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UTOPIA

The king of Utopia has invited princes of the greatest civilizations of antiquity to come and live within the walls of his city, welcoming in doing so, the architectural wealth of their far-away cities. As the King's Minister, your Sovereign has given you the mission to welcome and accompany these princes and princesses who will present themselves at the gates of the city. Every development added to the city made by your guests increases your prestige.

Object of the Game: The first player to obtain or pass 50 prestige points brings the game to an end, and the player having accumulated the most points is declared the winner.

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GAME MATERIALS

- The board is made up of 24 Districts spread out unevenly over 4 islands.



Each District has a space reserved for the construction of a **Monument** with a value ranging from 2 to 4. Adjacent Districts are separated by streets.

Some Districts show a **Transport ship**.

Each island has an inaccessible space reserved for the construction of a **Wonder**.

The **Prestige Scale**, to the left, indicates the preferences of the king for the various civilizations.

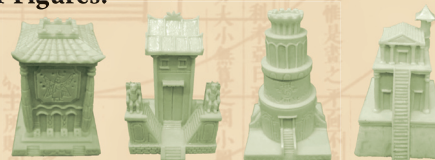
A **Score Track** surrounds the board. The starting space is situated at the bottom center of the board.



- **40 Monument Figures:** 8 for each of the 5 civilizations (Mayan, Persian, Egyptian, Greek and Chinese).



- **4 Wonder Figures.**



- **5 Minister Figures:** 1 of each color.



- **200 Prince Tokens:** 40 of each color.



- **40 Bases:** 8 of each color.



- **10 Privilege tokens:** 2 per color.



- **40 Guest tokens:** 2 per civilization for each of the four islands on the board.



- **50 Action Cards:** 10 for each civilization.



- **5 Rule Summary Cards:** 1 per player.

- **1 Bag.**



GAME SET UP

- The **board** is placed in the center of the table.
- A **Monument** for each civilization is randomly placed on the Prestige Scale. The 35 **Monuments** remaining as well as the 4 **Wonders** are placed near the board.
- The **40 Guest tokens** are placed in the cloth bag.
- Each player chooses a color and takes their corresponding tokens, bases and figures.
- The first player is determined at random. This player places their **Minister Figure** on the starting square on the Score Track. Working clockwise, each player places their Minister Figure behind the first one on the Score Track starting square.
- Each player places in front of themselves:
 - 40 Prince tokens,
 - 8 Bases,
 - 2 Privilege tokens
 - and a Rule Summary Card.
- The 50 Action Cards are shuffled and placed face down beside the Game Board.

2 PLAYER SET UP: The Isle of Water is unavailable for the entire duration of the game. The 10 Guest tokens for this island (represented by a fish) are not placed in the cloth bag at the beginning of the game and are left in the box.

GAME TURN

• TURN ORDER

At the beginning of the game, the turn order corresponds to the order of the Ministers on the starting square on the Score Track.

When a player's action changes the Score Track (by giving points to an opponent), the order of play may change. The next to play is the player who is currently highest on the score track, of those who have not yet had a turn.

Starting on the second turn, the player having the highest score plays first. **The order is determined by the players' rankings on the Score Track.** In the event of a tie, the player who got to the square first plays first.

If players are still on the starting square of the Score Track, the player who played first at the beginning of the turn is moved to the last position.



A Starting Player is selected randomly, this time it's Blue. The blue Minister is placed first on the Score track, followed by Red, sitting to his left, and then Green, sitting to the left of Red.

At the beginning of the second turn, none of the players scored and the blue player (who had played first) moves to the last position. Red becomes the first player.

At the start of the third turn, the blue player scored points and will play first. The red player (now second but without points) moves to the last position.

• GAME PHASES

Each game turn is broken down into three phases:

Phase 1: Welcoming the Princes

Phase 2: Development of the City

Phase 3: Calculation of Prestige Points

PHASE 1: WELCOMING THE PRINCES

A. ARRIVAL OF THE PRINCES

The first player draws a number of **Guests** equal to **three times the number of players** from the bag.

He places each Guest next to one of the four ships with large white sails on the board, corresponding to the symbol on each token: fish, salamander, snake or bird.



With 4 players, the first player draws 12 Guest. She places each one of the tokens near one of the 4 ships, according to its symbol.

B. ENTERING THE CITY

In turn order, each player chooses one of the **Guests** that was just placed on the board, then removes this token from the board, replacing it with a Prince token:

- of their own color
- of the same civilization as the chosen Guest
- in any District of the island indicated by the Guest

The Green player places a green Mayan Prince token on any district on the Isle of Wind.



The chosen Guest token is placed in front of the player. It is not immediately put back in the bag. It is now the next player's turn to choose a Guest token.

This action is performed 3 times by each player until there are no Guests remaining on the board.

During this game phase, a player may **Build a Wonder** or **Take Control of a District** (see below).

Once all the Guest tokens have been removed from the board, Phase 1 is finished. All the tokens are placed back into the bag, and the **Development Phase** can now start.

SURPRISE GUEST!

Rather than taking a token off the board, a player may (once per turn) decide to draw a Guest token from the bag.

They must then place a Prince token of their color and of the same civilization on one of the districts of the island indicated by the newly drawn token.

To balance this, they designate another player who must then remove any Guest token of their choice from the board and place one of their Prince tokens following the same rules. On this extra action, the designated player is not allowed to draw a new Surprise Guest from the bag.

Then the game continues in turn order.

♦ BUILDING A WONDER ♦

At any point during their turn, if a player has one prince of each of the 5 civilizations on one island (regardless of which Districts they are in), he may immediately construct a Wonder.

The princes used for this are removed from the board and given back to their owner. A Wonder is placed on the reserved space on the island concerned. The player places a base of their color under the Wonder in order to show who owns it.

The player immediately gains 6 Prestige Points. The player's Minister is moved accordingly up the Score Track.

There may only be one Wonder per island, and once acquired it cannot be lost. A Player is not required to construct Wonders; perhaps preferring to keep their Prince tokens for different actions.



The blue player has a prince of each civilization spread throughout the Districts of the Isle of Wind. He builds a Wonder on the reserved space and takes back his five Prince tokens. He immediately gains 6 points of prestige.

♦ CONTROLLING A DISTRICT ♦

At any point during their turn, if a player possesses 3 princes of the same civilization in the same District, and that District is not already controlled by another player, he may decide to take control of the District.

The 3 princes used are removed from the board and given back to their owner, and a monument of the corresponding civilization is placed on the District. The player places a base of their color under the Monument to show ownership.

There can only be one Monument per District, and this space, once acquired, cannot be retaken. A player may decide not to take control of a District; perhaps preferring to keep their Prince tokens for different actions.

For taking control of a District the player gains Prestige Points during Phase 3: Calculation of Prestige Points.

Also, if the District belongs to an island where a Wonder has been constructed, the owner of the Wonder immediately scores the number of Prestige Points indicated on the District.

The red player possesses three Mayan princes in one of the Districts of the Isle of Water and may therefore take control of this District.



The yellow player who has a Wonder there immediately gains 2 Prestige Points.



♦ RELATIONSHIP OF PRINCES TO BULDINGS ♦



PHASE 2: DEVELOPMENT OF THE CITY

Each player receives 5 Action Cards.

Players must discard a certain number of their cards based on their position on the Score Track (from the cards received or those retained from the preceding turn):

- The first player must discard 2 cards.
- The last player doesn't discard any cards.
- The other players discard 1 card.



In turn order, each player may use, or keep for the next turn, all or a portion of their Action Cards.

4 TYPES OF ACTIONS ARE POSSIBLE. THEY CAN BE CARRIED OUT SEVERAL TIMES IN THE SAME TURN:

- A • Move one or two princes
- B • Add a prince
- C • Remove a Prince
- D • Influence the King (altering the Prestige Scale)

As in the previous phase, a player may Take Control of a District or Build a Wonder at any time during their turn.

PRIVILEGE TOKENS



Each player possesses 2 Privilege tokens that may be used at any moment during their turn in any phase of the game. A Privilege token changes the civilization of a card into any other civilization.

Once used, the token is discarded. The two Privilege tokens may be used during the same turn.

At the end of their turn, players may keep the cards that were not used, up to a maximum of 5 cards.

Once a player has carried out all of the actions they wish, the next player plays.

Cards are discarded face up. When all cards from the stack are played, they are shuffled again to form a new stack.

A • MOVE ONE OR TWO PRINCES

A player can only move tokens of his color.

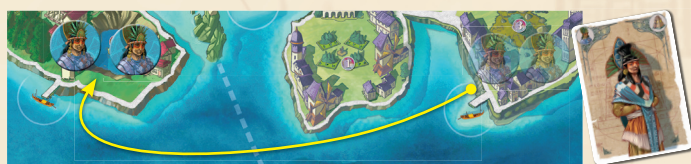
If a player decides to move two princes with a single action card, these two princes must be within the same District and make the same movement.

LAND MOVEMENT: By discarding an action card, a player may move one or two princes of that civilization to an adjacent District (Districts are separated by alleys or bridges).



The yellow player discards a Chinese action card to move a Chinese prince to an adjacent District.

SEA MOVEMENT: By discarding an action card, a player may move one or two princes of that civilization from one maritime District (showing a ship) to another maritime District. These two Districts must be in the same maritime sector or in two adjacent maritime sectors. (The division of the maritime sectors is indicated by the dotted lines originating from the 3 lighthouses of the city).



The blue player discards a Mayan action card to move two Mayan princes from a District showing a transport ship to another District that also shows a ship and is situated in an adjacent maritime sector.

Note that the canal situated between the islands and the reefs situated on the right of the game board may not be crossed by the ships.

B • ADD A PRINCE

ADD A PRINCE AT A MONUMENT: By discarding an Action Card, a player may place a prince in a District occupied by a Monument of that civilization.

If the player does not control the District, the opponent who controls it **immediately gains 1 Prestige Point**. That player's Minister token is moved up a notch on the Score Track.

If the player already controls the District, they do not gain a Prestige Point.



The red player discards a Persian Action Card. She places a Persian Prince token on a Persian District controlled by the blue player who earns 1 Prestige Point.

ADD A PRINCE ANYWHERE: By discarding 3 identical Action Cards, a player may place a prince of that civilization on any District of the game board.



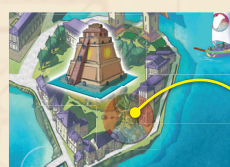
The red player discards three Greek Action Cards and places a Greek Prince in any District of the board.

C • REMOVE A PRINCE

If the player possesses a prince in a District occupied by a Monument of that civilization, regardless of the player who controls the District, that player may, **with an Action Card of that civilization**, remove the Prince from the board. For this action the player **immediately gains 2 Prestige Points**.

The player's Minister figure is moved up two places on the Score Track.

The player who controls the District is awarded nothing.



The red player discards a Mayan Action Card and removes a Mayan prince in the Mayan District controlled by the blue player. The token is removed from the board and the red player is awarded two Prestige Points.

D • INFLUENCE THE KING – ALTER THE PRESTIGE SCALE

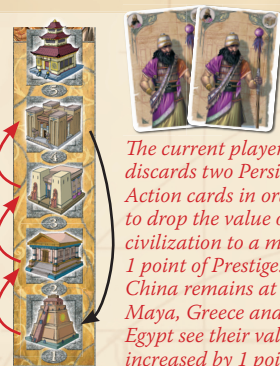
The value of each civilization, indicated on the Prestige Scale, determines the point value of the districts controlled by each player at the end of the turn.

By discarding an Action Card, a player may increase the value of a civilization by 1. The Value figure of the civilization changes places with the figure directly above it.

With two Action cards, a player may **reduce the value of a civilization to 1**. All the other figures are moved up accordingly.



The current player discards an Egyptian Action Card in order to increase the prestige value of the Egyptian civilization to 4 points. The Persian Civilization is decreased to 3 points.



The current player discards two Persian Action cards in order to drop the value of that civilization to a mere 1 point of Prestige. China remains at 5. Maya, Greece and Egypt see their values increased by 1 point.

PHASE 3: CALCULATION OF PRESTIGE

Once all the players have carried out their actions, the points for the round are calculated.

Each player, in turn order, gains points for **each District that they control**. The value of each civilization is indicated on the Prestige Scale. The players' Minister figures are moved up the Score Track.

If one or more players have reached at least 50 Prestige Points at the end of this phase, the game ends. The player with the most points wins.



On the Isle of Earth, the red player gains: 5 Prestige points for her Chinese District

The blue player gains: 3 points for his Mayan District

And the green player gains: 3 points for his Mayan District and 2 points for his Greek District.