







# Utopia 2099

## To Play

Each player rolls 2 dice.

Resolve lower numbers first, according to the dice chart.

Winning: at the end of a turn, if a player has 10+ happiness, the player with the most happiness wins the game (if it's a tie, play another turn).

-  **FARM**      +① happiness
-  **ARTIFACT**    +② happiness
-  **WALL**        Defend ① Raid for this turn
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-  **RAID**        Opponent without wall loses ① happiness
-  **THIEF**        Steal ③ happiness from opponent

## To Balance

Change any circled number.

Change which die numbers do which actions.

You can eliminate actions (i.e., no FARMS) but THIEF must stay only at 6.

No changes to core logic or rules for winning.






 <b>THIEF</b> Steal ○ happiness from opponent

# Utopia 2099 Experts

## To Play

Each player picks a different expert.

For numbers 1-5, use your balanced version.

A 6 means your expert power happens (two 6s means it happens twice).

## To Balance

The power of the THIEF remains the same.

Modify any of the expert powers.

You can completely redesign one expert (except for the THIEF).

## Criteria

Power balance (equal chances of winning).

Each one is enjoyable and exciting to play.

The ability feels right for the narrative identity.

<b>THIEF</b> Steal ○ happiness from opponent
<b>HISTORIAN</b> Reroll both dice and take both actions
<b>ENGINEER</b> Raid with a strength of 2 (opponent loses 2 happiness)
<b>SPY</b> Next turn, opponent does not roll at all