

Rules of Play, version 1.1

2-4 Players, 30-60 Minutes Ages 14+



Introduction: In Innovation, players will journey through the advancing ideas and technologies of history, from the Stone Age up through modern times. Every card uniquely represents one such innovation and belongs to one of ten ages. As you play you will accumulate these cards in front of you, stacking them in piles by color so that at most five cards, one of each color, are active at any given time. Each card has one or more text-based effects and three icons. In addition, each card has a hexagonal black and white card image taking up one of the four slots which could hold an icon. The effects are what will help you advance beyond your opponents' civilizations, and the icons are the source of power that will allow you to share effects or attack other players. While only five cards are active at any time, the cards stacked beneath may eventually be splayed (spread out) out to reveal additional icons to give power to your civilization's actions. By using your innovations to score points, you may eventually claim achievements. Achievements are the simplest path to victory, but there are other ways to win!

Credits

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Also, thanks to all the BGG'ers that helped proofread the rules, reference cards, and to all the pre-release orderers, who provided much useful feedback on the first printing of the game.

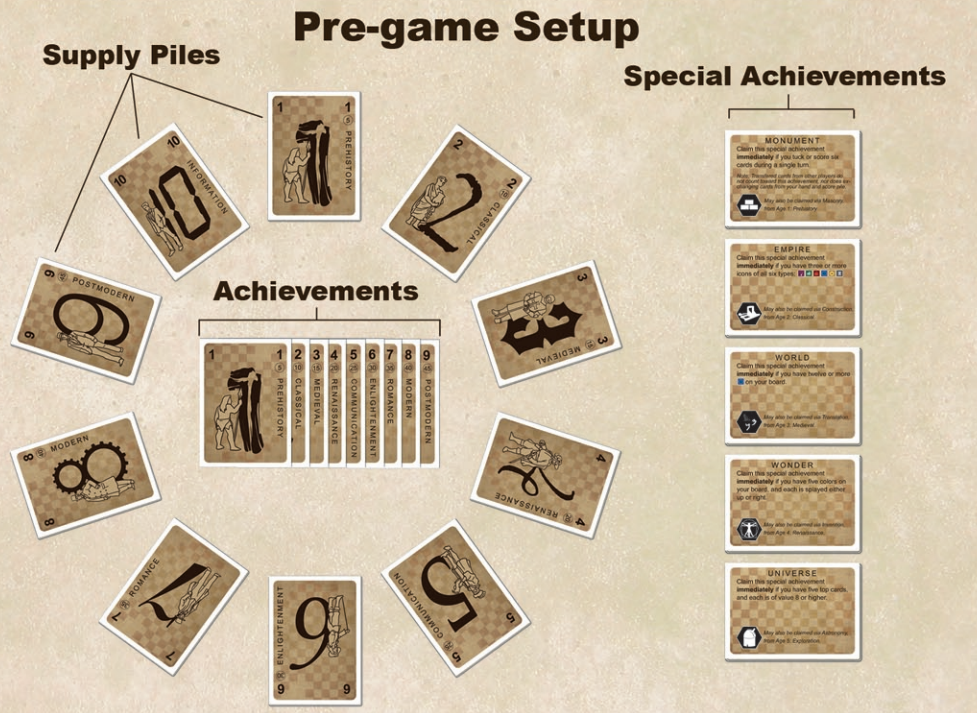
Please feel free to contact us at AsmadiGames@gmail.com with any rules questions, or post to the BoardGameGeek forums, which we frequent.

Also, you should play Win, Lose, or Banana at <http://WinLoseorBanana.com/>

Setup

Separate the cards into piles corresponding to the ten ages, as numbered on their backs, and then shuffle each pile separately. Arrange them in a circle, as shown in the diagram. Take one card (do not look at it!) from each of the first nine ages, and place them in the center. These cards are now Achievements, and will not be used for the text on their front-sides. Place all five of the Special Achievements next to the circle. Finally, deal two cards from the first age, Prehistory, to each player. These two cards form each player's starting hand.

To determine who will go first, each player chooses and then simultaneously melds a card (places in front of them face up, as explained later) from their hand. The player who melds the card closest to the beginning of the alphabet begins the game. The first player's first turn (or the first two players' first turns, in a four-player game) will be a half-turn, with only one action instead of two.



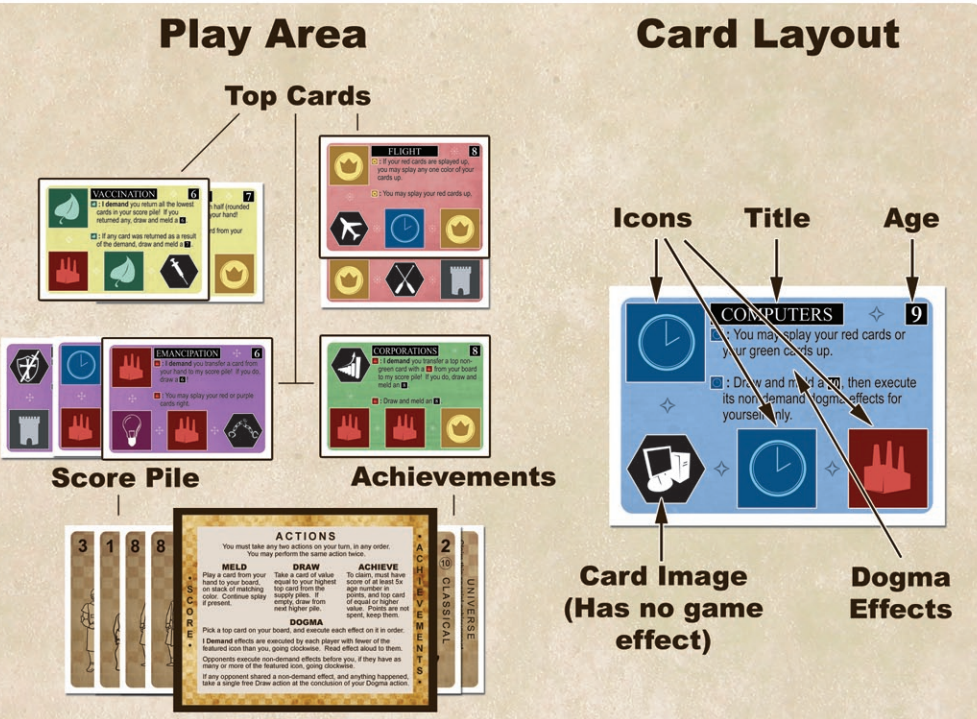
Your Play Area

Your reference card forms the base for your play area. Cards that you score are placed face down under its left side. Each card's individual point value is its age number. You may look at the cards in your score pile at any time to determine their identities. The quantity and value of cards in your score pile are always public knowledge.

Achievements that you claim are placed under the right side of your reference card. They do not have specific values, instead it is the quantity of achievements you possess that matters. You may not look at the identity (front side) of Achievement cards.

Above your reference card is your board. Your board will contain up to five piles, one for each color of card in the game. You will never have a pile of mixed colors, as cards always go into their matching pile. You may always look through your piles, but may not look through opposing players' piles.

In addition to the cards on the table, as you draw cards they will be added to your hand. The number of cards in your hand and the ages to which they belong are public knowledge, but the identity of each card is hidden from other players.



Game Structure

On each of your turns, you will perform two actions, and then the next player going clockwise will take a turn. There are four available actions, which can be mixed, duplicated, and combined in any order.

Draw: Draw a card into your hand from the supply pile matching the highest value among your top cards. Any time you try and draw a card from an empty supply pile, draw from the next available higher pile. For example, if your highest top card is a 4, and there are no 4, 5, or 6 cards to be drawn, you would draw a 7. If your board is empty, draw a 1. You may not choose to draw a card from a lower pile than your highest top card with a Draw action.

Meld: Choose a card from your hand, and place it on top of the pile of matching color on your board. If there is no such pile, start a new one. If the pile is already splayed, continue the splay. You may meld any card from your hand, even if it is lower or significantly higher than the previous top card.

Achieve: You must satisfy two requirements to claim an achievement. First, you must have points equal to or greater than five times the age of the achievement. Second, you must have a top card on your board of equal to or higher value than the number of the achievement you wish to claim. If you meet both, claim the achievement and place it under the right side of your reference card. Claiming an achievement doesn't spend points from your score pile, you retain

them. Once claimed, an achievement may never be lost or stolen. Special Achievements are claimed instantly without spending an action. They are explained later.

Dogma: The dogma action represents your civilization believing in one of the innovations you have placed. It is the central mechanic of the game. To use it, select one of the top cards on your board and then execute each dogma effect on it in order. Every dogma effect is preceded by an icon. This is the "featured icon" for that effect. Before beginning the dogma action, each player should tally the number of matching icons they have on their board. Do not recount after each effect on a card. There are two different types of dogma effects:

Dogma effects beginning with **I Demand** are offensive effects that some of your opponents may be forced to perform. Specifically, each opponent with less of the featured icon than you must execute the action, one by one going clockwise from you. Read the dogma effect aloud to your affected opponents to make it clear exactly what is to happen.

Other effects are performed by you and any other players that are eligible to share. Specifically, each opponent with as many or more of the featured icon as you must share non-demand effects. They perform the effects first, going in clockwise order, followed by you. If one or more opponents shared non-demand effects during the dogma action, you get a single free Draw action afterwards.

Clarifications on Dogma Effects: All dogma effects are mandatory unless 'You may' precedes them. This includes effects you are sharing! Also, a non-demand effect is only considered 'shared' if any actual change in the game's state occurred as a result of execution of a shared effect. For example, if a shared dogma effect instructed a player to meld a card from their hand, but they have none, no free Draw action occurs. Finally, in the occasion the card you selected with the dogma action is covered up or removed during part of the action, you still complete all effects on the card.

Special Achievements: Aside from the normal achievements in the center of the circle of supply piles, there are five special achievements you can claim. The special achievement cards represent lofty goals that your civilization can reach, aside from scoring points. Unlike the normal achievements, these are claimed instantly when your civilization meets the requirement on the card. They are placed under the right side of your reference card and count just like normal achievements. Each special achievement can also be claimed by a dogma effect from a specific card. The related card is listed on each special achievement. Like normal achievements, they can never be lost or stolen. If a timing conflict arises between two players then the one closest to the current player, clockwise, gets to claim it.

Ending the Game: To complete a normal victory, you must claim a specific number of achievements: For two players, six achievements; for three, five achievements; and in a four player game, four achievements. You win immediately upon claiming the last achievement you need!

There are two other circumstances upon which the game may end. If a player attempts to draw any card higher than a 10 from the supply, the game ends immediately. This most often happens because the 10 pile is empty. In this case, the player with the most points (not achievements!) is the winner. In the case of a tie, number of achievements determines the winner. If still tied, victory is shared.

The final way the game can end is through a dogma effect. It may declare a winner based on a specific condition, or simply say 'the game ends'. If this occurs the winner is decided by points, as if someone tried to draw a card above 10.

Game Terms

Bottom: The bottom card of a pile is, well, the bottom of the pile (regardless of splaying). If a pile contains exactly one card, that card is also considered the bottom card.

Card Image: Each card has a hexagonal image in one of the four potential icon locations. The image has no effect, other than to vary which splays are most effective for a given card.

Draw and ____: Many dogma effects instruct you to draw and tuck, draw and meld, or draw and score a card. In any of these cases, you must tuck, meld, or score the exact card drawn. You may not substitute a card you already had in your hand. Remember that if a supply pile is empty and you try and draw from

it, you draw from the next available higher pile instead. If a dogma effect instructs you to take a card of a specific value from a place other than a supply pile and there is no card of that value, you do not take a card.

Exchange: Swap cards from the two locations given. Exchanges happen even if one side of the exchange is missing. It just isn't a very fair exchange at that point.

Execute for yourself only: When executing for yourself only, do not share the effects, regardless of icons. The execution can still impact other players (for example, Rocketry).

Fun: A mandatory rule. You must have it, or else.

Highest/Lowest: This refers to the age number of the cards in question.

Remove: The Fission card, if successful, forces the removal of all score, hand, and board cards from the game. This means to set them all aside in the box. Achievements stay, and development begins anew with the few cards remaining in the supply.

Return: A returned card is placed at the bottom of its supply pile, face down. If you return multiple cards at once, you choose their order.

Score: Your score is the total value of all cards in your score pile.

Splay: Splaying a pile allows you to reveal additional icons, by extending the pile in the direction indicated. Splaying left will reveal one icon on each card underneath, right two, and up three. In the Play Area diagram, yellow is splayed left, purple right, and red up. A pile is only ever splayed in one direction, and is never partially splayed. If you need to splay a pile in a new direction, return it to an unsplayed stack, and then splay it. Every card in a pile, including newly melded or tucked ones, participates in the splay. If a pile is reduced to one or zero cards, the splay is eliminated.

Top: The top card of a pile is the completely visible card.

Tuck: To tuck a card, place it on the bottom of the matching pile, continuing a splay if applicable. If no matching pile exists, the card begins a new pile.

Value: The value of a card is the number of its age. This is printed in the corner on either side of it. If a card refers to the value of something you do not have (highest card in hand if it is empty, top purple card if you have none), assume that value to be zero. Highest and Lowest refer to card value.

Win Effects: Some cards refer to 'the single player with X' winning immediately. If there is no single player that satisfies the condition (for example A.I. if multiple players have zero points), it is ignored and the game continues.

FAQ on Cards

(2)Road Building: You may choose to meld only one card, even if you have two or more in your hand.

(3)Machinery: Multiple exchanges do happen with this card, even if you do not want to trade with specific players.

(4)Anatomy: The victim does not have to choose a card that will result in returning a top card, unless that is all they have in their score pile.

(5)Measurement: If no pile can be splayed due to being single-card piles, you can still choose one of them and draw a 1.

(5)The Pirate Code: Arrrrrr! Now give me your points.

(6)Democracy: Potentially, every player can draw an 8, assuming each returns more cards than the last.

(7)Publication: The splay direction of the rearranged pile is retained.

(9)Fission: As explained above in the Remove: definition, Fission can remove all cards currently in play (hands, score piles, boards) from the game. Only achievements remain, and civilization must rebuild potentially from Prehistory. All other aspects of the game work the same.

Strategy

Innovation plays differently nearly every time you take it out of the box. While long term planning can be done, it is often much more important to seize the best tactical option at any given moment. Splaying and thus amassing icons is important, as is spending time to accumulate some points. The first few times you play, it is probably easier to focus more on the cards that you have than trying to understand every possible action each player could take.

Here are a few tips:

icons (which appear in ages 1-3) are very powerful early, but can quickly be a liability later if not covered, due to cards like Gunpowder and Engineering.

icons begin appearing in age 4. You most likely want them. Being completely shut out of the new technologies can be very painful, as the cards that use can yield many points in the mid-game.

Achieving is almost always the correct action, if you can do so. You might not have those points by your next turn, or someone else could take it first!

The 9 and 10 cards are very powerful, and can end the game immediately. If you're trying to win by achievements, you want to finish up before the game reaches this stage. Anything is possible in the late game, and your lead can quickly evaporate! If you're behind, getting to 9's and 10's is your best hope!

Dogma Action Example



In this example, I have already melded Sailing, and my opponent has Writing and Domestication. I choose to use a Dogma action on Sailing. Its featured icon is and my opponent has at least as many as I do, so she gets to share the action first. She draws and melds a 1, which is Agriculture, covering up Domestication. I draw and meld Tools. Since my opponent shared, I draw a 1.

Another Dogma Action Example



Later in the game, my opponent has splayed her yellow cards left, revealing extra icons! I've been spending my actions to draw cards though, so I use a dogma action on Tools. While my opponent has as many icons as I do, she doesn't have any cards in her hand, so she can't share! I get no bonus, but I do get to draw and meld a 3, which is Optics. Now I can draw Age 3 cards with my Draw actions, a great advantage over my opponent!