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Innovation

Cities of Destiny

RULEBOOK

Cities of Destiny: Edition III

2-4 players ⚙ **30-60 mins** ⚙ **Ages 13+**

Expansion Setup

Each Innovation expansion has 105 cards that are split up into 10 ages, just like the base set. These cards are kept as separate supply piles. They can be stacked at a 90 degree angle underneath the base set supply piles, or placed next to them.

Also, place the five Cities special achievements next to the base set special achievements. All ten are available to be claimed during the game.

Playing with Expansions

For each expansion you include in a game of Innovation, increase the number of achievements required to win by 1, and the maximum player count by 1. It is recommended that only fully veteran groups play with 5+ players.

For 5+ player games, we recommend the following rule for **distant** players (those two or more seats away):

A **distant** player must have at least twice as many of the featured icon to share an effect. You must have more than twice as many of the featured icon to make a distant player vulnerable to demands.

Multiple events may trigger after you take a Meld action. If this happens, perform them in the following order:

1) Execute a City icon's effect.
2) Draw a City.
3) Dig an Artifact, and place it on display.
4) Promote a foreshadowed card.
5) Execute a Figure's "When" karma effect.

Expansion Cards

Expansion cards in play behave just like any other Innovation card. They can be melded, scored, tucked, and so forth. If an expansion card is returned, place it on the bottom of its supply pile.

Since the backs of expansion cards are colored differently, the type of cards in your hand, score pile, and forecast are public knowledge, just as their values are.

The **type** of a card refers to which expansion it is from.

If there are no base cards left in the supply value for an age, that age is considered **empty.** When drawing expansion cards, skip empty ages **even if there are expansion cards of that age available.**

Example: You need to draw an age 2 Cities card, and the base supply pile for age 2 is empty. You draw an age 3 Cities card instead, even if there were age 2 Cities cards remaining.

In the rare case that there are no expansion cards available of the type and age you tried to draw from, draw a base card of that age instead.

Cities

Drawing Cities cards: There are two situations that will cause you to draw a City.

(1) After a Meld action, if you added a new color to your board. *Note: a meld from a dogma effect does not trigger this condition.*

(2) Immediately upon splaying a color in a new direction.

If you already have one or more Cities in your hand, ignore the trigger entirely. Otherwise, draw a City of value equal to your highest top card, skipping empty ages as necessary.

Cities do not have dogma effects, instead each has six icons. Since they have no dogma effects, normally you cannot choose them with the Dogma action.

If you are also playing with *Echoes of the Past* or *Figures in the Sand,* however, then you can take a Dogma action and choose a City if it has one or more echo effects visible in its color. The featured icon for a City is the icon most frequent on it -- in the top right of the card for quick reference.

City Icons

Each City card has one or two special icons in addition to normal icons. Every Plus, Search, and Arrow icon will grant an immediate effect when melded, but **only if the city was melded with a Meld action** (not through an effect). Flags and Fountains provide benefits as long as they are visible. If a city has two special icons, both take effect.

If playing with Echoes of the Past, remember to check its draw condition when using the Plus and Search effects. If a city has two special icons, both will take effect, in whichever order you choose.

Plus: Draw a card of value one higher than the city's age.

Arrow: Splay the city's color in the direction indicated by the arrow.

Search (normal icon with a magnifying glass): Search icons count as normal icons while visible. In addition, the Search effect causes you to draw and reveal X base cards of value X, where X is the value of the city. Of all the revealed cards, take all cards that bear the same icon as the Search into your hand. Return the rest. Ignore all expansion draw rules and effects during a Search action, and do not draw from the next higher age if the stack is depleted.

Flag: While a flag is visible, it counts as an achievement if no opponent has more visible cards of the flag's color than you do.

**Fountain:** While a fountain is visible, it counts as an achievement.

Endorse Action

The Endorse action allows you to perform a doubled Dogma action. It can be used as either of your two actions during a turn, but cannot be used twice.

To take an Endorse action, perform the following steps:

1) Choose the top card on your board that you want to Endorse, and note its **featured icon**.

2) Choose a top city on your board. It must have the featured icon on it.

3) Pay for the Endorse action by tucking a card from your hand of equal or lower value to the city you chose. The tucked card's color and icons are irrelevant.

4) Execute the effects from the card you chose in step 1 as if it were a Dogma action:

• Determine eligibility for sharing, vulnerability to demands, and which echo effects are visible as you normally would.
• When you execute a non-demand effect, do it twice.
• When you issue a demand, affect all opponents twice (go around the table clockwise, and then a second time).
• When another player shares a non-demand effect, they execute it only once.
• Draw for sharing, if applicable.

Endorse Example

You take an Endorse action, targeting The Pirate Code. You choose Jakarta to endorse The Pirate Code because its featured icon, 👑, is present on Jakarta. To pay for the action, you must tuck a card of value 3 or less from your hand (it can be any card of any color). You then determine eligibility and vulnerability as with a normal Dogma action. You issue the demand twice, then share the non-demand effect, then execute it twice for yourself.
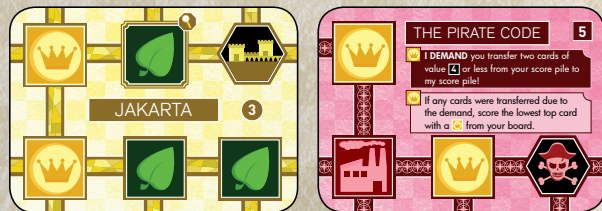
Bonuses

Cards can also have **bonus** icons in place of one of the standard icons. A bonus icon grants you additional points as long as it is visible. Your highest visible bonus is worth its value in points. All your other visible bonuses are worth one point each.

A card with a bonus is not part of your score pile for the purpose of effects that target cards in your score pile.
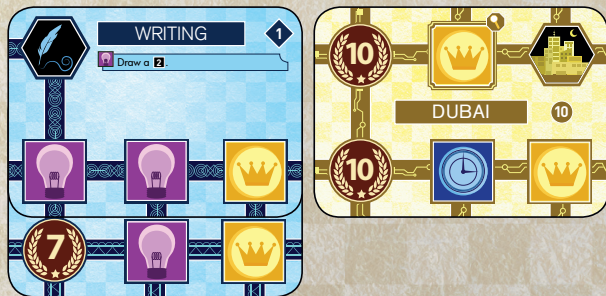
Example: The 10 is the highest bonus visible on your board. It is worth its full value of 10. You have two other bonuses visible on your board, each of which is worth 1. Together, they add 12 points to your score (the value of all cards in your score pile)

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