



UTOPIA

Instructions for assembly of prototype v0.162

This instruction helps you to create your own prototype of the game Utopia. A prototype requires quite some material and assembly work. Please check first what material you need, purchase it, and then organise a group of people and enough time (3-4 hours) to build it.

Please note: most files have the version number v0.162 (current prototype), while others have the number v0.161. The latter just were not changed for the newest version.



Photo: Utopia prototype during gameplay

01. Game Board

a. Material

- 4x sheet for lamination (DinA3)
- 4x paper for printing (DinA3/ better thick paper, for ex. 200g/m²)

b. File: **Utopia Game Board_0.162 (4x DinAA3)**

c. Process: Print the Game Board on 4 pages DinA3, important: borderless colour printing, laminate each sheet.

02. Players Boards

a. Material:

- 5x self-adhesive labelling paper (DinA4 – in case you cannot print directly on the thick paper)
- 5x paper DinA4/ 200g pro m²
- 4x sheets for lamination DinA4

- 2x sheets for lamination DinA5
- b. File: **Player Boards & Refugee Board_0.162**
- c. Process:
- Print the 4 Player Boards on a self-adhesive labelling paper (DinA4) and past this on the thick paper. Alternatively, print the player boards directly on the thick paper (DinA4/ 200g pro m²). Laminate the player board with the DinA4 sheets.
 - Print the Refugee Camp board on self adhesive labelling paper (DinA4). Separately cut out the front and back of the board. Paste the front side („Refugee Camp“) on a thick paper sheet (DinA4/ 200g pro m²) and cut it out. Paste the backside („Winterproof Refugee Houses“) on the empty back side of the thick paper. Laminate with the DinA5 sheets.

03. Story Deck Cards (Decision Cards/ Story Cards/ Event Cards)

- a. Material:
- 186+ Blanko cards (Large/ Standard Euro: 59x91mm)
 - 186+ Card sleeves (Large/ Standard Euro: 59x91 mm)
 - 50+ pages printing paper (DinA4)
 - 15 small plastic bags (or similar)
- b. Files: **Decision Cards_0.162; Story Cards-0.162; Event Cards_0.162; Event Card_Council Decision Process_0.161**
- c. Process: Print the cards on DinA4 paper (real size; four cards per page: 4, print on one side only). Put one blanko card in every card sleeve. Then put the chapter title card (with the chapter number and the book icon) in front of the blanko card and the second card of the chapter behind the blanko card. Put two cards in every sleeve. Every new chapter starts with a new card sleeve. Put the chapters of every season in a separate plastic bag. The four bags of one year can be again put together in a bag or box.

Stack	Year	Season	Chapter
1	YEAR 1	Spring	1 – 7
2		Summer	8 – 12
3		Autumn	13 – 16
4		Winter	17 – 19
5	YEAR 2	Spring	20 – 24
6		Summer	25 – 28
7		Autumn	29 – 31
8		Winter	32 – 35
9	YEAR 3	Spring	36 – 40
10		Summer	41 – 44
11		Autumn	45 – 48
12		Winter	49 – 51

04. Voting Cards

- a. Material
- 32 Blanko cards (small/ Mini Euro: 43,5x67,5 mm)
 - 32 Card sleeves (small/ Mini Euro: 43,5x67,5 mm)
 - 12 pages printing paper (DinA4)
- b. Files: **Voting Cards Front & Back_0.161**

- c. Process: Print the cards (front and back) on the DinA4 paper (real size; 6 pages per sheet, horizontal format; print on one side only) and cut them out. Put in every card sleeve one blanko card and front and backside of a voting card of the same size.

05. Action Cards

- a. Material:
 - 30 Blanko cards (Large/ Standard Euro: 59x91mm)
 - 30 Card sleeves (Large/ Standard Euro: 59x91 mm)
 - 15 pages printing paper (DinA4)
- b. Files: **Action Cards Front_0.161; Action Cards Back_0.161**
- c. Process: Print the cards on the DinA4 paper (real size; 4 pages per sheet, vertical format, print on one side only) and cut them out. Put in every blanko card: Front and back side of an action card of the same colour.

06. Season Cards

- a. Material:
 - 24 Blanko cards (Large/ Standard Euro: 59x91mm)
 - 24 Card sleeves (Large/ Standard Euro: 59x91 mm)
 - 12 pages printing paper (DinA4)
- b. Files: **Season Cards_Front & Back_0.160**
- c. Process: Print the cards ((real size; 4 pages per sheet, horizontal format, print on one side only) and cut them out. Put the blanko cards in the card sleeves, then one front and one back side of the same colour.

07. Ship Cards

- a. Material:
 - 12 Blanko cards (small/ Mini Euro: 43,5x67,5 mm)
 - 12 Card sleeves (small/ Mini Euro: 43,5x67,5 mm)
 - 9 pages printing paper (DinA4)
- b. Files: **Ship Cards Front Commodities_0.160; Ship Cards Back Tourism_First Layer Visible_0.160; Ship Cards Back Tourism_Second Layer Invisible_0.160**
- c. Process: Print the cards (real size; 6 cards per sheet 6; horizontal format; one-sided print) and cut them out. Put blanko card in the card sleeve; then put a front card (commodities) and a back card „Second Layer“ in every sleeve. After that, put in every card sleeve a second back card „First Layer“ on top of the „Second Layer“-card to make sure that only the „First Layer“-cards are visible.

08. Stickers

- a. Material:
 - 3x self-adhesive + removable labelling paper DinA4
 - 2x self-adhesive labelling paper DinA4
 - 3x pages printing paper DinA4
 - 3x sheets for lamination DinA4
- b. Files: **Sticker-Sheet 1-3_(removable)_0.162; Stickers_Game Material_0.160**
- c. Process: Print the Sticker-Sheets 1-3 on removable labelling paper (optional: if you print the sheets a second time in black-and-white on normal paper and laminate the sheets, you can put the labels on these sheets and you do not need to cut them out during the game). Print the stickers for the markers on normal labelling paper, cut them out and paste them on the coins. Paste the die-Stickers (from the file stickers-marker) on your blanko die.

09. Council Speaker's Desk

- a. Material:
 - 1x self-adhesive labelling paper DinA4
 - 1x thick paper (DinA4/ 200g pro m²)
 - 1x sheet for lamination (DinA5)
- b. File: **Council Speaker's Desk_0.162**
- c. Process: Print the file on labelling paper, paste this on thick paper, cut it out, laminate.

10. Other material

- a. Coins for markers (size: 1 Euro Cent or 5 Swiss cents; 1x larger coin for the Nomad-Caravan; one for each marker sticker)
- b. Coins as ressources (size: 1 Euro Cent or 5 Swiss cents; min. 50+)
- c. Sand glass: 1 Minute
- d. 4x Whiteboard-Marker (black; removable, "dry erase")