

Age Of Innovation: Easy-To-Forget Rules

SETUP

Player Count: For any player count, remember to use the designated sides of the main game board and innovation display(s).

- 2p: See special setup rules below.
- 3p: You can use either side of the main game board.
- 4-5p: Use the **innovation display extension**.

Round Scoring Tiles:

- The tiles for **rounds 5 & 6 cannot be the one that yields 2VP per spade**.
- Cover the righthand side of the round 6 tile with a **final round scoring tile** that does **not yield the same bonus**.
- In rounds 1-5, there can be **max 2 tiles** whose righthand (end-of-round) bonus applies to the **same science track**.

Miscellaneous: Randomly choose 3 **book action tiles** and the appropriate number of **innovation tiles**. Randomly assign said innovation tiles and the **12 competency tiles**.

2p Setup:

- A “dummy” player will compete with both players for area/science scoring.
- Blindly place an **area score tile** facedown at the top-left of the game board. It will be revealed at the start of round 6, setting the **dummy’s area = 12-15**.
- On the science display, use power tokens to **block off a scholar’s 2-space** on each of the 4 science tracks.
- For each science track, place a power token at the level = 2 + the total bonus(es) shown on the round scoring tiles. These mark the **dummy’s placements for endgame science scoring**.

Drafting:

- Randomly **remove 1 of the planning display cards**, place the other 6 face-up.
- Randomly display a number of **faction tiles = player count + 1**.
- Randomly display a number of **palace tiles = player count + 1** (don’t include the red-backed tile, it is for beginner games only).
- Randomly display a number of **round bonus tiles = player count + 3**.
- Beginning with the start player and going clockwise, each player chooses either a planning display card, a faction, or a palace tile (in any order they wish). Continue until each player has all 3 of these items.
- Finally, beginning with the last player, players choose their first round bonus tiles. This is done prior to placing their starting workshops (unlike in Terra Mystica or Gaia Project).

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GENERAL

Starting Bonuses: The 14 factions and 7 planning displays all grant starting bonuses.

- If science track bonuses advance you past a power threshold, **take the power**.
- The **Desert** player gets a free spade immediately after everyone has placed their start buildings, but they **cannot build there** until their first turn at the earliest.
- The **Inventors** get a free competency tile. If said tile **grants income**, this is taken at the start of round 1.
- The **Monks** place their university after opponents have placed all their buildings. They get a competency tile (any granted income is taken at the start of round 1).
- The **Omar** place a **3rd building (neutral tower)** after opponents have placed all their start buildings, but **before the Monks place their university**. It grants round 1 income.

Faction Ability Clarifications:

- **Blessed:** Act as though their science tracks have +3 for end-round bonuses.
- **Illusionists:** Power actions cost -1, and grant 3-4VP depending on player count.
- **Lizards:** Get a free terraform & build after city founding (workshop is free).
- **Moles:** Spend a cube to skip over 1 hex when terraforming/building (gain 4VP). Spend a cube to build a bridge, even over land (no VP). Area scoring includes all buildings that are 1 hex away (or within shipping reach).
- **Philosophers:** Gain 1 extra book per competency tile, of the matching colour.

Neutral Buildings: These are acquired through innovation tiles and 2 of the competency tiles, and the Omar faction starts with one.

- **White buildings must be placed as soon as they are gained, and you may terraform** using tools (cubes) while placing them.
- Purple **annexes are not placed immediately**, but rather one at a time on future turns; they increase the value of existing buildings and make city founding easier.
- The **neutral university does not grant a competency tile** (though the neutral school does).

Gaining Power: When opponents build next to your building(s), you can **gain power = total power value of all adjacent buildings** (like TM but unlike GP).

- **Annexes count** toward this total power. However, **do not gain power when an opponent places an annex next to you**.

Founding Cities: Like in TM, cities are automatically founded whenever you have 4 or more directly adjacent buildings whose power totals 7 or more.

- A city with a university needs only 3 buildings.
- A city with the monument (large neutral building) needs only 2 buildings.
- Annexes count toward the building total and power total.

Leftover Resources: At endgame, score **1VP for every 5 leftover resources** (unlike TM/GP where 1VP is granted for every 3 resources).