

# CHAPTER





6.1

## Road Reconstruction Program

The road reconstruction program is a plan to improve the main roads connecting utopian cities and villages.

Choose a damaged road section (white circle) to repair. Repaired road sections can be passed for free.

Follow the normal decision sequence.

During the step "discussion" discuss which circle to repair. After the timer runs out the council speaker uses the ABC-markers to mark the suggested circles.

6.1-6

Would you like to repair damaged road sections (white circles)?

A. Yes, repair the road section indicated by "marker A".



6.3

B. Yes, repair the road section indicated by "marker B".



6.4

C. Yes, repair the road section indicated by "marker C".



6.5

D. No, don't repair any damaged road section.



6.6

## Repair Road Section A

The road section indicated by "marker A" is repaired. From now on crossing this road section is free.

*Cross out the corresponding circle using a whiteboard marker and remove all ABC-markers.*

*Place all cards of this chapter on the permanently available decisions-slot for roads.*

## Repair Road Section B

The road section indicated by "marker B" is repaired. From now on crossing this road section is free.

*Cross out the corresponding circle using a whiteboard marker and remove all ABC-markers.*

*Place all cards of this chapter on the permanently available decisions-slot for roads.*

## Repair Road Section C

The road section indicated by "marker C" is repaired. From now on crossing this road section is free.

*Cross out the corresponding circle using a whiteboard marker and remove all ABC-markers.*

*Place all cards of this chapter on the permanently available decisions-slot for roads.*

## No Repaired Road Section

No road section is repaired. Their traveling costs remain unchanged.

*Remove all ABC-markers.*

*Place all cards of this chapter on the permanently available decisions-slot for roads.*



# CHAPTER







8.1

## Council Decision Rule (Basic)

Among the inhabitants of Utopia, voices are rising that call for more transparent decisions to enhance accountability of the Utopian Council.

In democracies decisions are often taken according to rules. Similarly, the Utopian Council should define its decision rules. Some of the most used decision rules are: Simple majority, absolute majority and unanimity.

8.1-5

According to which rule should the Utopian Council take its decisions from now on?

- A. Simple Majority. The option with the most votes wins.
- B. Absolute Majority. An option needs more than 50% of all votes to win.
- C. Unanimity. All council members must agree on the same option.



8.3



8.4



8.5

## Simple Majority

The Utopian Council takes decisions by simple majority. The option with the most votes wins.

In case of a tie there is no agreement and no decision is made.

*Place all cards of this chapter on card slot A showing this card on top.*

*This rule must now be applied during the decision sequence in the 3rd step "decision".*

## Absolute Majority

The Utopian Council takes decisions by absolute majority. An option needs more than half of all council members votes to win.

*Place all cards of this chapter on card slot A showing this card on top.*

*This rule must now be applied during the decision sequence in the 3rd step "decision".*

## Unanimity

The Utopian Council takes decisions unanimously. An option must get the vote of every single council member to win.

*Place all cards of this chapter on card slot A showing this card on top.*

*This rule must now be applied during the decision sequence in the 3rd step "decision".*

# CHAPTER





11.1

## Hire Teacher

The money King Dysto spent on education was distributed very unequally between the schools on Utopia. Only the prestigious Harbour City School was optimally equipped.

Due to a shortage of teachers the Seaside Village School was struggling with a shortfall of classes and the Mountain Village School had to close.

11.1-6

## 11.2

Would you like to hire a new teacher for one of the existing schools with teacher shortage (empty check boxes)?

A. Yes, hire a teacher for the Mountain Village School.



2

11.3

B. Yes, hire a teacher for the Seaside Village School.



2

11.4

C. Yes, hire a teacher for the Nomad School (if there is one).



2

11.5

D. No, do not hire new teachers.



0

11.6

11.1-6



## New Mountain Village Teacher

A new teacher is hired for the Mountain Village School.

*Use a whiteboard marker to tick off an empty check box beside the Mountain Village School on the game board.*

*Place all cards of this chapter on the permanently available decisions-slot for schools.*

## **New Seaside Village Teacher**

A new teacher is hired for the Seaside Village School.

*Use a whiteboard marker to tick off an empty check box beside the Seaside Village School on the game board.*

*Place all cards of this chapter on the permanently available decisions-slot for schools.*

## New Nomad Teacher

A new teacher is hired for the mobile school traveling with the Nomads.

*Use a whiteboard marker to tick off an empty check box beside the Nomads School on their caravan-marker.*

*Place all cards of this chapter on the permanently available decisions-slot for schools.*

## No New Teachers

No new teachers are hired.

*Place all cards of this chapter on the permanently available decisions-slot for schools.*



# CHAPTER





14.1

## Build Hospital









Hospitals guarantee acces to health services. This helps healing diseased people and preventing cases of death.

Follow the normal decision sequence.

During the step "decision" discuss empty plain hex spaces (light green) on the game board to use as building spaces. Pay attention to accessibility (adjacent roads or villages). After 1 minute the council speaker uses the ABC-markers to mark up to three discussed hex spaces.

14.1-6

Would you like to build a new hospital somewhere on Utopia?

- A. Yes, build a hospital on the empty hex space containing "marker A".   14.3
- B. Yes, build a hospital on the empty hex space containing "marker B".   14.4
- C. Yes, build a hospital on the empty hex space containing "marker C".   14.5
- D. No, don't build a new hospital.   14.6

## A New Hospital

A new hospital is built on the hex space indicated by "marker A".

*Take "sticker-sheet 1" and place a "hospital" on the indicated empty hex space. The hospitals check boxes remain unchecked to show that no doctors have been hired yet.*

*Place this chapter on the permanently available decisions-slot for hospitals.*



## A New Hospital

A new hospital is built on the hex space indicated by "marker B".

*Take "sticker-sheet 1" and place a "hospital" on the indicated empty hex space. The hospitals check boxes remain unchecked to show that no doctors have been hired yet.*

*Place this chapter on the permanently available decisions-slot for hospitals.*

## A New Hospital

A new hospital is built on the hex space indicated by "marker C".

*Take "sticker-sheet 1" and place a "hospital-sticker" on the indicated empty hex space. The hospitals check boxes remain unchecked to show that no doctors have been hired yet.*

*Place this chapter on the permanently available decisions-slot for hospitals.*

## No New Hospital

No new hospitals are built.

*Place this chapter on the permanently available decisions-slot for hospitals.*

# CHAPTER





15.1

## Number Of Votes (Basic)

*If card slot A is still empty and a "Council Decision Rule" is therefore not yet decided, then postpone this decision and place this chapter on the first free space of the "government capability track".*

Democratic decisions are often made by giving each voter one vote. It is also possible to give them a higher number of votes considering the group of people they represent. Each council member represents a different utopian inhabitant group.

15.1-5

Which number of votes do you want to distribute to each council member?

A. One vote per council member.



15.3

B. One vote per village (Nomads don't live in a village).



15.4

C. Number of votes directly proportional to represented inhabitant group size.



15.5

## One Vote Per Council Member

Each Council Member gets exactly one vote per decision.

*Place all cards of this chapter on card slot C showing this card on top.*

*This rule now applies during the decision sequence in the 3rd step "decision".*

*Each player uses a whiteboard marker to write a "1" into the box of their player board containing their represented inhabitant group and indicated with "votes".*

## One Vote Per Village

Each village representative gets one vote per decision. The player representing the nomads gets zero votes, because the nomads don't live in a village.

*Place all cards of this chapter on card slot C showing this card on top. This rule now applies during the decision sequence in the 3rd step "decision". Each player uses a whiteboard marker to write the agreed number of votes into the box of their player board containing their represented inhabitant group and indicated with "votes".*



## Votes Proportional To Inhabitant Group Size

The council members number of votes are distributed proportional to the size of the inhabitant group they represent (see number of houses or wagons).

*Place all cards of this chapter on card slot C showing this card on top. This rule now applies during the decision sequence in the 3rd step "decision". Each player uses a whiteboard marker to write the agreed number of votes into the box of their player board containing their represented inhabitant group and indicated with "votes".*



# CHAPTER





18.1







## Tax System (Year 1)

There is currently a tax system introduced by King Dysto. It demands every inhabitant group to pay fixed amounts of taxes proportional to their group size. This system of fixed tax amounts makes it easy to calculate every years budget, but comes with the cost of social inequity.

Alternatively a tax system based on wealth brings more social equality, but comes with the cost of uncertainty about next years budget.

18.1-11

Do you want to change the current tax system introduced by King Dysto?

- A. Implement a new tax system based on each inhabitant group's wealth.   18.3
- B. Implement a new tax system based on fixed taxes for each inhabitant group.   18.7
- C. No, don't change the current tax system.   18.11



18.3

## Wealth Based Tax System

*During the 1 minute "discussion" use the white tax-markers with black numbers to indicate your proposals. The numbers on markers placed on the "tax-track" indicate the yearly amount of tax to pay. The adjacent numbers on the "budget track" show how wealthy a group must be to qualify for this tax amount. You can create multiple tax groups.*

*After the discussion ends and before you continue with the next step "decision" the council speaker uses any white tax-markers to propose an eligible option based on the earlier discussion and removes the remaining ones from the track.*

18.1-11

Would you like to accept the council speaker's proposal?

A. Yes, use the new wealth based tax system.



18.5

B. No, I'd rather keep the current tax system introduced by King Dysto.



18.6

## Wealth Based Tax System

In this new installed wealth based tax system each inhabitant group must pay taxes depending on their wealth at the end of each year. This leads to more social equality.

*Take "sticker-sheet 1" and place white "wealth based taxes" stickers on the "tax-track" according to the chosen tax proposal's tax amounts.*

*Remove this chapter from the game.*

## King Dysto's Tax System

In King Dysto's fixed tax system each inhabitant group must pay taxes in proportion to their group size at the end of each year. This gives the council more planning certainty regarding their yearly budget.

*Take "sticker-sheet 1" and place coloured "fixed taxes stickers" on the "tax-track" as follows: Green (11), blue (4), red (3), black (0).*

*Remove this chapter from the game.*





18.7

## Fixed Tax System

*During the 1 minute "discussion" use the coloured tax-markers without numbers to indicate your proposals. The colours on markers placed on the "tax-track" indicate the inhabitant group. The adjacent numbers on the budget track show the tax amount this group must pay. The black marker means "all other inhabitant groups".*

*After the discussion ends and before you continue with the next step "decision" the council speaker uses any coloured tax-markers to propose an eligible option based on the earlier discussion and removes the remaining ones from the track.*

18.1-11

Would you like to accept the council speaker's proposal?

A. Yes, use the new fixed tax system.



18.9

B. No, I'd rather keep the current tax system introduced by King Dysto.



18.10

## Fixed Tax System

In this new installed fixed tax system each inhabitant group must pay a fixed amount of taxes at the end of each year. This leads to more planning certainty regarding the yearly council budget.

*Take "sticker-sheet 1" and place coloured "fixed taxes stickers" on the "tax-track" according to the chosen tax proposal. The adjacent number on the "budget track" indicates the amount of tax to pay at the end of the year.*

*Remove this chapter from the game.*

## King Dysto's Tax System

In King Dysto's fixed tax system each inhabitant group must pay taxes in proportion to their group size at the end of each year. This gives the council more planning certainty regarding their yearly budget.

*Take "sticker-sheet 1" and place coloured "fixed taxes stickers" on the "tax-track" as follows: Green (11), blue (4), red (3), black (0).*

*Remove this chapter from the game.*



18.11

## King Dysto's Tax System

In King Dysto's fixed tax system each inhabitant group must pay taxes in proportion to their group size at the end of each year. This gives the council more planning certainty regarding their yearly budget.

*Take "sticker-sheet 1" and place coloured "fixed taxes stickers" on the "tax-track" as follows: Green (11), blue (4), red (3), black (0).*

*Remove this chapter from the game.*

18.1-11



# CHAPTER





21.1

## Hire Doctor

Hospitals health services help healing diseased people and preventing cases of death. Their effectiveness grows with every hired doctor.

Follow the normal decision sequence. During the step "decision" discuss which hospital should hire a new doctor. After 1 minute the council speaker uses the ABC-markers to mark up to 3 hospital spaces on the game board as eligible options based on the earlier discussion.

21.1-6

Would you like to hire a new doctor  
for an utopian hospital?

A. Yes, hire a doctor for the  
hospital indicated with  
marker A.



21.3

B. Yes, hire a doctor for the  
hospital indicated with  
marker B.



21.4

C. Yes, hire a doctor for the  
hospital indicated with  
marker C.



21.5

D. No, don't hire new  
doctors.



21.6



## A New Doctor Arrives

The newly hired doctor arrives at their workplace.

*Use a whiteboard marker to tick off an empty check box beside the hospital on the game board indicated with the marker A.*

*Place all cards of this chapter on the permanently available decisions-slot for hospitals.*

## A New Doctor Arrives

The newly hired doctor arrives at their workplace.

*Use a whiteboard marker to tick off an empty check box beside the hospital on the game board indicated with the marker B.*

*Place all cards of this chapter on the permanently available decisions-slot for hospitals.*

## A New Doctor Arrives

The newly hired doctor arrives at their workplace.

*Use a whiteboard marker to tick off an empty check box beside the hospital on the game board indicated with the marker C.*

*Place all cards of this chapter on the permanently available decisions-slot for hospitals.*

## No New Doctors

No new doctors will be hired at the moment.

*Place all cards of this chapter on the permanently available decisions-slot for hospitals.*

# CHAPTER





22.1

## Build Mobile School For Nomads

Education is not easy for the Nomads. Since they have no own school wagon in their caravan their children can only be educated in one of the other schools when they happen to settle nearby. That is why there have been plans to build an own school for them, which is mobile and can be brought along on their route. This would give the nomads steady access to education.

22.1-4

Would you like to build a mobile school for the Nomads?

A. Yes, build a mobile school for the Nomads.



22.3

B. No, don't build them a school. Their access to existing schools is sufficient.



22.4

## New School For Nomads

A new mobile school is built for the Nomads, which can travel with them on their route and give them permanent access to education.

*Flip the nomad caravan marker to its backside, showing the school.*

*Remove this chapter from the game.*



## No School For Nomads.

No school is built for the Nomads.  
They still need to visit the other  
schools on the island to gain  
education.

*Place all cards of this chapter on the  
permanently available decisions-slot for  
schools.*

# CHAPTER





23.1

## Council Decision Rule (Adjusted)

*If card slot A is still empty and a "Council Decision Rule" is not yet decided, then postpone this adjustment rule and place this chapter on the first free space of the "government capability track".*

Are you satisfied with the way you take decisions, council? If not, you may change your decision rule. There are options that make non-decisions less likely: In a simple majority decision, a tiebreaker may decide in case of a tie. A second ballot decides when no option reaches more than half of all votes (absolute majority).

23.1-5

Would you like to adjust the council's decision rule?

A. Simple majority with council speaker as tiebreaker.



23.3

B. Absolute majority with 2nd ballot if needed.



23.4

C. No changes.



23.5

## Simple Majority With Tiebreaker

The utopian council takes decisions by simple majority. The option with the most votes wins. In case of a tie the council speaker decides between the tied options.

*Place this chapter of cards on card slot A.*

*Place them on top of its current chapter "Council Decision Rule" showing this card on top.*

*This rule must now be applied during the decision sequence in the 3rd step "decision".*

## Absolute Majority With 2nd Ballot

The council takes decisions by absolute majority. An option needs more than half of all council members votes to win. If no option reaches more than 50% of all votes, then a 2nd ballot is held repeating the decision sequence one more time.

*Place this chapter of cards on card slot A.*

*Place them on top of its current chapter "Council Decision Rule" showing this card on top. This rule now applies during the decision sequence in the 3rd step "decision". If a 2nd ballot is needed repeat all four steps of the decision sequence.*

## No Changes

The council keeps its already adopted decision rule.

*Place this chapter of cards on card slot A.*

*Place them UNDERNEATH its present chapter "Council Decision Rule" without changing its current state.*



# CHAPTER







25.1

## Winterproof Housing For Refugees

The refugees need winterproof housing. The council could build houses at preferred locations and then assign them to tutelarian refugees. Or they could pay the refugees rent money and let them rent houses on the free market to decide on their own where to live. Building new houses comes with little higher costs.

25.1-10

Do you want to find a solution for the refugees housing problem and provide them winterproof homes?

A. Build houses and assign them to refugees.



25.3

B. Pay the refugees money to rent houses.



25.9

C. Do nothing. The weather seems mild this year. They should be safe.



25.10



25.3

## Build Houses To Assign To Refugees

The council must decide where to build new houses for the refugees.

The only villages with enough space for new houses are Harbour City and Seaside Village. Choosing one of them would rise their population.

Alternatively a new small village could be built at the current location of the refugee camp. This option costs more because it also requires investment in infrastructure at the camp location.

25.1-10

Where would you like to build the new winterproof housing for the refugees?

A. At the location of the refugee camp.



25.5

B. In Seaside Village.



25.6

C. In Harbour City.



25.7

D. Don't build houses for the refugees.



25.8

## A Small Village Is Founded

Where there used to be only tents of the old refugee camp new houses arise and together form a new little village near the southcoast of Utopia.

The tutelian refugee community is now well prepared for the cold seasons to come.

*Take "sticker-sheet 1" and place the sticker "Tutelian Village" on the game board covering the former refugee camp. Flip the refugees board to its backside.*

*Remove this chapter from the game.*

## Refugees Move To Seaside Village

The new winterproof houses were built in Seaside Village and assigned to all refugees. The refugee community now lives in Seaside Village.

*Take "sticker-sheet 1" and place the sticker "Seaside Village Refugee House" on the game board in Seaside Village. Place a "Plain" sticker on the board covering the hex space of the former refugee camp. Flip the refugees board to its backside.*

*Remove this chapter from the game.*

## Refugees Move To Harbour City

The new winterproof houses were built in Harbour City and assigned to all refugees. The refugee community now lives in Harbour City.

*Take "sticker-sheet 1" and place the sticker "Harbour City Refugee House" on the game board in Harbour City. Place a "Plain" sticker on the board covering the hex space of the former refugee camp. Flip the refugees board to its backside.*

*Remove this chapter from the game.*

## Don't Build New Houses For Refugees

The refugees remain in their tents, which are not winterproof and don't provide enough warmth in snowy seasons that might come.

*Place all cards of this chapter on the permanently available decisions-slot for housing.*





25.9

## **Pay The Refugees Rent Money**

All refugees receive rent money and rent a house in the village of their choice.

*Draw a season card. The number shown on the die in the middle row indicates the refugees decision where to move (1-2: Harbour City; 3-6: Seaside Village)*

*Take "sticker-sheet 1" and place the appropriate sticker on the game board in the chosen village. Place a "Plain" sticker on the board covering the hex space of the former refugee camp. Flip the refugees board to its backside.*

25.1-10



25.10

## Don't Build New Houses For Refugees

The refugees remain in their tents, which are not winterproof and don't provide enough warmth in snowy seasons that might come.

*Place all cards of this chapter on the permanently available decisions-slot for housing.*

25.1-10

# CHAPTER





27.1

## Voting Rights: Age

A common and useful criterion for assigning voting rights is a minimum age. For obvious reasons, very young children would not understand whom or what they vote. But how old must a person be to responsibly take part in the political decision-making process? Consider that younger people are more effected by political decisions because they live longer to experience their long-term consequences.

27.1-5

27.2

What should the minimum age for voting be in the utopian democracy (active voting right)?

A. 16 years



27.3

B. 18 years



27.4

C. 20 years



27.5

27.1-5

## Voting Rights At Age Of 16

The utopian people will be eligible to vote in the new democracy once reaching the age of 16 years.

*Place this chapter of cards on card slot D showing this card on top.*

## Voting Rights At Age Of 18

In the new Utopian democracy everyone aged 18 or older will be eligible to vote.

*Place this chapter of cards on card slot D showing this card on top.*

## Voting Rights At Age Of 20

The utopian people will be eligible to vote in the newdemocracy only once reaching the age of 20 years.

*Place this chapter of cards on card slot D  
showing this card on top.*



# CHAPTER





29.1

## Number Of Votes (Adjusted)

*If card slot C is still empty and "Number Of Votes (Basic)" is therefore not yet decided, then postpone this adjustment rule and place this chapter on the first free space of the "government capability track".*

Are you happy how the number of votes are distributed between the council members? You could assign the votes to inhabitant groups, or you could calculate proportionality in a degressive way to avoid steady majorities.

29.1-5

Would you like to change how the votes are distributed between council members ?

A. One vote per inhabitant group.



29.3

B. Degressive proportional number of votes.



29.4

C. No changes.



29.5

## One Vote Per Inhabitant Group

Each council member gets exactly 1 vote per decision for each represented inhabitant group.

*Place all cards of this chapter on card slot C. Place them on top of the current chapter "Number Of Votes (Basic)" showing this card on top. This rule now applies during the decision sequence in the second step "decision". Each player uses a whiteboard marker to write the agreed number of votes into the box of their player board containing their represented inhabitant group and indicated with "votes".*

## Degressive Proportional Number Of Votes

The votes are distributed proportional to group size, but not linearly to avoid too big differences in the number of votes per inhabitant group (Harbour City: 7; Seaside Village: 4; Mountain Village: 3; Nomads: 2).

*Place this chapter on card slot C. Place it on top of the current chapter "Number Of Votes (Basic)" showing this card on top. This rule now applies during the decision sequence in the second step "decision". Players use a whiteboard marker to write their number of votes into the box of their player board indicated with "votes".*

## No Changes

The Council keeps the already defined number of votes.

*Place this chapter of cards on card slot C.*

*Place them UNDERNEATH the present chapter "Number Of Votes (Basic)" without changing it's current state.*



# CHAPTER





30.1

## Tax System (Year 2)

There is currently a tax system installed by the council in year 1.

Tax systems with fixed tax amounts make it easy to calculate every years budget, but come with the cost of social inequity.

Tax systems based on wealth bring more social equality, but come with the cost of uncertainty about next years budget.

30.1-11



Do you want to change the current tax system installed by the council in year 1?

A. Implement a new tax system based on each inhabitant group's wealth.



30.3

B. Implement a new tax system based on fixed taxes for each inhabitant group.



30.7

C. No, don't change the current tax system.



30.11



30.3

## Wealth Based Tax System

*During the 1 minute "discussion" use the white tax-markers with black numbers to indicate your proposals. The numbers on markers placed on the "tax-track" indicate the yearly amount of tax to pay. The adjacent numbers on the "budget track" show how wealthy a group must be to qualify for this tax amount. You can create multiple tax groups.*

*After the discussion ends and before you continue with the next step "decision" the council speaker uses any white tax-markers to propose an eligible option based on the earlier discussion and removes the remaining ones from the track.*

30.1-11

Would you like to accept the council speaker's proposal?

A. Yes, use the new wealth based tax system.



30.5

B. No, I'd rather keep the current tax system.



30.6

## Wealth Based Tax System

In this new installed wealth based tax system each inhabitant group must pay taxes depending on their wealth at the end of each year. This leads to more social equality.

*Take "sticker-sheet 1" and place white "wealth based taxes" stickers on the "tax-track" according to the chosen tax proposal's tax amounts. Remove this chapter from the game.*

## Current Tax System

The current tax system installed by the council in year 1 remains unchanged.

*Remove this chapter from the game.*



30.7

## Fixed Tax System

*During the 1 minute "discussion" use the coloured tax-markers without numbers to indicate your proposals. The colours on markers placed on the "tax-track" indicate the inhabitant group. The adjacent numbers on the "budget track" show the tax amount this group must pay. The black marker means "all other inhabitant groups".*

*After the discussion ends and before you continue with the next step "decision" the council speaker uses any coloured tax-markers to propose an eligible option based on the earlier discussion and removes the remaining ones from the track.*

30.1-11

Would you like to accept the council speaker's proposal?

A. Yes, use the new fixed tax system.



30.9

B. No, I'd rather keep the current tax system installed in year 1.



30.10

## Fixed Tax System

In this new installed fixed tax system each inhabitant group must pay a fixed amount of taxes at the end of each year. This leads to more planning certainty regarding the yearly council budget.

*Take "sticker-sheet 1" and place coloured "fixed taxes" stickers" on the "tax-track" according to the chosen tax proposal. The adjacent number on the "budget track" indicates the amount of tax to pay at the end of the year. Remove this chapter from the game.*



## Current Tax System

The current tax system installed by the council in year 1 remains unchanged.

*Remove this chapter from the game.*



30.11

## Current Tax System

The current tax system installed by the council in year 1 remains unchanged.

*Remove this chapter from the game.*

30.1-11

# CHAPTER





32.1

## Voting Rights: Time Of Residence

Some people lived on Utopia their whole life, others moved here in previous years to become new residents. There are good arguments that utopian residents need a minimum number of years living on the island to be eligible to vote. But also new residents are affected by political decisions and therefore have an interest to vote.

32.1-6

What is the minimum amount of time a utopian resident must have lived on Utopia to gain the right to vote?

A. No minimum time of residence on Utopia required.



32.3

B. Voting right after a minimum of 2 years of residence.



32.4

C. Voting right after a minimum of 5 years of residence.



32.5

D. Voting right after a minimum of 10 years of residence.



32.6

## No Minimum Time Of Residence

Every utopian resident will be eligible to vote in the new democracy.

*Place this chapter of cards on card slot E showing this card on top.*

## 2 Years Minimum Time Of Residence Required

Every utopian resident who lived on Utopia for at least 2 years will be eligible to vote in the new democracy.

*Place this chapter of cards on card slot E showing this card on top.*

32.5

## 5 Years Minimum Time Of Residence Required

Every utopian resident who lived on Utopia for at least 5 years will be eligible to vote in the new democracy.

*Place this chapter of cards on card slot E showing this card on top.*

32.1-6



32.6

## 10 Years Minimum Time Of Residence Required

Every utopian resident who lived on Utopia for at least 10 years will be eligible to vote in the new democracy.

*Place this chapter of cards on card slot E  
showing this card on top.*

32.1-6

# CHAPTER





34.1

## Nomad Settlement At Harbour City

Harbour City has an excellent school and an excellent hospital. The Nomads currently cannot use these services because there is no settlement place near Harbour city. Nomads say that they are not second-class inhabitants and that they must have equal access to good education and health care. Therefore, they ask for the installment of a settlement place near Harbour City. This comes with some infrastructure costs for the community.

34.1-4

34.2

Would you like to approve a new settlement point for the Nomads near Harbour City?

A. Yes, let the Nomads settle near Harbour City.



34.3

B. No, don't permit a new settlement point.



34.4

34.1-4

## **New Nomad Settlement Point Near Harbour City**

The Nomads are permitted to settle near Harbour City on their yearly route. This settlement point gives them access to Harbour City all action spaces surrounding it.

*Take "sticker-sheet 1" and place the sticker "Settlement Point Harbour City" on the game board covering hex with the white-framed square on the road near Harbour City.*

*Remove this chapter from the game.*

## No New Settlement Point Near Harbour City

The Nomads are not granted a new settlement point near Harbour City.

*Remove this chapter from the game.*



# CHAPTER





37.1

## Voting Rights: Place Of Residence

People who gained the right to vote on Utopia may leave the island and move to other places. However, they still are connected to their past on the island and most likely still have family and friends on Utopia. They might still want to take part in decision making.

However, since they don't live on Utopia anymore, they don't have to deal with the immediate consequences of their decisions.

37.1-5



Do you want to permit former utopian residents, who left the island, the right to vote?

A. Yes, former utopian residents with voting rights stay eligible to vote.



37.3

B. Yes, former utopian residents with voting rights stay eligible to vote for 10 years.



37.4

C. No, only current utopian residents are eligible vote.



37.5

37.3

## Former Residents Eligible To Vote

Former utopian residents, who gained the right to vote, stay eligible to vote, if they move abroad.

*Place this group of cards on card slot F  
showing this card on top.*

37.1-5

37.4

## Former Residents Eligible To Vote For 10 Years

Former utopian residents, who gained the right to vote, stay eligible to vote, if they move abroad. They lose their voting right after 10 years without utopian residence.

*Place this group of cards on card slot F  
showing this card on top.*

37.1-5

37.5

## **Only Current Residents Eligible To Vote.**

Only current utopian residents, who gained the right to vote, are eligible to vote.

*Place this group of cards on card slot F  
showing this card on top.*

37.1-5

# CHAPTER





38.1

## Nomad Settlement At Seaside Village

There are Mountain Villagers who do not want to compete with Nomads for day-laborer-jobs during the grape harvest. Some Seaside Villagers claim that Nomads settling near their village has negative effects on tourism. So the Council has to deal with the question, if the Nomads should be denied settling near the grape fields.

38.1-5

Should the Nomads stay allowed to settle next to the grape fields?

A. Yes, let them settle there.



38.3

B. Yes, let them settle there, but forbid them to work as day-laborers during the grape harvest.



38.4

C. No, deny them settling near Seaside Village.



38.5

## Settlement Still Permitted

The Nomads keep permission to settle near Seaside Village and to work day-laborer-jobs during the grape harvest.

*Remove this chapter from the game.*



## Settlement Permitted With Restrictions

The Nomads stay permitted to settle near Seaside Village to visit the market, but are no longer allowed to work as day-laborers during the grape harvest.

*Take "sticker-sheet 1" and place the sticker "Restricted Settlement Seaside Village" on the hex with a yellow square on the road near the grape fields of Seaside Village. Remove this chapter from the game.*

## Settlement Permission Withdrawn

The Nomads are no longer allowed to settle near Seaside Village and work as day-laborers during the grape harvest.

*Take "sticker-sheet 1" and place the sticker "Denied Settlement Seaside Village" on the hex with a yellow square on the road near the grape fields of Seaside Village. Take all ship cards, remove the first layer of their tourism side and place them shuffled on the ship deck slot again, the tourism side face up. Remove this chapter from the game.*

# CHAPTER





39.1

## Voting Rights: Citizenship

In addition to the criteria "voting age" and "time and place of residence" many countries also require a criterion of belonging to the place and society in order to be eligible to vote; often formalised as "citizenship". The island Utopia can chose to hand out passports to those people considered full members of the society and link the right to vote to this citizenship.

39.1-4

Should Utopia install a system of citizenship, hand out passports and restrict the right to vote to utopian citizens?

A. No, we don't need the utopian citizenship.



39.3

B. Yes, we want to install a system of citizenship and restrict the right to vote to utopian citizens.



39.4

## No Citizenship

A system of citizenship is not installed. Everyone who fullfills the criteria of "voting age" and "time and place of residence" is eligible to vote.

*Place this card on the game board on card slot G.*

*Remove all remaining cards of this chapter from the game.*

39.4

## Utopian Citizenship

A utopian citizenship is installed and is an additional requirement in order to be eligible to vote.

*Take "sticker-sheet 2" and place the card-sticker with the number "39.4" on the game board covering card slot G.*

39.1-4



# CHAPTER







41.1

## Citizenship: Birth Right

*If card slot G is still empty and "Voting Rights: Citizenship" is therefore not yet decided, then postpone this chapter and place its cards on the first free space of the "government capability track".*

*If card slot G shows the top card "No Citizenship" then remove all cards of this chapter from the game.*

The attribution of the utopian citizenship must be based on formal rules. It can be assigned to a person at birth based on either a person's inheritance or on their place of birth.

41.1-5

Is the utopian citizenship attributed at birth?

A. Yes, every child born on Utopia receives the utopian citizenship (*ius soli*).



41.3

B. Yes, every child born to a utopian parent receives the utopian citizenship (*ius sanguinis*)



41.4

C. No, the utopian citizenship is never attributed at birth.



41.5

## Ius Soli

Every child born on Utopia automatically receives the utopian citizenship.

*Take "sticker-sheet 2" and place the corresponding sticker from "Chapter 41" on the game board on card slot G on the card space with the corresponding digits.*

*Remove all cards of this chapter from the game.*

## Ius Sanguinis

Every child born to a parent with utopian citizenship automatically receives the utopian citizenship.

*Take "sticker-sheet 2" and place the corresponding sticker from "Chapter 41" on the game board on card slot G on the card space with the corresponding digits.*

*Remove all cards of this chapter from the game.*

## No Birth Right

The utopian citizenship can never be automatically obtained at birth. Everyone who wants the utopian citizenship has to fulfill the formal criteria of naturalization.

*Take "sticker-sheet 2" and place the corresponding sticker from "Chapter 41" on the game board on card slot G on the card space with the corresponding digits.*

*Remove all cards of this chapter from the game.*

# CHAPTER





42.1

## Citizenship: Knowledge

*If card slot G is still empty, then postpone this chapter and place its cards on the first free space of the "government capability track". If card slot G shows the top card "No Citizenship" then remove all cards of this chapter from the game.*

In most countries, citizenship can be obtained also by people who are not citizens from birth. This is called "naturalization". In addition to the time of residence, which you defined for voting rights, you could establish that specific knowledge is needed to fulfill the criteria of naturalization.

42.1-6

Does a person need specific knowledge to fulfill the criteria of naturalization?

A. Yes, they must speak the utopian language.



42.3

B. Yes, they must pass a naturalization test.



42.4

C. Yes, they must speak the utopian language and pass a naturalization test.



42.5

D. No specific knowledge is needed.



42.6



## Language Skills

Everyone wanting to obtain Utopian citizenship after birth must speak the utopian language.

*Take "sticker-sheet 2" and place the corresponding sticker from "Chapter 42" on the game board on card slot G on the card space with the corresponding digits.*

*Remove all cards of this chapter from the game.*

## Naturalization Test

Everyone wanting to obtain uopian citizenship after birth must pass a test about utopian culture and its political system.

*Take "sticker-sheet 2" and place the corresponding sticker from "Chapter 42" on the game board on card slot G on the card space with the corresponding digits.*

*Remove all cards of this chapter from the game.*

## Language And Naturalization Test

Everyone wanting to obtain utopian citizenship after birth must speak the utopian language and pass a test about utopian culture and its political system.

*Take "sticker-sheet 2" and place the corresponding sticker from "Chapter 42" on the game board on card slot G on the card space with the corresponding digits.*

*Remove all cards of this chapter from the game.*

## No Specific Knowledge

There are no additional knowledge specific requirements needed to obtain the utopian citizenship based on naturalization.

*Take "sticker-sheet 2" and place the corresponding sticker from "Chapter 42" on the game board on card slot G on the card space with the corresponding digits.*

*Remove all cards of this chapter from the game.*



# CHAPTER





43.1

## Citizenship: Other Criteria

*If card slot G is still empty, then postpone this chapter and place its cards on the first free space of the "government capability track". If card slot G shows the top card "No Citizenship" then remove all cards of this chapter from the game.*

Regarding naturalization (obtaining citizenship after birth), you already decided on knowledge-related criteria. Some call for more conditions, like not having a criminal record or being financially independent.

43.1-6

Does a person need to fulfill additional requirements to obtain utopian citizenship?

A. Yes, they must be financially independent (no social welfare).



43.3

B. Yes, they must have no criminal record.



43.4

C. Yes, they must be financially independent and have no criminal record.



43.5

D. No additional requirements needed.



43.6

## Financial Independency

Everyone wanting to obtain utopian citizenship after birth must be financially independent, i.e. not rely on social welfare.

*Take "sticker-sheet 2" and place the corresponding sticker from "Chapter 43" on the game board on card slot G on the card space with the corresponding digits.*

*Remove all cards of this chapter from the game.*



## Criminal Record

Everyone wanting to obtain utopian citizenship after birth must have no criminal record.

*Take "sticker-sheet 2" and place the corresponding sticker from "Chapter 43" on the game board on card slot G on the card space with the corresponding digits.*

*Remove all cards of this chapter from the game.*

## Finance And Crime

Everyone wanting to obtain utopian citizenship after birth must be financially independent not relying on social welfare and have no criminal record.

*Take "sticker-sheet 2" and place the corresponding sticker from "Chapter 43" on the game board on card slot G on the card space with the corresponding digits.*

*Remove all cards of this chapter from the game.*

## No Additional Other Requirements

There are no additional other requirements needed to obtain the utopian citizenship based on naturalization.

*Take "sticker-sheet 2" and place the corresponding sticker from "Chapter 43" on the game board on card slot G on the card space with the corresponding digits.*

*Remove all cards of this chapter from the game.*



# CHAPTER





46.1

## Electoral System

There are different electoral systems:

If all voters can elect all parliamentarians, they form a single constituency. This enhances the chance to represent a greater variety of political groups (e.g. parties). If a system consists of multiple constituencies, voters can elect only the share of parliamentarians that represents their constituency.

Constituencies are defined geographically or in terms of social groups.

46.1-5

Should there be one single constituency or should there be more and how are they formed?

A. Single constituency.



46.3

B. Multiple constituencies (territorial).



46.4

C. Multiple constituencies (group representation).



46.5

## Single Constituency

The whole island counts as one constituency. All voters on Utopia thus belong to the same constituency and elect the representatives of the whole island.

*Place this chapter on card slot H showing this card on top.*

## Multiple Constituencies (territorial)

The Island is divided into multiple constituencies, equal to the territorally defined settlements: Harbour City, Seaside Village, Mountain Village and - if applicable - Tutelian Village and Oversea Utopians. Every voter belongs to one specific constituency and only elects its representatives.

*Take "sticker-sheet 3" and place the sticker "Chapter 46.4" on the game board on card slot H.*

*Remove all cards of this chapter from the*



## Multiple Constituencies (Group Representation)

On the island multiple constituencies are formed, equal to the major social groups: Mountain Village, Seaside Village, Harbour City, Nomads, and – if applicable – Tutelians and Oversea Utopians. Every voter belongs to one specific constituency and only elects its representatives.

*Take "sticker-sheet 3" and place the sticker "Chapter 46.5" on the game board on card slot H. Remove all cards of this chapter from the game.*

# CHAPTER





47.1

## Seat Distribution

*If card slot H is empty, postpone this chapter and place its cards on the first free space of the "government capability track". If card slot H shows the card "Single Constituency" then remove this chapter 47 from the game.*

Multiple constituencies can either elect the same number of representatives (equal representation) or they can elect different numbers proportional to their size. A parliament can even be composed of two chambers that differ in the number of representatives per constituency (bicameralism).

47.1-6

How are the seats distributed between the constituencies?

A. Equal Representation.



47.3

B. Directly proportional to the size of the constituency.



47.4

C. Degressively proportional to the size of the constituency.



47.5

D. Bicameralism.



47.6

## Equal Representation

Every constituency gets the same number of representatives regardless of its size.

*Take "sticker-sheet 3" and place the corresponding sticker from "Chapter 47 A-D" on the game board on card slot H on the card space with the corresponding digits.*

*Remove all cards of this chapter from the game.*

## Direct Proportionality

Each constituency gets to elect a number of representatives that is directly proportional to its size.

*Take "sticker-sheet 3" and place the corresponding sticker from "Chapter 47 A-D" on the game board on card slot H on the card space with the corresponding digits.*

*Remove all cards of this chapter from the game.*

## Degressive Proportionality

Larger constituencies get more representatives than smaller constituencies. But the number of representatives is assigned in a way to avoid that the largest constituency is always in the majority. Therefore large constituencies have slightly less and small constituencies slightly more representatives than in direct proportionality.

*Take "sticker-sheet 3" and place the corresponding sticker from "Chapter 47 A-D" on the game board on card slot H on the card space with the corresponding digits.*

## Bicameralism

The parliament consists of two chambers. To one chamber, all constituencies send the same number of representatives. To the other chamber, the constituencies send a number proportional to their size. Decisions must be approved by both chambers to pass.

*Take "sticker-sheet 3" and place the corresponding sticker from "Chapter 47 A-D" on the game board on card slot H on the card space with the corresponding digits. Remove all cards of this chapter from the game.*