

CHAPTER



3.1

Beginning Of Year 1

Members of the Utopian Council. Today is your first day in office. Full of optimism you start your 3 year long journey of democratic reforms in Utopia. The inhabitants of Utopia put high expectations in you!

3.1-6

3.2

Utopian Weather

Utopia is best known for it's sunny weather. But at times it can get really miserable.

Shuffle all season cards of spring and place them back on their space on the game board. Draw the top card and look at the first row „weather“. The weather-symbol on the right indicates the starting weather on Utopia. Use the weather-marker to indicate the corresponding weather-symbol on the game board.

3.1-6

3.3

The Harbour

Harbour City is the gate to the world. Through Harbour City, goods are imported and then traded at the utopian central market. The harbour also brings tourists to the island, as all goods and people reach the island by ship.

Take all ship cards, shuffle them, and place them on their space on the game board „ship deck“ with their tourism-side face up.

3.1-6

3.4

Nomad Caravan

At the beginning of every year the nomad caravan moves to the north of Utopia and settles near the Great Harbour City Bay to plan their yearly route around the island.

Place the nomads caravan marker on its yearly starting position, the larger yellow square in the north of Utopia.

Fishing Grounds

The yearly fish migration is an important factor to plan the nomads route.

3.1-6

3.5

Nomad player, please take the ABCD-markers. Randomly place one of each marker on the white-circle-spaces of the water-hexes in the fishing-area of your player board.

Now all water-hexes should be indicated with either A, B, C or D.

Next shuffle any card stack of season cards, put it back on their space and draw a card. The fish symbols shown in the 4th row assign a fish type to every ABCD-marker on your player board. Take a whiteboard marker, write the corresponding letters in every white circle and remove the ABCD-markers.

3.1-6

3.6

Economy

Island Utopia has a diversified economy. The inhabitant groups contribute in different ways to provide food, energy and money. Mountain Village's products from agriculture and animal farming feed the island. Seaside Village exports the famous utopian grapes and hosts tourists; both important sources of revenue for the utopian economy. Harbour City's import activities guarantee, among others, the energy supply for the island.

Attention: Seaside and Mountain Village need seeds from the market every year in spring to sow their fields!

3.1-6



CHAPTER



7.1

End Of Spring

Change Of Season

Move the season marker on the game board to the next space indicating the start of summer.

7.1



CHAPTER



12.1

End Of Summer

Refugee Day-Labourers

Some refugees really struggle to get along. If they're lucky they manage to compete with Nomads and Mountain Villagers for day-labourer jobs.

Remove 1 stack of markers from both day-labourer-job spaces. If you managed to really remove 2 stacks, then move the marker on the "basic needs track" up 1 space.

12.1-2

12.2

Life Goes On

The end of one hard working half-year is only the beginning of the next.

Players, remove all action markers from your player board and add them back to your personal supply.

Next season all 3 actions are available again.

Change Of Season

Move the season marker on the game board to the next space indicating the start of autumn.

12.1-2



CHAPTER

16



16.1

End Of Autumn

Change Of Season

Move the season marker on the game board to the next space indicating the start of winter.

Lost Harvest

Seaside Villager, if you still have unharvested wine fields, then they are lost. Remove all markers from your fields and your viticulture-track.

16.1



CHAPTER

19



19.1

End Of Year 1

Refugee Day-labourers

Remove 1 stack of markers from both day-labourer-job spaces. If you managed to really remove 2 stacks, then move the marker on the "basic needs track" up 1 space.

Life Goes On

Players, remove all action markers from your player board and add them back to your personal supply. Next season all 3 actions are available again.

19.1-8

19.2

Loans

The payment of yearly interests for your loans is due.

Every player must pay 1 money per loan they have not paid back yet. Lower the marker on your money track accordingly.

Social Justice

If you have a fixed tax system the following applies:

The player with the lowest wealth (money minus loan debts) drops 2 spaces on the "council's perception track".

The second lowest player drops 1 space on the track.

19.1-8

19.3

Taxes

Starting with the council speaker and then in clockwise order every player must pay taxes according to the current tax law. Lower the marker on your "money track" according to your tax group and raise the marker on the "council budget track" accordingly.

If you don't have enough money, you pay what you can. You are also allowed to take a loan to pay your taxes.

19.1-8

19.4

Breeding

Mountain Villager, if you reached or passed „Breeding“ on your "education track", then the following applies: For every two Cows and two pigs you have, you receive 1 corresponding new animal. Every two goats you have even give you 2 new goats. Keep every animal you have enough grassland space to hold.

19.1-8

19.5

Yearly Food Consumption

You must have at least 5 food to match your basic needs.

First, move the marker on the "basic needs track" up 1 space for every player that has at least 1 food in their market space.

Then lower the marker on the track by 1 space for every missing food added together from all other players.

Consume your food and reset your food marker to 0.

19.1-8

19.6

Yearly Energy Consumption

You must have at least 5 energy to match your basic needs.

First, move the marker on the "basic needs track" up 1 space for every player that has at least 1 energy in their market space.

Then lower the marker on the track by 1 space for every missing energy added together from all other players.

Consume your energy and reset your energy marker to 0.

19.1-8

19.7

PISA Study

At the end of year 1/ 2/ 3 you must reach a corresponding educational level of I/ II/ III to maintain your quality of life.

First, move the marker on the "quality of life track" up 1 space for every player that reached a higher space on their "education track" than required.

Then lower the marker on the "quality of life track" by 1 space for every missing education space added together from all players.

19.1-8

19.8

Wealth

Starting with the council speaker and then in clockwise order every player must choose 1 of 2 options:

Option 1: Pay 3 money for consumer goods to raise the "quality of life track" by 1 space.

Option 2: Pay nothing for consumer goods and lower the marker on the "quality of life track" by 2 spaces.

New Year Celebration

Move the year marker to the next space. Move the season marker back to the first space on the "season track": It's spring.

19.1-8

CHAPTER

20



20.1

Beginning Of Year 2

Council members: A first year of hard work lies behind you. You started to govern everyday life on Utopia and will continue to do that. Thank you! In the upcoming year, you must start to shape the new democratic system. Use your knowledge of the island to build a good and just democracy for Utopia. You still have two years in office until your final results will be evaluated. Good luck!

20.1-4

20.2

The Harbour

Take all ship cards, shuffle them, and place them on their space on the game board „ship deck“ with their tourism-side face up.

Nomad Caravan

Move the nomads caravan marker on its yearly starting position, the larger yellow square in the north of Utopia.

20.1-4

20.3

Fishing Grounds

Nomad player, first erase all whiteboard marks in your fishing area.

Then, please take the ABCD-markers. Randomly place one of each marker on the white-circle-spaces of the water-hexes in the fishing-area of your player board.

Now all water-hexes should be indicated with either A, B, C or D.

Next shuffle any card stack of season cards, put it back on their space and draw a card. The fish symbols shown in the 4th row assign a fish type to every ABCD-marker on your player board. Take a

20.1-4

20.4

whiteboard marker, write the corresponding letters in every white circle and remove the ABCD-markers.

20.1-4



CHAPTER

24



24.1

End Of Spring

Change Of Season

Move the season marker on the game board to the next space indicating the start of summer.

24.1



CHAPTER

28



CHAPTER

31



28.1

End Of Summer

Refugee Day-labourers

Remove 1 stack of markers from both day-labourer-job spaces. If you managed to really remove 2 stacks, then move the marker on the "basic needs track" up 1 space.

Life Goes On

Players, remove all action markers from your player board and add them back to your personal supply.

Next season all 3 actions are available again.

28.1-2



31.1

End Of Autumn

Change Of Season

Move the season marker on the game board to the next space indicating the start of winter.

Lost Harvest

Seaside Villager, if you still have unharvested wine fields, then they are lost. Remove all markers from your fields and your viticulture-track.

31.1

28.2

Change Of Season

Move the season marker on the game board to the next space indicating the start of autumn.

28.1-2



CHAPTER

35



35.1

End Of Year 2

Refugee Day-labourers

Remove 1 stack of markers from both day-labourer-job spaces. If you managed to really remove 2 stacks, then move the marker on the "basic needs track" up 1 space.

Life Goes On

Players, remove all action markers from your player board and add them back to your personal supply. Next season all 3 actions are available again.

35.1-8

35.2

Loans

The payment of yearly interests for your loans is due.

Every player must pay 1 money per loan they have not paid back yet. Lower the marker on your "money track" accordingly.

Social Justice

If you have a fixed tax system the following applies:

The player with the lowest wealth (money minus loan debts) drops 2 spaces on the "council's perception track".

The second lowest player drops 1 space on the track.

35.1-8

35.3

Taxes

Starting with the council speaker and then in clockwise order every player must pay taxes according to the current tax law. Lower the marker on your "money track" according to your tax group and raise the marker on the "council budget track" accordingly.

If you don't have enough money, you pay what you can. You are also allowed to take a loan to pay your taxes.

35.1-8

35.4

Breeding

Mountain Villager, if you reached or passed „Breeding“ on your "education track", then the following applies: For every two Cows and two pigs you have, you receive 1 corresponding new animal. Every two goats you have even give you 2 new goats. Keep every animal you have enough grassland space to hold.

35.1-8

35.5

Yearly Food Consumption

You must have at least 5 food to match your basic needs.

First, move the marker on the "basic needs track" up 1 space for every player that has at least 1 food in their market space.

Then lower the marker on the track by 1 space for every missing food added together from all other players.

Consume your food and reset your food marker to 0.

35.1-8

35.6

Yearly Energy Consumption

You must have at least 5 energy to match your basic needs.

First, move the marker on the "basic needs track" up 1 space for every player that has at least 1 energy in their market space.

Then lower the marker on the track by 1 space for every missing energy added together from all other players.

Consume your energy and reset your energy marker to 0.

35.1-8

35.7

PISA Study

At the end of year 1/ 2/ 3 you must reach a corresponding educational level of I/ II/ III to maintain your quality of life.

First, move the marker on the "quality of life track" up 1 space for every player that reached a higher space on their "education track" than required.

Then lower the marker on the "quality of life track" by 1 space for every missing education space added together from all players.

35.1-8

35.8

Wealth

Starting with the council speaker and then in clockwise order every player must choose 1 of 2 options:

Option 1: Pay 3 money for consumer goods to raise the "quality of life track" by 1 space.

Option 2: Pay nothing for consumer goods and lower the marker on the "quality of life track" by 2 spaces.

New Year Celebration

Move the year marker to the next space. Move the season marker back to the first space on the "season track": It's spring.

35.1-8

CHAPTER

36



36.1

Beginning Of Year 3

Council members. Your last year in office lies ahead and there is still a long way to go. Now every decision counts. Make sure to spare budget for mandatory system decisions.

36.1-4

36.2

The Harbour

Take all ship cards, shuffle them, and place them on their space on the game board „ship deck“ with their tourism-side face up.

Nomad Caravan

Move the nomads caravan marker on its yearly starting position, the larger yellow square in the north of Utopia.

36.1-4

36.3

Fishing Grounds

Nomad player, first erase all whiteboard marks in your fishing area.

Then, please take the ABCD-markers. Randomly place one of each marker on the white-circle-spaces of the water-hexes in the fishing-area of your player board.

Now all water-hexes should be indicated with either A, B, C or D.

Next shuffle any card stack of season cards, put it back on their space and draw a card. The fish symbols shown in the 4th row assign a fish type to every ABCD-marker on your player board. Take a

36.1-4

36.4

whiteboard marker, write the corresponding letters in every white circle and remove the ABCD-markers.

36.1-4



CHAPTER

40



40.1

End Of Spring

Change Of Season

Move the season marker on the game board to the next space indicating the start of summer.

40.1



CHAPTER

44



44.1

End Of Summer

Refugee Day-labourers

Remove 1 stack of markers from both day-labourer-job spaces. If you managed to really remove 2 stacks, then move the marker on the "basic needs track" up 1 space.

Life Goes On

Players, remove all action markers from your player board and add them back to your personal supply. Next season all 3 actions are available again.

44.1-2

44.2

Change Of Season

Move the season marker on the game board to the next space indicating the start of autumn.

44.1-2



CHAPTER

48



48.1

End Of Autumn

Change Of Season

Move the season marker on the game board to the next space indicating the start of winter.

Lost Harvest

Seaside Villager, if you still have unharvested wine fields, then they are lost. Remove all markers from your fields and your viticulture-track.

48.1



CHAPTER

51



51.1

Council's Interim Government Ends

Refugee Day-labourers

Remove 1 stack of markers from both day-labourer-job spaces. If you managed to really remove 2 stacks, then move the marker on the "basic needs track" up 1 space.

Loans

The payment of yearly interests for your loans is due.

Every player must pay 1 money per loan they have not paid back yet. Lower the marker on your "money track" accordingly.

51.1-9

51.2

Social Justice

If you have a fixed tax system the following applies:

The player with the lowest wealth (money minus loan debts) drops 1 space on the "council's perception track".

51.1-9

51.3

Taxes

Starting with the council speaker and then in clockwise order every player must pay taxes according to the current tax law. Lower the marker on your "money track" according to your tax group and raise the marker on the "council budget track" accordingly.

If you don't have enough money, you pay what you can. You are also allowed to take a loan to pay your taxes.

51.1-9

51.4

Breeding

Mountain Villager, if you reached or passed „Breeding“ on your "education track", then the following applies: For every two Cows and two pigs you have, you receive 1 corresponding new animal. Every two goats you have even give you 2 new goats. Keep every animal you have enough grassland space to hold.

51.1-9

51.5

Yearly Food Consumption

You must have at least 5 food to match your basic needs.

First, move the marker on the "basic needs track" up 1 space for every player that has at least 1 food in their market space.

Then lower the marker on the track by 1 space for every missing food added together from all other players.

Consume your food and reset your food marker to 0.

51.1-9

51.6

Yearly Energy Consumption

You must have at least 5 energy to match your basic needs.

First, move the marker on the "basic needs track" up 1 space for every player that has at least 1 energy in their market space.

Then lower the marker on the track by 1 space for every missing energy added together from all other players.

Consume your energy and reset your energy marker to 0.

51.1-9

51.7

PISA Study

At the end of year 1/ 2/ 3 you must reach a corresponding educational level of I/ II/ III to maintain your quality of life.

First, move the marker on the "quality of life track" up 1 space for every player that reached a higher space on their "education track" than required.

Then lower the marker on the "quality of life track" by 1 space for every missing education space added together from all players.

51.1-9

51.8

Wealth

Starting with the council speaker and then in clockwise order every player must choose 1 of 2 options:

Option 1: Pay 3 money for consumer goods to raise the "quality of life track" by 1 space.

Option 2: Pay nothing for consumer goods and lower the marker on the "quality of life track" by 2 spaces.

51.1-9

51.9

Victory Conditions

All players win, if the council managed to arrange the first democratic elections on Utopia. Therefore three conditions must be met:

1. No Revolution: There are not more than 2 active protest symbols.
2. Happiness: There are at least 2 active happy faces.
3. Election Rules: There are no visible red exclamation marks.

Players are allowed to collectively pay back loans to avoid protests.

51.1-9