Innovation: Cities of Destiny

I. Drawing Cities

- You can only draw a City if you DON'T have a City in your hand
- Draw a City when:
  - You use the ***MELD*** action to meld a New Color to your board
  - OR, you ***SPLAY*** a color in a New Direction

Drawing Rules

Draw Cities according to your highest Top Card.
If Base pile of that Age is empty, move up an Age (*even if there is a City of that Age*).
If City pile is empty, draw from Base Card of that Age instead of a City.

II. Activating a City (When City is Melded with a Meld Action)

When a City is melded with the **MELD** action, Activate the City Icons

 - Draw a Base Card of 1 value higher than the melded City (***May have more than 1 on a card***)

 - ***SPLAY*** the City's Color in this direction

 - While visible, fountain counts as an Achievement

 - While visible, flags count as an Achievement if no opponent has MORE cards of that Color

 - Search counts as an icon, but when Activated:

- Reveal "X" **Base** cards of Age "X" *(X = Age of City)*
- Take ALL revealed cards into Hand **that have matching icon**
- ***DO NOT*** draw from next higher age if pile empties

III. Endorse: New Action (Lets you perform **DOGMA** 2 times for 1 Action)

- *Can only Endorse 1X/turn*

1. Choose TopCard & note its Featured Icon
2. Choose Top City on your board with that Featured Icon on it
3. **Pay Endorse cost** by ***TUCKING*** a card of equal or lower value than the City you chose (on any pile)
4. Opponents that Share only get to execute Dogma 1 time

* *Sharing only gets you 1 Sharing draw*

IV. 5 Special Achievements

1. Meld a card card with an arrow  ONTO a pile **already splayed in that direction**
2. Tuck a City with a Flag  **OR** Tuck a City with a Fountain 