its color from your board to my score pile! Transfer the bottom card of its color from my board to your score pile!



Draw two **9**.

Return one,
foreshadow
the other.

JEANS

7



Choose two different values less than **7**. Draw and reveal a card of each value. Meld one, and return the other.



Draw and
foreshadow
a **10**.

EMAIL

9



Draw and foreshadow a **9**.



Execute all non-demand dogma effects on your lowest non-green top card. Do not share them.





MARTIN SCORSESE



10

If you would meld a figure, instead tuck the figure and claim a standard achievement, regardless of eligibility.



Draw and
meld a

10



FIGURES REFERENCE



DECREES: To use a Decree action (once per turn only), remove all your cards in hand from the game. You must have figures of three different values in your hand to do so. Claim a Decree matching the color of one of the figures removed.

FADE: At the end of any action on any player's turn, if you have more than one figure visible, you must fade the excess. Score a top figure from your board, and repeat until you have only one top figure.

INSPIRE: To use an Inspire action (once per turn only), choose a color on your board with Inspire effects. Execute each of them, and then draw a card of value equal to your top card of that color.



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MONA LISA

4



Choose a number and a color. Draw five **4**, then reveal your hand. If you have exactly that many cards of that color, score them, and splay right your cards of that color. Otherwise, return all cards from your hand.



Draw and
foreshadow
a card of
any value.

BIFOCALS

6



You may return a card from your forecast.
If you do, draw and foreshadow a card of
value equal to the card returned



You may splay your green cards
right.



LEGEND



REPUTE



FAME



GLORY



VICTORY



SUPREMACY

