



CARDS OF UTOPIA



(320 Total Cards)

INFRASTRUCTURE (18)

CARD NAME	NUMBER OF CARDS IN DECK	FINANCE COST	CARD DETAILS
Food and Water	3	\$1	Must be financed if (1) you haven't financed this kind of Infrastructure card (i.e. Food and Water) yet <i>and</i> (2) you have the \$ needed; offers no benefit.
Police Force	3	\$1	Same as Food and Water
Sewage System	3	\$1	Same as Food and Water
Electrical Power	3	\$1	Same as Food and Water
Healthcare System	3	\$1	Same as Food and Water
Transportation System	3	\$1	Same as Food and Water

TECHNOLOGY (35)

CARD NAME	NUMBER OF CARDS IN DECK	FINANCE COST	CARD DETAILS
1 Research Unit	20	\$1	Used to acquire Technology during the Play phase
2 Research Units	10	\$2	Used to acquire Technology during the Play phase
3 Research Units	5	\$3	Used to acquire Technology during the Play phase

ECONOMY (30)

CARD NAME	NUMBER OF CARDS IN DECK	FINANCE COST	CARD DETAILS
1 Investment Unit	20	\$1	Used to acquire Economic Advancements during the Play phase
2 Investment Units	10	\$2	Used to acquire Economic Advancements during the Play phase

MILITARY (75)

CARD NAME	NUMBER OF CARDS IN DECK	FINANCE COST	CARD DETAILS
Deployment	24	\$2	During the Play phase, place 1 Civilization token from your supply onto any Territory you control on the World Map.
Movement	12	\$1	During the Play phase, move all (or some) of your Units from 1 Territory to another immediately adjacent Territory that you already occupy or to an adjacent Territory that is vacant (in which case you now control the Territory).
War	10	\$2	During the Play phase, take all (or some) of your Units from 1 Territory you control and attack an adjacent Territory that is controlled by another player. Your Strength (each attacking Unit = 1 Strength) is compared with the Strength

			of the opponent in the defending Territory (each Unit in that Territory = 1 Strength; Governor, if present = 2 Strength). The War is then resolved by each player removing a number of his/her Civilization tokens involved in the war equal to the Opponent's Strength (e.g. an opponent's Strength of 3 requires a player to remove 3 of his/her own Civilization tokens). These are casualties and are returned to their respective players' supplies. In a Home Territory, the Governor token must be the last token removed by the defending player, and if a player's Governor token is removed the player is out of the game. Whoever has tokens remaining after accounting for casualties assumes control of the Territory. If neither player has tokens remaining, neither player controls the Territory. One or both players may need to adjust their Prestige Points as a result of the war.
<i>Bribery</i>	4	\$2	During the Play phase, take any 1 Unit belonging to an opponent (<i>except from Home Territories</i>) off the World Map, and place 1 Civilization token from your supply onto any Territory you control on the World Map.
<i>Espionage</i>	4	\$5	Steal sensitive information from another civilization by means of spies (or prevent other civilizations from doing the same). During the Play phase, choose an opponent to steal Technology from. That player must forfeit a Technology and remove his/her Civilization token from the corresponding Technology space, unless s/he is able to play an Espionage card him/herself, in which case both cards are played and nothing happens. Your opponent may choose which Technology to forfeit if s/he has acquired more than 1. You then acquire the Technology forfeited, if desired and possible—if so, place 1 of your Civilization tokens on the corresponding Technology space.
<i>Sabotage</i>	4	\$2	During the Play phase, sabotage another player by choosing up to 2 Play Phase cards (i.e. not Culture or Infrastructure cards) that s/he has financed but not yet played—return them to that player's Finance deck (i.e. that player must finance the cards again before s/he can play them)...and, yes, you can even sabotage a Sabotage card!
<i>Rebellion</i>	4	\$2	During the Play phase, select 1 opponent's Territory (<i>except a Home Territory</i>)—the player's military mutinies in this Territory and all of his/her Units must be removed from the Territory; s/he subsequently loses control of the Territory.
<i>Theft</i>	4	\$1	During the Play phase, steal half of 1 opponent's \$ (rounded down).
<i>Fortification</i>	3	\$4	Keep this card face-up in your Tableau—your Home Territory cannot be attacked for the remainder of the game. However, this card can be removed from your Tableau if an opponent plays a Sabotage card.
<i>Infiltration</i>	3	\$1	During the Play phase, look through your Finance deck and give up to 3 cards to 1 opponent. Your opponent adds them to his/her Finance deck.
<i>Nuclear Bomb</i>	3	\$2	Choose 1 Territory on the World Map (other than a Home

			Territory)—that Territory is obliterated and uninhabitable for the remainder of the game; any Civilization tokens on that Territory are returned to their owner, who, thus, no longer controls the Territory. The Territory’s Environment and Prestige Point tiles are removed from the game board to remind players of the effects of the nuclear bomb. (place these tiles back in the box).
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CULTURE (107)

CARD NAME	NUMBER OF CARDS IN DECK	FINANCE COST	CARD DETAILS												
<i>Amusement Park</i>	5	\$1	Immediately earn 1 Prestige Point												
<i>Aquarium</i>	5	\$1	Immediately earn 1 Prestige Point												
<i>Arcade</i>	5	\$1	Immediately earn 1 Prestige Point												
<i>Multimillion-dollar Corporation</i>	5	\$1	Immediately earn 1 Prestige Point												
<i>Palace</i>	5	\$1	Immediately earn 1 Prestige Point												
<i>Zoo</i>	5	\$1	Immediately earn 1 Prestige Point												
<i>Historic Monument</i>	5	\$1	Immediately earn 1 Prestige Point; enables History Museum Culture card												
<i>Prized Painting</i>	5	\$1	Immediately earn 1 Prestige Point; enables Art Museum Culture card												
<i>Sports Stadium</i>	5	\$1	Immediately earn 1 Prestige Point; enables Professional Sports Team Culture card												
<i>Science Artifact</i>	5	\$1	Immediately earn 1 Prestige Point; enables Science Museum Culture card												
<i>Library</i>	5	\$1	Immediately earn 1 Prestige Point; enables National Library Culture card												
<i>Park</i>	5	\$1	Immediately earn 1 Prestige Point; enables National Park Culture card												
<i>Mega Musical Venue</i>	5	\$1	Immediately earn 1 Prestige Point; enables Concert of the Eon Event card												
<i>Religious Temple</i>	5	\$1	Immediately earn 1 Prestige Point; enables Religious Holiday Event card												
<i>World-renowned Artist</i>	5	\$1	<table border="1"> <tr> <td># of Cards of This Kind (i.e. "World-renowned Artist") Already In Tableau</td> <td>0</td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> </tr> <tr> <td>PP Earned for Financing this Card</td> <td>1</td> <td>2</td> <td>3</td> <td>6</td> <td>12</td> </tr> </table> <p>Immediately earn Prestige Points according to the table above</p>	# of Cards of This Kind (i.e. "World-renowned Artist") Already In Tableau	0	1	2	3	4	PP Earned for Financing this Card	1	2	3	6	12
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PP Earned for Financing this Card	1	2	3	6	12										
<i>World-renowned Athlete</i>	5	\$1	Same as World-renowned Artist												
<i>World-renowned Historian</i>	5	\$1	Same as World-renowned Artist												
<i>World-renowned Scientist</i>	5	\$1	Same as World-renowned Artist												
<i>University</i>	3	\$2	Immediately earn 2 Prestige Points												

<i>Theater</i>	2	\$3	Immediately earn 3 Prestige Points
<i>Skyscraper</i>	2	\$4	Immediately earn 4 Prestige Points
<i>Diamond Dynasty</i>	1	\$5	Immediately earn 5 Prestige Points
<i>Gold Mine</i>	1	\$5	Immediately earn 5 Prestige Points
<i>Airport</i>	1	\$5	Immediately earn 8 Prestige Points [Prerequisite: Technology—Airplane]
<i>Art Museum</i>	1	\$5	Immediately earn 8 Prestige Points [Prerequisite: Culture card—Prized Painting]
<i>History Museum</i>	1	\$5	Immediately earn 8 Prestige Points [Prerequisite: Culture card—Historical Monument]
<i>National Library</i>	1	\$5	Immediately earn 8 Prestige Points [Prerequisite: Culture card—Library]
<i>National Park</i>	1	\$5	Immediately earn 8 Prestige Points [Prerequisite: Culture card—Park]
<i>Science Museum</i>	1	\$5	Immediately earn 8 Prestige Points [Prerequisite: Culture card—Scientific Artifact]
<i>Professional Sports Team</i>	1	\$5	Immediately earn 8 Prestige Points [Prerequisite: Culture card—Sports Stadium]
<i>Space Colony</i>	1	\$10	Immediately earn 15 Prestige Points [Prerequisite: Technology—Spacecraft]

PEOPLE (12)

CARD NAME	NUMBER OF CARDS IN DECK	FINANCE COST	CARD DETAILS
<i>Financial Planner</i>	3	\$1	During the Play phase, sell any financed but unplayed Play Phase cards back for their cost +\$1 each; you can do this for as many Play Phase cards as you have. Discard sold cards to the Draft discard pile and retrieve \$ from the Bank accordingly.
<i>Voodoo Witch Doctor</i>	3	\$2	During the Play phase, draw 4 cards from 1 opponent's Finance deck and secretly look at them. Then, keep any combination of these yourself (i.e. add them to your Finance deck) and/or distribute any combination of them to any combination of opponents (i.e. add them to their Finance decks) and/or face-up to the Draft discard pile.
<i>Prophet</i>	3	\$1	During the Play phase, examine the next 4 cards from the Draft deck and add up to 2 of them to your Finance deck; discard all remaining cards face-up, in any order, to the Draft discard pile.
<i>Advisor</i>	3	\$1	During the Play phase, examine your Finance deck and discard up to 4 cards of your choice—discard these cards face-up, in any order, to the Draft discard pile.

ENVIRONMENT (32)

CARD NAME	NUMBER OF CARDS IN DECK	FINANCE COST	CARD DETAILS
<i>Migration</i>	8	n/a	Move the orange Clan of Savages figure to an adjacent territory (or to a Territory of your choice, if the figure is not

			yet on the World Map), except the Territory on which the purple Tourist Hotspot figure is located. The Clan of Savages figure negates all Prestige Points associated with whichever Territory it resides in. When it is moved, players may need to increase (if it moves out of a Territory they control) or decrease (if it moves into a Territory they control) their Prestige Points.										
<i>Tourism Boom</i>	8	n/a	Move the purple Tourist Hotspot figure to the Territory of your choice, except the Territory on which the orange Clan of Savages figure is located. The Tourist Hotspot figure increases the Prestige Points generated by the Territory it resides in +5. When it is moved, players may need to increase (if it moves into a Territory they control) or decrease (if it moves out of a Territory they control) their Prestige Points.										
<i>Popularity</i>	3	n/a	Each player collects \$ corresponding to his/her current Governor Reputation as follows: <table border="1" data-bbox="950 741 1321 877"> <tr> <td>Satisfactory</td> <td>\$2</td> </tr> <tr> <td>Good</td> <td>\$4</td> </tr> <tr> <td>Great</td> <td>\$6</td> </tr> <tr> <td>Excellent</td> <td>\$8</td> </tr> <tr> <td>Legendary</td> <td>\$10</td> </tr> </table>	Satisfactory	\$2	Good	\$4	Great	\$6	Excellent	\$8	Legendary	\$10
Satisfactory	\$2												
Good	\$4												
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Excellent	\$8												
Legendary	\$10												
<i>Stability</i>	3	n/a	Collect \$2 for every Infrastructure card that you have financed (i.e. already in your Tableau).										
<i>Mountains Flourish</i>	1	n/a	Place this card next to the World Map—for the remainder of the game, Territories with a Mountain Environment tile are worth <u>3</u> additional Prestige Points. Some players may need to immediately increase their Prestige Points accordingly.										
<i>Mountains Flourish</i>	1	n/a	Place this card next to the World Map—for the remainder of the game, Territories with a Mountain Environment tile are worth <u>5</u> additional Prestige Points. Some players may need to immediately increase their Prestige Points accordingly.										
<i>Water Flourishes</i>	1	n/a	Place this card next to the World Map—for the remainder of the game, Territories with a Water Environment tile are worth <u>3</u> additional Prestige Points. Some players may need to immediately increase their Prestige Points accordingly.										
<i>Water Flourishes</i>	1	n/a	Place this card next to the World Map—for the remainder of the game, Territories with a Water Environment tile are worth <u>5</u> additional Prestige Points. Some players may need to immediately increase their Prestige Points accordingly.										
<i>Farmlands Flourish</i>	1	n/a	Place this card next to the World Map—for the remainder of the game, Territories with a Farmland Environment tile are worth <u>3</u> additional Prestige Points. Some players may need to immediately increase their Prestige Points accordingly.										
<i>Farmlands Flourish</i>	1	n/a	Place this card next to the World Map—for the remainder of the game, Territories with a Farmland Environment tile are worth <u>5</u> additional Prestige Points. Some players may need to immediately increase their Prestige Points accordingly.										
<i>Forests Flourish</i>	1	n/a	Place this card next to the World Map—for the remainder of the game, Territories with a Forest Environment tile are worth <u>3</u> additional Prestige Points. Some players may need to immediately increase their Prestige Points accordingly.										

<i>Forests Flourish</i>	1	n/a	Place this card next to the World Map—for the remainder of the game, Territories with a Forest Environment tile are worth 5 additional Prestige Points. Some players may need to immediately increase their Prestige Points accordingly.
<i>Wildlife Flourishes</i>	1	n/a	Place this card next to the World Map—for the remainder of the game, Territories with a Wildlife Environment tile are worth 3 additional Prestige Points. Some players may need to immediately increase their Prestige Points accordingly.
<i>Wildlife Flourishes</i>	1	n/a	Place this card next to the World Map—for the remainder of the game, Territories with a Wildlife Environment tile are worth 5 additional Prestige Points. Some players may need to immediately increase their Prestige Points accordingly.

EVENT (11)

CARD NAME	NUMBER OF CARDS IN DECK	FINANCE COST	CARD DETAILS
<i>Famine</i>	1	n/a	1 Unit is removed from every Territory on the World Map that has at least 1 Unit, <i>except from Home Territories</i> . Players return Civilization tokens to their supply.
<i>Population Surge</i>	1	n/a	1 Unit must be added to every Territory on the World Map that has at least 1 Unit on it. Players add Civilization tokens from their supply, provided they have enough to do so (they may pick which Territories to add to if they do not have enough tokens to place 1 on each Territory).
<i>Armageddon</i>	1	n/a	The game immediately ends and the winner is the player with the most Prestige Points at this time.
<i>Olympics</i>	1	n/a	Host the Olympics—immediately collect \$10 from the Bank.
<i>Natural Disaster</i>	1	n/a	Select 1 opponent—his/her Territories suffer a natural disaster; s/he must immediately remove all of his/her played Infrastructure cards from his/her Tableau and discard them to the Draft discard pile.
<i>Great Depression</i>	1	n/a	Select 1 opponent—his/her civilization suffers from a great economic depression. That player must forfeit 1 Economic Advancement of your choice; the opponent removes his/her Civilization token from that Economic Advancement space and returns it to his/her supply.
<i>World War</i>	1	n/a	Beginning with you and proceeding clockwise, one-by-one, all players must select 1 of their Territories on the World Map and move some or all of their Units (not their Governor) from that Territory to an adjacent Territory they do not control (it may be controlled by another player or empty). If the Territory is controlled by another player a war occurs, which is resolved the same way a War Culture card is. If a player only has his/her Governor left on the World Map, s/he does nothing.
<i>Religious Holiday</i>	1	n/a	All players who have financed Religious Temples immediately receive \$3 per Religious Temple financed.
<i>Tour of the Eon</i>	1	n/a	All players who have financed Mega Musical Venues immediately receive \$3 per Mega Musical Venue financed.
<i>Humanitarian</i>	1	n/a	All players must give the player with the fewest Prestige

<i>Relief</i>			Points half of their \$, rounded down (nothing happens if there is a tie for last).
<i>Meteor Strike</i>	1	n/a	Rearrange the Environment tiles on the Territory spaces of the World Map in any way you like, so long as 1 tile fills each available space. Players may need to adjust their Prestige Points accordingly.

BRIEF CARD SUMMARY

INFRASTRUCTURE (18)
3 = Food and Water, Police Force, Sewage System, Electrical Power, Healthcare System & Transportation System
TECHNOLOGY (35)
20 = 1 RU 10 = 2 RU 5 = 3 RU
ECONOMY (30)
20 = 1 IU 10 = 2 IU
MILITARY (75)
24 = Deployment 12 = Movement 10 = War 4 = Bribery, Espionage, Sabotage, Rebellion & Theft 3 = Fortification, Infiltration & Nuclear Bomb
CULTURE (107)
5 = Amusement Park, Aquarium, Arcade, Historic Monument, Library, Mega Musical Venue, Multimillion-dollar Corporation, Palace, Park, Prized Painting, Religious Temple, Scientific Artifact, Sports Stadium, World-renowned Artist, World-renowned Athlete, World-renowned Historian, World-renowned Scientist & Zoo 3 = University 2 = Skyscraper & Theater 1 = Airport, Art Museum, Diamond Dynasty, Gold Mine, History Museum, National Library, National Park, Professional Sports Team, Science Museum & Space Colony
PEOPLE (12)
3 = Advisor, Financial Planner, Prophet & Voodoo Witch Doctor
ENVIRONMENT (32)
8 = Migration & Tourism Boom 3 = Popularity & Stability 2 = Farmlands Flourish, Forests Flourish, Mountains Flourish, Water Flourishes & Wildlife Flourishes
EVENT (11)
1 = Armageddon, Famine, Great Depression, Humanitarian Relief, Meteor Strike, Natural Disaster, Olympics, Population Surge, Religious Holiday, Tour of the Eon, World War