

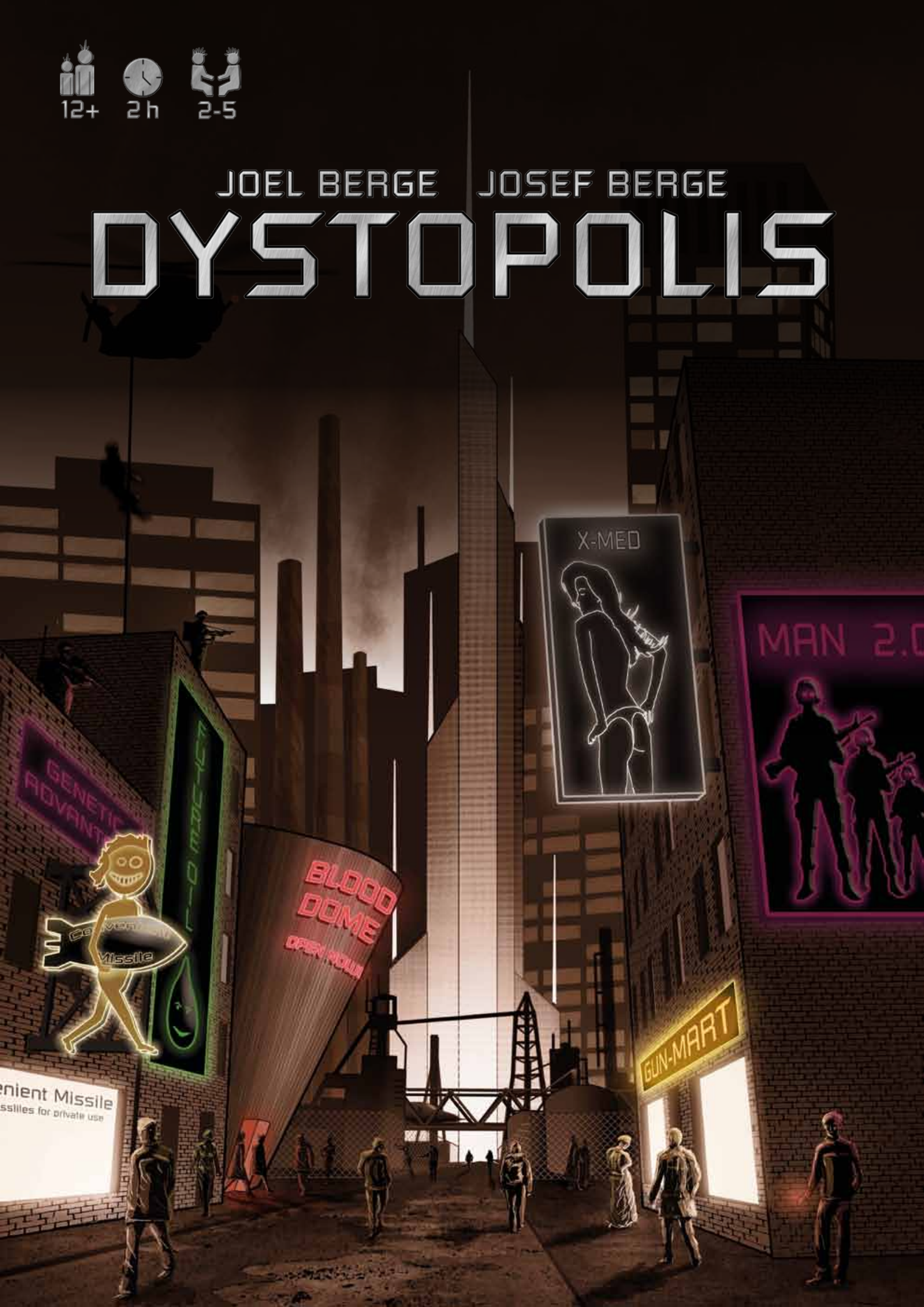
12+

2h

2-5

JOEL BERGE JOSEF BERGE

DYSTOPOPOLIS



"-You're asking me how everything started? What a strange question, most newcomers ask me something like 'In which company will I get the best salary?' or 'Is it true that all drugs are legal here?'. History isn't something that we are particularly interested in here in Dystopolis. Why should we be when the present and the future are so much greater? We are a world metropolis, people would sell their kidneys or sacrifice their kids just to get here, which you are very well aware of. All news worth reading are written here, all fashion and new technology is made here and all wars start as a conflict in any of our nightclubs. Or the wars don't necessarily start as a conflict, often it's just business, did you know that? Maybe that's something you don't hear out in the periphery. But you want to know how it all started you say? Well, I don't think our city has any specific founder, it just arose they say, arose out of chaos after all the famines and nuclear wars. Even in a broken world there will be trading, and this city became a centre of trade somehow. As wealth increased, arms and security forces became very important for the business leaders to keep hungry invaders away. Of course, there were many conflicts between those leaders in the beginning, but eventually they agreed to make a few laws, mostly about property protection I think. Laws have always been kept to a minimum here which seems to be a very good way of boosting the economy... But hey, I don't have time to stand here any longer, there is a new show starting at Blood Dome shortly, why don't you join? I'll pay the first round, the night is young and you're new in the world's capital..."



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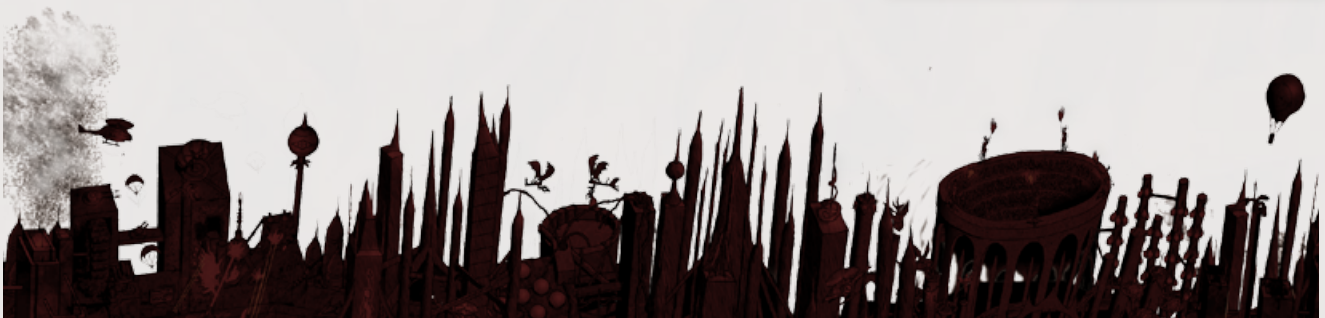
Our thanks to...

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For any questions or comments on the game, please visit our website:
www.dystopolis.se
Have fun playing and don't forget, this is a prophetic game...

Game components

40 Company tiles (10 Large, 15 Medium, 15 Small)
18 Action cards (6 Takeover, 6 Relocation, 6 Purge)
240 Bank notes (5 different values)
110 Investment tokens (in 5 colours)
22 Voting markers (11 *for*, 11 *against*)
5 Turn cards
15 Event cards
15 Intrigue cards
12 Envelopes (In 6 colours)
5 Instruction cards
4 Reward cards (2 Founding sector, 2 Largest network)
5 Founding sector markers



Objectives of the game

The objectives of the game are to invest in and take control of companies to increase your wealth and power in Dystopolis. After four game years of competition the winner is the player with the most victory points, earned through money and company dominance.

Learning the game

The first time you play the game we recommend that you play without the 'Intrigue cards'. The rules for Intrigue cards are excluded from the following pages and can be found under 'Intrigue cards' p. 11-12.

Preparations

1. Distribute the following to each player.



• All tokens and envelopes of one colour



• 1 Instruction card



• 30 MD (Million Diripes)



• 3 Action cards, one of each kind

2. Place all remaining bank notes in face-up stacks. This is the bank.

3. Place all Voting markers in a face-up pile.

4. Shuffle the Event cards and place in a face-down stack.










5. Shuffle the Company tiles and place in three face-down stacks.

6. Draw one large company and one medium company from the top of their stacks and place in this "T-shape".

7. Pick the Founding sector marker with the same colour and symbol as the medium company and place on the table.







8. Pick the two first level Rewards, and place face-up besides the Sector marker.

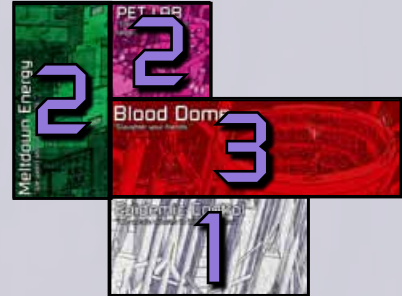
9. Place the Turn cards in a pile, excluding those with higher numbers than the number of players.

Companies

There is no traditional game board in Dystopolis, instead, the company tiles will constitute the game board, successively expanding as players add new companies. Players place Investments (tokens) on the companies to earn Revenue and gain power. There are three company sizes: small, medium and large. The only difference between the sizes is that the larger ones can have more connections as explained below.

Connections

Companies have connections to adjacent companies, symbolizing trading agreements between the companies. Connected companies influence one another and the number of connections a company has determines how many Investments it can hold. The numbers in the image to the right indicates how many connections each company has. Note that meeting corner to corner doesn't count as a connection.



Business sectors

Each company belongs to a business sector, which can get increased or decreased revenue each year. Which sector a company belongs to is indicated by its symbol and colour. Below follows the five business sectors.



ENERGY



GENETIC ENGINEERING



WEAPONS & SECURITY



ENTERTAINMENT



MEDICINE

Game Structure

A game of Dystopolis continues for four game years, where each year is divided into four different quarters as follows.

1. Starting Quarter
2. Investment Quarter
3. Action Quarter
4. Revenue Quarter

1. Starting Quarter

This quarter starts with a "Concealed bidding"; a bidding to determine turn order for the rest of the game year. In a Concealed bidding players place a bid (an amount of money) in their hands. The amount is concealed from the other players. Bidding zero is allowed. When all players are ready, the bids are simultaneously displayed and you check who has the highest bid, who comes second and third etc. Then all players pay their bids to the bank. The highest bidder gets to choose one of the Turn cards first and puts it in front of her/him. The second highest bidder chooses one of the remaining Turn cards. The other players follow the same pattern.

Turn cards



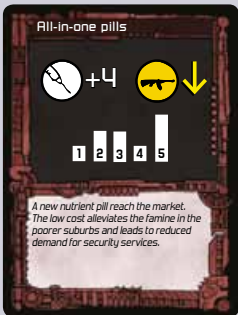
The Turn cards are distributed after a Concealed bidding each year. Turn order is determined by the Turn cards (the player with number 1 always begins and number 2 follows etc). The Turn cards also function as tie-breakers. In three situations players with higher Turn card numbers are favoured and in one players with lower Turn card numbers are favoured. See table below.

The highest Turn card wins the tie	The lowest Turn card wins the tie
<ul style="list-style-type: none"> • Players bid the same amount in a Concealed bidding. • There are an equal number of votes <i>for</i> and <i>against</i> something. • Players tie in the competition for a Reward. 	<ul style="list-style-type: none"> • Players have the same number of Investments in a company during a voting.

During the first Concealed bidding of the game the Turn cards have not yet been distributed and in case of a tie then the winner is determined randomly.

When each player has taken a Turn card, an Event card is drawn. Then players place one company each on the game board (following Turn card order).

Event cards



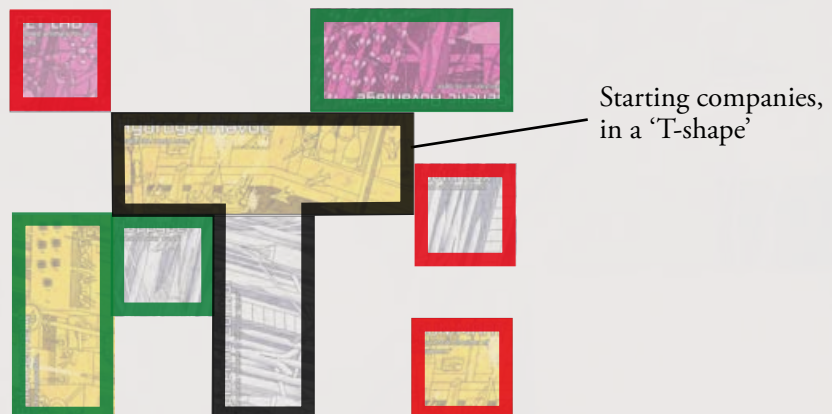
An Event card is drawn each year. Which company size each player places is determined by the white bars on the card. The first player takes a company from the stack corresponding to the first bar to the left and the next player takes one from the stack corresponding to the next bar etc. The symbols and numbers above the bars affect the revenue of two business sectors each year.

Example: With the Event card to the left, the first player would draw a small company and place it on the game board. The following two players would draw medium companies and place them on the game board.

Placement of companies

Companies must be placed so they connect to at least one company on the game board and along an even grid as indicated by the image below.

Permitted placements
Forbidden placements



When all players have placed one company each on the game board the Starting quarter is over and the Investment quarter begins.

2. Investment Quarter

Now players take four turns each placing Investments in the companies on the game board. Players may only place one Investment during each of their turns. The price for placing Investments increases with each Investment the player already owns in the company according to the table below. Note that Investments that other players own in the company don't affect the price.

First:	1 MD
Second:	5 MD
Third:	10 MD
Fourth:	15 MD
Fifth:	20 MD
Sixth:	25 MD
Seventh:	30 MD
Eighth:	35 MD
Ninth:	40 MD

Investments



The coloured tokens are referred to as 'Investments' and symbolize board positions in the companies. Placing Investments in companies gives players revenue and increases their local influence.

The price is paid to the bank. If a player can't or doesn't want to place an Investment during his/her turn, he simply passes and the turn goes to the next player. Not placed Investments can not be saved for later use.

There is a maximum for the total number of Investments (from all players) that can be placed in a company. It is defined as the number of connections the company has plus one.



Example of placing Investments

Blue player is going to place an Investment in the following situation. If she places in 'Blood Dome' it costs her 5 MD since she owns one Investment there already. If she places in 'In Vitro' it costs her 1 MD since she has no Investments there (the black Investment doesn't affect the price). 'I.C.U.' can't hold any more Investments since it already has three while it only has two connections, so it has reached its maximum.

The rule for the maximum number of Investments in a company must always be respected, and when an Action card or Intrigue card lets you add Investments to a company, it can only be done if the company hasn't reached its maximum yet. However, Investments are never removed when a company's maximum is decreased (this situation may appear when the company or surrounding companies are moved and it thereby loses connections)

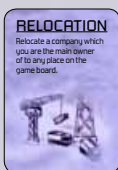
3. Action Quarter

When players have had four turns each placing Investments, the Action Quarter begins. During this quarter players may play Action cards. There are three different kinds of Action cards: Relocation, Takeover and Purge. Players only get one turn each to play these cards, but they may play several cards during their turn. When Takeover or Purge is played, a Voting must be held to determine if the card will have effect or not. Each Action card must be completely resolved before a new Action card can be played.

Action cards that lead to Voting (Takeover and Purge) can't be played on the same company more than once each game year.

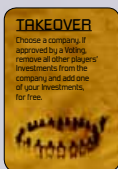
Action cards

Each player gets one of each of the Action cards. The cards are discarded immediately after they are used, no matter if they have effect or not.



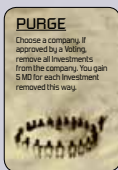
Relocation

May only be played on companies where the player is the Main owner (owns the most Investments). The player may move the company anywhere on the game board but must follow normal rules for placing companies. No Voting is required.



Takeover

May target any company. If the Action card is approved by the Voting, all Investments that other players own in the company are removed and one extra Investment belonging to the player who played Takeover is added to the company. Takeover may be used as a Relocation card instead.



Purge

May target any company. If the Action card is approved by the Voting, **all** Investments in the company are removed and the player who played Purge gets 5 MD for each Investments removed this way. Purge may be used as a Relocation card instead.

Votings

The company that is targeted by the Action card and all companies with connections to it are involved in the Voting. Players get 1 vote for each involved company they are Main owner of. **Main owner of a company is the player with the most Investments in the company.** If players tie with the most Investments in the company they are called Joint owners and the one with the lowest Turn card gets the company's vote. Companies without any Investments have no votes.

The structure of a voting is as follows:

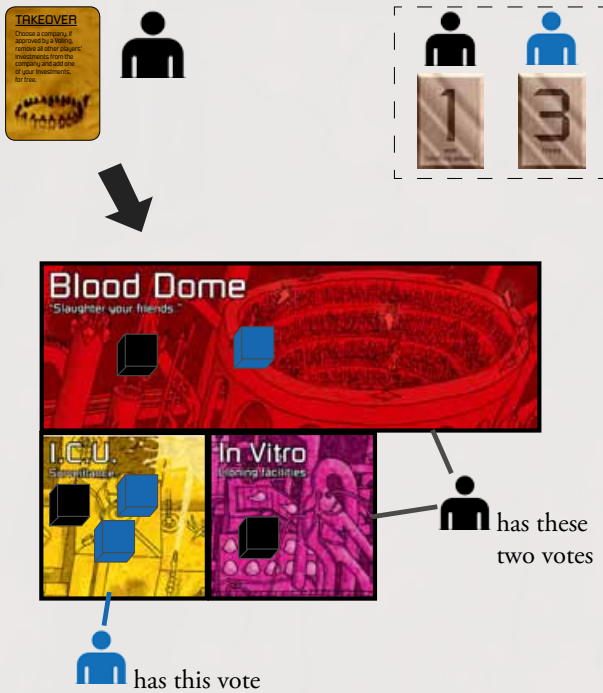
1. Players calculate how many votes they have and declare this.
2. Players may try to bribe each other.
3. At the same time, each player displays either a *for* or *against* marker to declare how they vote. **Players must either vote *for* or *against* with all their votes.**
4. The sum of the *for* votes and the sum of the *against* votes are calculated, the highest sum wins. If tie, the result will be as the involved player with the highest Turn card voted.
5. If the result is *for*, the action card takes effect. Otherwise it is discarded without any effect.

Voting markers



The Voting markers are freely available and are used when players want to simultaneously display how they vote. They are also sent along with the money in a bribe envelope as a condition for the bribe.

Example of a Voting



Black player plays a Takeover on Blood Dome and a Voting will be held. The three companies have one vote each, since both I.C.U. and In Vitro connect to Blood Dome. I.C.U.'s vote goes to Blue player since she is the Main owner there (owns most Investments in the company) and In Vitro's vote goes to Black since he is the Main owner. Since they tie with number of Investments in Blood Dome the vote from there goes to Black, who has the lowest Turn card. Thereby, Black has two votes and Blue has one. No one is interested in offering a Bribe. Black votes *for* and Blue votes *against* and thus the Action card takes effect



Bribes

After the start of the voting some time will be offered when players may try to bribe each other. In order to do so a player hands over an envelope containing money and a Voting marker to the player s/he wishes to bribe. The receiver may look into the envelope but keeps the content hidden. If the result of the Voting corresponds with the marker in the envelope, and if the receiver of the bribe voted accordingly, s/he gets the money in the envelope. Otherwise it is returned.

A player may only offer one bribe to each of the other players during a Voting and an offered bribe may not be withdrawn or changed.

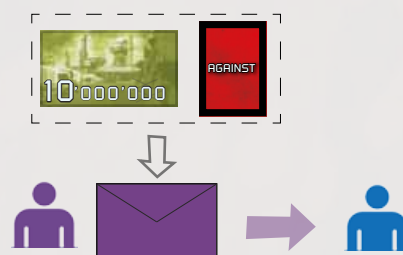
Bribe envelopes



The envelopes are used to offer bribes to other players in order to affect their votes. Although each player only has two coloured envelopes there are some extra envelopes, if a player wishes to offer more than two bribes simultaneously.

The contents of a bribe envelope are always kept secret.

Example of a bribe:



Purple player sends an envelope containing 10 MD and an *against* marker to Blue player. The envelope is kept in front of Blue player until the end of the voting, then she displays the Voting marker in the envelope to all players. Blue may keep the money in the envelope only if she voted *against* and the result of the Voting was that the Action card didn't have any effect. If any of those two conditions isn't met, the money is returned to Purple player.

**An optional rule is to add the possibility of writing other conditions on paper and sending them along with the bribe. If you choose to play with this rule players can give bribes at any time during the Action Quarter and an example of such a condition would be "if you relocate In Vitro so it connects with Enforcement and then vote for when I try to purge Enforcement, you get this money." It is very important to write clearly enough so that it can't be misinterpreted!*

4. Revenue Quarter

During the last quarter of each game year players earn revenue from the companies they own Investments in and they might also gain Rewards. A company's revenue increases with more Investments in the company. The Event card will affect two business sectors each year. It may either increase the value of companies in a business sector (indicated by a "+" and a number) or make a business sector crash (indicated by a "↓") and thus exclude all the companies in that sector from giving any revenue at all that year.

The following calculation is done for all the companies on the game board which do not belong to a crashing business sector ("↓").

First the value of the company is calculated:

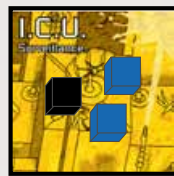
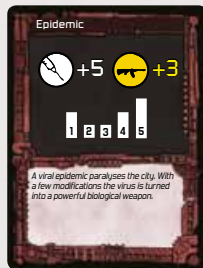
Total number of Investment tokens in the company + any effect of the Event card on the company's sector

Then, each player gets:

The company's value multiplied by the number of tokens they own in the company

Example of revenue

The revenue from I.C.U. is calculated as follows.



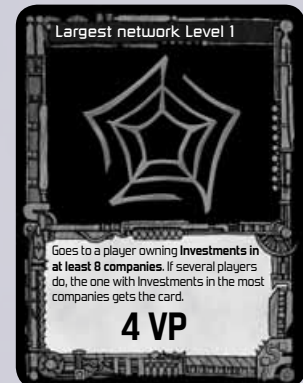
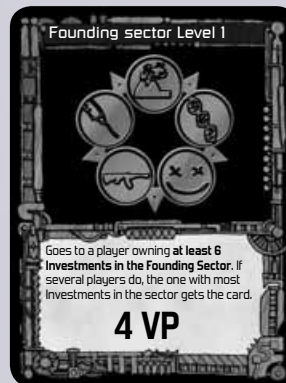
$$\text{I.C.U.'s value} = \text{Black square} + \text{Blue square} + \text{Yellow circle with cross} + 3 = 6$$

$$\text{Blue person icon gets: } 6 \times \text{Blue square} = 12 \text{ MD}$$

$$\text{Black person icon gets: } 6 \times \text{Black square} = 6 \text{ MD}$$

Rewards

After the revenue is distributed there is a phase when players check if anyone has earned a Reward. This is the only time players can gain Rewards. If a player is entitled to any available Reward, s/he gains it and keeps it for the rest of the game. If several players tie in the competition for a Reward, the one among them with the highest Turn card gets the Reward. In the end of the game, players get 4 Victory points for each Reward they own.



At the end of a game year, if a first level Reward of a certain kind has gone to a player, the second level Reward of the same kind is placed on the table. It is available to all players during the upcoming game years. Ownership of a first level Reward of a certain kind doesn't affect who will gain the second level Reward in any way. The second level Rewards follow the same rules but have higher minimum requirements (8 Investments for Founding sector and 11 companies for Largest Network).

Founding sector

The medium company of the two starting companies defines which business sector is the founding sector. Select the corresponding Founding sector marker during preparations and place beside the Reward.

After the revenue and any eventual Rewards have been distributed, the game year ends. During the next year's Starting Quarter, the Turn cards are returned to the bank directly after the Concealed bidding is finished and an order for choosing Turn cards has been determined.

Game end

The game ends after the fourth year's Revenue Quarter. The winner is the player with the most Victory points (VP), scored according to the table below. If players tie with the most VP, the winner is the one among them who has the most money.

Victory points

For each:	a player gets:
Main owner of a company	2 VP
Joint owner (tie with the most Investments in a company)*	1 VP
10 Million Diripes	1 VP
Reward	4 VP



*Note that the Turn cards have no influence over the distribution of VP in companies where players tie with the most Investments.

Rules for 2-player games

When only two players are playing Dystopolis there are some special rules as follows.



- Each player gets only two Action cards, 1 Relocation and 1 Purge, no Takeover.
- The Intrigue cards 'Chairman of central bank', 'Counterfeit factory' and 'Missile test' are not used.
- Instead of Concealed biddings during the Starting Quarter each year, the players have Open Auctions. In Open Auctions they take turns declaring bids until one of them doesn't want to go higher. The highest bidder wins and pays her/his last bid to the bank. The other player pays **half** of her/his last bid to the bank.

Intrigue cards

When you have gotten familiar with the game, it is time to add the Intrigue cards, which will give variation and additional strategy. The rules for the Intrigue cards are as follows.

In the start of the preparations before the game begins, each player gets three random Intrigue cards, concealed to the other players. Each player chooses one of them and keeps it in front of her/him face-down and discards the other two. (*An optional rule is that players get to keep two of the cards.*) Players keep their Intrigue cards concealed until they use them.

There are two types of Intrigue cards.

- The permanent cards have this symbol . They are revealed the first time a player wants to use them and then stay in play for the rest of the game. Players must reveal them in order to use them but they can choose when to do this.
- The 'one-time use' cards have this symbol . They can be used one time and are then discarded. There is information of when they may be played on the cards and they can never be played during Votings or Concealed biddings unless specified on the card.

On the next page follows detailed descriptions of each of the 16 Intrigue cards. Additional rules that are not written on the cards are included in the descriptions when necessary.

Intrigue cards



1 Bio-activists
Play during an Action Quarter, either at the start of it or during your turn. Relocate a company of your choice.



∞ Black market
Reveal when someone relocates or purges a company. You gain 4 MD each time a company is relocated or successfully purged. (No reward if an attempt to purge is voted against.)



∞ Chairman of Central Bank
Reveal this card after a Concealed Bidding. Whenever you bid zero in a Concealed bidding, you receive all bids instead of the bank. You can't earn more than 20 MD per year this way, the rest goes

to the bank. (You may bid higher than zero but won't get any money then.)



∞ Counterfeit factory
Reveal this card when you bid in a Concealed bidding or hand over a bribe. The bank adds 4 MD to each of your bids and 10 MD to each of your bribes when the receiver of the bribe gets to keep the money.

(If the bribe is returned, nothing is added.)



1 Custom-made infiltrator
Play at your turn during Action Quarter. Place one of your Investments in an unfilled company of your choice, for free.



1 Extreme advertisement
Play at the start of a Revenue quarter. All companies in a business sector of your choice get +7 when revenue is calculated. (If played on a crashing business sectors, the values of all the affected companies will

equal 7. If played on a sector with bonus from the Event card, both bonuses are added to the value.)



∞ High-profile death-arena
Reveal when one or several Investments are removed from the game. During the rest of the game, you gain 4 MD for each removed Investment.



1 Mind control device
Play this card at the start of a Voting. The owner of the company targeted by the Action card gets one vote less in this Voting. If the result of the Voting is a tie, it will count as a 'for'-outcome. (If players tie with

Investments in the targeted company, the one with the lowest Turn card gets one vote less.)



1 Missile test
Play at your turn during Action quarter. Choose a company. A Voting is held where players get **one vote each**, regardless of who is the Main owner in the company and the connecting companies.. Beside this exception, use normal rules for Votings (normal rules for bribes and ties). If voted for, remove the company and all its Investments from the game.



1 News channel
Play this card at the start of a Voting. You gain an extra vote during this Voting. (May be used in Votings where you had no votes before.)



1 Populistic prophet
This card functions exactly as a Purge card except that instead of gaining 5 MD you gain 7 MD for each Investment token that is removed.



1 Revolutionary movement
Play right before an Event card is drawn. Draw three Event cards and choose which one of them to use this year. You may switch Turn cards with a player who has the number next to yours, above or below.



1 Robotic bounty hunter
Play at your turn during Investment or Action Quarter. Remove an Investment of your choice.



1 Secret business pact
Play this card at the end of Starting Quarter. Place a new company, you choose which size and colour, anywhere on the game board. Place two new Investments in the company: one of your own and one of a chosen opponent. (Shuffle used company stacks afterwards.)



1 Stealth helicopter
Play at your turn during Action Quarter. Move two of your own Investments (retrieve them from their current companies and then place them again wherever you want). You must pay the normal price for their new placements and they can only be placed in unfilled companies.



1 Streetkid syndicate
Play at your turn during an Action Quarter. Place one new Investment in each empty company in play (for free). You can not place more than 3 new Investments in total this way. (If more than 3 companies are empty, you choose 3 of them for your Investments.)