AGE of INNOVATION

A TERRA MYSTICA GAME

FUTURE & PAST

INTRODUCTION

Future and Past is the first expansion for Age of Innovation. You need the base game to play it. With this expansion, you will be able to send Time Travelers to the future, so that they can prepare the land for your coming and return as knowledgeable Scholars. And you will be able to turn back the time on some actions you did, by unlocking the action space.

That way, you will be able to use the action a second time in the same round. And with this expansion, not only will the Competencies be at different places like before, but there will also be more Competencies than you can fit onto the Innovation display. In some games, you'll therefore have to adapt yourself to doing without the one Competency you usually rely on.

COMPONENTS

All new components of this expansion are marked with ⚙.



6 new Factions



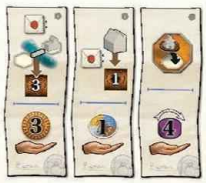
3 new Book Action tiles



back



20 new Competency tiles
(5 different, 4 of each)



3 new Round Bonus tiles



back



3 new City tiles
(all the same)

back



3 new Palace tiles

back



3 new Innovation tiles

back

Special Components



9 Chrono Projection tiles



9 Lock Breaker tiles



2 special Futurists Profit tiles

back



3 special Futurists Income tiles



4 special Libellas Competency tiles



back



1 White Bridge tile

CHANGES TO SETUP

1. Place the **Chrono Projection** and **Lock Breaker tiles** as general supplies near the game board.
2. The **Libellas** and **Futurists tiles** belong with the respective Faction and the **White Bridge tile** with the new Innovation, Ponte Vecchio.
3. Mix all new components with the respective components from the base game.
4. For the **Competency tiles**, randomly determine 5 of the now 17 different Competency tiles to put back in the box before you set up the remaining Competency tiles in the usual way.
5. For all **other components**, set them up in the **usual way**. That means that for the City tiles, there will be more options in the game. And for all other components, there will be more tiles from which the tiles in the game are selected.
6. If you prefer, you can **pre-select some or all** of the new components for your game instead of getting a totally random selection of tiles.

FEUERLAND

2 NEW CONCEPTS

LOCK BREAKERS



At the start of each of your turns in the Action phase, before taking your action, you may use 1 Lock Breaker to remove 1 X-token from any action space. This can be a public action space (any Power action or Book action) or a Special action space (on your Faction, Competency tile, Bonus Round tile, Palace tile, or Innovation tile). This allows you to use that action space (again) immediately as your action for this turn.

CHRONO PROJECTIONS



Whenever you gain a Chrono Projection tile, immediately place it on any terrain hex on the board that is:

- **undeveloped** (has no building or Chrono Projection tile on it)

AND

- **within Reach** of one of your existing buildings or another of your Chrono Projections.

Place 1 Scholar from the supply on the Chrono Projection tile (the tile depicts a Scholar to remind you of this). If you do not have a Scholar left in the supply, you cannot place a Chrono Projection tile.

This space now counts as developed, so other players may not terraform or build on this space and they may not place a second Chrono Projection tile on it. You, however, may terraform and build a Workshop or place a Neutral building there during one of your subsequent turns, following the usual rules. If you do, take the Scholar (do not return it to the supply) and remove the Chrono Projection tile.

At the end of the game, you **lose 5 points** for each Chrono Projection with 1 of your Scholars on it that is still on the board.

The Chrono Projections ...

... do not count as a building. So you do not gain power when others build next to it and other players do not gain power when you place one. Furthermore, they don't allow a Guild to be built at the cheaper cost.

... do extend your reach. When using the Terraform and Build action, you may use a Chrono Projection tile with 1 of your Scholars on it as a starting point, instead of 1 of your buildings. When calculating your Area Score at the end of the game, they do allow you to connect 2 buildings through them (but they do not count as a building themselves).

... do allow you to build a bridge connected to the hex with the Chrono Projection tile on it.

Chrono Projection Example



1 *RED has a Sailing value of 1, so the Desert on the other side of the river from its Workshop is in reach.*
Red uses their Round Bonus tile to place a Chrono Projection tile on that desert. They place 1 of their Scholars from the supply on the tile. This does not count as building, so GRAY does not gain any power for it.



2 *On their next turn, RED builds a Workshop on the Wasteland space next to their Chrono Projection tile. It is not in reach from one of their buildings, but they can use the Chrono Projection as a starting point, so they are allowed to build there.*



3 *On one of their future turns, RED uses a Terraform and Build action with 1 free spade to build a Workshop on the space with the Chrono Projection tile. They gain the Scholar that was on the tile, so that they can use it in one of their next actions, and they remove the Chrono Projection tile.*

4 *Now GRAY does gain 1 power and they can finally upgrade their Workshop to a Guild for only 3 coins.*

APPENDIX

Appendix I: The New Factions



Aristocrats

At the beginning of the game the Aristocrats advance 1 Level each in the Law and Engineering Disciplines and gain 4 power.

Whenever the Aristocrats build a Palace or University, they gain 1 Tool (independent of the number of players in the game) and 1 Terraform and Build action with 2 free Spades (3 free Spades in a game with 3 or more players).



Futurists

At the beginning of the game the Futurists advance 1 Level each in the Law and Medicine Disciplines, place their 3 special Income tiles beside the Round Score tiles for rounds 2, 4, and 6, and place their special Profit tiles on spaces 30 and 40 of the Score track.





They can choose freely which Income tile to place beside which Round Score tile and which side of the Profit tiles to place face up (but the 30-point tile needs to go on space 30 and the 40-point tile needs to go on space 40).

Additionally, after all Factions have placed their starting Workshops, but before any Faction gains any other benefit (so before the Monks or Inventors gain their Competency, before the Desert faction gains their Spade, and before the River Guards place their Bridge), the Futurists gain and immediately place 1 Chrono Projection.

Income Phase I: During rounds 2, 4, and 6, the Futurists gain their special income in addition to their normal income. Discard each special Income tile after they gained its income.

When the Futurists reach or cross space 30 on the Score track for the first time in the game, they immediately gain the resources depicted on the Profit tile in that space and discard the tile afterwards. The same is true for space 40 of the Score track and the Profit tile there.



Urbaneers

At the beginning of the game the Urbaneers advances 1 Level each in the Law and Banking Disciplines.

Whenever the Hive founds a city, they gain 3 power and may upgrade 1 Workshop to a Guild for free.



Libellas

At the beginning of the game the Libellas place their 4 special Competency tiles nearby as a supply.

Whenever (up to 4 times in the game) the Libellas gain a regular Competency tile, they also gain 1 of their special Competency tiles. Furthermore, they gain 1 additional Level on the Science display and 1 additional Book matching the Discipline the regular Competency came from.

With this Competency tile, the Libellas immediately ...



... gain 1 Tool and 1 Lock Breaker.



... gain 1 Tool and 3 Coins.



... gain 1 Scholar.



... gain 4 power and can place a Bridge for free (similar to the corresponding Power action).



Mechas

At the beginning of the game the Mechas advance 2 Levels in the Engineering Discipline and gain 1 Lock Breaker.

Whenever the Mechas use a Book action, they score 3 points and advance 1 Level in a Discipline of their choice.



River Guards

At the beginning of the game the River Guards advance 1 Level each in the Law and Medicine Disciplines. Additionally, after placing their starting Workshops and choosing a Round Bonus tile, the River Guards place a Bridge for free (similar to the corresponding Power action).
(If other players gain Spades at this time, use these Spades and build this Bridge in turn order.)

Income Phase I: The River Guards gain 1 Tool for each of their Bridges on the game board.

Appendix II: The New Innovation Tiles



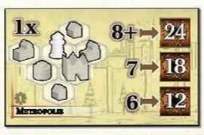
Ponte Vecchio

As a one-time bonus, **immediately** build a Neutral Bridge (for production reasons, this bridge is a cardboard token and not a wooden tile. Also, it already depicts the power value from the following ability to remind you of it. It still behaves the same way as any wooden bridge).



For the purpose of founding Cities, your Bridges have a power value of 1. They do not count as buildings though, neither for founding a City nor for any other purpose like gaining or giving power from Builds.

Whenever you found a City, you both advance 2 Levels in 1 Discipline of your choice and gain 2 Coins for each Bridge that is part of the City.



Metropolis

Immediately gain a one-time bonus of points based on the number of your buildings in your largest group on the game board (within a group, each building is adjacent to at least 1 other building of the group, like for founding a City). For 6 buildings gain 12 points; For 7 buildings gain 18 points; For 8 or more buildings gain 24 points. If your largest group of buildings contains fewer than 6 buildings, you don't gain any points for this Innovation.



Constitution

Immediately gain a one-time bonus of points based on the Power value of your buildings on the game board. Gain points equal to the sum of the Power values.

Appendix III: The New Palace Tiles



(18) Income Phase I:
Gain 4 power and 1 Scholar.
Whenever you advance on the Science display, gain 1 point for each Level you advance.



(19) Income Phase I:
Gain 2 power and 1 Book of your choice.
When you Pass: Gain 3 points for each of your City tiles.



(20) Income Phase I:
Gain 4 power and 4 Coins.
Immediately as a one-time bonus gain 1 Scholar and advance 4 Levels on the Science display (you can advance 4 Levels in 1 Discipline, 1 Level each in all 4 Disciplines, or any combination of 4 Levels in between).

Appendix IV: The New Round Bonus Tiles



When you Pass:
Gain 3 points for each Bridge you have on the game board.
Income Phase I:
Gain 3 Coins.



When you Pass: Gain 1 point for each Workshop you have on the game board.
Income Phase I: Advance 1 Level in a Discipline of your choice on the Science display.



Actions Phase II: You have a Special action that allows you to gain and immediately place 1 Chrono Projection.
Income Phase I:
Gain 4 power.

Appendix V: The New Book Actions



Return 1 Book of any Discipline to gain 1 Scholar.



Return 2 Books of any Disciplines to gain 1 point for each Workshop you have on the game board.



Return 2 Books of any Disciplines to place 1 Workshop for free on any undeveloped hex of your Native terrain type on the game board. The hex does not need to be within Reach of any of your existing buildings.

Appendix VII: The New City tile



When you take this City tile, gain 6 points and 1 Lock Breaker.

Appendix VI: The New Competency Tiles



Immediately: Gain 1 Book of your choice and 1 Lock Breaker.



Whenever you found a City, gain 4 points and 1 Book of your choice.



Immediately: Gain (and place) 1 Chrono Projection, 6 power and 1 Tool.



Immediately: Gain 1 Tool.
For the rest of the game: Your Reach is increased by 1 (don't advance your Sailing Track marker).



Action Phase II: You have a Special action that allows you to gain 1 point and 1 Coin for each Guild you have on the game board.

Credits

The designer would like to thank the following playtesters:

Alex Peters, Arkadiy Kornev, Chris Bizzel, Dale Prather, Dave Edwards, David Schäfer, Gaming Group Terra Ludyca, Greg Marsella, Horst Stuckert & Family, Ian Turenne, James Ataei, Jenst Kunst, Johann Esteves, Julian Illingworth, Kaio Cesar, Kev Roc, Kevin Iacoucci, Kin Fong, Laurent Thimothee, Laxmi Gupta, Léo Baty, Li Yi-Lin, Marc-Antoine Robitaille, Philipp Gupta, Riccardo Zulian, Sacha Bakht, Sander Boeters, Shi Suwei, Stephen Brandt, Thijs van den Hoven, Trey Chambers

A special Thanks to the group of Chinese Playtesters and Moonsea, who coordinated the feedback: Moonsea, Cavendishw XuDao, Duoduo, czh23, yagamihikari7, kai, qweqweqwwwww, iceoctopus, su7ye, woodenbox, nine, KiBo, LAOHU10086, xing1000, pxdpxd

Designer: Helge Ostertag
Illustrations: Alvaro Calvo Escudero, Lukas Siegmon
Graphic design: Anna Schnabel, Christof Tisch
English Translation: Bastian Winkelhaus
Proofreading: Nathan Morse

© 2026

Feuerland Verlagsgesellschaft mbH
Nassaustraße 3
65719 Hofheim am Taunus
www.feuerland-spiele.de



Capstone Games
2 Techview Drive
Cincinatti, OH 45215
www.capstone-games.com

Distributed in the UK by:
Esdevium Games Ltd,
trading as Asmodee UK
6 Waterbrook Road, Alton,
GU34 2UD, UK

Looking for more information or missing something?
https://capstone-games.com/board-games/age-of-innovation/