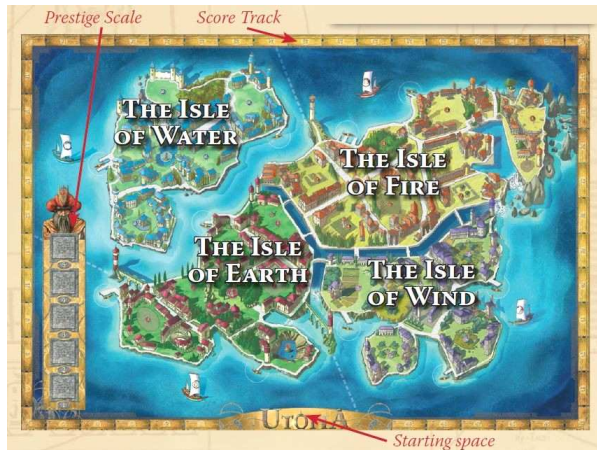


Utopia Player Aid

By Doug Mann, 2020

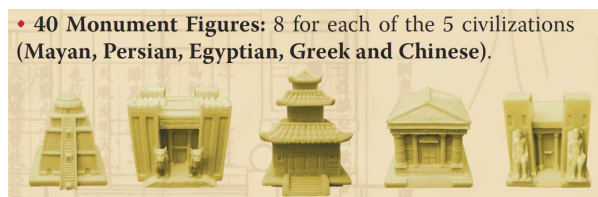
Overview

2-5 Players race to get **50 Prestige Points (PP)** by building Monuments and Wonders that impress the King of Utopia. Gods Save the King!



Setup

1. Pick colour and **Minister** figure. Take Prince tokens (40), Privilege tokens (2), bases (8).
2. Place Ministers on turn track in player order. In future turns, **turn order** = score order.
3. Randomly place **5 Monuments** on Prestige Scale. This order will change during game play.
4. Shuffle **Action Cards**.
5. Exclude Isle of Water in 2-player game.



Game Phases

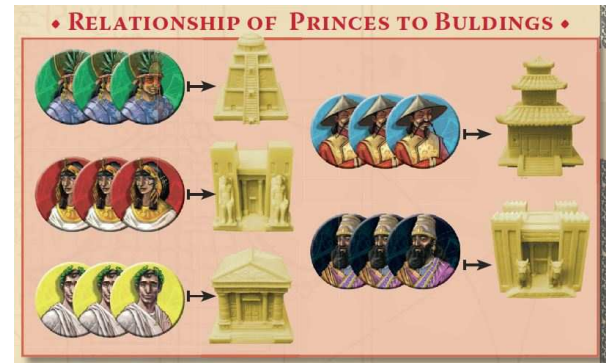
A. Welcoming the Princes

1. Place **Guest** tokens in bag. Draw 3X number of players. Match Guests to ship icons/island colours.
2. Players take turns replacing one Guest at a time with a **Prince** token of same civilization. Move it to a **district** on the indicated Isle. The token switches from the Isle colour to your colour.
3. **Surprise Guest**: once per turn draw random Guest. Replace with a Prince token of same CIV,

move to district on Isle indicated. Then designate other player, who replaces 1 Guest with 1 Prince.

5. At any time during a turn, a Player can trade Princes from 5 distinct civilizations on the same Isle for a **Wonder**. Add your base, gain 6 PP. Only 1 Wonder per Isle. I suggest you paint these.

6. At any time in turn, trade 3 same civ Princes in same district for **control**: place **Monument** of matching civilization and base. If other player has Wonder on Isle, he/she takes numbered PP.



B. Development of the City

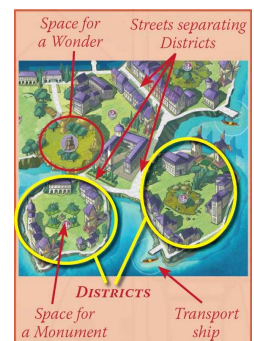
1. Take 5 **Action Cards**. First player discards 2, last none, others 1. End of turn: max of 5 cards.
2. Each player completes all actions desired. Each has 2 **Privilege** tokens that can turn Action Card into another civilization. Four possible actions:

A. Move 1/2 Princes to adjacent district on same Isle or from dock to dock on same or adjacent Isle. Costs 1 same CIV Action Card.

B. Add a Prince: to same CIV Monument (if controlled, they get 1 PP) for 1 same CIV Action Card; to *any* district for 3 same CIV cards.

C. Remove a Prince: of your colour from same civilization Monument anywhere for 1 Action Card of same civilization. Gain 2 Prestige Points.

D. Influence the King: for 1 same CIV card, flip Monument on Prestige Scale (PS) with the one above it. For 2 same civilization cards, reduce Monument's PS value to 1; the rest move up.



C. Calculation of PP

End of round: each player gets PP for districts they control based on position of CIV on Prestige Scale. If you have 50 PP, you've won! Huzzah!