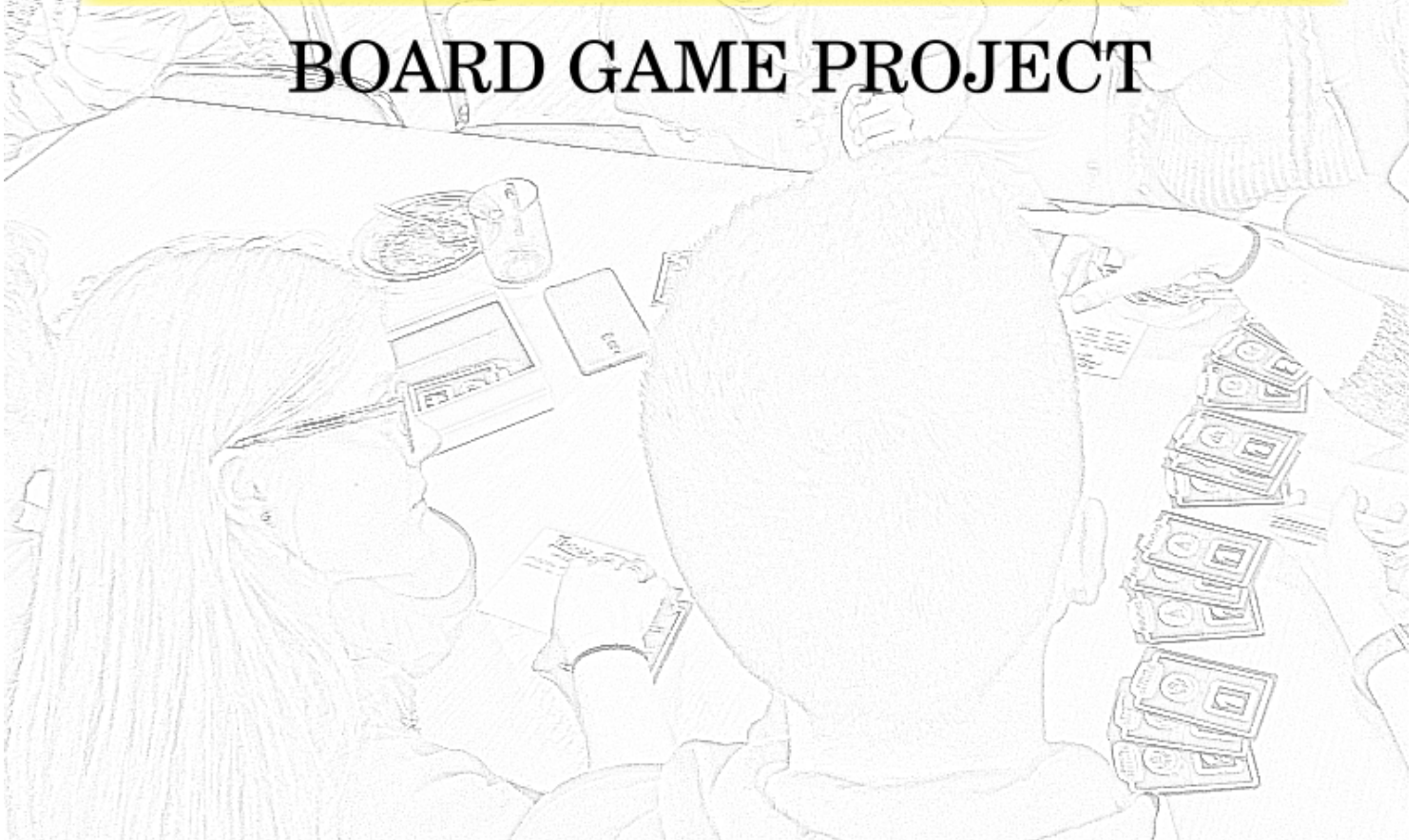


# EUTOPIA



## BOARD GAME PROJECT



# EUTOPIA: Let's peace it together!

A cooperative game for 2-4  
players, ages 8-99, approx. 30  
minutes

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## GAME COMPONENTS

54 Action Cards  
40 Event Cards  
12 Factor Cards  
8 Character Cards  
1 Capital Card  
1 Start Player Card

# GAME SETUP (for 4 players)

1. Place the Capital Card in the middle of the table.
  2. Shuffle the 54 Action cards face-down and randomly choose 8 of them - 4 corner map pieces and 4 straight map pieces - and put them next to the Capital Card to create a map of EUTOPIA with the borders of all map pieces (areas) creating the shape of an island. Put the remaining Action Cards face-down near the map as. They form the Action Card Deck.
  3. Put the EUTOPIA Factor Cards near the map, so that each factor has a value of exactly 1.
  4. Each player randomly chooses one Character Card and places it with his or her preferred role face-up next to any one map piece of EUTOPIA. Then he or she takes the color-corresponding Rules Summary Card for his or her character and puts it face up in front of him or her.
  5. Deal each player four cards from the face-down Action Card Deck separately. For your first game you may choose to keep them face-up in front of the players. Otherwise players keep them hidden in their hands but may talk freely about them.
  6. Shuffle the 40 Event Cards face-down and then randomly choose event cards equal to your preferred difficulty level: 10 - Beginners, 13 - Advanced, 16 - Hard, 18 - Extreme. Shuffle the chosen Event Cards face-down with the Action Card Deck and put them near the map. This pile serves as the TIME Deck.
  7. Of the remaining Event Cards put cards equal to the number of players face-down on top of the TIME Deck and the rest back in the game box. You don't need them for this game.
  8. Randomly choose a starting player and give him or her the Start Player Card.
- TIME Deck Rule:  
Whenever a player needs to draw one or more cards, for each card he or she flips the top card of the TIME Deck face-up. If it is an Action Card, he or she puts it into his or her hand. If it is an Event Card, he or she places it face-up next to the map piece of EUTOPIA according to the marked dot in the pattern on the back of the next TIME Deck card. Then look at the colored border of the Event Card and increase the color-corresponding EUTOPIA factor by one. [If the total value of all four EUTOPIA factors ever sum up to 13 or more, flip the Capital Card to its "war" side, and immediately increase all factors by one]
9. The starting player draws cards equal to the number of players from the TIME Deck.

# RULES OF THE GAME

Beginning with the starting player and then in clockwise order each player takes a turn until the game end is triggered and your score is calculated.

## **1. Event Phase:**

If you have the Start Player Card, count the number of events that are currently affecting EUTOPIA. For each one flip the top card of the TIME Deck face-up. If it is an Action Card put it into the discard pile without any effect. If it is an event card, do as the TIME Deck Rule (above) says for Event Cards.

## **2. Action Phase:**

You may play any number of cards from your hand and use each of them in one of four different ways.

\*Stabilisation: Discard cards with the same factor icons equal to the value of the corresponding EUTOPIA factor to decrease it by one. \*Journey: Discard an Action Card to move your character card to a map piece that matches the environment icon on the bottom right corner of your discarded card. The environment icons correspond to Mountains, Forest, Lakes or Cities. If an Action Card show two different icons, you may choose to move your characters to a map piece corresponding to any of those two icons.

\* Peace Work: If your character is in an area (on a map piece) where one or more events are taking place. You may use one or more of your Action Cards that have matching resource icons with an Event Card. Put the Action card(s) with the matching icons right underneath the Event Card to provide the required resource(s) to tackle the event. Once all the required resources have been provided to the Event Card, put them into the discard pile along with the event.

\* Collaboration: Give any number of Action Cards to other players.

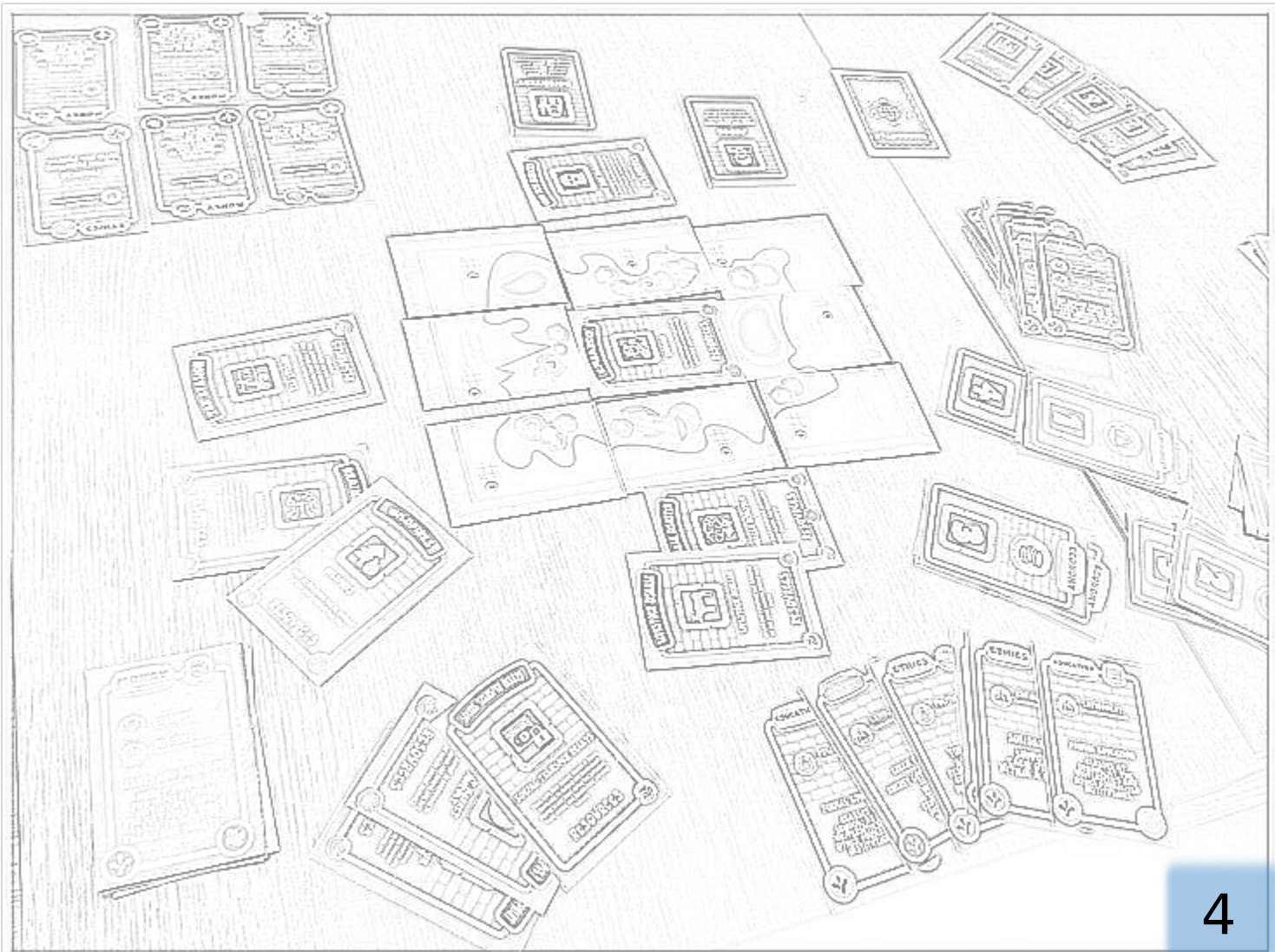
## **3. Supply Phase:**

You draw cards until you have four cards in hand. (Don't forget to apply the TIME Deck Rule!)

# GAME END

There are three possibilities for the game to end:

- 1) All four EUTOPIA factors sum up to 16. EUTOPIA has fallen to the consequences of war. You all immediately lose.
- 2) There are 4 / 6 / 8 (in a 2/3/4-Player game) Event Cards affecting EUTOPIA. EUTOPIA has fallen to its conflicts. You all immediately lose.
- 3) When the last card of the TIME Deck is drawn:  
In this case the game continues until the round is completed (all players had the same number of turns). Then look if the Capital Card says Peace or War. If it says War, you lose. If it says Peace, congratulations! You saved EUTOPIA from war and destruction! Sum up the EUTOPIA factor values. This is your final score - the lower, the better!





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