# DEMOCRACY GAME BOX
Rulebook
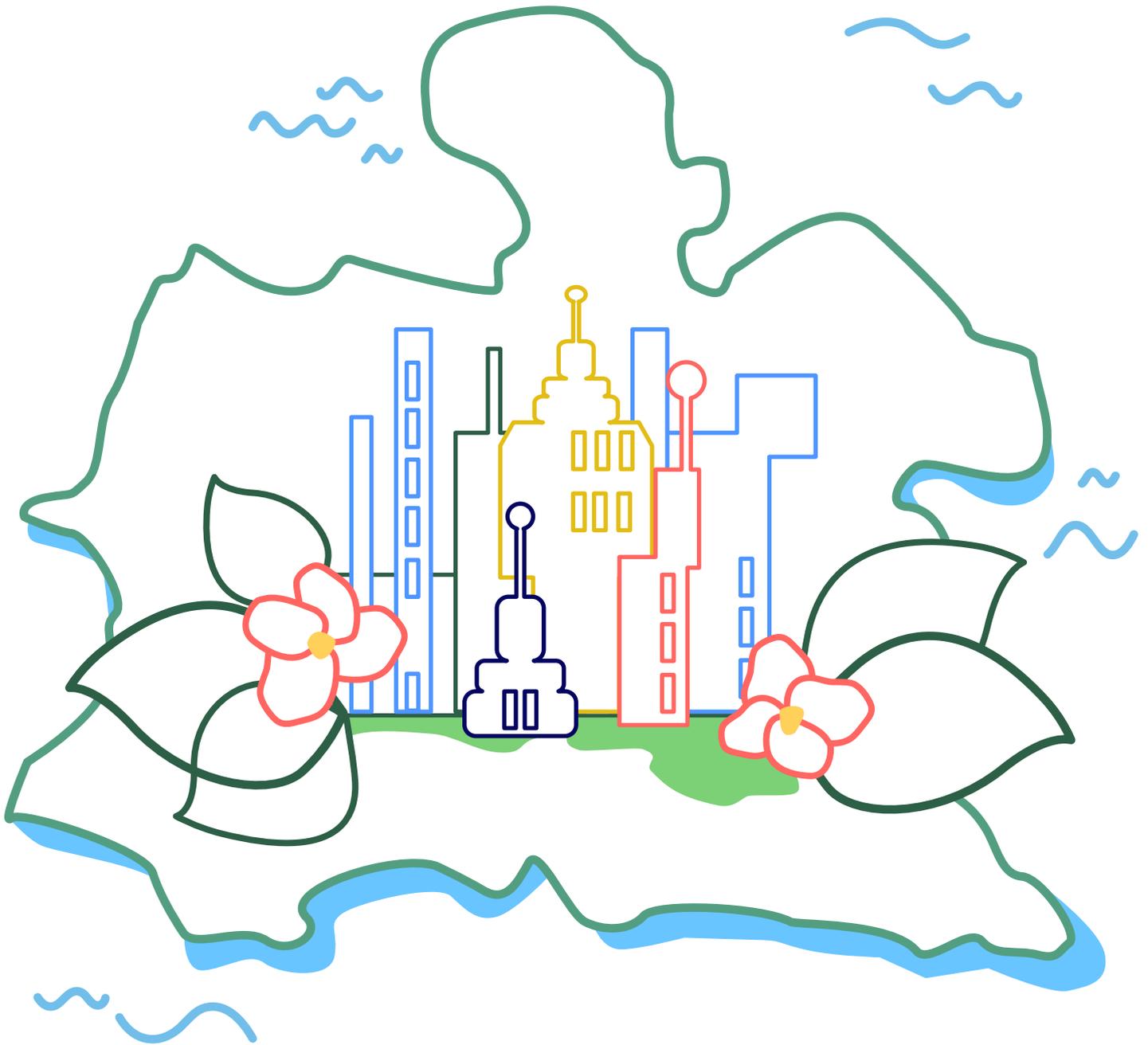
UTOPIA

Utopia is a board game in which the players form an interim government in a transition to democracy. They collectively win the game if they successfully establish the conditions for the first parliamentary elections.

DEMO GAMES

Demogames

The game **Utopia** is an output of the Erasmus+ project **Democracy and Games: Analog and Digital Game-Based-Learning Tools for Youth Work Demogames** (2019-2022).

Utopia learning targets in a nutshell:

◇ Experience conflicts of interests and the responsibility as governors

◇ Experience taking decisions in situations with incomplete information

◇ Learn about the basic formal rules for parliamentary elections

About Demogames:

Demogames was a project of six partner organizations from five European countries co-financed for the period 2019-2022 by the Erasmus+ Programme of the European Union (2019-2-DE04-KA205-018330). One project output is the Democracy Game Box (D-BOX) with eight analogue and digital educational games with the purpose to foster competences for democratic culture.
Utopia is one of these games.

Other project outputs are the **Demogames** facilitator's manual and learning videos, which support the use of games in democracy education in general and the use of the **Demogames** in particular.

Find out more about Demogames:
www.demogames.eu

Rulebook Utopia

1 Contents

1   Game objective

UTOPIA is a cooperative board game. The players individually represent one of the traditional inhabitant groups of the island Utopia and cooperatively form the Utopian Council. As group representatives, the players experience, influence and defend the interests of the different inhabitant groups. As Utopian council, the players are responsible for the well-being of the island as a whole and prepare the first democratic elections. They win or lose together.

UTOPIA is a game about common and conflicting interests and goals, collective decision-making, changing perspectives and roles, experiencing the complexity of a society and finally the reflection of these aspects in a democratic political system.

UTOPIA is a game, in which players read a story, interact with it and influence how it ends. Reading the story, they learn about their objectives, specific tasks, and the rules of the game. Interacting with the game material and each other, they learn about their individual and common interests and develop their strategies.

1.1   Who can play?

- Group size: 4 players (+ 1 game master or facilitator, optional)
- Difficulty: Utopia is a game which requires patience, time, reading and communication skills and the readiness to dive deep into a small and fictional society with all its complexity and controversies. For non-frequent gamers, it is recommended to play the game with the support of a game master/ facilitator.

1.2   Timing

Game set-up: 20 min
Explanation of the rules: 10 min
Gameplay: 4-5 hours
Follow-up and debriefing: 20 min

2   Game material

All the material listed below will be needed during game play. Parts of it must be arranged before gameplay starts as explained below in the section Game set up (indicated with a * in the table below).
The rest of the material (cards, stickers, and markers) will be introduced and explained to the players when indicated in the facilitator's guide. Please prepare and arrange this material in a way that the facilitator quickly finds everything.

2.1.1   Boards:
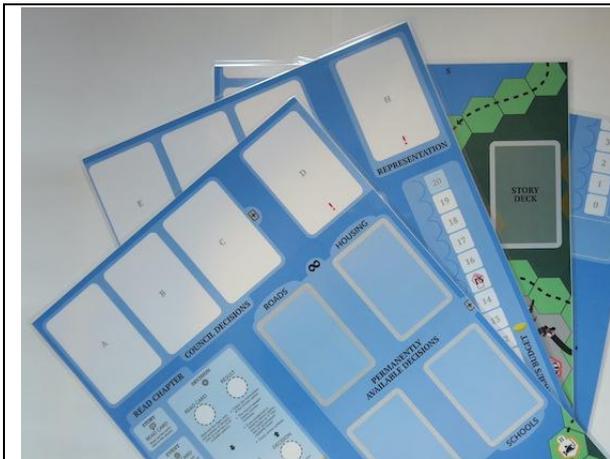
*Gameboard (4 parts)	* 4 player boards
* 1 refugee desk	1 council speaker desk
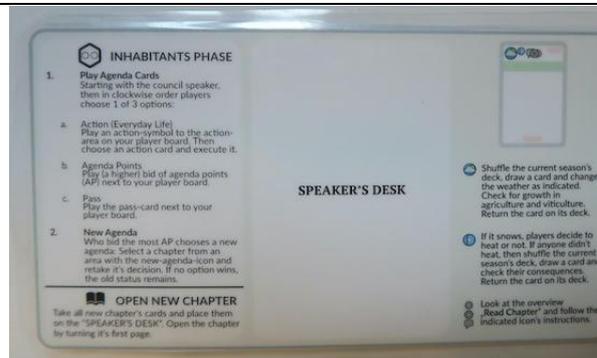
2.1.2   Markers:

*	1 Decision Marker
* *	5 Council's Perception Track Markers - One in each player colour - one with a crossed out gear
*	5 black markers
*	1 Council's budget Marker
*	1 Weather Marker

	*	4 Markers A, B, C, D
		7 Tax Markers
	*	5 heating markers • One in each player colour and one in dark blue for the refugees
		7 Markers for each player (in the player colour)
		• 1 Education Marker
		• 1 Food Marker
		• 1 Energy Marker
		• 2 Budget Marker (with different front and back)
		• 2 Loan markers (-11 and -13)
	*	1 Nomad Caravan Marker

2.1.3   Cards:

Story deck consisting of 51 Chapters, ordered in 12 stacks, one for each season for a total of three years:

12 ship cards
With two layers on the Tourist side (blue)

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

*24 season cards, 6 per Season

25 Action cards
- 7 for Seaside Village player (blue)
- 7 for mountain village player (red)
- 6 for Nomad player (yellow)
- 5 for Harbour City player (green)

24 Voting Cards, 6 per player (in player colours blue-red-yellow-green)

2.1.4   Sticker Sheets:
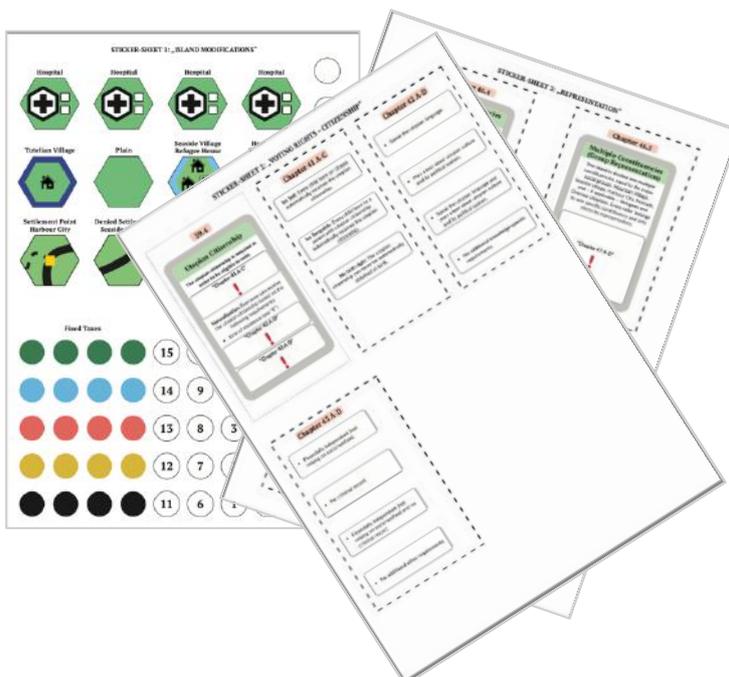
3 sticker sheets with reusable stickers

2.2   General infrastructure needed:

- A table for the players, large enough for the game board, player boards and additional material
- 5 chairs (for the players and for the facilitator)
- An additional table or chair for the facilitator for the game material to be introduced step-by-step
- A timer (ideally a sand glass of 1 minute)
- Whiteboard markers (ideally 4)
- 50-100 coins as markers with different functions in a small bowl or cup (ideally of the size of 1-Euro-cent or 5-Swiss cent coins)

3   Game Set Up

3.1   Gameboard

You start by setting up the gameboard. Arrange the four parts of the board to form the map of the island Utopia. You can use sticky tape to put them together (stick it on the backside).

	Place the decision marker on the field "read card" in the "read chapter" section in the top left corner of the game board.
	Place the A, B, C, D, markers in the empty rectangle in the "read chapter" section.
	Place the weather marker on the field beneath the sun to indicate sunny weather.
	Place black markers - on the different tracks on the game boards at the starting position. The starting positions are marked by the light blue colour (at 21 on the population track and in the middle on the basic needs and quality of life tracks). - on the field 'year 1' - on the circle representing spring to indicate the starting season of the game.
	Place one marker of each player colour (green, red, yellow and blue) on the council's perception track in the middle (on the light blue field).
	Place the white marker with the crossed-out gear on the lowest field of the track
	Place one coin of each player colour, plus a dark blue one, representing the refugees, in the circles on the heating check section in the bottom left corner of the gameboard:
	Place the Council's budget marker onto the council's budget track at 20. The side with the single coin must be facing up.

	Place coloured fixed taxes stickers on the tax-track as follows: - Green on 11 - Blue on 4 - Red on 3 - Yellow on 0
	Place the Nomad caravan marker on the first field of their route, indicated by the big yellow square.
	Place the first stack of story deck chapters on the story deck slot (Chapters 1 – 7).
	Shuffle every stack of season cards and put it on the respective slot on the game board in the lower right corner.

3.2   Player materials

Place the four player boards around the gameboard on the table. Put each player board next to the settlement of the inhabitant group they represent. Starting from top left in clockwise order: Nomads, Harbour City, Seaside Village, Mountain Village. Switch the player boards with their backside up. Place one chair in front of each player board. Players sit on these chairs.

Note: the material not used in the starting set up will be introduced with the first chapters; the chronological guide says when. Prepare it on an additional table or chair next to the game board, where the facilitator/ player can easily access it.

4   Game Play

There are two alternatives to use these rules and start with the game play:

- **Rule-guided way of playing UTOPIA:** you use these game rules as the document which guides you trough game play.
  → this approach is recommended for people with patience, time and interest to read the detailed game rules as preparation, for experienced in the past.
- **Chronological-guide-guided way of playing UTOPIA:** when you arrived at this point of the game rules, you switch to the document 'chronological guide' which leads you through game play and step-by-step introduces the game elements and game rules during game play. You come back to these game rules when indicated by the chronological guide or when necessary.
  → this approach is recommended for first-time players and/ or for not-so experienced gamers; it is feasible with or without an extra-person who reads the chronological guide.

4.1   Further game setup for rule-guided playing

Player boards: Switch the player boards with the coloured side up.

Player resources: Give the players their starting resources by putting the respective markers (money, food, energy) on the following spaces of the player boards:

- Seaside Village: 15 Money; 2 Food; 2 Energy; 1 Seed.

- Mountain Village: 8 Money; 5 Food; 2 Energy; 2 Seeds; 1 Goat & 1 Pig.
- Harbour City: 6 Money; 5 Energy; 2 Food.
- Nomads: 5 Money; 3 Energy; 4 Food.

Action cards: At the beginning of the game the donation cards are put next to the "year 3 donation" space next to the council budget track (one card of each player colour; slide them under the game board so that only the cards title is visible). Every player takes the action cards of their colour.

4.2   Game structure

The gameboard visualizes the island. Each inhabitant group, their settlements and main activities are portrayed on it.

The core element of the game is a presorted deck of cards, called story deck, which leads the players through the game. This deck is split into chapters, which structure the flow of the game. There are three types of chapters:

💬	Story chapters, with the speech bubble icon on top of the first text page give the player information about the island and its history and current developments and challenges.
✳️	Event chapters, recognizable by the star icon on top of the first text page announce events (e.g., change of the season). These events influence the situation on the game board and thus require the players to adjust some markers.
⚙️	Decision chapters, recognizable by the gear wheel icon on top of the first text page ask the players to take decisions on behalf of Utopia. Decisions are structure by a question and several options from which the players must chose. The chosen option influences the situation on the game board and further game play.

In between some of the chapters, each player can perform different actions on behalf of the inhabitant group represented (e.g., harvest, import energy, invest in education, treat patients).

Each group has different ways of generating resources and different possibilities to educate their people, and thereby improving the situation for their group and on the island in general.

4.3   Starting the game

Council speaker: Decide who starts as the first Council Speaker (choose the youngest, oldest, the one whose birthday was most recently…). This player gets the Council Speaker's desk and the timer. This player then takes the first chapter from the story deck and puts it on the council speaker's desk.

4.4   Flow of the game/Game rounds

The flow of the game is structured by the story deck.

The Council Speaker's desk, the single cards of the chapters in the story-deck as well as the game board contain relevant instructions about what the players must do.

4.4.1   Council Speaker

Each round starts with the Council Speaker taking the top chapter of the story deck in the middle of the game board and putting it on the Council Speaker's desk. Then the Council Speaker checks whether the top card of the chapter has the sign for the **inhabitant phase** on it:

The left side of the council speaker's desk then tells you what to do if there is an "inhabitant phase". Otherwise, the council speaker directly opens the chapter and follows the instructions on the right-hand side of the speaker desk.

The Council Speaker's mandate ends after every decision chapter, marked by the icon ⚙. Council Speaker's desk and timer are given to the player next to them.

4.4.2   Inhabitant phase

Starting with the council speaker, then in clockwise order you can choose 1 of 3 options:

a. Player actions: Every player gets to play three action cards per half-year (3 in spring/summer and 3 in autumn/winter). Whenever you use an action card, you put one marker of the general supply into the section in the bottom left corner of your player board to indicate how many actions you already played.

Note: You get to play your three actions in any case. If the inhabitant phase symbol is printed in red ( ), this indicates the last inhabitant phase of the half-year. In this phase players can use up all their remaining actions for this half-year, also if this means doing more than one action in one inhabitant phase.

b. Bid Agenda Points: Bid Agenda Points (AP)
Take the agenda-points-die (from game board or other player's action area) and place it in your action area, showing your agenda points bid. If you take the die from another player, you must raise the bid by at least +1 (6 is the maximum bid and can not be overbidden and therefore not be taken by another player)
If you won the bid (still have the die in your action area at the end of the inhabitant phase) then pay the bidden AP (shown on your die) by crossing them out on your player board. Then you *may* select a chapter from an area showing new-agenda-icon (⊞). The normal process for decision-cards starts. If no option wins, the old status remains.

c.   Pass
     Do nothing this turn.

4.4.3   Chapter phase
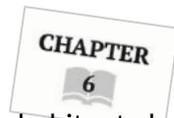
After the "inhabitant phase" the council speaker opens the chapter and checks the top left corner of the card according to the instructions on the right side of the council speaker's desk (weather check and heating check).

If there is no symbol in the top left corner, the council speaker starts reading.

If there is the weather and heating check symbol, weather on Utopia changes as follows:

The council speaker takes up the stack of seasons cards of the current season, shuffles it, and asks one of the players next to him to draw a card. In the top row of the card, you see the current weather on Utopia.
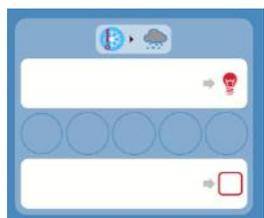
- The council speaker moves the black weather marker on the gameboard to the corresponding weather symbol.
- Seaside and mountain village player check the effect of the weather on their agricultural fields and vineyard and move the markers as instructed on the player boards.

- Special case snowy weather: if it snows, which is most probable in winter and impossible in summer, heating must be switched on.

1. Inhabitant groups must invest one item of energy to heat their settlements. To heat their settlements, players pay one item of energy and move their marker up to the row with the energy symbol:
If players do not heat, they move their marker down to the row with this symbol:
   Special case refugees from Tutela: as long as the refugees leave in the camp in the provisory shelters, they cannot heat, and their marker moves to the row below by default.

2. Effects of (not) heating: once all players moved their heating markers, the council speaker once again shuffles the stack of the season cards and a player next to him draws a card. The second row of the card shows the effect of the cold weather for not-heated settlements.

   Lucky you: This symbol means that the cold weather was not too bad and not heating had no adverse effects.

   Bad luck: This symbol means that people without heating got ill because of the cold weather. Players who did not heat choose anyone of their action cards and place it with the red-cross symbol facing up next to their player board. They cannot use this card and cannot do the specific action on it until they treated the patients.
   Tipp: do not chose the action card '**treat patients**'.

   Very bad luck: This symbol means that people without heating died because of the cold weather. Move the marker on the population track down one step for every inhabitant group who did not heat.

Once weather and heating has been dealt with – if there were weather symbols – the council speaker follows the instructions outlined in the "read chapter" section of the gameboard on how to handle the current chapter type and the cards tell the players what they must do. Follow step-by-step all the instructions explained on the cards.

4.4.4   Player decisions

⚙	Chapters with the gear wheel icon require the players to take decisions. Players follow the steps described in the top left part of the gameboard (see image).
READ CHAPTER *(diagram: STORY / DECISION / EVENT / DISCUSSION)*	READ CARD: The council speaker reads the question and the decision options, including the cost of each option. DISCUSSION: The speaker uses the timer to stop the one-minute discussion time. Players discuss the options.
	DECISION: When decision time is up, players collectively choose an option.
	Please note: The game starts without a formal decision rule. It is completely up to the players how they decide.
	RESULT: After the decision, players follow the instructions on the card with the number indicated at the option chosen:
	Example: This ⟨**3** / 7.3⟩ means that the options cost three items of money. If it is chosen, players go to page 7.3 of the current chapters and follow the instructions on this page.
GOVERNMENT CAPABILITY 7 ⊞	If players did not manage to take a decision, or if they deliberately chose to postpone the decision, they put the chapter on the free slot with the lowest numbers on the government capability track.
	The plus icon ⊞ means that players can put the decision again on the table (note that you find the same icon with the same significance also on the card slots in the top left corner 'Council decisions' and on card slots for the 'Permanently available decisions'.
	A few specific decisions remain permanently available also when players already took a decision. It concerns investment in infrastructure; the respective card slots are marked with the infinity symbol: ∞
	Finally, players check the status of the protest symbols ✊ (see conditions for winning and losing the game).
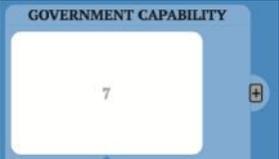
4.4.5   Player actions

The objective of the player actions is to provide for the well-being of the different inhabitant group and the island as whole. Well-being is measured in terms of the fulfillment of the basic needs and the quality of life. To enhance their well-being, players pursue economic activities and invest in education. The player actions have direct effects on the well-being of the single inhabitant groups. At the end of the year, the well-being of all inhabitant groups influences the tracks on the game board (instructions follow via event cards at the end of the year).

Important to know: At the end of every year, every inhabitant group must achieve at least the following:

	Every group must be in possession of 5 items of food, visualized on the player board with the food marker on the coloured position five.
	Players, put your food marker on the bold number in black, indicating your group's starting position. For every food item over five, you put one marker from the general supply in the food space.
	Every group must be in possession of 5 items of energy, visualized on the player board with the energy marker on the coloured position five.
	Players, put your energy marker on the bold number in black, indicating your group's starting position. For every energy item over five, you put one marker from the general supply in the energy space.
	Every group must reach the current year's educational level, indicated by the Roman number on the education track.
	Players, put your education marker on its starting position (first field on the education track).

In addition, at the end of the year the groups pay for their consumer goods and pay taxes according to the current rules and to refill the Council's budget. From the Council budget, you pay for decisions and investments on Utopia.

4.4.6   Elements common to different player actions

Travelling around Utopia	
For some of the actions, players must travel around Utopia.	
	Players can only travel on the street, which is the thick black line connecting the settlements Mountain village, Seaside village, and Harbour city. Players need to travel to the street section in the hexagon that is adjacent to the hexagon they want to reach.
	Players do not move a marker when travelling (exemption: nomads)
	Travelling in general is free. It only costs if the road is in a bad shape. Bad street sections are marked by a white circle. Players must pay one item of resources per white circle they need to pass (food, energy, or money)
	→ The road to the mountain village is in a particularly bad shape. If it rains, not only the plain white circle requires a resource, but also the white circle with the rain symbol on it . If it snows, resources do not help. The road becomes unpassable at this section:
	→ Nomads are different: they move along their yearly track, which is the black dashed line and stop at their settlement places visualized by yellow squares. Nomads do not pay for travelling.
Paying for goods, services, and travelling	
Some actions require that players pay for services, goods etc.	

3	The yellow coin icons with a number in it indicate either how much something costs, or how much can be gained by something.
	In player actions, money is paid by the single players out of their group budget. For every item of money paid, the money marker is moved one step lower on the budget track on top of the player boards.
	Important: the money paid is not transferred to a bank or the council budget or similar. Players contribute to the Council budget by paying taxes in the end of the year.
	Council decisions are paid from the council budget visualized on the budget track on the player board.

4.4.7   Actions available to more than one player (black)

Market

	Action available to all players.
	To buy products at the market, you must travel to the market according to the rules described above. To sell product at the market, you do not have to travel to the market: The products on the current shipping card are for sale and everything available on the market spaces of the player boards is for sale and players cannot refuse to sell their surplus food and energy.
	To pay for products, players lower their money track by the number of coins required. If they buy from another player, the seller rises their coin on their money track by the number of coins received.

Treat patients

	Action available to all players.
	Action necessary only when there are diseased persons (flipped action cards).
	To treat a patient, you must travel to a hospital with doctors as described above. With one action, more than one patient (diseased action card) can be treated if the hospital has more than one doctor (checked boxes).
	Note: you are also allowed to treat patients from other inhabitant groups (players). Also if you treat other player's patients, you travel from your own settlement to the hospital of your choice.

Visit school

|	
	Action available to all players and necessary to achieve the next education level. At the end of the year, players should reach the year's education level.
	To visit school, you must travel to a school with teachers. With one action, you can move upwards on your education track for as many fields as the school you visited has teachers (checked boxes).
	Higher education levels come with specific benefits for your well-being, see → **Benefits of education**

Day-labourer	
	Action available to Mountain village and Nomads players. **Note:**
Donate to Council's Budget	
	Action available in the 3rd year only and only if the council budget-track drops to 2 or lower. As soon as the council budget-track drops to 2 or lower (indicated by the "year 3 donation space") all players receive their donation action card and can from now also play the donation action as described on the card. The action allows to collect money from all players to donate to the council budget. For every 2 money the players pay, the donation track receives 1 money. When the first player plays the donation action the following happens: A. The donation action sticker is put on the game board on the castle space to show where the players must travel to execute the action (travel costs). B. The sticker "Year 3 donation" covers the space on the game board and adds a protest symbol next to the budget track. From now on the protest symbol is active as soon as the budget drops below 2.

→ For the player-specific actions, please see explanation on the action cards.

4.4.8   Benefits of education

It is not only an abstract requirement to reach the next educational level at the end of every year. Progress in education makes all inhabitant groups more effective in pursuing their economic activities and less vulnerable to unforeseeable events like harsh weather. The concrete benefits are visualized as symbols on the player board in the education track.

| **Seaside village education track**	
	Since the money track only goes up to 39 any money-income that would proceed 39 would be lost. This education level lets you get 1 food for every 2 money that proceeds 39 on your money track.
	Every time you accommodate tourists you receive 1 money more as shown on the tourist card.
	Every category of the tourist offers on your player board has one more (virtual) checkmark as shown on your board. Example: Your player board shows 3 checkmarks for surfing. You can accommodate 4 tourists for surfing activities.
	The price decline for your grapes shown on your frost track is one less then indicated. Example: Your marker reached the second space of the frost track, which shows a price decline of 1. With this educational level you have a price decline of 1 - 1 = 0.

Mountain village education track	
Breeding	End of Year Event Card: "Mountain Villager, if you reached Breeding on your education track then ... (effekt is described: pairs of animals have babies).
	When you harvest your fields, you receive one more food as indicated on your player board.
	You receive 2 agenda points. Draw two blacj circles over the two grey circles on your player board.
	From now on you can ignore the weather effect of snowing on your player board regarding growth of your field crops (normally -1 on a track: overview on player board).
	Every grassland can now hold 2 animals.
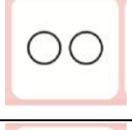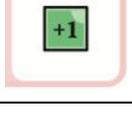
Nomads education track	
	When you go fishing and draw a season card to check your outcome (dice value) you can ignore the outcome and choose to draw another card.
	When you draw a season card for fishing the dice value shown on the season card is +1.
	When you go fishing you can draw 2 season cards and add both dice values (any +1 effect is added to the result of both dice).
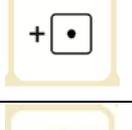
Harbour city education track	
	You receive 2 agenda points. Draw two blacj circles over the two grey circles on your player board.
	You gain on more energy from ship cards as indicated on the cards.
	The costs of buying ship cards for the market from all three containers is reduced by 1.
	You receive 2 money for the 2 ship cards you don't choose.
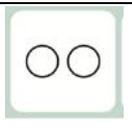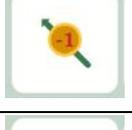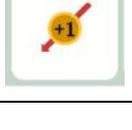
	If you are not happy with the 3 ship cards drawn, then you can discard them under the shipdeck and draw 3 new ship cards.

5 End of the game

Utopia is a collaborative game. All players win or lose it together!

5.1 Winning the game

You win the game, if you manage to play it until the end (all chapters, three years) and meet certain criteria.

At the end of the game (end of year 3 of the game) you win if you managed to establish the conditions to conduct the first democratic elections on Utopia. The first democratic elections can be hold if

1. **the Utopia inhabitants are sufficiently well and still generally support the transition to democracy.**

    This is the case if there are **not more than 2 active protest symbols** 🤛 and 🤜

    and if there are at least **2 active happy faces** 🙂.

    → Happy faces are active as soon as the markers on the track moved past the field with the happy face on it. On the council's perception track all four markers must be past the happy face.
    At game start 2 happy faces are already active. On the population track the happy face is active if the marker does not move past the field with the happy face on it (18 or lower).
    On the government capability track the happy face is active if slot 3 is empty.
    Reaching enough happy faces means you did a good job meeting the needs of your population.

2. **the formal rules for elections are defined.**

    This is the case if there are **no visible red exclamation marks.** ❗

    All card slots with a red exclamation mark at the bottom (slots D-H on top of the game board) must be filled with cards to meet this criterion. This means that all the necessary decisions have been taken for a proper first election of the Utopian democracy.

Congratulations if you managed to meet all criteria! Your hard work paid off and you have set up all the necessary conditions for Utopia to have a prosperous future! This is an impressive achievement!

5.2 Losing the game

You can lose the game prematurely (before the three game years are over and before you read all chapters).

The last step in the result phase of the decision process always is to check the protest symbols ✊ on the gameboard. As soon as the markers on three tracks are on or past the field with the protest symbol on it, you immediately lose the game.

On the council's perception track, already if one of the player markers is on or past the protest symbol, the protest symbol is counted.

On the government capability track, the unrest symbol is reached when slot 6 is filled with a chapter of the story deck.

Note: The protest symbol on the council's budget track ✊ and on the loan markers ✊ are only relevant at the end of the game.

Reaching the protest symbol on three tracks means that the population is very unsatisfied with your performance as a council. The inhabitants protest and remove you from office.

6   Strategy tips

Any ideas? Tips welcome!

7   Game version and use

This is a prototype version (v0.162) of Utopia. We developed this complex and rich game from scratch. Game development will go on also after the completion of the project Demogames. This is one of the reasons why these game rules do not come in a same final version as the rulebooks of the other games.

If you wish to test the current prototype version of Utopia, please contact Demokrative for information about latest versions, development plans and current questions: office@demokrative.ch

Game details and Acknowledgement

This game is an output of the Erasmus+ project Democracy and Games: Analog and Digital Game-Based-Learning Tools for Youth Work **Demogames** (2019-2022). It has been designed and developed with contributions from experts and practitioners under the lead of the core team.
Demogames visual design concept and support: Francis Stieglitz

Core team Utopia

Game design: Robert Lovell
Content design and coordination: Sabine Jenni
Game development: Sabine Jenni, Patrick Kessler, Robert Lovell
Graphic Design: Robert Lovell
Cover-Design & Illustrations: Francis Stieglitz

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Some graphic elements used in the game material were not created by the Utopia team. Only elements published with a Creative Commons license were used. All credits and license references are listed in the Annex of the game rules.

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To give credit, please cite the game as follows:
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Contact for questions regarding Utopia: office@demokrative.ch

Thanks for playing!