FUTUROPIA

The utopian economic game for 1-4 optimizers, from Friedemann Friese, for ages 12 and above

GAME IDEA

Futuropia places players in a Utopian society possessing desirable lifestyle qualities for its citizens; sadly this is not reality.

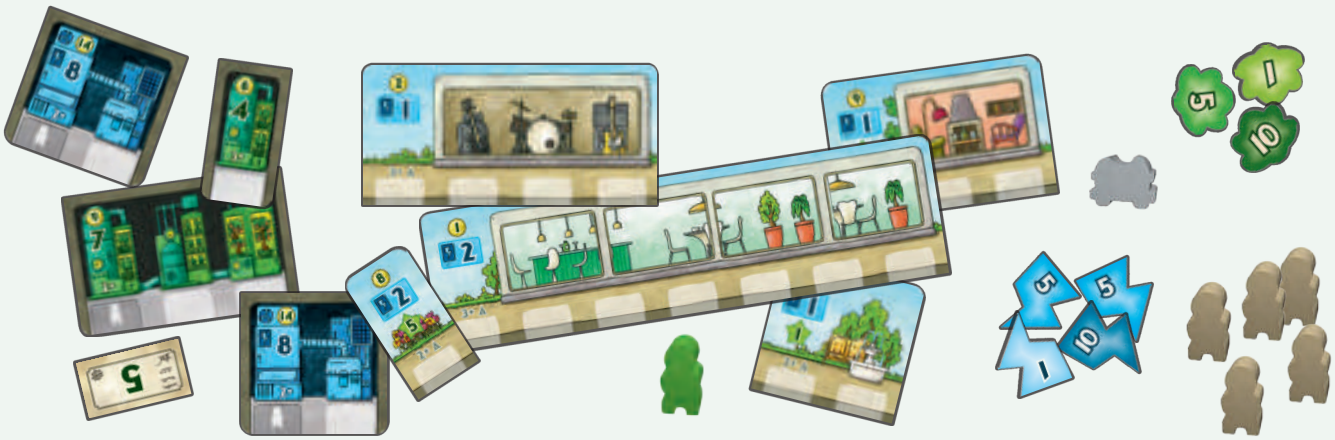
After all, we want to work less. The robots already can do nearly everything. No need for exaggerated envy, it is simply about equality, justice, and the fair allocation of the complete and still necessary work, so ALL of us have more leisure time.

Success means we will have time for the activities we like the most: fishing, farming, fencing, flying, ..., as well as gaming, building, painting, traveling, composing, and more. If somebody wants to work more than needed, they should do that. This is about the freedom of creativity. So let us rethink this: joblessness is no disgrace, it is the new goal!

We are members of a team striving to realize this utopian ideal. We try to develop a completely self-sustaining condominium which functions as efficiently as possible. It must generate enough food and energy to allow its residents the greatest possible freedom (thus, leisure time). The more people in this condominium who no longer need to work, the closer we are to reaching our goal. Whose development is the best will win the game, and their condominium will become reality.

CONTENTS

Futuropia contains a lot of game components. Therefore, you will find the complete list, with images, on the back of this rules booklet.



FIRST THINGS FIRST

In ***Futuropia***, you expand your condominium, which contains Living Quarters and Generators. We distinguish between two states of your condominium:

1. Self-sustaining: At the start of the game, your small condominium is self-sustaining. Your goal is to have a much bigger and better condominium at the end of the game, which continues to be completely self-sustaining. Self-sustaining means that all condominium residents have enough space to live and enough Food to eat with an ample amount of power to keep the Living Quarters and Robots running. Your goal is to create a relaxing environment within your condominium where residents are not forced to occupy time working on the Generators.

2. Test run: During the game, you expand your condominium, which will impact the needs and requirements for sustainable living. For most actions in the game you will be required to make so called test runs to verify sustainability. During each test run, you check one of the four areas of your condominium. With some actions you produce Food and Energy which requires Money, accessible via subsidies or loans. You spend these resources for other actions as well. If your own Food and Energy are not sufficient during the game, you may be required to purchase them to get what you need accomplished.

Important: At the end of the game, you will no longer have access to your remaining resources. Your condominium must sustain itself only by means of the Generators. The remaining resources only provide little value representing a factional amount of victory points..

THE RULES

To understand the game and its key processes, we will walk you through setup of the market, the supply for all players, as well as each player's condominium. Next you will be provided an overview of all the key processes of the game, with extensive examples.

Finally, we will explain the game rules in more detail.

At its heart, ***Futuropia*** is a luck-free economic game. During the game, you try to execute the optimal sequence of actions. We will suggest you play your first games with a recommended game setup. After completing your first games, we encourage you to explore various starting setup options, which create a variety of gameplay situations while ensuring new experiences and re-playability.

GAME PREPARATIONS & BASICS - The Market and Supply for all players

1. First, prepare the **Market and Supply** for all players.

You need the Generators with the brown and light-gray backs, and all Living Quarters.

2. Both the Generators and the Living Quarters show the number of players, required for the game based on player count (2+, 3+, or 4). Place the unneeded tiles back into the box.

The Living Quarters have an A- and B-side. Turn all Living Quarters to the A-side.

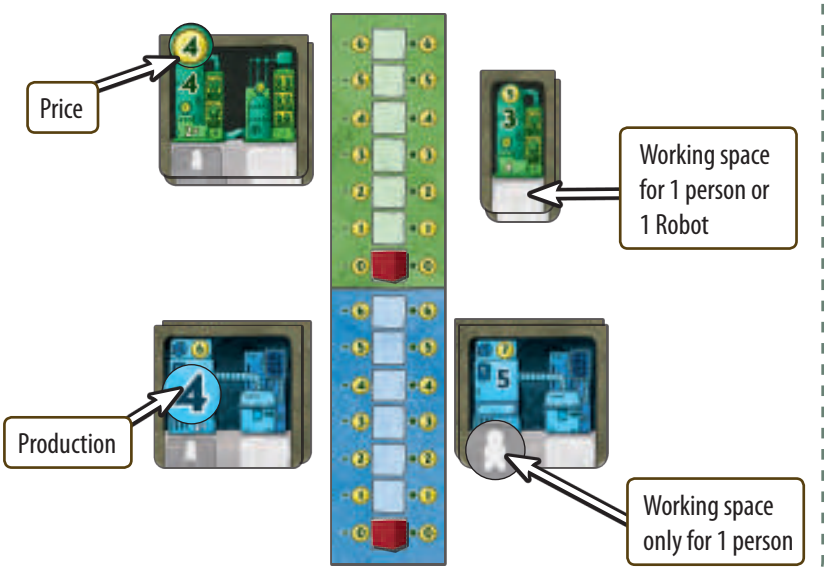
For each player, you need 2 Living Quarters each showing the !. Place the surplus tiles back into the box.

4. This is the **Market for Generators**, divided into two separate areas. On top are the green Food Generators, and on bottom are the blue Energy Generators

Place the Food Generators with prices "4" and "5", and the Energy Generators with prices "6" and "7" to the left and right of the Market board. You can buy Generators only from this selection.

Place the two price markers onto the spaces "-0/+0" of both tracks.

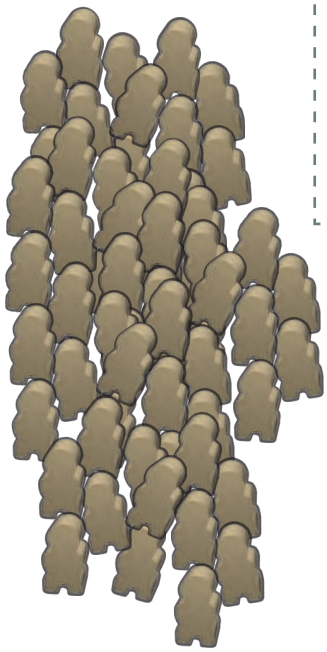


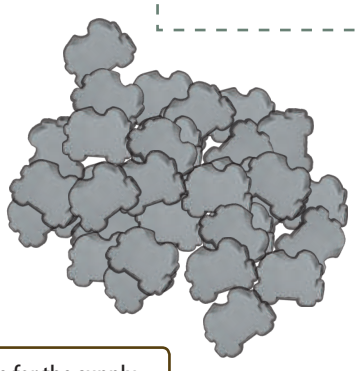




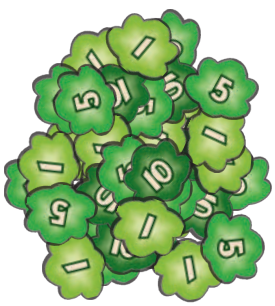
7. This is the **Subsidy board**, which shows the actual amount of the subsidy. You receive this Money, when using the matching action.

Choose the side of the board showing the track matching the number of players (, or &), and place the subsidy marker on the "12" space of the track.









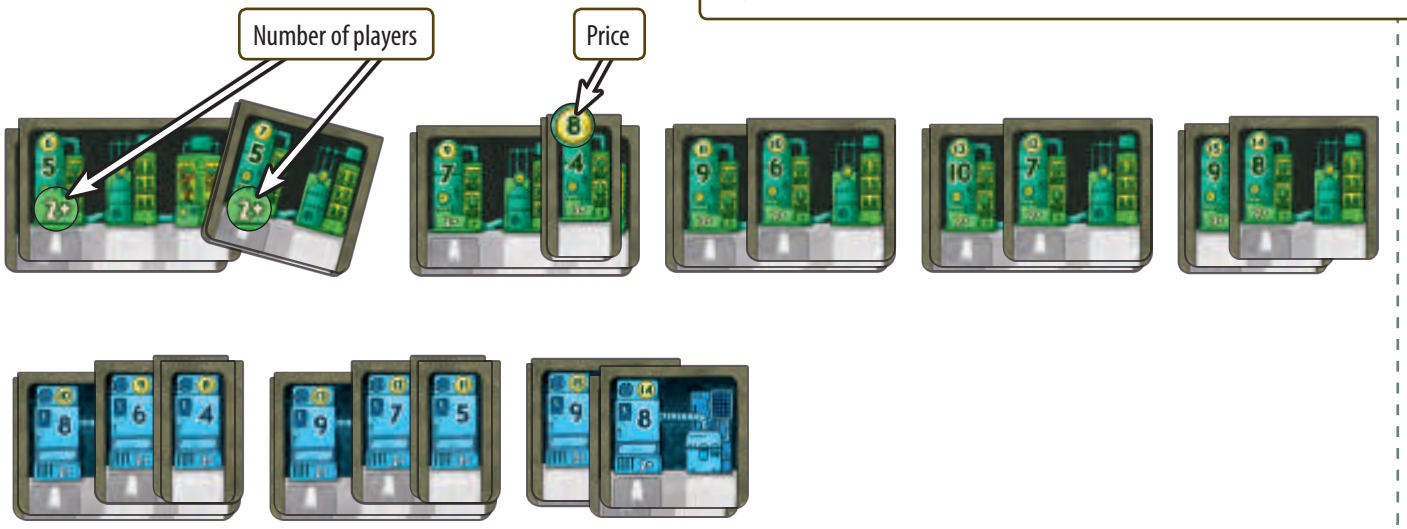
8. Finally, you need some space for the supply for Money, persons and Robots, Energy, Food, and loans.

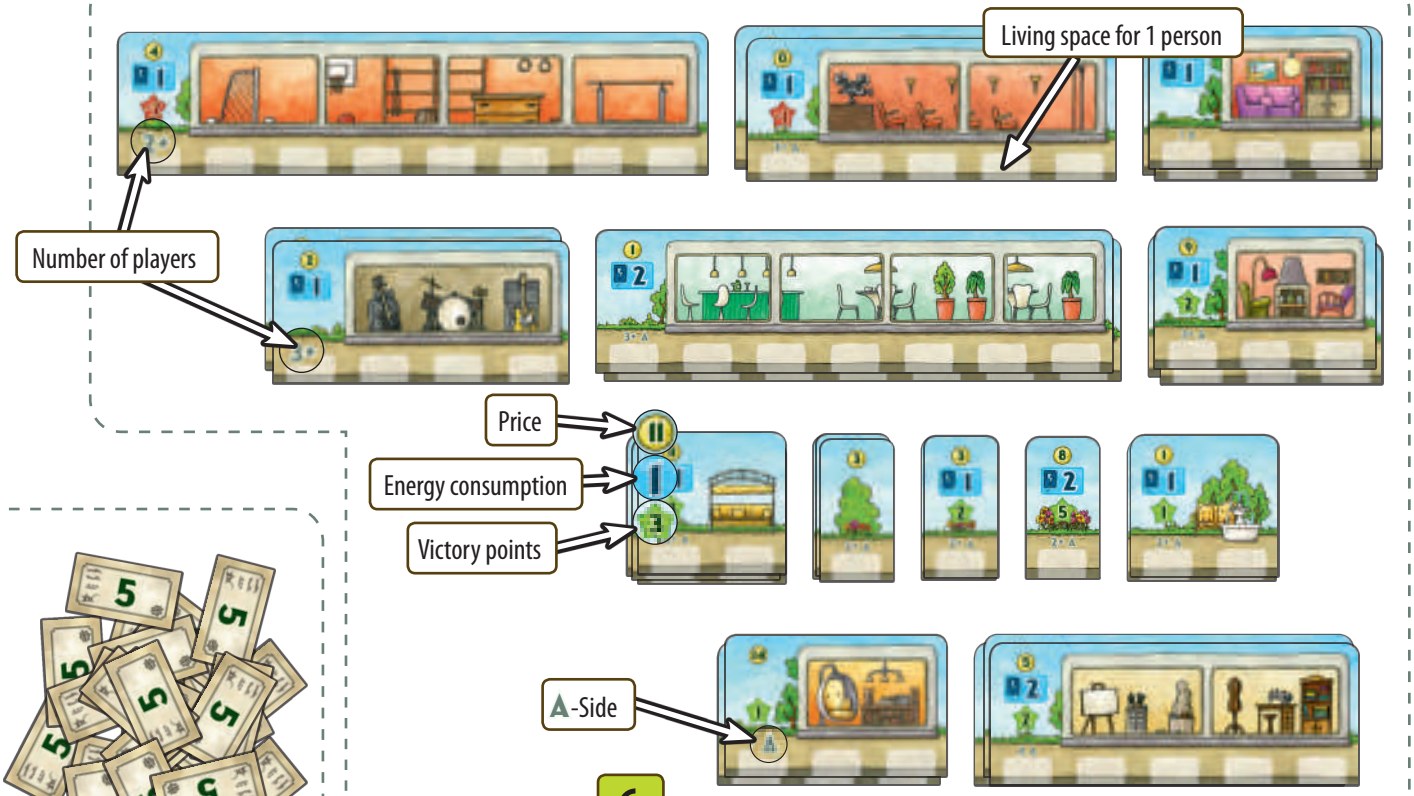
3. Initally, place the 12 starting Generators to the side (these show the !, and have a light-gray back). You will need them soon for preparing the players' personal Living Quarters.



5. This is the **Supply for Generators**. To save some space, place the Generators sorted by price in several small stacks.

You CANNOT directly buy all these Generators stored in this supply. Successively, they will move into the market.





6. This is the **Supply for Living Quarters**.

Place the Living Quarters with the A-side into the supply. ALL Living Quarters are always available for sale directly from this supply.

GAME PREPARATIONS & BASICS - Your personal condominium and an extensive



1.

Each player gets the following condominium.

- 1 !-Living Quarters and 3 starting Generators (two Food Generators with a production of "1" and "2" and one Energy Generator with a production of "1"), which are placed below the Living Quarters into the cellar.
- 3 People, who sadly all must work, and for now are placed on the working spaces of the Generators in the cellar. Each of these People has their own living space in the Living Quarters above.
- 5 action tiles, 1 overview, and the following resources: $12, 3 Food, and 3 Energy.

Starting player compensation: After determining the starting player, the second player gets an additional +$1, the third +$2, and the fourth +$3.

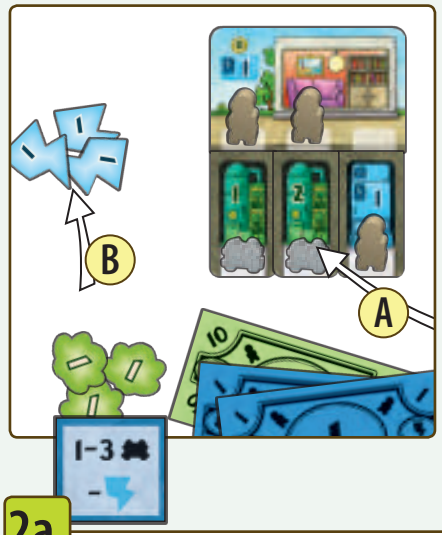
Basics: *Your small condominium is self-sustaining. The Generators produce exactly the demand needed there: 1 Energy, which you need for the Living Quarters, and 3 Food (2+1), which you need to feed the 3 People.*

If the game would be ending, you would score 1 meager victory point. All People must work, and the production of the Generators is completely consumed. You only get that 1 victory point for the remaining resources, which you can no longer access.

2.

During the game you have a choice between 5 actions. From turn to turn you freely choose the order you play one of them per turn! Afterwards, you flip the used action tile face down, and cannot use it again for now. When you have used all 5 actions, at the beginning of your next turn you automatically flip them face up again, and can use them all anew.

The following examples will show you what you can do with these 5 actions. Of course, the order in which these actions are chosen will influence what you will do with your condominium.



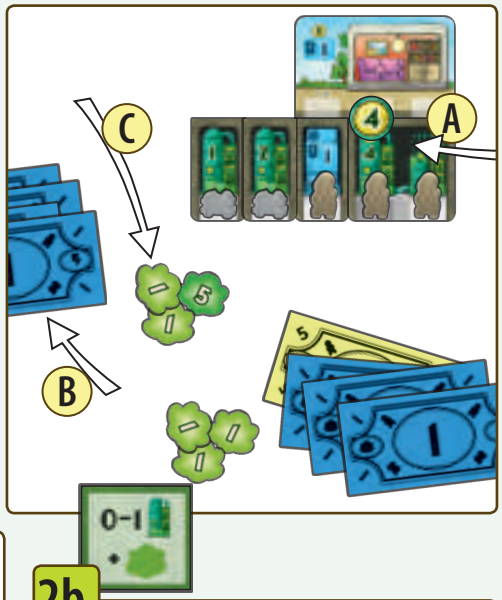
2a.

You decide to take 2 Robots (A). Robots have no costs, and you place them on the working spaces at the Generators in place of the People.

You make a test run for the Energy consumption, and need 3 Energy for your condominium: 1 Energy for the Living Quarters plus 2 Energy for the two Robots. You pay 3 Energy by placing the resources which you received during game preparations back into the supply (B).

Basics: *Thanks to the Robots, the two People do not need to work for now, and instead chill upstairs while reading some nice books.*

You just started to improve the condominium, so these two People surely need to work soon again. Another problem: the Robots and Living Quarters need more Energy, as you have maxed your small Energy Generator. You should change that situation soon, too.



2b.

You buy 1 new Food Generator (A), and place it on the right side of your condominium. To save some Money, you buy the cheaper available version in the market, and pay $4 (B).

Now, you make a test run for the Food production. All three Food Generators are operating, so you take 7 Food and place them in your resources (C).

Basics: *As long as you have enough People and Robots, always occupy all working spaces at the Generators. Thus, in this case both People move from the Living Quarters back to the Generators to work.*

Additionally, all working places at a Generator must be occupied, so that it produces something. If only one working space is unoccupied, the Generator must remain switched off.

3.

Let's determine what you have achieved in your first 5 turns of the game:

You added 2 Generators, 2 Robots, 4 People, and 1 Living Quarters to your condominium.

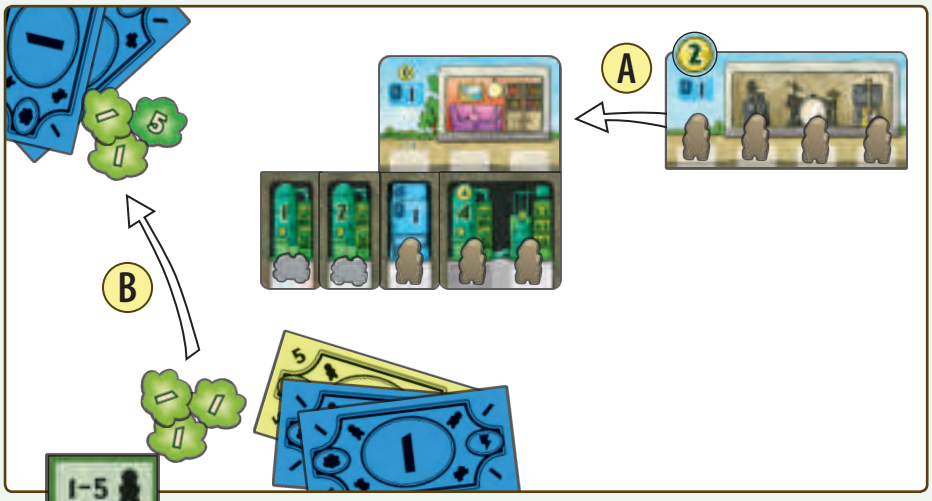
The two People in the Living Quarters count for victory points, as they do not need to work anymore, and are happy. In their place, Robots are taking care of the work.

If the game would be ending, you would score the following victory points:

- 2 People do not need to work: 2 x 5 = 10 victory points
- Food Generators produce 7 Food = 7 People // Energy Generators produce 5 Energy, but you only have consumers. 1 surplus = 1 victory point
- No victory points for both Living Quarters. Later during this game, you should buy new Living Quarters with victory points.
- You have 20 leftover resources. 3 Food + 6 Energy + $11 = 2 victory points.

Thus, during 5 actions you already increased your 1 victory point into 13 victory points. Just carry on!!

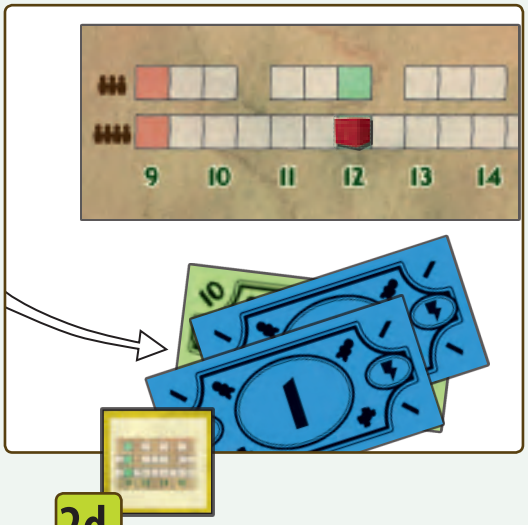
example



2c. You decide to invite 4 new People to your condominium. Your first Living Quarters are already occupied by 3 People, thus you need to buy additional Living Quarters, and pay $2 for them. You place the Living Quarters on the right side of your condominium (A).

Now, you make a test run for feeding (admittedly, we could not write a more technical term for "everybody wants to eat"). You pay 7 Food from your resources for the three "old" People and the four "new" People (B). It is a good thing, that you just produced new Food.

> ***Basics:*** *Each person needs their own living space, as nobody really wants to sleep in someone else's bed. Thus, the number of living spaces must always be at least as big as the number of People in your condominium.*



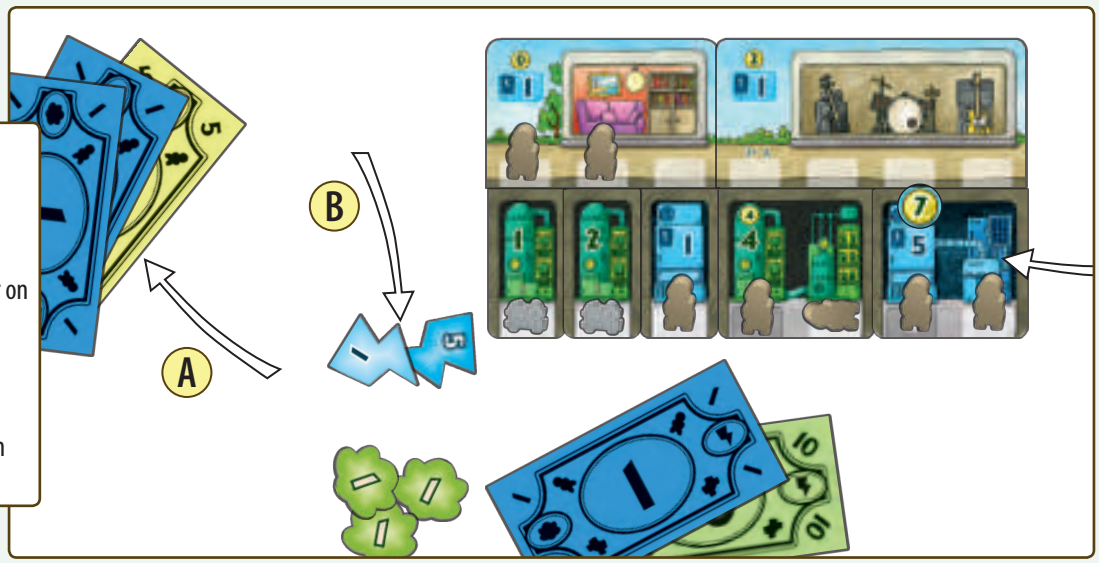
2d. You only have $6 left to spend, so you need fresh Money. Take a subsidy of $12, to be able to pay $7 as planned during your next turn.

> ***Basics:*** *Instead of taking a subsidy via this action, you could have taken a loan out of sequence. This saves time and often is a good alternative, so you can take a different action faster.*

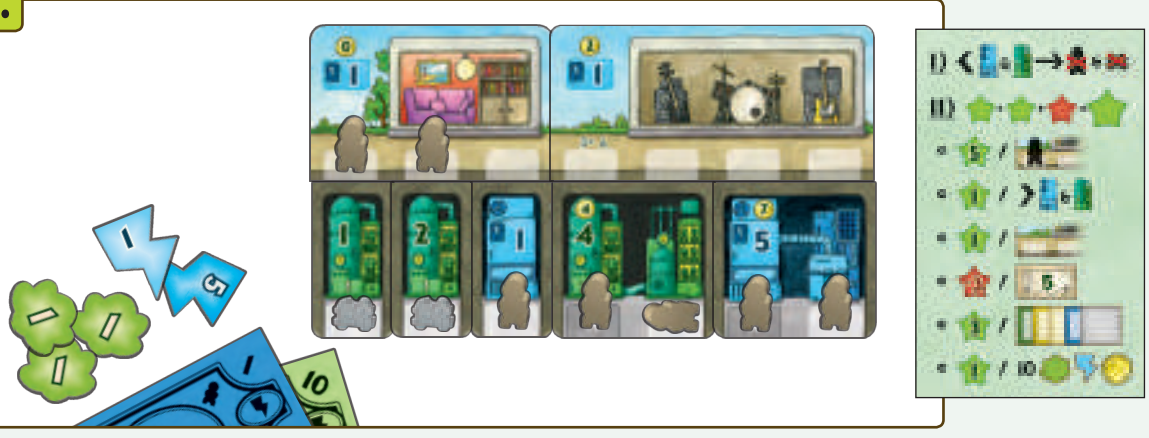


2e. You also buy 1 new Energy Generator. This time you choose the expensive version from the market, and pay $7 (A). As you did for the new Food Generator, you also place this Generator on the right side of your condominium.

You make a test run for the Energy production. You produce 6 Energy with both Energy Generators, and place them with your other resources (B).



3.



HOW TO PLAY

After every player has setup their own condominium, the game starts. Beginning with the starting player, turns proceed clockwise.

During your turn, you choose 1 of your 5 action tiles, and take the matching action. On each turn, you choose which order you take these actions! Afterwards, you flip the chosen action tile face down, and cannot choose it again for now. Now, the next player takes their turn, and most likely pursues a completely differerent plan as you do.

And that's all! Repeat until one of you triggers the final phase of the game.

The 5 actions in detail

Buy a Food Generator & test run for the Food production



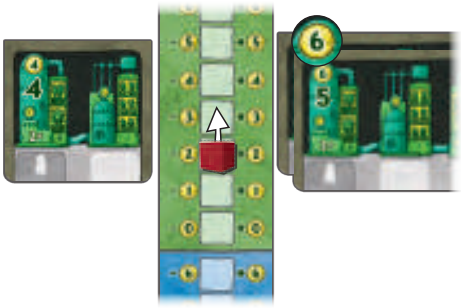
The market always contains the two cheapest available versions of the Food Generators, separated in two stacks left and right of the market board.

Buy 1 Food Generator from one of the two stacks, pay its price with your Money, and place it on the right side of your condominium next to the other Generators. If you do not have enough Money, you can take loans out of sequence (check "Out of sequence: Take loans").

Afterwards, update the market:

- If you buy an expensive Generator from the right stack, move the price marker on the green track 1 space up.
  If that marker reaches the space "-6/+6", it remains there, even if you are required to move it up again.
- If you buy the last cheap Generator from the left stack, so that stack is depleted, reset the price marker on the green track back to space "-0/+0".
- Each time you buy the last Generator of a stack, refill that spot in the market. If the cheaper spot in the market is empty, move the expensive stack from right to left. If (afterwards) the right spot in the market is empty, place the next stack of Food Generators from the supply onto this spot.

Depending on the position of the price marker on the track, the prices for the Food Generators change in both stacks. The price of the left stack is discounted accordingly, and the price of the right stack increases accordingly. Thus, if the first very cheap Food Generators remain long enough in the market and the price market raises high enough, you could receive a discount and pay as little as $0, or even receive Money along with a Generator.

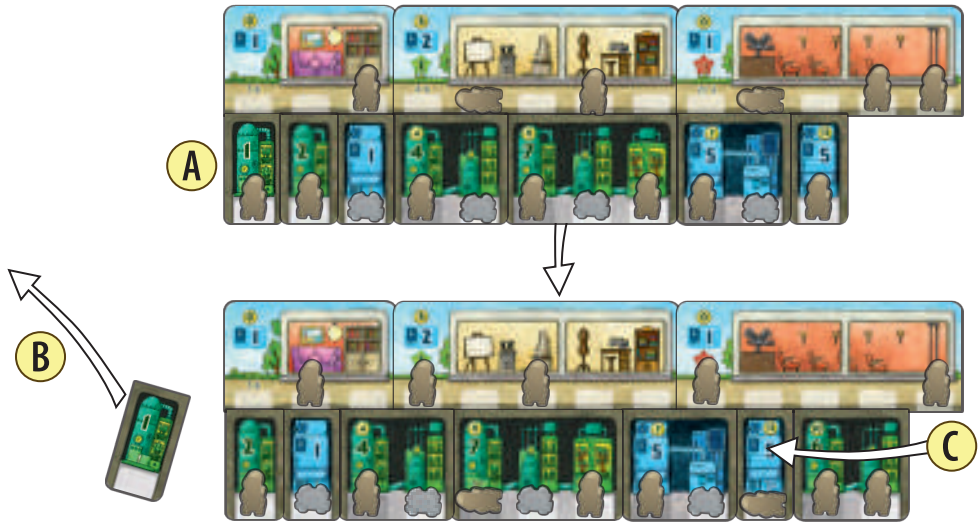


Example: *You buy one of the expensive Food Generators for $8 ($6 + $2). Afterwards, you move the price marker to the space "-3/+3".*

Seven Generators is the maximum you can have at any time (the combined number of Food and Energy Generators). You count each tile as one Generator, not each individual working space on the tile.

If you buy an eighth Generator, you must discard a Generator of your choice. You do not receive any compensation for discarding a Generator. Afterwards, move all your Generators to the left, and rearrange the People and Robots as you wish on the working spaces and living spaces.

Important: When choosing this action, you can pass on buying the Generator. In that case you move the price marker 1 space up, and only make the test run for the Food production.



Example: *After a few turns, you own seven Generators (A).*

You buy a new Food Generator, and must discard a Generator of your choice. You choose the small Food Generator (B).

You move your remaining Generators to the left, and rearrange the People and Robots as you wish on the working spaces and living spaces (C).

Test run for the Food production

After buying the Generator, you immediately make a test run for the Food production. These test runs are mandatory for all actions, you cannot pass on them.

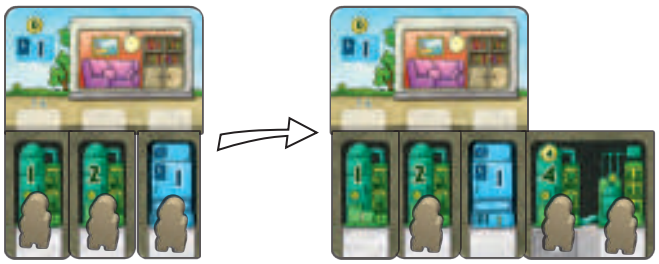
You must occupy all working places at a Generator, so that it produces something. If only one working space is unoccupied, the Generator must remain switched off.

As long as you have enough People and Robots, you always occupy all working spaces at a newly bought Generator.

Important: You must ALWAYS occupy the working places with the symbol  with a person. On all other working places, you can place People or Robots.

For each fully occupied Generator, take the amount of Food that Generator produces. Not only for the new Generator, but for all these Generators! Place the Food with your resources.

During the first turns of the game, you may not have enough People and Robots to occupy all working spaces. At the start of the test run, you can rearrange the available People and Robots between the Generators, to receive the best possible production.



Example: *As your first action, you buy a Food Generator. You only have 3 People in your condominium, so you place two of them onto the new Generator to get the maximum amount of Food. The small Food Generator must remain switched off.*

Buy an Energy Generator & test run for the Energy production



The rules for buying Energy Generators and the test run for the Energy production are exactly the same as for Food Generators. We do not need to explain them all again!

The price markers on the two tracks of the market areas are independent from each other, the top marker shows the price changes for the Food Generators, and the bottom marker shows the price changes for the Energy Generators.

Invite People & test run for feeding



Simply take 1-5 People from the supply, which you invite to your condominium.

Each person needs their own living space, as nobody really wants to sleep in someone else's bed. Thus, the number of living spaces in your Living Quarters must always be at least as big as the number of People in your condominium. Your first Living Quarters is already occupied by 3 People, thus you immediately need to buy one or more new Living Quarters, when you use this action for the first time.

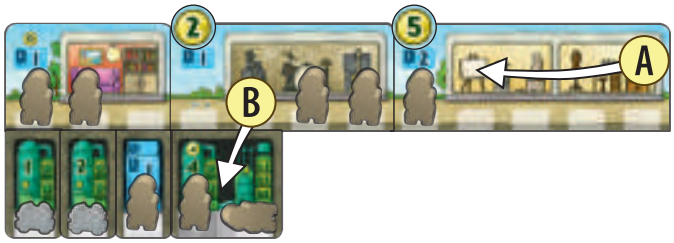
When you buy, you can choose from all available Living Quarters in the supply. Depending on the number of living spaces, you can buy one or more Living Quarters at once, and pay their combined price with Money. If you do not have enough Money, you can take loans out of sequence (check "Out of sequence: Take loans").

You can have up to 5 unoccupied living spaces in the Living Quarters of your condominium. Thus, you can buy Living Quarters "ahead", but you cannot stockpile them excessively and cannot withhold them from other players.

Place the new Living Quarters on the right side of your other Living Quarters, and place the People in a continious line from left to right on your condominium. For a better overview, we suggest to lay down every fifth person, so you can more easily track how many People you have. Each person either stands on their living space (and is happy), or on the working space beneath in the cellar (in this case, their living space remains unoccupied). If you already have Robots, they always stand on a working space in the cellar, and a person stands above on the living space.

Test run for feeding

Now, you must feed your People. Pay 1 Food from your resources for each person in your condominium, and place it back into the supply. If you do not have enough Food, you must pay $2 for each missing Food, to acquire it from the outside. If you do not have enough Money, you can take loans out of sequence (check "Out of sequence: Take loans").



Example: *You take 5 People, and buy these 2 Living Quarters with 9 living spaces for $7 (A). You immediately move 2 People below to the Food Generator, the other three remain on their living spaces (B). Afterwards, you pay 8 Food to feed all People in your condominium.*

Take Robots & test run for the Energy consumption

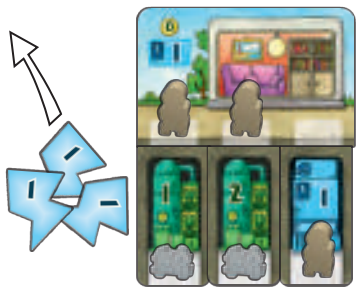


Simply take 1-3 Robots from the supply, and place them on the working spaces at the Generators. If poeple are standing on these working spaces, place them above on their own living spaces. You can take Robots, even if you currently have no working spaces for them. Place these for now "aside" on your Generators, until you need them for new Generators.

Important: You must ALWAYS occupy the working places with the symbol  with a person. On all other working places, you can place People or Robots.

Test run for the Energy consumption

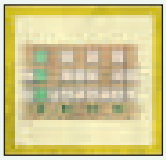
Now, you must supply your condominium with Energy. You pay 1 Energy from your resources for each Robot and for the Energy consumption printed on your Living Quarters, and place it back into the supply. If you do not have enough Energy, you must pay $2 for each missing Energy, to acquire it from the outside. If you do not have enough Money, you can take loans out of sequence (check "Out of sequence: Take loans").



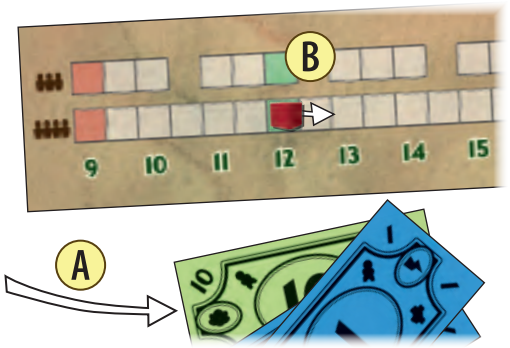
Example: *You take 2 Robots, and place them on the working spaces of your Generators. Afterwards you pay 3 Energy: 1 Energy for the Living Quarters plus 2 Energy for both Robots.*

Important: For this test run, Robots always need Energy, even if you currently do not use them on working places (e.g. if you have less working spaces at your Generators after trashing a big old Generator).

Take a subsidy



You receive subsidies for the development of your condominium. At the start of the game, the subsidy marker is placed on space "12". If you are the first to take this action, you take $12 from the supply, and move the subsidy marker onto the next space to the right. This way, the subsidies increase during the game, and all players get more and more Money. If the marker reaches the last space of the track, it remains there, even if you are required to move it up again; the subsidy amount will no longer increase.



Example: *You are the first to take a subsidy, and receive $12 (A). Then, you move the subsidy marker on the track onto the next space to the right (B).*

Depending on the number of players, the tracks have a different number of spaces. Thus, the subsidies will increase faster in games with only two players, and slower for three or four players.

Out of sequence: Take loans

If you do not have enough Money for an action, you can take loans out of sequence. Take the necessary number of loan tiles, and take $5 for each of them. There is no limit to the number of loans, thus you can take any number of loans during the game, as you like.

Each time, you reveal your face down action tiles (check the next chapter), **you must pay interest for each loan tile:** pay 1 resource of your choice, either Money, Food, or Energy. If you have several loan tiles, you can pay the interest in any combination of these resources.



Example: *You already took 3 loans. Now, you want to reveal your face down action tiles, and pay 3 interest. As you produced a lot of Energy, first you pay 3 Energy for the interest, and then an additional 10 Energy to pay back two of the three loan tiles.*

Special case: You want to reveal your face down action tiles, but do not have enough Money to pay the interest. In this case, you take 1 or more new loan tiles, for which you do not pay any interest at this time.

You can only pay back loan tiles directly after paying the interest. For each loan you pay back 5 resources of your choice, so any combination of Money, Food, and Energy. If you still have loan tiles at the final scoring, you will receive negative victory points for them!

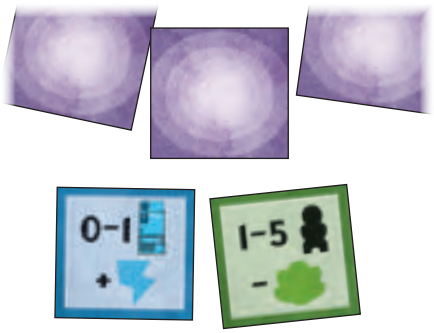
Reveal your action tiles again

After each action you take, you turn that matching action tile face down. You cannot choose these face down tiles for now.

You have two options to reveal your face down action tiles again **at the start of your turn**:

- After using all 5 action tiles, so all of them are face down in front of you, you autoamtically turn them face up again, and can choose again from all 5 of them.
- If you did not use all actions, and already want to use one of the face down action tiles again, you can turn the action tiles ahead of time by paying resources: For each of your action tiles still face up you pay 1 resource of your choice (either Money, Energy, or Food).

Important: Each time you reveal your actions tiles, either automatically or ahead of time, you must pay interest for all your loan tiles, and then can pay back any number of loans.



Example: *You still have 2 actions to choose from, but absolutely want to use again one of the face down actions. To reveal the actions ahead of time, you pay 2 resources.*

Triggering the final phase of the game

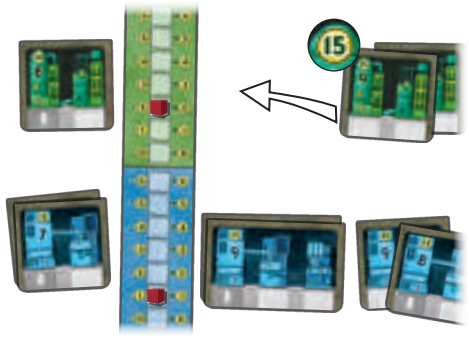
You trigger the final phase of the game at the end of one of your turns...

- ... EITHER when you place the last stack of Food Generators or Energy Generators with the printed price of $15 into the market (and the supply for that type of Generators is depleted)
- ... OR when you have 25 or more People in your condominium.

Now, all other players immediatly reveal their 5 action tiles for free. Leave your action tile face down, which you used to trigger the final phase, and only reveal the other four action tiles for free. At this moment, nobody pays interest, but also nobody can pay back loans.

From now on you can choose each face up action exactly one more time. Turn them face down as you use them.

After using all your actions a final time, you pull out of the game. You can forfeit your remaining actions and end your game ahead of time, if you do not want to or cannot use them. Leave these unused actions face up in front of you, as you get some victory points for them during the final scoring.



Example: *After buying 1 Food Generator, you place the Food Generators with price "15" into the market. Thus, you trigger the final phase of the game.*

Directly after pulling out of the game, you must pay interest for your loans a final time. Afterwards you pay back as many of your loans as possible with your remaining resources, as these resources will give you far less victory points compared to the amount of negative victory points for unpaid loans.

FINAL SCORING

I) After all players have pulled out of the game, each of you determine if your own condominium is self-sustaining. You have no access to your remaining resources, everything must be supplied by your Food and Energy Generators!

1. First, determine if you produce enough Energy to supply all Living Quarters and Robots. For each missing Energy, you must remove one Robot from your condominium, and move the person from above onto that working space. If you still lack the necessary Energy after removing all Robots, you must remove Living Quarters from your condominium, until the Energy production and consumption finally match.
2. Afterwards, remove all People who do not have a working space anymore, or who you can no longer feed.

II) Now, count your victory points:



- All People who do not need to work anymore, and thus stand above on a living space, each counts as 5 victory points.
- If your Generators produce surplus Energy and/or surplus Food, each of these surplus productions counts as 1 victory point.
  As you already checked in step I), if your condominium produces enough Energy and Food, simply add all production values of your Generators, and subtract the number of People and Robots, and the Energy consumption of your Living Quarters. The resulting value is the amount of victory points for surplus production. If this resulting value is negative, you made a severe mistake during step I), as something is not fully supplied.
- The Living Quarters provide the number of victory points as as printed on them. This can be negative victory points, depending on your choice of not so comfy Living Quarters for your People.
- During the game, loans are helpful for you to play your desired actions. At the end of the game, you better have no need anymore for these loans. Each loan tile, which you could not pay back when pulling out of the game, now counts as 3 negative victory points.
- If you pulled out of the game ahead of time, and voluntarily passed on some of your actions, it better pay off. Each face up action tile in front of you counts 3 victory points.
- Remaining resources have no real worth anymore. Your condominium should function for years, so supplies would be depeleted fairly fast, and are not sustainable. Add all your remaining resources: Money + Energy + Food, and divide that number by 10. These are your victory points for these resources.

If you have the most victory points, your condominium is considered the best, and will be produced worldwide in a series! In case of a tie, the Nations of the World sigh with relief, as you will not have the sole monopoly!

THE UPGRADED GAME

After learning the game, you can introduce the following changes during game preparations. Afterwards, playing the game remains completely the same!

Each player gets the starting condominium and resources as explained for the first game, EXCEPT a starting Living Quarters. There is also no starting player compensation with additional Money.

Instead, take the 8 **!**-Living Quarters, shuffle them, and place 2 random Living Quarters per player showing the **B**-side into the supply. Place the surplus tiles back into the box.

In reverse player order starting with the last player, everybody buys the first Living Quarters for their condominium. You can freely choose any available Living Quarters from the supply (Important: You still can only have up to 5 unoccupied living spaces. Thus, as you have 3 People at the start of the game, you can only buy Living Quarters with up to 8 living spaces). At game start, and during the game when choosing the action "Invite People", you can only buy a single special Living Quarters per turn. Thus, as long as there are available special Living Quarters in the supply, you can buy more of them one by one.

After the starting player purchases their Living Quarters, they start their first turn.

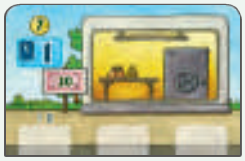
As you will notice, Money is much scarcer in the upgraded game, so you need to start thinking about taking subsidies or loans much earlier.

The 8 special Living Quarters



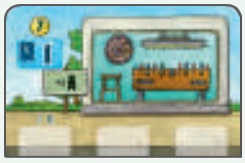
Camper: Take the additional green People. The camper gladly works, feeds himself, and does not need a living space. Similar to Robots, he always stays below on a working space, so you can use the living space directly above in the Living Quarters for another person. Each time you feed your People, you ignore the camper, but of course you count him for triggering the final phase, and for the final scoring.



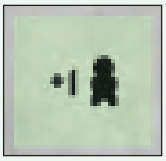


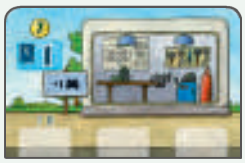
Loan Office: Take the special loan tile with value "20", and take $20. During the entire game, you do not need to pay interest for this loan. Finally when pulling out of the game, you MUST pay back this loan with resources of your choice, otherwise you receive 12 negative victory points (same as having 4 basic loan tiles).



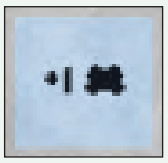


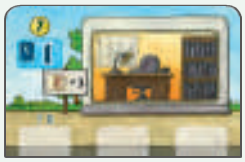
Gambling Hall: Take the appropriate gray tile as a reminder. Each time you take the action "Invite People", you can take 1 more person than allowed.



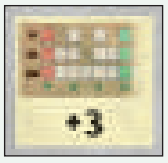


Workshop: Take the appropriate gray tile as a reminder. Each time you take the action "Take Robots", you can take 1 more Robot than allowed.





Planning Office: Take the appropriate gray tile as a reminder. Each time you take the action "Take a subsidy", you take $3 more than the actual subsidy.





Food-Energy-Converter: During the game you can always use the Food and Energy tiles in a 1:1 ratio. During the final scoring, this effect does not work anymore!



Greenhouse: Each time you take the action "Buy a Food Generator", during the test run you produce an additional 2 Food. This effect is also active during final scoring!



Solar Farm: Each time you take the action "Buy an Energy Generator", during the test run you produce an additional 2 Energy. This effect is also active during final scoring!

The Living Quarters on the B-side

Instead of playing with the Living Quarters on the A-side, you can turn all Living Quarters to the B-side, and place them in the supply. This way, all the prices, Energy consumption, and victory points of the Living Quarters change.

THE EXPERT GAME

One everyone knows the game well, here are some expert rules to increase the challenge.

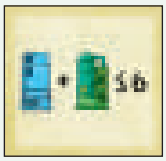
During the game, ***Futuropia*** is completely without any randomness. For a maximum of gaming fun, we will change the start of each and every game.

Choose one or both of the following changes during game preparations. Afterwards, playing the game remains completely the same!

Variable requirements

Take the 9 yellow variant tiles, shuffle them, and reveal two of them. These changes are active for the whole game.

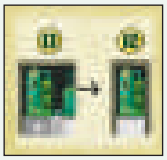
The 9 variant tiles:



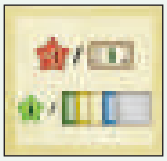
1 less extension space: You can only have a total of 6 Generators, and already must trash 1 Generator after buying the seventh Generator.



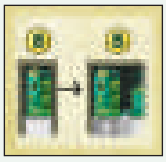
Fewer subsidies: The subsidies start with $9 instead of $12.



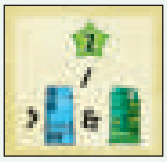
Exchange Food Generator with price "12": Simply exchange the basic Generators for the variant Generators.



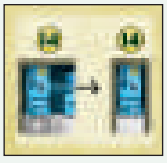
Great loans, worse actions: During the final scoring, loans count as 1 negative victory point (instead of 3 negative victory points), and unused actions count as 1 victory point (instead of 3 victory points).



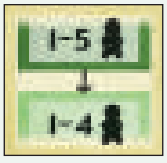
Exchange Food Generator with price "8": Simply exchange the basic Generators for the variant Generators.



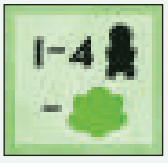
Valuable surplus production: Each surplus Food and Energy counts as 2 victory points (instead of 1 victory point).

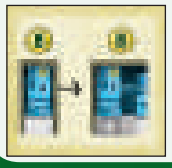


Exchange Energy Generator with price "14": Simply exchange the basic Generators for the variant Generators.



Less attraction: Instead of the normal action tile "Invite People", take the alternative action tile. Each time you take this action, you can only take up to 4 People (instead of 5).





Exchange Energy Generator with price "8": Simply exchange the basic Generators for the variant Generators.

Variable Living Quarters

Take all Living Quarters matching the number of players, and toss them into the air, so they drop on the table. Place them with their randomly chosen sides into the supply.

THE SOLO GAME - A recommendation from us to learn *FUTUROPIA*

To learn the mechanisms and processes of ***Futuropia*** with less pressure, and before you play it with other players, we offer you this solo game.

The solo game is in the truest sense of the word a real optimization exercise. The challenge for this exercise: Get as many victory points as possible.

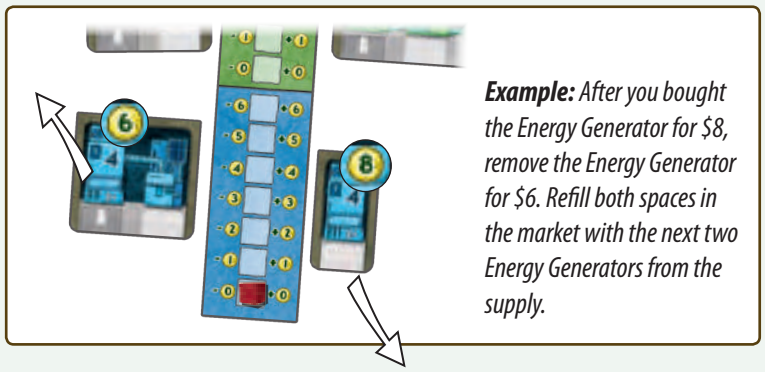
Game preparations

- Prepare the game for 2 players, thus taking only the Generators and Living Quarters marked for 2 players, as explained on the first double page. For the first solo game, use the **A**-side of the Living Quarters.
- Only prepare your condominium, as explained on the second double page. There is no opponent, thus, no second condominium.

How to play

With the exception of the following five changes, playing the game remains completely the same!

- Take your turns one after another, without being interrupted by another player.
- Count your number of turns. For an easy overview, before revealing the face down action tiles, write down their quantity.
- Each time you buy a Generator, remove the other Generator in the market from the game, and place the next two Generators from the supply left and right next to market board. If you buy the expensive Generator, move the matching price marker 1 space up. If you buy the cheap Generator, move the price marker back to space "-0/+0".
- Each time you take a subsidy AND when you reveal your face down action tiles at the begin of a turn, move the subsidy marker on the track for 2 players 1 space to the right. Thus, subsidies increase faster during the game.



Example: *After you bought the Energy Generator for $8, remove the Energy Generator for $6. Refill both spaces in the market with the next two Energy Generators from the supply.*

- When you trigger the final phase of the game by moving the Food or Energy Generator with the printed price of $15 into the market, reveal all 5 actions tiles for free. Thus, you can buy that Generator, too.

Final scoring

With the exception of the following two changes, you count your victory points completely the same. Try to beat your score from game to game.

- The face up action tiles in front of you do not provide any victory points.
- Additionally to the normal victory points, you get a flat 60 victory points. **Important:** Starting with the 21st turn, you score for each turn 3 negative victory points!

The upgraded game & the expert game

Of course, you can use all described variants for the solo game, too, to get new challenges each time you play this game.

WHAT A STRANGE UTOPIA IS THIS?

There are people who always work, and others, who always enjoy leisure time. That cannot be the idea of our utopia.

Games always abstract topics and ***Futuropia*** is no different. When developing this topic, I wanted to determine the victory points by dividing the number of people by the number of workers. Regarding game mechanisms, this was far too abstract, and created no fun at all.

Just imagine, that the workforce needed to keep the generators running is distributed evenly among all people. Alternately, everybody must work a few hours per week, and the rest of the week they enjoy leisure time.

Author: Friedemann Friese
Graphics: Harald Lieske
Layout: Nikki Poontius
Localization: Paul M. Incao and T.R. Knight
Production: Henning Kröpke
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STRONGHOLD GAMES™

CONTENTS



64 Generators:

24 Food Generators (brown back)

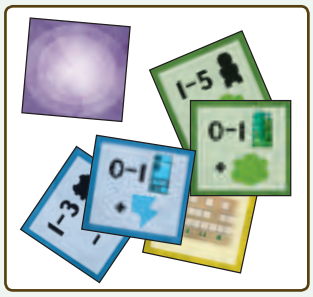
20 Energy Generators (brown back)

8 Variant Generators (yellow back)

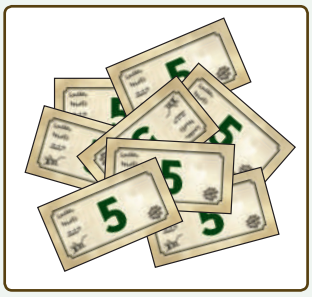
12 Starting Generators (light-gray back)



37 Living Quarters



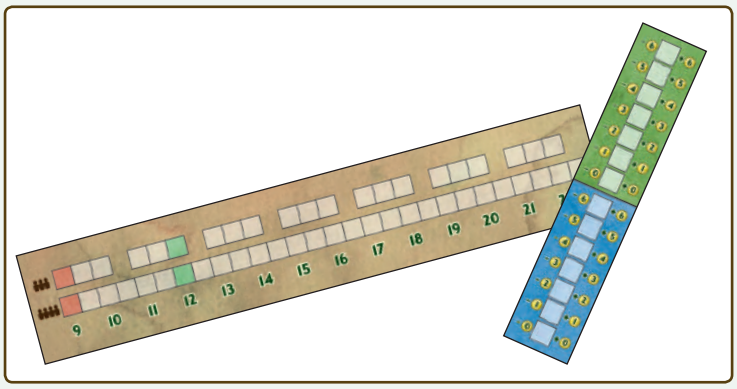
20 Action Tiles



33 Loans

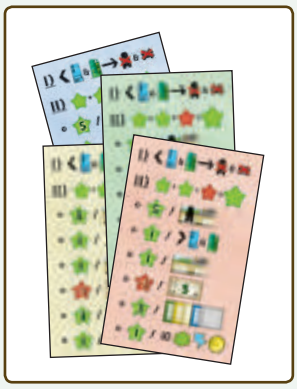


4 Special Tiles



1 Subsidy Board

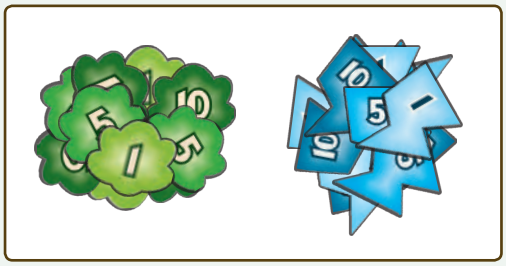
1 Market Board



4 Overview Tiles

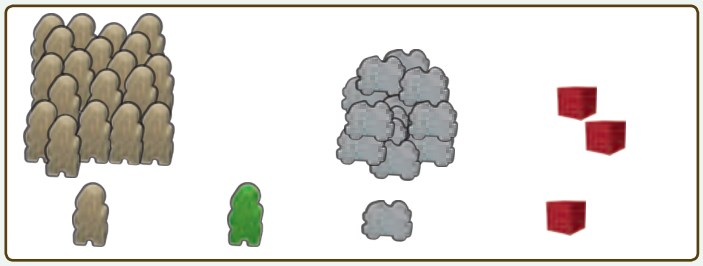


13 Variant Tiles



42 Food Tiles

42 Energy Tiles



112 People

1 Camper

48 Robots

3 Subsidy/ Price Marker



Money

Before the first game

While punching out the many cardboard tiles, you should immediately sort them as follows, and place them in the plastic bags:

- all Generators with light-gray backs and the four overview tiles
- all action tiles with purple backs
- all green Food Generators with brown backs
- all blue Energy Generators with brown backs
- all smaller Living Quarters (the Living Quarters with 5 or more living spaces are too long for the plastic bags)
- all loans with value "5", Food tiles, and Energy tiles
- all tiles with yellow backs (you only need them for later games)
- all three tiles with a gray back and the pink loan with value "20" (you only need them for later games)