

## INNOMINATION PROTOTYPE 4

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Prototype 4

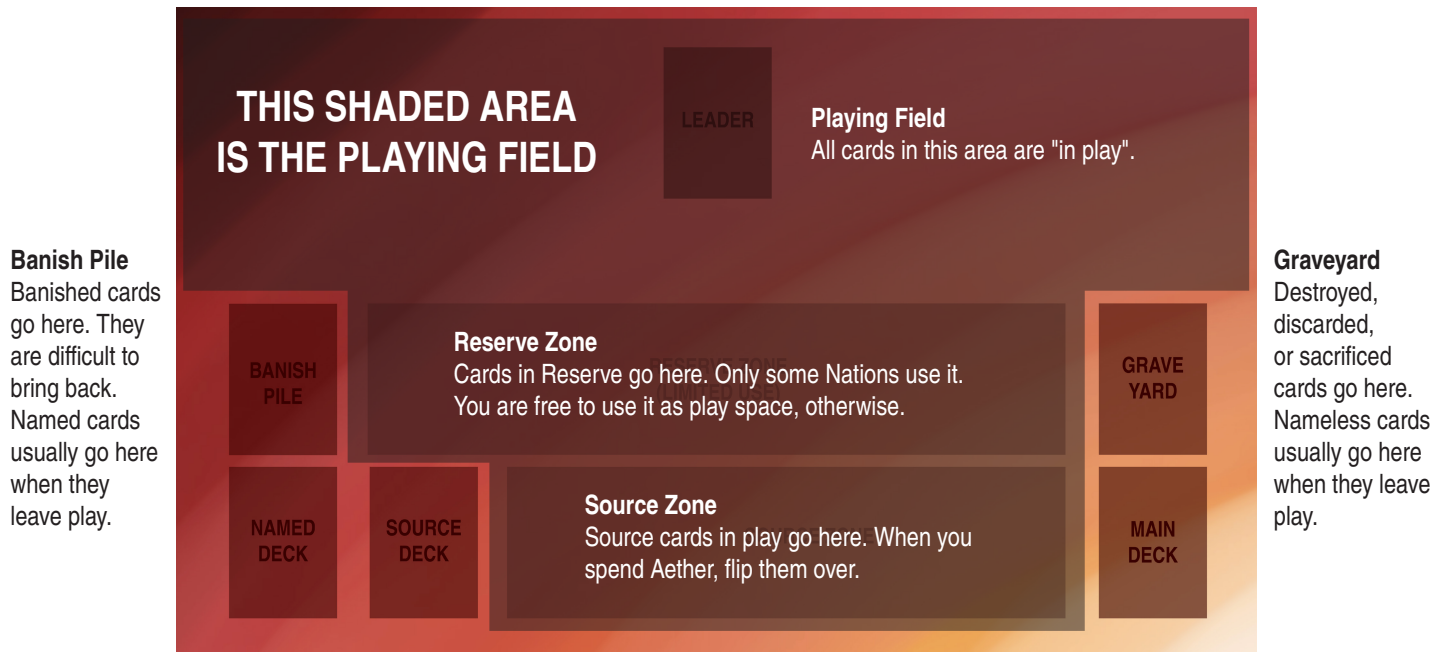
Game Guide and Instruction Manual

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# 1. How to Play

## 1a. Layout of the Field and Decks

**Leader Zone** – Your leader goes here.  
Each one has special abilities.  
If your Leader's life hits zero, you lose.



### Named Deck

Named cards go here. Some have requirements before you can play them.

**20 cards total**

**LIMIT 2 copies per card**

### Source Deck

Source cards go here. You need them to produce Aether.

**15 cards total**

**LIMIT 3 copies per card**

**UNLIMITED Basic Source cards**

### Main Deck

Where almost all of the cards in the game come from. When the game tells you to "draw a card", it is always referring to this deck.

**40-50 cards total**

**LIMIT 4 copies per card**

## 1b. Getting Started

Players begin the game by putting their Nation Leader on the board. All decks start facedown. The turn order goes clockwise, starting with the player that went first.

Then decide who goes first.

Common methods are dice rolls, coin flips, or rock-paper-scissors.

Each player shuffles their Main Deck, then draws 10 cards from it. Your starting hand is 5 of the 10 cards. Put the remaining cards on the bottom of your Main Deck in any order. Don't shuffle again.

## 1c. Objective of the Game and How to Win

Innomination is a resource-management, player-versus-player card game. The game is made to be competitive, so there is a lot of complexity in the game's rules. You play the Leader of a selected Nation. Play cards to do things like summoning creatures and cast spells.

This game is set in a science-fantasy universe. Magic is a science.

What separates Innomination from other card games is the game's main theme of Names and how Names are very powerful. You must use the Named Deck by naming nameless cards in your Main Deck.

In order to win, you must defeat your opponent by reducing their Leader's life to zero. If there is more than one opponent, a player wins by being the last one standing.

## 1d. Aether, The Main Resource

Once per turn during your **MAIN PHASE**, you may play a Source card from your Source Deck. Sources produce Aether (●), which you need to play cards from your hand and to pay for some types of effects. You do not have to put Source cards in play at the beginning of your **MAIN PHASE**, but it is recommended.

**PRODUCE** is a trait. You produce Aether as a player action and retain it through game phases. At your **READY PHASE**, you regain Aether you've spent.

**There is a difference in Aether you produce and Aether you spend.**

When you've used a card's Aether, flip it over.

*When a card is flipped over, it cannot use actions or effects. It is still targeted as its card type.*  
If a card has actions and effects you want to use, do it before flipping it.

Elemental Types of Aether



Neutral is considered generic or colorless Aether.  
Any element of Aether can be used to pay for Neutral Aether.

## 1e. Card Types



- 1 – **Nation** – The Nation the card belongs to. This is a stripe of color.
- 2 – **Name** – The card's name.
- 3 – **Card Type** – The card's type. The icon on the left tells us what type of card it is. See below for what each icon means.
- 4 – **Attack** – Creatures have an attack value. This is the amount of damage they do when they attack and are attacked by other creatures.
- 5 – **Life** – Creatures have a life value. This is how much damage the creature can take before it is destroyed. Creatures do not recover life between turns.
- 6 – **Aether Cost** – How much Aether is needed to play that card.
- 7 – **Effect Text** – What the card does when it enters play. Innomination tries to make effects explicit.
- 8 – **Flavor Text** – Additional text on a card related to the world history of Innomination or an interaction.
- 9 – **Card Number** – The card's number out of the set.
- 10 – **Artist Name** – Credit for the card's illustration.

### Creature

Creatures are one of the most common cards in the game. They are the only cards in the game that can attack and block attacks for your Leader. You should always have creatures in your deck.

### Spell

Spells often give you effects or resources that are cheaper and easier to get than if you were to do it without them. They are valuable cards you will want in your hand to extend plays, do things, or put things in play that would've cost you a lot more without them.

### Attachment

Attachments are cards that attach to another card, going under them. These often power up cards, but they can also have negative effects. When a card is destroyed, its attachments are discarded in their proper discard piles (unless it explicitly says otherwise). Nameless cards go to the Graveyard. Named cards go to the Banish Pile. When a card is banished or removed from the game, its attachments go with it.

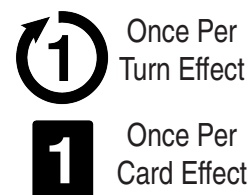
### Chain

Chains are cards with effects that can be used during your turn or your opponent's turn. Depending on the Chain, they are useful at specific situations. Many Chains allow you to disrupt your opponent's plays or enhance your own. For a full explanation of Effect Chains, see Section 6f.

#### Card Icons



#### Effect Icons



## 1f. Card Actions: Ready and Rest Position

Cards have a certain number of "actions" they can use. Most cards in the game can use their actions, but some cards have more than one action. If a card has more than one action, it will have the trait **(X) ACTIONS**. The ability to act is also called "at Ready" or Ready position.

With actions, a card can:

- Declare an attack on enemy creatures and Leaders.
- Intercept and block an attack on their Leader.
- Use **ACT** keyword effects.

After a card has used an action, it turns to the right.

Once a card has zero actions, the card is at Rest (on its right side).

All cards come into play with the maximum available actions.

However, cards can't use **ACT** effects or attack on the turn they come into play.

This is the "summoning sickness" penalty.

Cards with **QUICK** or **BLITZ** ignore the summoning sickness penalty.

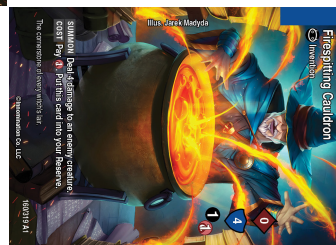
At your **READY PHASE**, cards you own in play get their actions back.

Cards with 1 Action are right-side up  
(Cards with at least 1 Action are Ready)



Cards with 0 Actions are on their right side  
This card is at Rest  
Can't act until its owning player's next turn

Cards with 2 Actions are on their left side



Cards with 3 Actions are upside-down



## 1g. Nations and Choosing Your Leader



Choose a Nation (Major Archetype) you will play.

Choose a Leader. They are your avatar. Each one has unique abilities.

**11 – Card Type** – The special designation of "Leader".

**12 – Leader Life** – The average Leader has 40 life.

If your Leader's health reaches zero, you lose the game.

A set of games is called a match.

**13 – Unleash Ability** – Leaders have an Unleash, their most powerful ability. Use it to turn the tide of battle or push for victory. You can only use your Leader's Unleash once per game.

**14 – Passive Ability** – Leaders have an ability that is always on.

**15 – Second Ability** – Leaders come with a second effect. It's usually available to you at a price.

Unleashes have three additional innate properties:

- Innately chainable. They can be chained to other effects.
- Have **UNCHAINED**. Effects cannot be chained to an Unleash.
- They **BREAK THE CHAIN**. Learn about this trait in section 6f.

## Which Nation To Play?

There are special cards in Innomination you can read to for a synopsis of each Nation and how they play.

**If it's your first time playing Innomination**, please read them to see what nation's playstyle appeals to you.

Here's a quick rundown of each Nation and what playstyle they have.

Due to varied playstyles, some Nations have an advantage against other Nations.

**Sectonia** is a Token Tempo deck. Use weak creatures and disrupt your opponents to win.

**Vesuvion** is an Aggressive Midrange deck. They focus on creatures and attacking directly to win.

**Verivusin** is a Control deck. Destroy and banish enemy creatures and negate effects to win late in the game.

**Lastaesha** is a Midrange Burn deck. Constantly cast Spells to keep damaging opponents to win.

**Asweigald** is a Combo deck. Creatures work together and name one another to win the game.

**Kalua** is a Reanimator Combo. Keep bringing things from the Graveyard and Banish Pile back to life to win.

## 1h. The Flow of Battle: Turns and Phases

**READY PHASE** The start of your turn. **START OF TURN** effects activate here.  
Any spent Aether is regained. All of your cards regain their maximum possible card actions.

**UPKEEP PHASE** Any cards with **UPKEEP** are paid here.

**DRAW PHASE** Draw a card. If you're going second and it's your first turn, draw two instead.  
If there's more than 2 players, everyone only draws one card.

**MAIN PHASE** You can now act freely. You can:

- Use **MAIN PHASE** effects.
- Put a Source card into play.
- Spend Aether to play cards from your hand and to pay for effects.
- Use card actions. Creatures can attack on your turn and defend on enemy turns.  
You also need card actions to use **ACT** keyword effects.
- Name a card once per turn. This is a player action. It doesn't carry over to your next turn!  
It is possible to name more cards, but these will be from card effects.

**END PHASE** The end of your turn. **END OF TURN** effects activate here.  
Then it is the **READY PHASE** of the next player. If there's more than 2 players, go clockwise.

There is a handy card in the game called the **Quick Game Guide** that also has this information.

## 2. The Named Mechanic

Look at the cards in the Main Deck. You may quickly realize a naming theme.

### None of these cards have actual names!

They're just job titles or descriptions. They're not the names of people or places. Why? You don't know who they are. You do not yet know what's important about that person or place. In order to know and understand, you need to name them.

This is the Naming mechanic and what separates Innomination from other card games. In general, **named cards are stronger than nameless cards**.

This system also allows Innomination to have cards that turn into other types of cards. For example, you could have a creature be named into a source or spell card.



### 2a. How to Read and Discard Named Cards

**16 – Name** – The name of the card.

**17 – Card Type from** – "Named" is a special prefix and reserved word. All named cards have "from [X]" or "by [X]". The X is the name of the card that the named card comes from.

**18 – Naming Requirements** – In order to play and/or name the card, you must meet its conditions. There are many cards that have no requirements, while the best cards often have difficult requirements.

**19 – Aether Cost** – Many named cards require you to pay Aether.

**Named cards that are destroyed or used go to the Banish Pile** (unless it says otherwise). Any Attachments on the named card go to their proper discard piles. Nameless cards go to the Graveyard. Named cards go to the Banish Pile.

Named cards are key to victory. Your opponents have the same ability! Good timing and tactics will get the most from named cards.

When the game starts, players have their Named Decks facedown. It cannot be used, yet. So long as the Named Deck is facedown, cards cannot be named.

The player going second flips their Named Deck face up when it is their third turn. Every other player does the same when it's the beginning of their next turn.

Now the Named Deck can be used!



## 2b. The Named Dependence Rule

If the Main Type of a nameless card and its named card are:

- **The same, they're Codependent.** The nameless card becomes an Attachment to the named card.
- **Different, they're Independent.** The named card exists separately from the nameless card.

**Example A:** If you have a creature named into a Named Creature, the creature becomes an attachment to the Named Creature.

**Example B:** If you have a creature named into a Named Spell, you keep both the creature and the Named Spell.

## 2c. Named Card Quirks

All named cards share these rules:

- **Unique Rule** – Each player cannot have more than one copy of any named card in play. If another is played, it goes to the Banish Pile and never hits the playing field.
- The named card gets a new name, but still has the name of the card it came from.
- A named card does not keep Lingering Effects from its base form.  
To learn more, check *Section 6e: Lingering Effects*

### Named Creature Quirks

- **Innate QUICK** – Named creatures enter the Playing Field with **QUICK**. They can attack enemy creatures on the same turn they enter play. For more information, check *Section 4: Keyword Definitions*.
- **Plot Armor – Named creatures cannot be attacked by nameless creatures.**  
Named creatures can still be affected by effects that nameless creatures have!
- **Second Wind** – The named creature's Life is fully restored.
- Any net Attack/Life increase that was on the nameless creature WILL carry over.
- Any net Attack/Life decrease that was on the nameless creature WILL NOT carry over.
- Any attached cards on the nameless creature WILL carry over (and so will their effects).

### Named Spell Quirks

- When naming a nameless Spell into a Named Spell, the nameless Spell must be named after all of its effects resolve, but BEFORE it leaves play. Try to capitalize on getting the full effect of both the nameless Spell and the named Spell.

### Named Attachment Quirks

- There are currently no special quirks to named Attachments.

### Named Chain Quirks

- Chainable cards can only be named the moment after they are put on the chain.  
You cannot chain a card, wait for opponents to respond to the chain, begin resolving the chain, and then name the card right before the card's effects activate.  
For more information, check *Section 6f: Chain Cards, The Chain Keyword, and Effect Chains*



### 3. Lore and Setting

40,000 years ago, an ancient being known as the Great Tyrant came onto Asver. That world, the past nobody knows, was burned away. What followed for those who remained were thousands of years of fighting for their lives. Those who couldn't had to hide and run from the monsters— the demonspawn that hunted them.

There were very few who could slayed the demons, but the bodies of the fallen demons turned into a dark crimson ash. The ash blew through the wind and anyone who breathed it was cursed. Many were unfortunate... they themselves turned into monsters or bursted into flames.

Among those, even less survivors had no idea what or why some of them suddenly gained abilities beyond reason. They were "cursed", but they could guide this curse and turn it into something they could use. It gave them things like the ability to create fire from the palms of their hands without harm, inhuman strength, foresee danger well before it happened, and save those from the most life-threatening wounds and diseases.

With this new weapon and determination, the world's survivors won back the destroyed world. They accomplished what was once unthinkable: The Great Tyrant's demise.

When the Great Tyrant was defeated, its body turned into a mountain of ash, blown away by the winds of Asver. It was mere seconds before nature flourished and returned. The heroes watched their barren world transformed into a beauty they had never seen. A wave of energy returned life as it was in the myths they knew of the world before Tyrant.

The survivors gathered and lived together at first, but as the world recovered, they went their separate ways... and lifetimes passed. Many wanted live a life where they did not have to watch their back for a monster hunting them like animals. Nations returned, kingdoms resurfaced, politics and petty squabbles became the norm again.

What is this "curse"? Some dedicated their lives to its study. In time, it would be called Source. And it was everywhere. This planet and its people now had to learn how to live with it.

About 5,000 years have passed since the Great Tyrant's demise. The monster became a story to scare children. Over the long millennia, it faded from the people's minds and worries. The plays were no longer enacted, the ancient scripts faded, history books were rewritten, and names became long forgotten.

What would it take to be become another Great Tyrant? Ordinary people become legendary through their deeds and misdeeds. In these nations full of nameless people, everyone is someone else's hero, villain, witness, or bystander.

## 4. Keyword Definitions

**KEYWORDS** are **activated card effects**. They **can create Effect Chains**.

**KEYWORDS** that produce only Aether (●) **CANNOT** create Effect Chains.

**TRAITS** are **passive card effects**. They **CANNOT** create Effect Chains.

<b>ACT</b>	The card spends an action to activate this effect. Cards with summoning sickness cannot use <b>ACT</b> effects on the turn they come into play.
<b>ARISE</b>	<b>Nameless cards</b> – Activate this effect by sending the card from the Graveyard to the Banish Pile. <b>Named cards</b> – The same, but from the Banish Pile to removing it from the game.
<b>AURA</b>	This effect is always active on your turn.
<b>CHAIN</b> <b>XXX</b>	To learn more about these keywords, check <i>section 6f</i> . <b>Card Type</b> – Always appears with Card Type. The card can be played when you have turn priority. <b>Effect</b> – Always appears on effects. The effect can be activated when you have turn priority.
<b>CONTACT</b>	When this card attacks or is attacked by a creature, before damage is dealt, this effect activates.
<b>COUNT(X)</b>	When a card's <b>COUNT</b> reaches X, this effect happens. Counts often have different ways of counting up.
<b>COST(X)</b>	Activate the effect by paying, usually with Aether. X is the number of times the effect can activate. If X is N, you can activate the effect as many times as you are able. If there is no X, you can only activate the effect once.
<b>DEATH</b>	When this card is destroyed, this effect happens.
<b>ENTER</b>	When a card is put into play from anywhere that isn't already the Playing Field, this effect activates.
<b>EXPEDITE</b>	Pay a lower Aether Cost to play the card. Expedited effects are weaker than playing the card at its original Aether Cost, but take fewer resources to use.
<b>RESERVE</b>	The card may activate this effect if it is currently in a player's Reserve Zone. Cards in a Reserve Zone can only activate effects with this keyword.
<b>SUMMON</b>	When a card is played from a player's hand or when a card is played by naming it, this effect activates.
<b>TIMER(X)</b>	When a card's <b>TIMER</b> reaches zero, this effect happens, then this keyword disappears. During your <b>UPKEEP PHASE</b> , <b>TIMER</b> effects you own tick down by one. Some have an effect every turn instead of when it hits zero.
<b>(X) ACTIONS</b>	The card comes into play with a total of X Actions. X can be 2 or 3. Any card without this trait always has one action, even if it can't use it.
<b>ARMOR(X)</b>	For creatures only. Reduce any damage the creature takes by X.
<b>BLITZ</b>	The card comes into play ignoring the summoning sickness penalty. If it's a creature and uses its actions to attack, it can attack any enemy. A stronger version of <b>QUICK</b> .

<b>BLOCK</b>	This creature doesn't spend an action blocking an enemy creature's attack on its Leader. It must still have an action to spend to block the attack.
<b>BURST(X)</b>	This card gains X actions if it was named with zero actions. If there is no X, then the creature only gains one action.
<b>CORPOREAL</b>	The card cannot be banished by effects.
<b>EVASIVE</b>	The creature can only be attacked or blocked by other creatures with <b>EVASIVE</b> .
<b>HIDDEN</b>	The creature cannot be attacked. Creatures with <b>HIDDEN</b> can still be targeted by spells and effects. Circumvented by <b>SENSE</b> .
<b>INDESTRUCTIBLE</b>	The card cannot be destroyed by effects.
<b>INITIATIVE</b>	The creature does its damage first in battle. If both creatures have <b>INITIATIVE</b> , combat proceeds as if they did not have <b>INITIATIVE</b> .
<b>INVINCIBLE</b>	The card cannot be damaged, destroyed, banished, removed, or affected by any card effects except its own.
<b>MULTISTRIKE(X)</b>	The creature can attack X times per action. The creature uses that action even if it only attacks once.
<b>PRODUCE</b>	This card produces Aether. Producing is a player action. Aether is Innomination's resource that is used to play cards and effects that have an Aether Cost.
<b>QUICK</b>	The card comes into play ignoring the summoning sickness penalty. If it's a creature and uses its actions to attack, it can only attack creatures. A weaker version of <b>BLITZ</b> . Named Creatures innately have <b>QUICK</b> .
<b>REGENERATE</b>	At the end of a player's turn, fully restore the creature's life.
<b>RESTRAINT</b>	The creature cannot declare an attack.
<b>SENSE</b>	The creature can attack creatures with <b>HIDDEN</b> .
<b>SHIELD(X)</b>	Protects this creature from damage X times, then this trait disappears.
<b>SLAYER</b>	When this creature attacks another creature, destroy the opposing creature no matter how much damage it took.
<b>TAUNT</b>	Enemy creatures can only attack this creature and other allied creatures with <b>TAUNT</b> .
<b>UNTARGETABLE</b>	The card cannot be targeted by effects.
<b>UNCHAINED</b>	This card and its effects cannot be chained to.
<b>WARD</b>	The creature takes no damage from effects.



## 5. Common Rulings

**Game Formats** - Innomination is designed to be competitive and balanced for Standard format only.

This doesn't mean the other formats aren't fun. Other formats let you do things you can't do in Standard.

- **Standard** – Decks can have cards from your Leader's Nation and Neutral only. Use standard deck size rules.
- **Free Agent** – Decks can use cards from any Nation. Use standard deck size rules.
- **Dual Alliance** – Every player uses 2 Leaders, but Leaders exist in a "pool" and no Leader can be chosen twice.

Players decide who picks first.

Players go two rounds, one to pick their Primary Leader, then another to pick their Supporting Leader.

Before a player chooses, each other player picks a card they cannot use as a Primary Leader.

**Primary Leader** – Just like regular rules. If your Primary Leader's life reaches zero, you lose.

**Supporting Leader** – Cannot be targeted in any way. You may use cards from this Leader's Nation.

Use your Supporting Leader's effects as if your Primary Leader had them.

You can't use your Supporting Leader's Unleash.

### Attachments

- When a card is destroyed, its attachments are discarded in their proper discard piles (unless it explicitly says otherwise). Nameless cards go to the Graveyard. Named cards go to the Banish Pile.
- When a card is returned to the hand, banished, or removed from the game, its attachments follow it.

### Cards

- Every card in Innomination has at least one action (face right-side up), even if it can't use it.
- When a card is flipped over, it cannot use actions or effects. It is still targeted as its card type.

### Cards, Named

- To play a named card from your hand, you must meet its conditions.
- Named cards do not have the effects of the cards they were named from.

### Card Effects

- Generally, card effects try to resolve as far as they can. If there's no valid target, nothing happens.
- Effects always activate in the exact order they appear on the card.
- "Removed from the game" means the card leaves the game board and cannot be used until the next game.
- If an effect says it can activate more than once, then it can.
- If an effect doesn't say it can activate more than once, then it can't.
- No, You Can't Effects > Yes, You Can Effects

Effects that do not allow you to do things have priority over effects that allow you to do things.

## Creatures

- When a creature receives a life reduction effect (0/-X), it lowers maximum and current life.
- When a creature hits 0 life as a result of a life reduction effect (like -3/-3), destroy it. **DEATH** effects activate.
- Creatures that do not have full health (current life and max life are the same) are "injured".
- Damaged creatures do not recover life between turns. The **REGENERATE** trait does this.
- Taking zero damage is still considered taking damage. This can activate effects.
- If two opposing creatures have **CONTACT** effects, both trigger simultaneously.
- Attacking Leaders counts as "entering combat".

## The Hand

- The max hand size is 9 cards.
- If you draw more cards than you can carry, discard excess cards in the order they were received. Players do not get to choose what cards to keep.

**Example A** – You have 8 cards in hand and must draw 3 cards.

Put the 1st card in your hand, then discard the 2nd and 3rd cards.

## Looking (Card Searching)

- When you look at cards from the Main Deck, you are ONLY required to reveal that card if the card effect tells you to select a specific type of card (like creatures). Like tutoring, you need to prove it was a legal look. If the card effect lets you take any card and it doesn't say you have to reveal the card, then don't reveal it.
- If a card effect says to look at a specific number of cards and the player is unable to look at that exact amount, the effect fails.

## Losing

- If a player's Leader hits zero life, the effect chain ends and they lose immediately. No more effects activate.
- If a player loses and the game continues, any card that originally belonged to them disappears from the game.

## Main Deck

- When cards are added to the top or bottom of the Main Deck, don't shuffle.
- If a player attempts to draw a card from an empty Main Deck, they lose the game.

## Tutoring (Card Searching)

- When you search for cards in your Main Deck, you are required to reveal that card to prove it was a legal search.
- After doing a search (whether it succeeds or fails), shuffle the Main Deck. It is not written to reduce text bloat.
- If a card effect says to search for a specific number of cards and the player is unable to find that exact amount, the effect fails.

## 6. Advanced Rules

*This section covers the more complex rules of Innomination*

*It is recommended you are familiar with the basic rules of the game from the previous pages before reading on. These rules have to deal with how timing and chains work on a game mechanic level.*

### 6a. Separate Effects on Cards


Every card is limited to 3 "slots". **TRAITS** always take one "slot". **KEYWORDS** relevant to effects are together.

#### Example A – Clan Meeting

Effect 1 – Draw 3 cards, then discard 2 cards.

#### Example B – Bug Nest

Effect 1 – **PRODUCE** 

Effect 2 – **ACT COST** You may sacrifice two *Insect Tokens*. Then **PRODUCE** .

#### Example C – Pssspso's Solemn Prayers

Effect 1 – Restore 6 life to your Leader.

Effect 2 – Create and summon two *Insect Tokens*. If your Leader's life is 20 or less, summon five *Insect Tokens* instead.

Effect 3 – If *Pssspso, Praying Mantis* is in your Banish Pile, put him into play.  
Do not activate his **ENTER** effect.

### 6b. **TIMER** Effects Timing

**TIMER** effects tick during the **UPKEEP PHASE**. Effects can be lost before the **MAIN PHASE**.

#### Example A – Egg Nursery (relevant effects only)

Effect 1 – **PRODUCE** 

Effect 2 – Summon a Zerdian creature from your hand that costs 2 or less. Discard this card.

*Egg Nursery* will discard itself BEFORE the **MAIN PHASE**. You cannot act freely during the **UPKEEP PHASE**. The Aether produced by *Egg Nursery* will disappear before you can spend it.

#### Example B – Field Marshal Vendrik and Grand Guardian Mushen (relevant effects only)

Unleash – Your Leader gains the effect: **TIMER(5)** **AURA** Give +2/+0 to all allied creatures.

When the **TIMER** ticks down to **TIMER(0)**, the **AURA** disappears.

The **MAIN PHASE** will start with all allied creatures losing their Attack bonus.

### 6c. Multiple Leaders Taking Damage

Your Leader takes damage first, then the Leader of players starting from your left.

Check if your Leader is still alive before any effects continue.

If your Leader hits zero life, the effect chain ends and you lose.

#### Example A – Solora of Gilnes (relevant effects only)

Effect 2 – You may play this card as a Spell. Deal 6 damage to all Leaders.

Your Leader takes 6 damage first. As soon as your Leader's life is zero, you lose.

If your Leader is still alive, deal damage to the other Leaders going clockwise.

## 6d. Compound Keywords, The Order of Operations

There are many keywords that appear together in a link. These are Compound Keywords, read from left to right.

When a card is played, these five steps happen:

Step 1 – Spend Aether to pay for the Aether Cost of the card you want to play

Step 2 – Player plays the card

Step 3 – Card is played

Step 4 – Card is on the Playing Field

Step 5 – Activate effects depending on how it was put onto playing field.

Where a keyword activates in these steps is the order they appear when together. This allows the game to keep the appearance of keywords consistent. If the keywords were strung together in a haphazard order, it would look ugly for in the game in the long run. Using Problem Solving Card Text (or PSCT) is intended to minimize errors.

If the order of keywords is incorrect, the interpretation from left to right could cause its timing to be incorrect. This is called Missing The Timing (or MTT). This shouldn't happen.

### Example A – When **EXPEDITE** is paid

**EXPEDITE** effects are paid at Step 1, because the card's Aether Cost is being replaced.

The card is not considered played or on the playing field yet, so other card effects that target the card itself do not work at this step.

### Example B – Put into play with **SUMMON** and **ENTER**

The **SUMMON** and **ENTER** keywords occur on Step 5. The card needs to be in play, because **SUMMON** and **ENTER** are keywords that need to know how the card got into play.

### Example C – How a Compound Keyword can Miss The Timing

Innomination never uses **SUMMON EXPEDITE** in this order. It doesn't make sense of WHEN things happen. **SUMMON** is first, activating at Step 5. Paying the replaced Aether Cost was supposed to happen at Step 1. The timing of **EXPEDITE** is too late.

The correct way of making this is swapping the keywords. If something like this happens, it's our fault.

### Example D – The Chain Keyword is First

**CHAIN/XXXX** tells whether or not the card or card effect respectively can be chained to another card. These keywords always appear first because players need to know they can chain to begin with.

### Example E – The "When" is Not Specified, so When Does it Activate?

Keywords like **SUMMON** and **ENTER** have a specific timing when they activate (Step 5).

Keywords like **COST** and **ACT** don't. If a keyword only tells you how to do something, but not when it activates, you can activate it any time you have the ability to act freely.

This is usually the **MAIN PHASE**.

## 6e. Lingering Effects

A Lingering Effect is an effect with no card or "body". The effect is independent from the card it came from.

Innomination tries to have as few lingering effects as possible. It gets very confusing when players have to remember dozens of card effects that persist like this, even though the cards they came from are gone.

However, they still exist and they have several properties:

- If a card is named with lingering effects on it, the lingering effects disappear.
- If a card is targeted by lingering effects and is removed from play, those lingering effects also leave play.
- When multiple lingering effects activate at the same time, the player with priority determines the order those lingering effects happen. For more information on player priority, check *Section 6h*.

## 6f. Effect Chains: The **CHAIN** and Keyword

Chains can interrupt the effects of other cards. It's important to play them out as clean as possible.

An **Effect Chain** is created when a Chain card or Chain effect interrupts an effect attempting to resolve.

Effect Chains resolve using a *Last In, First Out* approach (similar to other competitive card games).

**CHAIN** appears with a card's Card Type (near the top left corner, next to the Card Type Icon.)

It isn't highlighted in that area, but it is still a keyword. It is only associated with cards.

 only appears next to card effects.

If a card has **CHAIN**, the card goes on the Effect Chain.

If a card effect has , the card effect goes on the Effect Chain.

**Only cards and effects on the Effect Chain activate.**

**Other keywords (like **DEATH**) respond appropriately to the Effect Chain, but they are not on it.**

Even if there are other effects on the card with **CHAIN**, if those effects don't have , they don't activate.

## Chains that Negate Effects

Chains that negate effects stop all other effects on the same card. No effect on the card happens.

Some cards that Negate do not negate ALL of a card's single Effect.

### Example A – Condemnation

Effect 1 –  Negate a card's effects and put it in its owner's Graveyard.

The card's effects are negated completely. That card is also forced into their Graveyard.

### Example B – Dynamic Will

Effect 1 –  Negate an effect on a creature that causes destruction. Then draw a card.

The destruction is negated, but if that single effect performs any additional effects, it will still try to resolve as far as possible with no target. The rest of the card's effects (if any) won't activate.



## Negating an **AURA** Disables It Until the Chain Ends

An **AURA** is a keyword with an effect that is "on". Negating an **AURA** turns it "off".  
If an **AURA** is negated, it is only turned off until the chain ends. Then the **AURA** turns back on.

## Chains that Destroy Cards

Chains that destroy a card attempting to resolve its effects does NOT stop its effects.  
If a card is destroyed in the chain, its effects will resolve as far as possible.

## Chains that Replace Effects

Chains that replace an effect causes the current effect to not happen while the effect that overrode the old effect attempts to resolve in its place. All other effects on the original card with the effect chain attempt to resolve even though the initial effect changed.

## You Can't Negate or Replace the Past

Once an effect on a card with multiple effects resolves and moves to the next effect (on a new line and sentence) or next part of an effect (on a new sentence), you can no longer negate the previous effect.

## Chain Breaking

Some effects **BREAK THE CHAIN**, causing all cards and effects on the Effect Chain to do nothing. Also, no one can make Effect Chains until the next player's **READY PHASE**. This ability is rare.

## A Leader's Unleash is Innately and **UNCHAINED**

## No Branching Effect Chains

You cannot branch an Effect Chain. This would be way too confusing.

## 6g. When Chains Can Be Named

Cards can only be named as they're being put on the Effect Chain.

You can't chain a card, wait for opponents to respond to the chain, begin resolving the chain, and then name the card at the end of the chain. Or at any other point of the Effect Chain.

## 6h. Player Priority, When Can I Chain?

**YOU CANNOT CHAIN TO ANYTHING AND EVERYTHING, WHENEVER YOU WANT.**

**During your turn, you have priority when it comes to activating effects and chaining cards.**

Other players can only activate card effects or put cards on the chain AFTER you've passed priority to them.

Priority is passed to players on your left. When priority is passed back to you, you may continue.

**KEYWORDS** are **activated card effects**. They can create Effect Chains.

**KEYWORDS** that produce *only* Aether (●) CANNOT create Effect Chains.

**TRAITS** are **passive card effects**. They CANNOT create Effect Chains.

*Player actions are NOT activated card effects. You cannot make Effect Chains in response to player actions.*

The most common Player actions are things like:

- Drawing that one card for your **DRAW PHASE**
- Using your ability to name a card once per your turn
- The passing of phases (like the **READY PHASE**, **MAIN PHASE**, and **END PHASE**)
- The moment your turn actually ends and the next player's turn begins
- Winning or losing a game or match

### Example A – Drawing cards during the **DRAW PHASE**

A **CHAIN** card and  effect negates a card draw.

This card can't negate the card drawn during a player's **DRAW PHASE**.

Drawing that one card is a player action, not a card effect.

**However!** If there is an activated card effect during the **DRAW PHASE**, and if that card effect allowed a player to draw a card, then this card could make an Effect Chain from here.

That activated card effect is the "hook" to use Effect Chains during the **DRAW PHASE**.

### Example B – Knighted

Effect 1 – Name a creature you own in play, ignoring its Aether Cost and Requirements.

This naming of a creature CAN be chained to, because the naming comes from a card effect.

You could negate it if you have the right card or effect to do it.

This activated card effect is the "hook" for the potential to stop the naming of a card.

### Example C – No Card Effects on your **END PHASE**

If you have no card effects activating during your **END PHASE**, you won't be able to make Effect Chains during your **END PHASE**. Other players can't, either.

The more effects on the Playing Field that trigger during different phases of players' turn, the more opportunities players have to make Effect Chains. Innomination calls this idea "hooks".

Most of the time this is unimportant, but it could make the difference in a game, especially a high-stakes one.

## Can I Chain To It?

When an effect happens and you want to chain to it, ask these five simple questions.

### Is it on the card?

You CANNOT chain to a player action.

*If it is, you can chain to it.*

### Is it an activated card effect?

Activated card effects are Keywords that do not only **PRODUCE** Aether.

*If it is, you can chain to it.*

### Does it have the **UNCHAINED** trait?

Cards with **UNCHAINED** cannot be chained to.

*If it doesn't, you can chain to it.*

### Does your card have the **CHAIN** keyword?

If it's a **CHAIN** card (in the Card Type), the card chains to it.

*If it does, you can chain with it.*

### Does your card's effect/s have the keyword?

If it's a card with only a  effect, the effect chains to it.

*If it does, you can chain with it.*

Fun Fact: If a **CHAIN** card has no  effect, the card doesn't do anything in a chain!

If cards with effects like this ever appear, it's a legitimate mistake.

## 7. Tips and Tricks to Play Effectively

- Keep your Playing Field organized. This will help you find things easier.
- Flip over Source cards to represent what Aether is and isn't spent.
- Check your Named Deck frequently. You can look at it as many times as you want.
- The default decks are NOT optimized decks.

### In Tabletop Simulator:

- Learn the hotkey shortcuts for basic object manipulation.  
Without learning them, Tabletop Simulator can feel like a rigid, clunky mess.
- Set your rotation angle to 90 degrees.
- Promote all playing players so they can clone items on the board.

## 8. Contact Information, Letter From The Creator

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Hello, this is John Lee, the creator of Innomination.

Thank you for taking an interest in Innomination. I hope you enjoy it.

Innomination is an expandable card game. I think some experienced players from other competitive card games will notice it borrows ideas from other card games. While it does take from other card games, Innomination is quite a different beast. You will quickly notice this as you play the game.

Innomination's Kickstarter should be in June! We're getting REALLY close! The game is about 98% complete. The prototype that people are playing will be what we present on Kickstarter.

The most important things to do for Innomination now are:

- Getting the Kickstarter ready.
- Playtest, especially with people who have not played Innomination before.
- Continue getting comments and feedback from players.
- Carefully tweak the numbers in the game so all Nations are engaging to play with and against.
- Get the game out there. We will be holding public game demos of Innomination with various groups.

I want to see this game become something real we all can hold in our hands with a beautiful, professional look. Innomination has a story to tell and explore. The Full Game Box is huge. It has 319 unique cards. There should be a little more than 1,100 cards in-box.

What does Innomination mean? Think about it! You can break it down into three words.

This QR code goes to Innomination's landing page. Learn more about the game and its intent.

