



### Sow Grape Seeds

*Every year in spring the grape farmers of Seaside Village sow their grape fields using the help of day-labourers.*

Pay 1 money per grape field you want to sow (1-6). Slide the seed-marker on the "viticulture track" from the first "seeds-circle" to the second "grapes-circle". Place a stack of 5 markers from the general supply on the „day-labourer-job“ near Seaside Village. Place one marker from the general supply on every grape field on the game board you sowed to indicate it's sown state.



### Harvest Grapes

*Every year sometime between summer and autumn the grape farmers of Seaside Village harvest their grape fields with the help of day-labourers.*

Pay 1 money per grape field you want to harvest. Place a stack of 5 markers from the general supply on the „day-labourer-job“ near Seaside Village. Then sell every sowed grape field for the price indicated by the position of the marker on your "viticulture track" minus the price decline indicated on your "frost track". Gain the corresponding money. Remove all markers from grape fields back to the general supply.



### Expand Tourist Offers

*Seaside Village offers a wide range of tourist activities all year long.*

Pay 1 or 3 money to expand 1 or 2 tourist offers by ticking off the corresponding number of boxes on your player board.

(The number of checkmarks in each category determine the number of tourists you can accommodate)



### Treat Patients

*Well equipped hospitals support the peoples health.*

Start at your hometown and drive along roads to a hextile or village adjacent to a hextile with a hospital. Pay any 1 ressource (money, food or energy) for every white circle on your way.

For every checkmarked box next to the hospital choose one diseased action card and return it to it's owner.



### Visit School

*Regular attendance in school supports the peoples education.*

Start at your hometown and drive along roads to a hextile or village adjacent to a hextile with a school. Pay any 1 ressource (money, food or energy) for every white circle on your way.

For every checkmarked box next to the school gain 1 step on your education track.



### Visit Market

*At the utopian market people can buy everything from local products to imported commodities from all over the world.*

Start at your hometown and drive along roads to a hextile adjacent to the hextile with the market. Pay any 1 ressource for every white circle on your way.

On the market you can buy goods offered in all market areas. Pay the indicated price.

Only goods that exceed their basic needs are offered in the players market areas.

Selling offered goods is mandatory and can't be prevented.



### Donation To Council's Budget

*Private donations are an appropriate method to compensate the council's failed fiscal policy, but might trigger controversial reactions by the utopian inhabitants.*

Start at your hometown and drive along roads to a hextile adjacent to the castle.

Then organize donations from all players. For every 2 money donated, the council's budget gains 1 money.

The first time any player executes this action apply the following: Take "sticker-sheet 1" and replace the "castle" on the game board with the sticker "castle action". Then place the sticker "Year 3: Donation" on its space next to the "council's budget track".



### Sow Crop Seeds

*The fertile highlands surrounding Mountain Village favour it's rich and diverse agriculture.*

Pay 1 or 3 money to sow 1 or 2 crop fields. To sow a crop field, choose a column in the agriculture area on your player board and move a marker of its lowermost "seeds-circle" to its highest space with a black border. Place a stack of 5 markers from the general supply on the "day-labourer-job" near Mountain Village.



### Harvest Crops

*Every year in summer the farmers of Mountain Village harvest their crops. The "breadbasket" of Utopia provides enough food for a big share of it's population.*

Pay 1 money per crop field to be harvested. Place a stack of 5 markers from the general supply on the "day-labourer-job" near Mountain Village. Each crop field provides as much food as indicated by the position of it's marker. Place the corresponding number of markers in the food storeroom on your player board. Remove all markers from harvested crop fields back to the general supply.



### Day-Labourer

*Some people depend on day to day jobs. Their help is needed during sowing- and harvesting time in the grape- and crop fields of Utopia.*

Start at your hometown and drive along roads to a hextile adjacent to a hextile with a day-labourer-job. Pay any 1 ressource (money, food or energy) for every white circle on your way.

Remove one stack of markers back to the general supply and gain 5 money.

Remember, leaving 2 stacks of markers for the refugees in the end of summer or winter increases your basic needs track by +1.



### Treat Patients

*Well equipped hospitals support the peoples health.*

Start at your hometown and drive along roads to a hextile or village adjacent to a hextile with a hospital. Pay any 1 ressource (money, food or energy) for every white circle on your way.

For every checkmarked box next to the hospital choose one diseased action card and return it to it's owner.



### Visit School

*Regular attendance in school supports the peoples education.*

Start at your hometown and drive along roads to a hextile adjacent to a hextile or village with a school. Pay any 1 ressource (money, food or energy) for every white circle on your way.

For every checkmarked box next to the school gain 1 step on your education track.



### Visit Market

*At the utopian market people can buy everything from local products to imported commodities from all over the world.*

Start at your hometown and drive along roads to a hextile adjacent to the hextile with the market. Pay any 1 resource for every white circle on your way.

On the market you can buy goods offered in all market areas. Pay the indicated price.

Only goods that exceed their basic needs are offered in the players market areas.

Selling offered goods is mandatory and can't be prevented.



### Donation To Council's Budget

*Private donations are an appropriate method to compensate the council's failed fiscal policy, but might trigger controversial reactions by the utopian inhabitants.*

Start at your hometown and drive along roads to a hextile adjacent to the castle.

Then organize donations from all players. For every 2 money donated, the council's budget gains 1 money.

The first time any player executes this action apply the following: Take "sticker-sheet 1" and replace the "castle" on the game board with the sticker "castle action". Then place the sticker "Year 3: Donation" on its space next to the "council's budget track".



### Ship Enters Harbour

*Harbour City is the gate to the world. All year long ships land on its docks and bring tourists and commodities from all over the world.*

Draw 3 cards from the ship deck, one by one.

Flip each card to its cargo-side and place it from top to bottom on the container-slots of your player board. After listening to players preferences, choose one card, pay the indicated costs and place it on the import market-slot on the game board (covering previous cards). Sell the other 2 cards for the indicated prices and place them under the ship deck flipped to their tourist-side in an order of your choice.

At the end of this action the Seaside-Village-Player may execute "New Tourists Arrive".



### Treat Patients

*Well equipped hospitals support the peoples health.*

Start at your hometown and drive along roads to a hextile or village adjacent to a hextile with a hospital. Pay any 1 resource (money, food or energy) for every white circle on your way.

For every checkmarked box next to the hospital choose one diseased action card and return it to its owner.



### Visit School

*Regular attendance in school supports the peoples education.*

Start at your hometown and drive along roads to a hextile or village adjacent to a hextile with a school. Pay any 1 resource (money, food or energy) for every white circle on your way.

For every checkmarked box next to the school gain 1 step on your education track.



### Visit Market

*At the utopian market people can buy everything from local products to imported commodities from all over the world.*

Start at your hometown and drive along roads to a hextile adjacent to the hextile with the market. Pay any 1 resource for every white circle on your way.

On the market you can buy goods offered in all market areas. Pay the indicated price.

Only goods that exceed their basic needs are offered in the players market areas.

Selling offered goods is mandatory and can't be prevented.



### Donation To Council's Budget

*Private donations are an appropriate method to compensate the council's failed fiscal policy, but might trigger controversial reactions by the utopian inhabitants.*

Start at your hometown and drive along roads to a hextile adjacent to the castle.

Then organize donations from all players. For every 2 money donated, the council's budget gains 1 money.

The first time any player executes this action apply the following: Take "sticker-sheet 1" and replace the "castle" on the game board with the sticker "castle action". Then place the sticker "Year 3: Donation" on its space next to the

"council's budget track".



### Fishing

*Every year the Nomads move their caravan along a planned route following the seasonally available fishing grounds.*

You can fish, if your caravan is adjacent to a fishing spot. Its number corresponds with a water tile on your player board. Its white circle shows the available fishtype.

To fish, first checkmark the most right unchecked blue circle. Then shuffle the current season's cards and draw one: The depicted dice-number on the card is divided through the dice-number above the blue circle. The result (rounded down) equals the number of fish caught.

Transform them into food and place the number of markers on your food storeroom.



### Day-Labourer

*Some people depend on day to day jobs. Their help is needed during sowing- and harvesting time in the grape- and crop fields of Utopia.*

You can work as day-laborer, if your caravan is adjacent to a day-laborer-job.

Remove one stack of markers back to the general supply and gain 5 money.

Remember, leaving 2 stacks of markers for the refugees in the end of summer or winter increases your basic needs track by +1.



### Treat Patients

*Well equipped hospitals support the peoples health.*

You can visit hospitals, if your caravan is adjacent to one.

For every checkmarked box next to the hospital choose one diseased action card and return it to its owner.



### Visit School

*Regular attendance in school supports the peoples education.*

You can visit schools, if your caravan is adjacent to a school or, if your caravan has a mobile school wagon.

For every checkmarked box next to the school gain 1 step on your education track or improve the movement ability of your caravan by 1 movement point (Fill out a white wheel on your player board using a black whiteboard marker).



### Visit Market

*At the utopian market people can buy everything from local products to imported commodities from all over the world.*

You can visit the market, if your caravan is adjacent to it.

On the market you can buy goods offered in all market areas. Pay the indicated price.

Only goods that exceed their basic needs are offered in the players market areas.

Selling offered goods is mandatory and can't be prevented.



### **Donation To Council's Budget**

*Private donations are an appropriate method to compensate the council's failed fiscal policy, but might trigger controversial reactions by the utopian inhabitants.*

You can visit the castle, if your caravan is adjacent to it. Organize donations from all players. For every 2 money donated, the council's budget gains 1 money.

The first time any player executes this action apply the following: Take "sticker-sheet 1" and replace the "castle" on the game board with the sticker "castle action". Then place the sticker "Year 3: Donation" on its space next to the "council's budget track".