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Innovation

Figures in the Sand

RULEBOOK

Figures in the Sand: 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.

For Figures in the Sand, also place the five Decrees next to the Special Achievements. Rules for their use are explained on page 9.

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

Figures Cards

Drawing Figures cards: There are two situations that will cause you to draw a Figures card (a Figure).

(1) If you would draw a base card after a Dogma action because you shared one or more non-demand effects, draw a Figures card instead.

(2) After a player takes an Achieve action, each opponent must draw a Figures card.

In both cases, if you are drawing a Figures card, check to see what **base card** you would take with a Draw action (your highest top card, and then skipping any empty ages). Draw a Figure of that age.

Example: My highest top card is a 5, and my opponent takes an Achieve action. The base set age 5 pile is empty, so I draw an age 6 Figure.

Figures cards do not have dogma effects, they have karma effects (page 6). You can take a Dogma action and choose a Figure if it has one or more echo effects visible in its color. The featured icon for a Figure is the icon most frequent on it -- in the top right of the card for quick reference.

Karma Effects

Each Figure has one or more karma effects. They do not need to be activated with a Dogma action to be used. There are four types: "When," "Each," "Decree," and "Would." Karma effects never chain or trigger off of other karma effects. In the rare case that multiple "Would" karmas are triggered by the same action, the current player decides which karma occurs and ignores the others. Remember, any time some portions of an effect are not possible, do as much of the effect as you can, and ignore what you cannot do.

> If you would remove or return a figure from your hand, instead tuck it.

"Would" karma effects begin with "If you would," and then have a triggering condition and a reaction. When that condition occurs, the karma effect interrupts whatever effect or action was in progress. If the reaction starts with "instead," cancel the original effect and follow the instructions of the karma effect instead. If the reaction starts with "first," follow the instructions of the karma effect, and then continue with the original effect. Would karmas stay in effect as long as the figure remains a top card.

> Each card in your score pile and forecast provides one additional 💡.

"Each" karma effects begin with "Each" and then list something on your cards that will be modified. This can be icons, cards in a certain location, or your score, and the karma effect will describe how they are changed. Each karmas stay in effect as long as the figure remains a top card.

> You may issue an Expansion Decree with any two figures.

"Decree" karma effects allow you to take a Decree action with two figures in your hand instead of three, and also remove the need to have a figure of the correct color to issue the decree. Decree karmas stay in effect as long as the figure remains a top card.

> When you meld this card, score all opponents' top figures of value 1 or 2.

"When" karma effects begin with "When you meld this card," Follow the instructions immediately when the Figure is melded.

Inspire Action

Inspire is a new action type that serves as an enhanced Draw action. You may take an Inspire action as either of your two actions, but you may not Inspire twice in one turn. Choose one color with visible Inspire effects, and execute each of them in order from the bottom card to the top. Then, draw a card of value equal to your top card in that color, ignoring the other top cards on your board. These effects are not shared. Inspire effects have a ⬡ in the top left corner and a brighter, non-checkered background to distinguish them from echo effects.

Example: Taking an Inspire action and targeting your red stack would cause you to (1,2) execute two Inspire Effects, and then (3) draw a card of value equal to your top red card, a 2.

Decree Action

Instead of typical special achievements, Figures in the Sand includes five Decree cards, one for each color. Decrees are a special type of achievement, but one that is not safe and can be stolen. All five Decrees begin in the center of the table with the other Special Achievements. Decrees are claimed by taking a Decree action.

You may only take a Decree action if you have Figures of three different values in your hand. To do so, remove all the cards in your hand from the game (including both Figures and non-Figures). Then, choose a Decree matching the color of one of the Figures you removed.

• If it is in another player's Achievement pile, return it to the area with the Special Achievements. Do not activate its effect.
• If it is in the center of the table, claim it as an Achievement and activate its effect.
• If it is already in your possession, activate the effect.
Decrees are very powerful! Using them effectively is key to victory.

Many Figures have a karma effect stating that you may issue a specific Decree with any two Figures. This allows you to take the Decree action with two Figures in hand instead of three, choosing that specific Decree. The colors of the Figures are irrelevant, but you still must remove your entire hand from the game.

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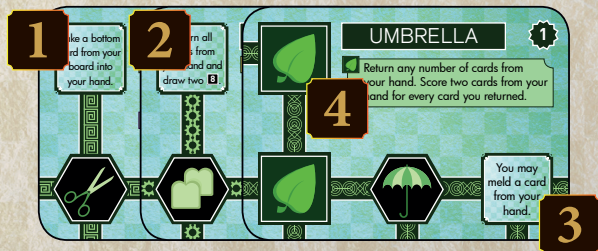
Example: When taking a Dogma action targeting Umbrella, first check to see who is eligible for sharing. Then, execute the three echo effects (1, 2, 3), and finally Umbrella's dogma effect (4). Before each effect, players eligible to share would do so.

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)

Fade

At the end of any action (on any player's turn), if you have more than one top Figure you must fade the excess. To fade a Figure, score it. You must continue fading Figures one by one until you have only one top Figure. You choose which Figures to fade. Figures that are partially visible due to splays do not count for fading.

Credits

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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