



By Carl Chudyk

Innovation

◆ Echoes of the Past ◆



RULEBOOK

Echoes of the Past: 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 Echoes 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 Echoes card, and the base supply pile for age 2 is empty. You draw an age 3 Echoes card instead, even if there were age 2 Echoes 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.

Echoes Cards

Drawing Echoes cards: Whenever you would draw a base card for any reason, you must check to see if you should draw an Echoes card instead. If you have cards in your hand, but none of them is an Echoes card, draw an Echoes card of the value you would have drawn.

If you are drawing multiple cards, check this rule on each card you would draw, one-by-one. A card that is 'drawn and revealed' is part of your hand until it is returned.

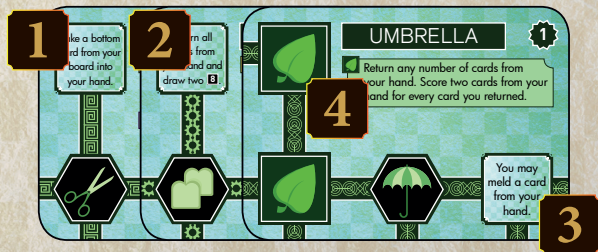
Ex: Comb's dogma effect instructs you to draw and reveal five 1. If your hand had two base cards in it, you would draw and reveal an Echoes 1, then four base 1s, before proceeding with the rest of the dogma effect.

Game Start

When playing with Echoes of the Past, the setup changes slightly. Each player draws two age 1 cards: one from the base age 1 supply pile, and one from the Echoes age 1 supply pile. They can meld either of the two, and the player that melded the card whose title comes first alphabetically takes the first turn.

Echo Effects

Many cards have an **echo effect** in place of one of the standard icons on a card. These effects get executed during a Dogma action. When you choose a card for your Dogma action, you execute (and share) each visible echo effect in its color first, starting with the bottom card and working up to the top. The featured icon is the same for all echo and dogma effects. All echo effects are non-demand effects.



Example: When taking a Dogma action targeting Umbrella, first check to see who is eligible for sharing. Then, execute the three echo effects (1, 2, 3), and finally Umbrella's dogma effect (4). Before each effect, players eligible to share would do so.

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).

Foreshadow

Foreshadowing allows you to store cards for future use in an area called your forecast. Cards in your forecast are facedown and tucked under the top edge of your reference card. You may look at them at any time, but your opponents may not. When an effect causes you to foreshadow a card, place it in your forecast.

At the conclusion of a Meld action, any card in your forecast of equal or lower value to the card you melded is eligible to be promoted. You may choose one eligible card to promote (meld it). If you do, you may also take a free Dogma action targeting the promoted card. This free Dogma action does not count as one of your two actions for the turn.

PROMOTING A CARD

1. Take a Meld action.
2. (Optional) Promote an eligible card from your forecast by melding it.
3. (Optional) Take a free Dogma action, targeting the promoted card.

Duplicate Achievements

Echoes of the Past can add or remove cards from the standard achievements area, or allow you to claim a card as a standard achievement directly from a different area. These cards often take effect only if you are eligible to claim that achievement.

Typically, you are eligible to claim an achievement if your score is at least five times its age (5, 10, 15... for ages 1, 2, 3...), and if you have a top card equal to or higher than its age. If you already have a standard achievement of that age, you need twice as many points to be eligible. If you already have two, you need three times as many points, and so on.

Example: You already have age 1 and 3 standard achievements. An additional age 3 achievement has been added to the available standard achievements. You would be eligible to claim it if you had at least 30 points in your score pile, and a value 3 or higher top card on your board.

Card Updates

Several cards in Echoes of the Past changed between 1st and 3rd edition. They are:

- (1) Noodles
- (1) Comb
- (1) Plumbing
- (1) Flute
- (1) Dice
- (2) Watermill
- (2) Crossbow
- (3) Liquid Fire
- (3) Almanac
- (4) Barometer
- (4) Globe
- (7) Typewriter
- (7) Fertilizer
- (9) Camcorder

The changes to these cards range from improving balance to better thematic integration. Since the original first printing of Echoes of the Past, the way Echoes cards were drawn changed. This made some cards too strong, and other cards too weak. Now, in Third Edition, they should function in the controllably chaotic and exciting fashion you expect from Innovation.

Credits

Game Design: Carl Chudyk

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Please feel free to contact us at AsmadiGames@gmail.com with any rules questions, or post to the BoardGameGeek forums, which we frequent. The Innovation website at asmadigames.com/innovation contains a detailed FAQ, the Innovation: Deluxe rulebook containing all expansions in one document, and more!

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