

EUPHORIA

ESSENTIAL EDITION

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A DYSTOPIAN CITYSCAPE AWAITS YOUR LEADERSHIP AS YOU MAKE STRATEGIC CHOICES TO CONSTRUCT BUILDINGS, STRENGTHEN ALLEGIANCES, AND EXPAND YOUR EMPIRE IN THIS SLIGHTLY REVISED VERSION THAT COMBINES THE ORIGINAL EUPHORIA CORE GAME WITH EXPANSION COMPONENTS.

1-6 PLAYERS | AGES 14 & UP | ~60 MINUTES

You were young when you discovered the truth about the world. You had always considered your society a utopia—the word “dystopia” wasn’t even in your vocabulary. Or your dictionary. When you learned the truth, you had a choice: run away, or stay to make your mark on the world.

You chose to stay.

That was years ago. Now you wonder if you made the right choice. But you’ve come too far to look back now. You’re on the brink of doing something big, of wresting control away from your oppressors. You’ve acquired two workers, and you have access to more. Thanks to the strength of your allegiance to various factions, you’ve recruited experts to help you with your master plan. You’re poised to take the next step.

What are you willing to sacrifice in the present to make the future better than the past?

OBJECT OF THE GAME

Euphoria is a worker-placement game where dice are your workers. The number on each die represents that worker’s knowledge, which you will compare to the knowledge of other players’ workers throughout the game. The more you send your workers throughout the city and the more workers you add, the more they discover about their twisted society. If they learn too much, they might desert your cause.

You also have a few elite recruits at your disposal: one who has pledged allegiance to you, and the other who has yet to be convinced. You can inspire and use that reticent recruit by reaching certain milestones in the game...or by letting other players unwittingly reach those milestones for you.

Your path to victory is paved with the sweat of your workers, the strength of your allegiances, and the tunnels you dig to infiltrate other territories of the world. You accomplish this by constructing markets that impose harsh restrictions of personal freedoms upon other players, changing the face of the game and opening new paths to victory. You can also focus on gathering artifacts from the old world, objects of leisure that are extremely rare in this utilitarian society. The dystopian elite covet these artifacts—especially matching pairs—and are willing to give you tracts of land in exchange for them.

The game ends when a player has placed 9 of their authority tokens. After all players take one final turn, the player who placed the most authority tokens is the winner.

COMPONENTS

CARDS

- 102 unique recruit cards
- 36 artifact cards, 6 of each kind
- 6 reference cards

BOARDS

- 1 game board

DICE

- 24 worker dice
(4 each in green, blue, red, white, black, and purple)

WOOD PIECES

- 6 heart-shaped morale tokens
- 6 face-shaped knowledge tokens
- 45 resource tokens in 3 different colors
(15 each in gold, brown, and grey)
- 72 commodity tokens
(18 each in yellow, blue, orange, and green)
- 4 progress tokens (pink)
- 3 miner meeples (pink)
- 60 star-shaped authority tokens
in 6 different colors
(10 each in green, blue, red, white, black, and purple)

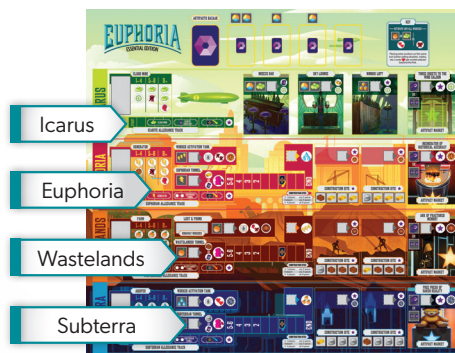
CARDBOARD PIECES

- 6 player mats
- 34 market tiles
- 8 circular allegiance bonus markers
- 3 unavailable action space markers

RULEBOOK

Need a replacement part? Request it at stonemaiergames.com/replacement-parts

A note about the board: The game board is divided into four different territories, each owned by a different faction. In the game, these territories are distinguished from one another by the artwork and border colors.



ICONS & TOKENS

COMMODITIES



RESOURCES



ALLEGIANCE POINTS



MISCELLANEOUS



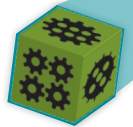
Note: The number of resources, commodities, workers, and artifacts each player has is public information and cannot be concealed (though the information on the artifact cards are kept secret). Each worker's knowledge is also public information.

Recruit Cards: Shuffle the recruit cards and deal 4 to each player. You choose 2 cards and discard the others face down. Place one of the cards face-up in front of you as an active recruit (reveal it simultaneously with the other players) and the other face down as a hidden recruit (do not choose a factionless recruit as a hidden recruit, as there is no way to reveal them). Return the discarded cards and the remaining recruit deck to the box.



What does this decision mean? You will have opportunities to activate your hidden recruit during the game, but until then, you may only use the special ability of your active recruit. You may also only benefit from the allegiance bonuses (see the section on the allegiance track) that corresponds to the allegiance of your active recruit. Thus the card you choose as your active recruit at the beginning should be a card that helps you in the early stages of the game.

Worker Dice: Each player starts the game with 2 worker dice in their player color. Group all additional dice together by the side of the board to form a pool of recruitable workers.



Resources and Commodities: Place the containers for the commodity tokens (energy, food, water, and bliss) and the resource tokens (gold, clay, and stone) on opposite sides of the table. There is no limit to these tokens; use the left side of your player mat as a multiplier if you accumulate a large quantity.



SETUP

Worker Dice: Each player starts the game with 2 worker dice in their player color. Group all additional dice together by the side of the board to form a pool of recruitable workers.

Exclusive Action Spaces: Cover the action at the end of each tunnel.

Artifact Cards: Shuffle the artifact deck, place it on the board, and reveal 4 cards to populate the bazaar. If the artifact deck is exhausted during the game, shuffle all discarded cards to form a new deck.

Reference Cards: Each player gains 1 reference card.



Progress Tokens and Miner Meeples: Place progress tokens on each allegiance track's start position. Place a miner meeple on each tunnel on the number corresponding to the number of players.

Construction Site Setup: Shuffle the market tiles and place 6 of them face-down on the construction sites on the board—place the tiles within the guidelines of the square frames. The Icarites (the gree faction with zeppelins in the sky) have pre-built markets and don't need market tiles. Return the remaining market tiles face down to the box.



Player Mats: Each player gains a player mat of their preferred color, then places 1 heart-shaped morale token on the far left of the morale track on their player mat and 1 face-shaped knowledge token on the + on their knowledge track. Place 9 authority tokens (stars) at the upper left; place the 10th star on the far right of the player mat.

Starting the Game: Each player rolls their 2 worker dice to determine the starting player (highest sum determines the first player; tiebreaker goes to the older player). The starting player position matters very little in Euphoria. Keep the dice as they are—the numbers represent the starting knowledge of your workers.

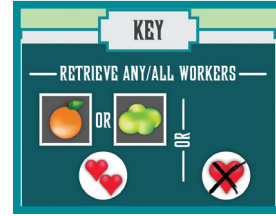
GAMEPLAY OVERVIEW







Your turn consists of exactly one of the following options (#1 or #2, not both, nor may you pass).


1 Place one available worker on the board: You may place exactly one available worker on the board (worker placement is explained in an upcoming section). An available worker is a worker under your control that is not currently placed on the board. When you place a worker, first pay the cost of the action (if any), then gain the benefits of that action.

Exception: If you begin your turn with multiple workers sharing the same number and you may place those identical workers on the same turn, you must lose  per worker you place beyond the first (place them one at a time). You can't place an extra worker unless you have  to lose.

2 Retrieve any/all workers: Instead of placing a worker, you may use your turn to retrieve any number of your workers from the board (min. 1 worker; you may not retrieve workers in the "Runaway Workers" area of the Wastelands). Choose whether to pay the retrieve cost (see below), then roll all retrieved workers at the same time.



Gain 2 morale: Pay either  or  to retrieve any or all workers and gain  . The cost does not change depending on the number of workers—if you retrieve 1 worker, it's . If you retrieve 4 workers, it's still  for all of them.

Lose 1 morale: Pay nothing. Retrieve your workers for free and lose . You may do this even if you have 1 morale, in which case your morale stays at 1.

Note: The costs to retrieve are in grey squares, while the benefits are in white circles. Those squares and circles are used across the board to denote costs and benefits.

WORKER PLACEMENT




Euphoria features 3 different types of action spaces, each depicted as light grey squares/rectangles with rounded corners. First place the worker (bumping a worker if necessary/possible), pay the cost (in grey squares, if any), then gain the benefit.

Temporary: This is a dotted light grey square with an arrow to the right of it. You may place a worker on this type of action space even if there is another worker currently there. By placing your worker on an occupied temporary action space, you **bump** the worker back to its owner at no cost to them (you may bump your own workers). The bumped worker is immediately rolled; its player performs a knowledge check (pg. 5).

After paying the cost (in grey squares, if any), gain the benefit (in white circles). Your worker remains on the action space until it is bumped or you retrieve it.

A subset of the temporary use action spaces are **exclusive action spaces**—these are located at the end of each of the tunnels and aren't available until the tunnels are completed (page 8).



Example: On this temporary action space, the cost to use the space is . Gain  or draw  for placing a worker here.

Multi-Use: This is represented by one large light grey rectangle. Multi-use action spaces can contain any number of workers (from all players) and so workers are not bumped from them.

(See full description of how to use commodity areas like the Aquifer on page 6.)



Example


One-Time Use: This is a solid light grey square with no arrow and a resource cost inside of it. For you to place a worker there, you must pay the cost. Workers cannot be bumped from one-time use action spaces; they remain until the market is constructed or if they are retrieved.



Example

(See full description of how to use construction sites on page 8.)

TURN ROTATION

When you finish your turn, the player to your left takes their turn, and so on clockwise around the table. Player order never changes. After a few rounds the original starting player becomes irrelevant. Play starts to vary more and more as players add workers, retrieve at different times, and occasionally place multiple workers on the same turn (if they share a number at the start of their turn and have  to spend).

MORALE & KNOWLEDGE CHARTS

MORALE TRACK

The collective morale of your workers is tracked on your player mat. Your morale affects your hand size (artifact cards) and your ability to place multiple workers on the same turn (if they share a number).

When you gain morale, you increase the number of cards you can have in hand. When you decrease your morale, your hand size decreases. Thus if you draw an artifact card that increases your hand

beyond the limit or if an adjustment on the morale track puts you over your maximum hand size, you must choose a card to discard (draw first, then discard).


KNOWLEDGE TRACK

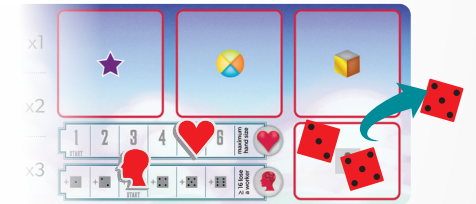
The collective knowledge of your workers is tracked on your player mat. Knowledge represents your workers' level of awareness of their world. If their collective knowledge gets too high, they will run from the dystopia.





Whenever you roll your worker dice, perform a knowledge check. If the sum of the knowledge on **all of your available workers** (workers on your player mat you haven't placed + the freshly rolled workers) plus your current level on the knowledge track is greater than or equal to 16, you immediately lose the available

worker with the highest knowledge (if there is a tie, only lose 1 worker). Move that worker to the "Runaway Workers" box in the Wastelands. You can lose a maximum of 1 worker per turn this way.

Example: You control 3 workers. 1 of them is an available worker on your player mat with knowledge 5, and the other two are placed on the board. You decide to use your turn to retrieve all dice from the board and roll them. One of them shows 3 knowledge and the other shows 5 knowledge. You add the totals of all three available workers to calculate their

collective knowledge, which is 13. But wait—you need to add in your level on the knowledge chart. Currently you're at + , so your total knowledge is 16. Your workers realize they're in a dystopia, and you must move one of the 5-knowledge workers to the "Runaway Workers" box in the Wastelands.



5	6	maximum hand size	
+ 	+ 	≥ 16 lose a worker	

WHEN TO DO A KNOWLEDGE CHECK

Whenever you remove dice from the board for any reason, roll that die or dice and do a knowledge check. Here are the situations in which you will be rolling a die or dice:

- Retrieving dice from the board (roll only the retrieved dice).
- Making a new worker (roll only the new worker).
- Your worker is bumped off the board by another worker (roll only the bumped worker die).
- Any dice that were on a construction site when a market is completed (roll only those dice).

LOCATIONS

There are a number of different locations on which you can place your workers. Here is an overview.

WORKER ACTIVATION TANKS



You start the game with 2 workers, and during the course of the game you may increase the number of workers to a total of 4. You can add a worker by placing a worker on either Worker Activation Tank.

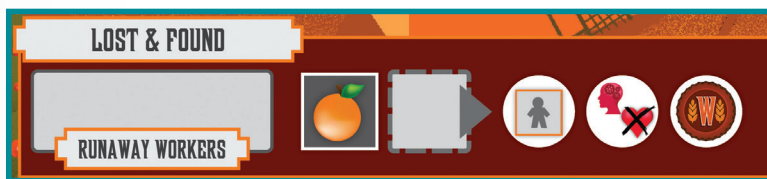
Pay 3 energy: Gain and lose thanks to the shock the worker receives when they're activated. Also gain 1 Euphorian allegiance.



Pay 3 water: Gain and gain thanks to the fresh blast of water the worker receives when they're activated. Also gain 1 Subterranean allegiance.

After you've paid the cost and adjusted your morale or knowledge, immediately roll the new worker.

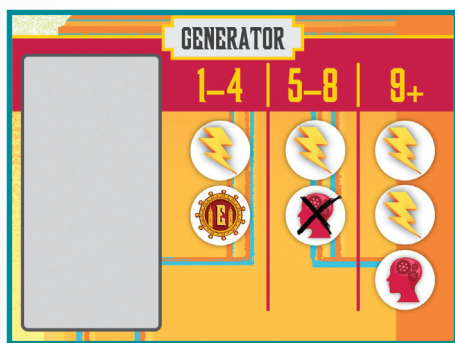
You may place a worker on a Worker Activation spaces to decrease knowledge or increase morale (or gain allegiance) if you don't have any workers to gain.



LOST & FOUND

Whenever a worker runs away (during a knowledge check), place it in the "Runaway Workers" box in the Wastelands. You can regain that worker only by using the Lost & Found action: Pay the cost () , then gain the runaway worker, lose , gain , and gain 1 Wastelander allegiance (see Allegiance Tracks on page 9). Immediately roll the new worker.

Lost & Found cannot be used to recruit new workers.



COMMODITY AREAS

Commodity areas are where you collect (Generator), (Aquifer), (Farm), and (Cloud Mine). Each commodity area has the same ratios. The number of commodities you collect when you place a worker on one of these areas is determined by the total knowledge of all players' workers on that area after you place your worker. As with all worker placement in the game, you gain the benefit of the action only when you place your worker (not on subsequent turns if your worker remains on that action space).

Total Knowledge between 1 and 4: Gain 1 commodity and 1 allegiance.

Total Knowledge between 5 and 8: Gain 1 commodity and lose .

Total Knowledge 9 or greater: Gain 2 commodities and gain .



Example: There is one worker on the Generator with knowledge 4. You place a worker there with knowledge 2, bringing the total knowledge to 6. Thus, as shown on the key, you gain and lose on the knowledge track. If the next player places a worker with knowledge 5, bringing the total to 11, they gain and gain .

Note 1: You may place a worker on a commodity area at the 9+ level to gain the 2 commodities and even if you're at + on the knowledge chart. Similarly, if you're at + on the knowledge chart, you can still place a worker on the 5 - 8 level.

Note 2: Taking allegiance is not optional at the 1 - 4 level. There may be times in the game when you don't want to take allegiance, lest you help out another player, but you don't have a choice.

TUNNELS

All of the various factions (except for the Icarites) are trying to tunnel into one other territory of the world to gain access to their enemy's commodities. Along the way, they collect resources and unearth artifacts. If they reach their goal and complete the tunnel, players with recruits of that faction gain special access to their enemy's commodity.

Tunnel Action: Any player—regardless of their allegiance—may place a worker on the temporary action space at the start of a tunnel and pay the cost (a specific commodity). Advance the miner meeple if possible, then gain  or draw .

Activate Hidden Recruits: When the miner meeple advances to a specific space on a tunnel, all players with hidden recruits that correspond to the faction associated with that tunnel will activate (reveal) those recruits, regardless of which player moved the miner meeple. *If a revealed recruit has a tunnel-related ability, that ability only applies to future turns.*

Completing a Tunnel: When the miner meeple reaches the end of the tunnel, (the 9th level), a new exclusive action space becomes available. Remove the “unavailable” action space token from it. From then on, players who have an active

recruit of the corresponding allegiance may place workers on the exclusive action space. This space does not count as part of the tunnel.

Note: *Because of the abundance of resources and artifacts underground, you may continue to use the Tunnel action space even after the tunnel is complete.*



Note: *You don't have to contribute to a tunnel to reveal a hidden recruit. If you have a hidden Subterranean recruit and other players are digging the Subterranean Tunnel, you will still reveal your recruit when the miner reaches the Activate Hidden Recruits space.*



CONSTRUCTION SITES

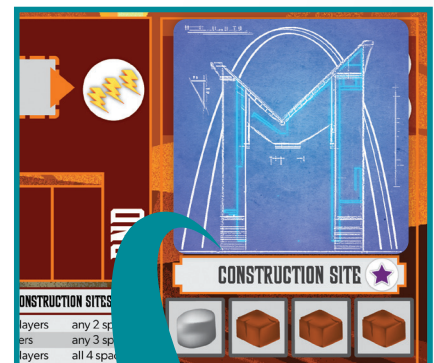
To contribute to the construction of a market, place a worker on an unoccupied one-time use action space below that face-down market after paying the resource cost shown on that space. For a market to be constructed, a number of one-time use action spaces below the construction site must be simultaneously occupied by workers based on the chart below:

2 – 3 players	any 2 spaces
4 players	any 3 spaces
5 – 6 players	all 4 spaces

Note: *If a player removes one of their workers from a construction site before construction is complete, another worker must replace it and pay the resource again for that portion of the construction to be complete.*




Completion: When the required number of action spaces below a market are occupied, the market is complete. Flip the market tile and slide down to reveal the temporary action space it was covering. In sliding the market tile, it bumps the workers that helped construct it off the board and back to their respective players, who then roll those workers.


Each player who contributed at least 1 worker to the construction of the market places exactly 1  on that market (regardless of the number of workers they contributed to the construction). Place those tokens on the market. All players who do not have an authority token on a constructed market incur the penalty indicated on the market tile until they use the new action to place a .



CONSTRUCTED MARKETS

Once a market is constructed, you can exchange various goods for plots of land in that faction's territory. Any player can visit the market, not just those who built it.

Visiting Markets: To visit a market, place your worker on the temporary action space at the top right of the market and pay the cost on the market tile. Thus for the Spa of Fleeting Pleasure, the price to visit the market is  and . Then place  on the market. There is no limit to the number of authority tokens that can fit on a market.



Personal Freedoms: All players who do not have  on a constructed market incur the ongoing penalty indicated on the market tile.



Note: Several of the markets have penalties that require you to lose a commodity or resource when you roll a specific number. You incur that penalty for every available worker that shows that number after you roll it (i.e., rolling two 4s would force you to lose two resources and/or commodities); ignore the number on a worker if they run away as the result of a knowledge check.



Example: The penalty for the Spa of Fleeting Pleasure is that all players who do not have an authority token on the spa are no longer allowed to bump their own workers, meaning that they can't use temporary action spaces that have one of their workers on them.

ARTIFACT MARKETS

Unlike other markets, artifact markets come pre-built at the start of the game. Each of them requires you to pay (discard) any 3 artifact cards () or 2 identical artifact cards. Gain 1 allegiance and place 1 of your authority tokens () on the market. There is no limit to the number of authority tokens that can fit on a market.

For example, the Free Press of Harsh Reality (right) requires you to pay any  or 2 identical artifact cards. You gain 1 Subterranean allegiance and place 1  on the Free Press.

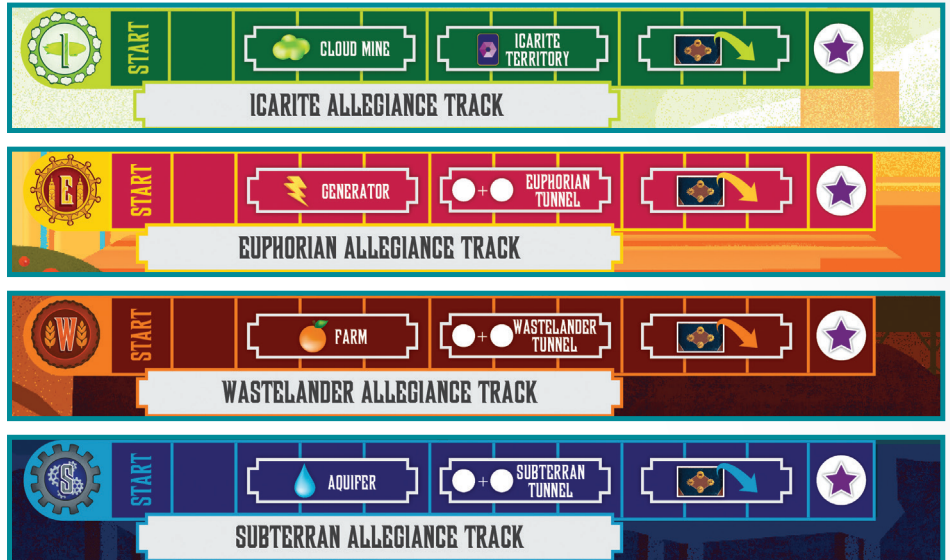


ALLEGIANCE TRACK

The allegiance tracks show the strength of each faction. Each faction has an allegiance progress token that begins the game on the “Start” space of the allegiance track. When any player gains an allegiance, that player moves that allegiance’s progress token forward 1 space on the corresponding row of the track. Only players who have active recruits of that allegiance gain the bonuses from that allegiance’s track.

Tier 1: Once this tier has been reached, gain an extra commodity when visiting the respective commodity area. Sometimes you will place a worker on a commodity area to gain 1 commodity and 1 allegiance point, and that allegiance point will push you forward on the track so that the +1 commodity bonus is activated. You don’t gain that bonus until the next time you place a worker on that commodity area. To help you remember to take that bonus from then on, place the allegiance bonus marker on the corresponding commodity area on the board.

Note: Allegiance track bonuses are cumulative— even after the progress token moves beyond the 1st and 2nd tiers, you still gain those bonuses.



Tier 2: Normally when you place a worker on a tunnel, you gain or . After the second tier of the allegiance track is reached, placing a worker on the corresponding tunnel now gives you and . The Icarites do not have a tunnel, so their bonus is that you draw after you place in Icarite Territory. Use allegiance bonus markers to remember these bonuses.

Tier 3: After an allegiance track reaches the third tier of a row, players who have a hidden recruit of the corresponding faction must activate (reveal) it. For all following turns, you may use your newly

activated recruit’s special abilities and gain the bonuses from that recruit’s allegiance track. If both of your active recruits share the same allegiance, you do not get twice as many bonuses from the allegiance track (levels 2-7).

Tier 4: When an allegiance progress token reaches the final tier of a row, each player places 1 authority token on each active recruit card they have of that allegiance.

ALLEGIANCE	FIRST-TIER BONUS (level 2 and beyond)	SECOND-TIER BONUS (level 5 and beyond)	THIRD-TIER BONUS (level 8 and beyond)	FOURTH-TIER BONUS (level 11)
Icarus	When you place a worker on the Cloud Mine, gain 1 extra .	When you place in Icarite Territory, draw .	Activate all hidden Icarite recruits.	Place on each of your active Icarite recruits.
Euphoria	When you place a worker on the Generator, gain 1 extra .	When you place a worker on the Euphorian Tunnel, gain and (not “or”).	Activate all hidden Euphorian recruits.	Place on each of your active Euphorian recruits.
Wastelands	When you place a worker on the Farm, gain 1 extra .	When you place a worker on the Wastelander Tunnel, gain and (not “or”).	Activate all hidden Wastelander recruits.	Place on each of your active Wastelander recruits.
Subterra	When you place a worker on the Aquifer, gain 1 extra .	When you place a worker on the Subterranean Tunnel, gain and (not “or”).	Activate all hidden Subterranean recruits.	Place on each of your active Subterranean recruits.

ICARUS

Due to their insidious motives and trader mentality, the Icarites act a little differently than the Euphorians, Subterrans, and Wastelanders. Their key method of advancing in the game is to trade resources and artifacts.



Breeze Bar: Pay 1 of any non-bliss commodity and 2 to advance the Icarite allegiance 1 level and draw 1.

Sky Lounge: Pay 1 of any non-bliss commodity and 2 to gain 1 Icarite allegiance and gain 2 (any combination).

Nimbus Loft: Pay 3 (any combination) to gain 1 Icarite allegiance and place ★ here.

Three Sheets to the Wind Saloon: Pay any 2 (or 2 of the same artifact card) to gain 1 Icarite allegiance and place ★ here.

Activating Hidden Icarite Recruits:

Because the Icarites attract a steady flow of paying customers, they have no desire to “dig” into any of the other territories. Thus there is only one way to activate hidden Icarite recruits: reach the 8th level on the Icarite allegiance track.

A FEW NOTES ABOUT RECRUITS

Many recruits allow you to make an exchange (i.e., gain 2 to draw 1). This is a limited transaction—it does not mean you can exchange any amount of knowledge for any number of cards.

Some recruit cards allow you to sacrifice workers. You may not use that ability if it would result in you having 0 workers. If you sacrifice a worker, place it to the side of the board (they are not a runaway worker).

Some recruits ask you to compare a worker’s knowledge to other workers on a certain area of the board. If the worker needs to have the “highest” or “lowest” knowledge, it must be in sole possession of that position (i.e., not tied for the highest/lowest).

Some recruits are factionless—they are not linked to any specific faction, hence the black background behind their name. These recruits do not provide any benefits

from the allegiance track and cannot be activated. Instead, they grant you an ability that’s more powerful than those of normal recruits.

Some recruits give you a bonus when you use a worker to bump another worker. When that happens, the bump (and any exchange involved) happens first, then everything else related to that action space happens.

Some recruits refer to whether or not you currently have 1. This is not referring to exactly 1 resource—rather, this should read, “If you do not have any resources, gain this bonus.”




THE BAZAAR

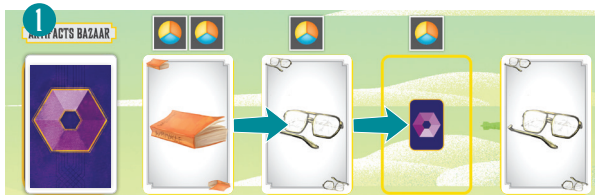
At the top of the board is the bazaar where 4 face-up artifact cards form a queue. Whenever you gain an artifact card, take any 1 of the 4 artifacts in the bazaar (you may not draw from the top of the deck). The rightmost artifact in the bazaar is free while the others have a cost shown above them.






After taking an artifact from the bazaar (and paying the cost, if applicable), perform the following steps in order. Do steps 1 and 2 every time you gain an artifact, even if you gain multiple artifacts on the same turn:

1. Slide any artifacts on the left of the empty space to the right, filling in the empty space.
2. Draw the topmost artifact card from the deck and place it face-up on the leftmost space (with a cost of )

If the artifact deck is empty, shuffle the discard pile to create a new deck. If this is not possible, the queue is not restocked. The queue will be restocked from right to left as soon as an artifact is placed in the discard pile.



END OF GAME

When a player places their 9th , each player (including the active player) takes one final turn. During that final turn, you still have a 10th  you could place (you cannot place more than 10 ). The first tiebreaker is highest morale; the second is lowest knowledge. Beyond that, share the victory.

These are the various places you can place authority tokens:

- On a constructed market (either by helping to construct the market or by using the market action space)
- On an artifact market
- On the Nimbus Loft
- On a recruit card (max 1 per recruit; place an authority token here once that recruit's faction reaches the end of the allegiance track)



BACKSTORY

The world as we know it has ended, and in its place the city of Euphoria has risen. Believing that a new world order is needed to prevent another apocalypse, the Euphorian elite erect high walls around their golden city and promote intellectual equality above all else. Gone are personal freedoms; gone is knowledge of the past. All that matters is the future.

The Euphorians aren't alone. Outside the city are those who experienced the apocalypse firsthand—they have the memories and scars to prove it. These Wastelanders have cobbled together a society of historians and farmers among the forgotten scrap yards of the past.

There is more to the world than the surface of the earth. Deep underground lies the hidden city of Subterra, occupied by miners, mechanics, and revolutionaries. By keeping their workers in the dark, they've patched together a network of pipes and sewers, of steam and gears, of hidden passages and secret stairways.

Hovering above the world are the mysterious Icarites in their zeppelins, luring citizens up into the clouds with promises of eternal bliss.

Four distinct societies, each of them waiting for you to rewrite history. What are you willing to sacrifice to build a better dystopia?



TIPS FOR TEACHING/LEARNING EUPHORIA

Focus on one faction's territory on the board when teaching/learning Euphoria to reduce the amount of initial information.

Basic Theme: You're a low-level manager in a dystopia, and you're trying to use your workers to take over. Workers are dice, and the numbers on those dice represents their knowledge. Because it's a dystopia, you want your workers to be dumb and happy.

Win Condition: Place more of your authority tokens ★ than your opponents.

Turn Options: You either place one worker (more if you have a pair—this counts as two separate turns in a row, and costs one ♥ for each action after the first) or remove any/all placed workers. When you place a worker, you immediately pay the cost, then gain the benefit.

Overarching Iconology: Costs are in grey squares and benefits are in white circles.

Types of Action Spaces: The big box on the commodity areas (multi-use), the dotted line square with an arrow on the tunnels and markets (temporary use), and the solid line box on the construction sites.

First Turn: Spend your first turn placing one worker on a commodity area and taking the corresponding benefit.

Goal for Your First Few Turns: Focus on your active recruit card for the first several turns. This will give you a short-term goal to focus on while you're getting the hang of the game.

Want to watch a how-to-play video? Go to stonemaiergames.com/videos-euphoria

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