



UTOPIA

Create the Utopia You've Always Dreamed Of!

*A light/medium-weight strategy game for 2-5 players
that plays in 30-90 minutes
Designed by Brad Musil*

COMPONENTS

- ❖ 1 Cards of Utopia Reference Sheet, 1 World Map Game Board, 10 Prestige Point Tiles (2 3-point Tiles, 3 4-point Tiles, 3 5-point Tiles & 2 6-point Tiles), 10 Environment Tiles (2 each of Mountain, Water, Farmland, Forest & Wildlife), 1 Round Board, 1 Round Marker, 1 Prestige Points Board, 1 Economy Board, 1 Technology Board, 1 Orange Clan of Savages Figure, 1 Purple Tourist Hotspot Figure, 40 \$ Tokens, 320 Utopia Cards, 60 Small Civilization Tokens (12 each of 5 colors), 5 Large Governor Tokens (1 each of 5 colors) and 1 First Player Pawn

OVERVIEW

Create the utopia you've always dreamed of! You are a governor striving to establish your own prestigious civilization, which means you'll need to expand your civilization's cultural influences, invest in mandatory infrastructure, research technologies and expand your territory. You may also want to consider pursuing economic advancements, which will generate more income to enhance your civilization faster. Don't forget about diplomatic relations with neighboring governors—together, you must decide whether to keep relations peaceful.

GAME SETUP

1. Place the World Map board in a central location, convenient to all players.



2. Shuffle the 10 Prestige Point tiles and randomly assign 1 face-up to the designated spaces on all Territories of the World Map. Do the same with the 10 Environment tiles.
3. Place the Round, Prestige Points, Economy and Technology boards next to the World Map, and put the Round marker on the 1 space of the Round board.
4. Set the orange Clan of Savages figure and the purple Tourist Hotspot figure next to World Map. Also, set the \$ tokens in stacks next to the World Map—this is the “Bank.”
5. Shuffle the Utopia cards and form a facedown Draft draw deck for the Draft phase of each round. Place this draw deck next to the World Map, and leave room for a Draft discard pile next to the deck. Given the size of the deck, you may wish to randomly remove half of the deck and place it back in the box—you can always take additional cards as needed.
6. Each player takes 12 small Civilization tokens and 1 large Governor token of 1 color. Each player places 1 of his/her Civilization tokens on the 0 space of the Prestige Points board. Throughout the game, the rest of a player’s Civilization tokens form his/her limited supply—they will be used to indicate Territories controlled and Economic Advancements and Technologies acquired.
7. Determine a First Player by any agreed upon method, and give this player the First Player pawn (s/he will go first during the first round). Players select their starting Territories on the World Map one-by-one, beginning with the player who will be going last in the first round (i.e. the player sitting to the First Player’s right) and proceeding counterclockwise. This player chooses any of the Territories on the World Map, and places his/her Governor token and 1 of his/her Civilization tokens on that Territory (s/he also adjust his/her Civilization token on the Prestige Points board accordingly). The next player then chooses any Territory other than the one already chosen and does the same thing, and so on. Hence, only 1 player can start the game in each Territory (only 1 player can occupy each Territory throughout the game). After the First Player has chosen his/her starting Territory, the game is ready to begin!

GAMEPLAY AND ROUND SUMMARY

Utopia is played in rounds, and 4 phases comprise each round: 1) Preparation, 2) Draft, 3) Finance and 4) Play. These phases are executed, one-by-one, in order, and are explained in more detail below:

1. Preparation

Begin each round by advancing the Round marker 1 space on the Round board (e.g. from “3” to “4”) and moving the First Player figure clockwise 1 player (NOTE: these steps are skipped during the first round). Next, all players collect income for the round by taking \$ from the bank. All players collect a base tax rate of \$2, and some players may collect more with Economic Advancements (as shown on the Economy board).

2. Draft



Next, a number of Utopia cards, equivalent to 3 times the number of players playing (e.g. 12 cards in a 4-player game), are drawn from the Draft draw deck and placed face-up in a central location, in full view of all players. One-by-one, beginning with the First Player and proceeding in a clockwise fashion, players take turns drafting 1 card from those still available, until all cards set out have been drafted. All players draft their first card before anyone drafts their second, and their second before anyone drafts their third. Players add the cards they have drafted to their Finance deck. Players begin the game with no cards in their Finance deck, and they add cards to it as the game progresses (e.g. after this phase of the first round, all players will have exactly 3 cards in their Finance decks).

3. Finance

All players simultaneously shuffle their Finance decks facedown and then draw 3 cards from these decks, placing the 3 cards drawn face-up in front of them. Then, one-by-one, beginning with the First Player and proceeding in a clockwise fashion, players take turns deciding which—if any—of these 3 cards they want to finance. Financing cards requires money, with more advantageous cards costing more money to finance. To finance a card, a player must pay the \$ indicated on the card by giving the necessary \$ to the Bank. Financed cards are placed face-up in a player's "Tableau," and cards that a player doesn't finance are returned to the player's Finance deck, where it may be drawn in subsequent rounds. Each player completely finishes financing his/her cards before the next player begins doing so. Players must adhere to the following exceptions when carrying out their turns:

- ❖ **Environment** and **Event** cards are not financed—they are *immediately played* (i.e. the effect detailed on the card is carried out), before any cards can be financed. If a player has drawn 2 or more of these kinds of cards, then the cards are carried out one-by-one from left to right. These cards are discarded face-up to the Draft discard pile, unless otherwise noted.
- ❖ **Infrastructure** cards drawn must be financed before any other cards can be financed. A player *must* finance an Infrastructure card if (1) s/he doesn't already have an Infrastructure card of that type (e.g. "Police Force") in his/her Tableau *and* (2) s/he has the \$ indicated on the card. If a player has drawn 2 or more Infrastructure cards, the cards are financed (if obligated) one-by-one from left to right.

Please see the "Cards of Utopia" reference sheet for details regarding what happens when particular cards are financed.

4. Play

One-by-one, beginning with the First Player and proceeding in a clockwise fashion, players take turns playing "Play Phase" cards in their Tableau (cards that can be played during this phase have this descriptor marked on them). A player may play any combination of the Play Phase cards s/he has available, in any order, or play none at all. When played, these cards are removed from the player's Tableau and discarded face-up on top of the Draft discard pile. Each player completely finishes playing his/her cards before the next player begins doing so. Please see the Cards of



Utopia reference sheet for details regarding what happens when particular cards are played.

Tips: You need not *play* cards in your Tableau in the same round that you *financed* them. Hence, consider saving that Sabotage card for just the right moment! Also, learn to appreciate the effect that turn order has on the execution of Play Phase cards—will you be able to play your Sabotage card *before* your opponent has the opportunity to play the Research cards you intend to take out?

END OF THE GAME

The game immediately ends when one of the following happens:

1. Only 1 player's Governor token remains on the World Map board, in which case s/he is immediately declared the winner
2. A player tallies 80 Prestige Points, in which case s/he is immediately declared the winner
3. The Armageddon Event card is played, in which case the player with the most Prestige Points at that time wins
4. 20 rounds have been completed, in which case the player with the most Prestige Points wins

The only end-game scoring in any of the above scenarios involves the Savings Plan Economic Advancement; in all scenarios, any player with the Savings Plan is awarded Prestige Points before a final winner is determined. In the event of a tie, the player with the most money wins. If players are still tied, they should hold hands and rejoice, as they have each created idyllic and honorable civilizations.

- ◆ Governor Reputation Key: 0-29 = Upstart, 30 = Satisfactory, 40 = Good, 50 = Great, 60 = Excellent, 70 = Legendary & 80 = Godsend

PRESTIGE POINTS

As the game progresses, players will earn (and lose) Prestige Points, beginning with the initial selection of their starting Territories during Game Setup. Players need to adjust their Civilization token on the Prestige Point board to reflect any Prestige Points earned (or lost). Here are the ways players can earn Prestige Points:

Territory: Each Territory on the World Map yields Prestige Points. The number of Prestige Points it yields is determined by the Prestige Point tile that was randomly assigned to it during Game Setup, but this can be increased or decreased by the Tourist Hotspot and Clan of Savages figures, as well as some Environment cards.

Culture: When financed, Culture cards immediately yield a small number of Prestige Points.

Technology: When played, Technology cards permit a player to acquire Technology, which immediately earns them a significant number of Prestige Points.

Savings Plan: Players who have acquired the Savings Plan Economic Advancement earn Prestige Points at the end of the game equal to the amount of \$ they have in their possession at the end of the game.



Tips: Remember, you don't need to have the most Prestige Points to win the game! If you find yourself falling far behind in terms of Prestige Points, focus on building up your Military and aim to eliminate all other Governors on the World Map.

TERRITORIES, UNITS & GOVERNORS

Territories

The World Map consists of 10 Territories. Each Territory has an Environment associated with it and yields a number of Prestige Points to the Governor controlling it, as indicated by the Environment and Prestige Point tiles randomly assigned to it during Game Setup. All that is needed for a player to control a Territory is for him/her to have at least 1 of his/her tokens on the Territory. Territories are never occupied by more than 1 player.

If a player loses control of a Territory for any reason, s/he loses Prestige Points accordingly. Also, the Tourist Hotspot figure and some Environment cards increase the Prestige Points offered by the Territories they are associated with; conversely, the Clan of Savages figure negates all Prestige Points associated with the Territory it is on.

Units

A player's Civilization tokens on the World Map are referred to as "Units". Units can be moved to expand a player's Territory, and they can be used to wage war on other players. Units have a Strength value of 1 during war.

Tips: Players are limited by the number of Civilization tokens in their supply. Hence, a player who acquires more Economic Advancements and Technology will be able to place less Units on the World Map. This might be something to think about if your neighbor starts building up an army!

Governors

Each player begins the game with a Governor token on a Territory of the World Map. Governors have unique effects on the game and are unlike Units in the following important respects:

**Home Territory*

The location of a player's Governor token determines that player's Home Territory. Many cards have effects that cannot be applied to Home Territories.

**Strength = 2*

Governors have a Strength value of 2 during War, and they are the last to be removed from a Territory during war (i.e. all Units are removed first).

**Can't Attack*

Governors may move (via Movement cards), but they cannot attack (via War cards).

**Essential to Civilization*



A player is eliminated from the game when his/her Governor is removed from the World Map (even if s/he has other Units on the World Map).

CARDS

There are 320 total cards, which offer various effects and fall under 6 general categories: 1) Infrastructure (players *must* finance these cards if they are drawn during the Finance phase, and they offer no benefit), 2) Technology (used to acquire Technologies, which yield significant Prestige Points), 3) Economy (used to invest in Economic Advancements, which generate more money), 4) Military (used to protect and expand a civilization's Territory), 5) Culture (which immediately yield a small number of Prestige points), and 6) People, Environment and Event (which elicit unique advantages and/or disadvantages that can dramatically alter the course of a game). These card types are described in more detail below; please see the "Cards of Utopia" reference sheet for more details regarding specific cards.

Infrastructure (18)

Infrastructure cards grant access to the basic necessities needed for life in any legitimate civilization; these cards do not produce Prestige Points. Each costs \$1 and *must* (if possible) be financed when revealed during the Finance phase. Financed Infrastructure cards are placed in players' Tableaus.

Tip: Avoid these like the plague...focus on drafting better opportunities.

Technology (35)

Technology cards allow civilizations to do research and to develop various Technologies, which offer the most lucrative payoffs in terms of Prestige Points. Technology cards come in the form of "Research Units" (RU), with most cards worth 1 RU, though some are worth 2 and even 3. The Technologies available are shown on the Technology board. To acquire a Technology, a player must play the necessary Technology cards during the Play phase (i.e. the cards played must display the required RU, as indicated on the Technology space of the Technology board). Note that some Technologies have prerequisites, which indicate other Technologies that a player must already possess before that Technology can be acquired (e.g. a player can only acquire the Internet if they already possess the Computer—this is Technology relationship "Z"). To indicate that s/he is acquiring a Technology, a player must place 1 of his/her Civilization tokens on the corresponding Technology space. Only 1 civilization can acquire each particular Technology. Financed Technology cards are placed in players' Tableaus, and played Technology cards are discarded face-up on the Draft discard pile. No "change" is given for excess RUs that are discarded. The following is a list of the Technologies available:

1. *Telephone* (X) = 5 PP (3 RU needed)
2. *Television* = 10 PP (3 RU needed)
3. *Automobile* = 15 PP (4 RU needed)
4. *Airplane* (Y) = 20 PP (6 RU needed)
5. *Cellular Phone* [Prerequisite: Telephone (X)] = 30 PP (6 RU needed)



6. *Computer (Z)* = 25 PP (8 RU needed)
7. *Spacecraft* [Prerequisite: Airplane (Y)] = 25 PP (8 RU needed)
8. *Internet* [Prerequisite: Computer (Z)] = 35 PP (8 RU needed)
9. *Gene Mutation* = 35 PP (12 RU needed)
10. *Time Travel* = 50 PP (15 RU needed)

Economy (30)

Economy cards increase a civilization's income, and, therefore, ultimately increase the number of cards a player can finance. All countries automatically generate \$2 every round by way of basic tax revenue, but this amount can increase by financing and playing Economy cards to acquire Economic Advancements. In fact, through Economic Advancements, it is possible to generate up to \$12 per turn. Economy cards come in the form of "Investment Units" (IU), with most cards worth 1 IU, and some worth 2. The Economic Advancements available are shown on the Economy board. To acquire an Economic Advancement, a player must play the necessary Economy cards during the Play phase (i.e. the cards played must display the required IU, as indicated on the Economic Advancement space of the Economy board). To indicate that s/he is acquiring an Economic Advancement, a player must place 1 of his/her Civilization tokens on the corresponding Economic Advancement space. Unlike Technologies, more than 1 civilization may acquire the same Economic Advancements. Financed Economy cards are placed in players' Tableaus, and played Economy cards are discarded face-up on the Draft discard pile. No "change" is given for excess IUs that are discarded. The following is a list of the Economic Advancements available:

1. *Banking System* = +\$1 per turn (2 IU needed)
2. *Import and Export Enhancement* = +\$2 per turn (3 IU needed)
3. *Stock Market* = +\$3 per turn (4 IU needed)
4. *World Trade Center* = +\$4 per turn (5 IU needed)
5. *Savings Plan* = Every \$1 = 1 Prestige Point at the end of the game (5 IU)

Military (75)

Military cards allow players to expand and protect their Territories, and to dictate interactions with one another, both friendly and confrontational. Financed Military cards are placed in players' Tableaus, and played Military cards are discarded face-up on the Draft discard pile.

Culture (107)

When financed, Culture cards allow a player to instantly gain Prestige Points without having to invest multiple turns in their production (as is required with Technology), although the amount of Prestige Points gained is less. Some Culture cards have prerequisites that a player must satisfy before s/he can finance them. Financed Culture cards are placed in players' Tableaus; Culture cards are never played during the Play phase—once financed, they remain in a player's Tableau for the remainder of the game.

PEOPLE (12)



People cards offer players special abilities. Financed People cards are placed in players' Tableaus, and played People cards are discarded face-up on the Draft discard pile.

ENVIRONMENT (32)

Environment cards (and Event cards) are immediately played when drawn during the Finance phase of a round, and they do not require any \$. If multiple Environment and/or Event cards are turned over, they are carried out one-by-one from left to right.

Event (11)

Event cards (and Environment cards) are immediately played when drawn during the Finance phase of a round, and they do not require any \$. If multiple Environment and/or Event cards are turned over, they are carried out one-by-one from left to right.

STRATEGIC VARIANT

If you'd like to add a little more planning to the experience, try the Strategic Variant. This variant affects how players' Finance decks are treated. Rather than shuffling their Finance decks at the beginning of the Finance phase of each round, players instead form Finance draw decks and discard piles. All 1) cards that are drafted during the Draft phase of each round and 2) cards that are not financed during the Finance phase are sent to a player's Finance deck discard pile. During the Finance phase of each round, players draw 3 cards from their facedown Finance draw deck. If this deck runs out, those in a player's Finance discard pile are shuffled and then used to form a new facedown Finance draw deck. This variant may render some cards drafted during very late rounds moot (i.e. when a player has a sizable draw deck and cards in his/her discard pile couldn't possibly be drawn before the game ends). The following clarifies how some cards work when the Finance deck is altered by this variant:

Sabotage: your opponent returns his/her cards to his/her discard pile

Infiltration: examine your discard pile only; your opponent adds the cards you give him/her to his/her discard pile

Voodoo Witch Doctor: you draw cards from your opponent's draw deck, and place cards given to yourself or others on discard piles

Prophet: add any cards you take to your discard pile

Advisor: examine the cards in your discard pile only