



2-5



14+



60mn

INNOVATION

CARL CHUDYK


■ CONTENT

- 1 Rulebook
- 1 Gaming board / Rules summary
- 105 Innovation cards (21 per color)
- 5 Gaming aids
- 5 Domain cards

■ PRESENTATION

Civilizations have never competed so fiercely to leave their mark in history!

Discover 105 new Innovations and effects that bring even more unexpected developments in your games!

Benefit from past abilities thanks to Echoes of your ancient Innovations,

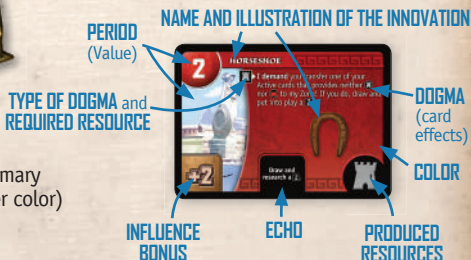
Win Influence directly through the cards in your gaming Zone,

Anticipate the discovery of Innovations by researching cards from coming Periods.

You can also now hold five-player games and the conditions for Domination Victory have changed.

■ ECHO CARDS

Echo cards work like Innovation cards in the basic game. There are 15 for the first Period and 10 for each of the following.



Their border is black and some of them sport one or two new abilities:

■ **ECHO EFFECT:** every time you activate a card from a pile with visible Echoes (even on the Activated card), resolve the Echoes first, then the Dogmas of the Activated card. (See Activate p.3)

■ **INFLUENCE BONUS:** add the highest Influence Bonus in your Gaming Area to your Influence, increased by 1 per additional Influence Bonus (whatever its value).

Example: you have four visible Influence Bonuses in your Gaming Area: 6, 6, 3 and 2. Thanks to these bonuses, you add 9 (6+1+1+1=9) to your Influence.

Note: the Influence Bonus is not necessarily equal to the value of the card. Dogmas that affect Influence cards do not affect cards with an Influence Bonus.

Set Up

Shuffle the base game's cards by Period and make 10 draw piles that you place as illustrated. Draw the first card from Periods 1 through 9 without looking at them and place them in the center to represent the Periods to be dominated.

Shuffle the cards of this expansion by Period and make 10 draw piles that you place alongside their corresponding Period. Place the Domains of the base game and the expansion to the side. Each player then takes a gaming board, draws 2 cards from Period 1 (one from the base game, one from the expansion), chooses one that is put in play face-up, and keeps the other in Hand without revealing it.

The first player is the one whose Innovation in play is the first in alphabetical order. The first player (or the first two in a four- or five-player game) gets only one Action on the first turn.



■ GAME MECHANICS

Actions are chosen as in the basic game but their effects, or the way they are resolved, may differ.

Note: the number, type and value of the cards in your Hand must be visible to every other player at all times.

ACTIONS

■ **DRAW:** You cannot draw from a Period if its basic Innovation draw pile is empty, even if there are Echo cards left. If such is the case, draw from the next higher Period that still has basic cards.

If you have at least one card in Hand but no Echo cards, then every time you need to draw, the card you draw will be an Echo card of the Period from which you are supposed to draw. **If you have no cards in Hand, or you have an Echo card in Hand, or there are no more Echo cards available in the Period from which you are supposed to draw**, then draw a basic card from that Period according to the normal rules.

Example: You activate Wheel, you have no card in Hand, and there are no more cards in Period 1. First draw an Innovation card from Period 2, then an Echo card from Period 2.

If a dogma requires you to draw and use multiple cards — for example, «draw and score» — you must draw and use the first card, then the second, etc.

Example: If you activate Loom, and you have one basic card in Hand, but no Echo cards, the three cards drawn and scored will all be Echo cards.

■ **PLAY:** When you play a card, you can play one of your Projects (see Research / Projects) for free if its value is no higher than the value of the card you played. You then activate this Project and share its Dogmas normally.

■ **ACTIVATE:** When you activate a card, resolve all the Echo effects in its pile starting with the one closest to the bottom card and working your way up to the Active card (including the effect — if any — of the Active card) before resolving

the Dogmas of the activated card. Echoes are Cooperative Dogmas that are shared normally. Their required Resource is identical to the Resource of the Dogmas on the activated card.

■ **DOMINATE:** Some Echo cards make it possible to dominate other Periods than the basic nine. When you have the possibility of dominating a Period you already dominate, the Influence necessary to do so is multiplied by the number of Periods of that value that you already dominate plus one.

Example: If you dominate one Period 1 card and wish to dominate a second, you need 10 Influence points to do so. If you dominate two period 3 cards, you need 45 Influence points to dominate a third of that Period. Other players still need only 15 Influence points to dominate this third Period.

You still need to have an Active card with a value at least as high as the Period in order to dominate it.

DOGMA EFFECTS

■ **RECYCLE:** Whenever you must recycle a card, place it face-down at the bottom of the corresponding card Draw pile for its Period: basic if it's a basic card; Echo if it's an Echo card.

■ **RESEARCH / PROJECTS:** Some cards require players to “research” a card. A “researched” card is called a “Project”. Place it face-down under that player's gaming board. Its owner may look at it at any time. When a player chooses the **PLAY** action, right after he puts his card in play, he may opt to put one of his Projects in play for free, provided its value is no higher than the value of the card played. If he does so, he must activate — and share — the Project's Dogmas.

■ DOMAINS

You dominate the five new Domains the same way you did the old ones, either through a Dogma or as soon as a player meets the indicated requirements.

■ END OF THE GAME

The game ends as the basic game does, except for Victory by Domination.

■ **VICTORY BY DOMINATION:** the game ends whenever a player dominates a number of Domains and Periods. This number depends on the number of players:

2 players : 7 Dominations

3 players : 6 Dominations

4 players : 5 Dominations

5 players : 4 Dominations

EXAMPLE OF A PLAYER'S GAMING AREA

When the player activates Clock, he first activates the Echo effect of Bell, then the Echo effect of Clock, and finally, the Supremacy dogma of Clock.



INFLUENCE

The player has 15 Influence points, 8 (in Influence) +5 (highest Influence Bonus, from Clock) +2 (+1 and +1 for the two Influence Bonuses from the yellow and green piles).



DOMINATIONS

The player has successfully dominated the First Ages twice (1) thanks to Chopsticks which added one and to the fact that he had at least 10 Influence points (2x5) in order to dominate the second.

PROJECTS

Slip the researched cards here with their value visible. You can always look at your Projects.



Projects can be played for free whenever you play an equal or higher Innovation (6).

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