Utopia Engine

A solitaire dice game of reconstructing the end of time
by Nick Hayes

Components

Pencil and eraser
Two six-sided dice
Adventure Sheet
Rulebook

"Doomsday is coming. The God's Hand cannot help us any longer; its energy requirement is far too great. The grand wizards' paranoia and back-biting will fail to develop a useful defense. Our only hope lies in the divine power of Ancient technology. We must reconstruct the Utopia Engine!"

- Great Artificer Nereus, to the Council of Reason

Story

In this game you play as Isodoros, a talented Artificer who has been charged with reconstructing a fabled device called the Utopia Engine. The Utopia Engine is an assembly of several powerful devices, called Artifacts, that sustained an idyllic society millennia ago. Using years of research based on scraps of crumbling texts, you have finally deduced the locations of the Engine's six primary parts. Your guild believes that these six Artifacts are enough to reactivate the Utopia Engine. All that is left is for you is to find them, activate their internal energies, and reassemble the Engine.

Standing in your way are unscrupulous leaders, deadly terrain, and violent creatures. But even more pressing is the fast-approaching Doomsday, which has thrown the world into chaos. For generations, a machine known as the God's Hand, the pride of the Artificers, had been staying the apocalypse. But now that the end is so close, the device is failing. It is believed that the mythical Utopia Engine is the only way left to avert Doomsday. You have two weeks to reconstruct and activate the Engine. If you fail, the world will be destroyed.

Object of the Game

Your goal is to activate the Utopia Engine before Doomsday arrives. To do this you must search six deadly regions to find the six Artifacts that make up the Engine. After finding the Artifacts, you must activate them and link them together. Once assembled, can you finally attempt to bring the Utopia Engine to life and avert the apocalypse.

Time will be a constant pressure. However, if you can find a way power the God's Hand device even briefly, it may give you the time you need to complete your task.

If you die in wilderness, or fail to activate the Utopia Engine in time, the game will end and you will earn a score based on your progress.

"Recovering the Utopia Engine is the single most important endeavor of our lives. Imagine a device able to rid the world forever of thievery, murder, and war… It will create a perfect society, and we will finally be able to attain the same greatness as the Ancients."

- Euclaiedes, Founder of the Guild of Ancient Technology

Setup

Print both adventure sheets. Get two dice and a pencil with an eraser.

The Adventure Sheets

You will use two adventure sheets to record your progress while you play Utopia Engine. Adventure sheet one depicts the wilderness, where you will do all your searching. It also contains important game information like the time track, hit point vial, and component stores. Adventure sheet two depicts your artifact workshop, where you will assemble and ultimately activate the Utopia Engine.

Adventure sheet one may be placed on top of adventure sheet two while searching the wilderness. Slide it to the left or right to make the combat or search sidebars on the sheet below visible when you need them.

Move adventure sheet two on top of sheet one when you return to your workshop to work on the Artifacts you have found. The top portion of adventure sheet one should remain visible so you can keep track of the time, your health, and component stores.

SEARCH   COMBAT

WORKSHOP

How to Play

Utopia Engine is a self-guided adventure. You determine what you would like to do each step of the way. When the game begins you have only one action available: **Search.** If your search goes well, you might find components or even an Artifact. If it goes poorly, you will end up in **Combat.** If your hit points are low, you might choose to **Rest** to recover your strength. Once you find an Artifact, you can return to your workshop and attempt to **Activate** it. You can also try to **Link** the Artifacts you find to begin rebuilding the Utopia Engine. If you manage to find, activate, and link all six Artifacts, you can attempt the **Final Activation** to win the game.

Your quest will be difficult. If you run into trouble, you are equipped with a tool belt carrying three personal items to help you. Use them wisely.

"When Euclaiedes founded the Guild of Ancient Technology, its primary goal was to recover as much information on the Utopia Engine as could be found. For years his acolytes scavenged the Ruined City for handfuls of dust and wire. It took us two generations to overcome the stigma earned by his madness."

- Artificer Myrrine, Guild of Ancient Technology

Searching

Begin by choosing a region to search. Select an empty search box in that region. If all the search boxes are from a previous search, erase them before starting.

Roll both dice. Write the values into any of the six empty squares in the search box. Repeat this two more times until all six squares are filled. Subtract the bottom 3-digit number from the top one. Your **search result** is the difference between those two numbers. You want the search result to be **as close to zero as possible.** Compare your result to the search result chart to see what you found!

- **100~555 or -1~-555:** Encounter – Your clumsy efforts have drawn the attention of a nearby enemy! Compare your search result to the encounter chart to find the encounter's level. Then check the region's monster chart and immediately enter combat with that monster.

- **11~99:** Find a Component – You find a bit of material necessary for assembling the Engine. Fill in an empty circle in the appropriate component jar. If the jar is full, you must discard the component instead.

- **1~10:** Find an Inactive Artifact – You find one of the six pieces of the Utopia Engine. Mark the 'found' box next to the Artifact's name on the Artifact list. If you already have this region's Artifact, gain one component instead.
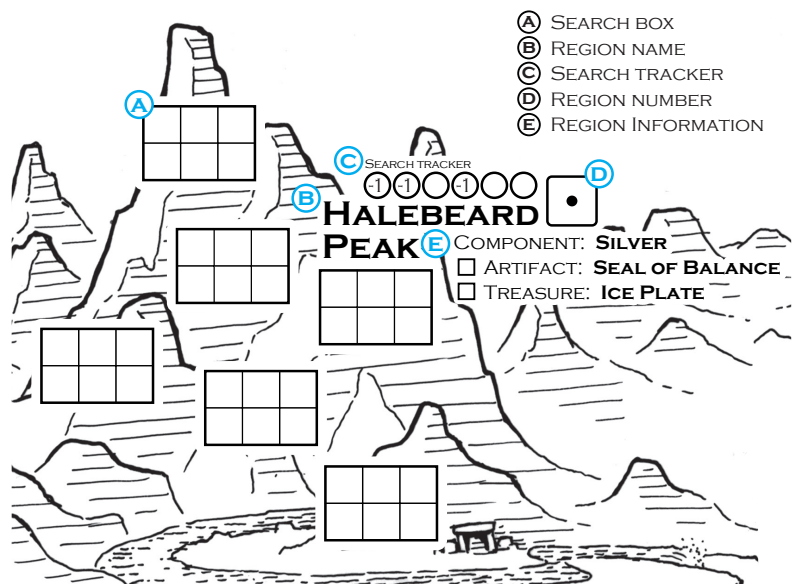
- **0:** Find an Active Artifact – You find one of the six pieces of the Utopia Engine and, against all expectations, it is still humming with Ancient energy! Mark the 'found' box next to the Artifact's name on the Artifact list. Mark the 'activated' box next to the Artifact in your workshop and fill in the energy bar. Lastly, add 2 energy points to the God's Hand energy bar. If you already have this region's Artifact, gain two components instead.

After resolving the effects of your search, add a progress mark to the leftmost unmarked circle of the region's search tracker. Whenever you mark a circle with a -1 in it, cross out one day from the time track. This may trigger an event (see Events).

You may now search again in the same region, search a different region, or return to your workshop.


Changing locations: Moving from region to region in the wilderness or returning to your workshop does not use up any days. However, whenever you change locations you must erase all progress marks from your current region's search tracker.

Extensive search rule: If you ever complete all six search boxes in a region, you may immediately cross out one additional day from the time track to automatically find that region's Artifact.

(A) Search box
(B) Region name
(C) Search tracker
(D) Region number
(E) Region Information

Search tracker ①①①①①① •

HALEBEARD PEAK (E) COMPONENT: **Silver**
☐ ARTIFACT: **Seal of Balance**
☐ TREASURE: **Ice Plate**


Search Example

The frost crunches under your feet as you begin your trek into the Great Wilds. You roll both dice and get a 4 and a 5. You choose to place the 5 in the top right square (ones place) and the 4 in the bottom center square (tens place).

		5
	4	
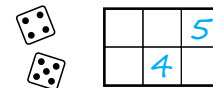
Your second roll produces two 3s. You place them in the leftmost top and bottom squares (hundreds place). This is a surefire way to make sure you get as low a number as possible.

3		5
3	4	

Your last roll shows a 6 and a 1. You place the six in the top square (tens place) and the 1 in the last square. Subtracting the two numbers leaves 24. You found a component!

3	6	5
3	4	1

SEARCH COMPLETE!

= 2 4
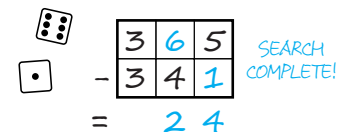
Lastly, add a progress mark to the first circle in the search tracker. Because it has a -1 in it, cross out one day from the time track.

"Isodoros' skill at artifice measures far beyond the others of your guild. We have seen the results of his modified light-bolt crossbow. We do not doubt that he can reassemble the Engine, but we do fear his aged body will not be able to withstand the trials of the wilderness."

- The Council of Reason, to Great Artificer Nereus

Encounters

If you are careless while searching the wilderness, you can quickly find yourself in a struggle to save your own life.

When your search result is too high or too low, you attract the attention of a nearby enemy. Determine the **encounter level** by comparing your search result to the encounter level chart. The further from zero your search result, the more deadly the encounter will be. Once you know the encounter level, check the region's **monster chart** to find out what enemy you must face. Combat begins immediately.

Combat

As an old Artificer, you are not agile enough to run from battles. You will have to rely on your weapon and your luck.

Roll both dice. Any dice that fall within the **monster's attack range** each deal one damage to you. Record the damage on your hit point vial. If you accumulate six or more damage, combat ends (see Unconsciousness and Death). Any dice that fall within **your attack range** count as a hit and kill the monster.

Continue rolling both dice until you defeat the monster by scoring a hit. If you ever score a hit and take damage on the same roll, the monster deals its damage first.

Dropped Items: Always check for dropped items after defeating a monster. Roll one die. If the result is **equal to or less** than the encounter level, you find a component from that region. If you defeated a level 5 encounter, you find a Legendary Treasure instead (see Legendary Treasures in the Appendix).
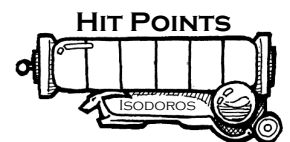
Combat Example

While searching the Great Wilds you attract the attention of a wild hornback bison. It lowers its head in a territorial display. There's no backing away now; combat begins!

THE GREAT WILDS		MONSTER ATTACKS ON	YOU ATTACK ON
LvL 1	ROGUE THIEF	1	5-6
LvL 2	BLANKET OF CROWS	1	6
LvL 3	HORNBACK BISON	1-2	6
LvL 4	GRASSYBACK TROLL	1-3	6
LvL 5	THUNDER KING	1-4	6

Encounter Level & Monster Name →

Monster's Attack Range →

Your Attack Range →

The hornback bison has an attack range of 1-2. Your attack range for this monster is 6. Roll two dice. You roll a 1 and a 4. The great hornback charges, dealing one damage to you. On your second roll the dice show a 1 and a 6. The bison manages one more blow before you vaporize it with your light-bolt crossbow.

Check to see if the animal dropped an item. You roll one die and get a 3, which is equal to the hornback bison's encounter level. You find a chunk of quartz under the bison's matted fur. Add the component to your stores and move on.

Unconsciousness and Death

If you ever accumulate **six damage** on your hit point vial, you fall unconscious from your wounds. A protection amulet envelops you in an impervious barrier and teleports you to your workshop where you spend six days recovering. Erase all progress in each region's search tracker, erase all damage from your hit points vial, and cross out six days on the time track.

Hit Points

If you ever accumulate **more than six damage**, you die instantly. Tally your score and try to do better next time.

Resting

You may rest at any time to recover lost hit points.

If you are in the wilderness, you take shelter in a makeshift camp. Recover one hit point for each day spent resting.

If you are in your workshop, you rest in the sanctuary of your personal chambers. Recover one hit point for each day spent resting. If your rest lasts three or more days, recover one additional hit point thanks to the comforts of civilization.

Remember: returning to your workshop from the wilderness causes you to lose all progress in the current region's search tracker.

"The Ancients left neither sign nor record of their disappearance. If the Utopia Engine truly protected their society, how did their reign end and where did they go? The Artifacts were scattered across the wilderness after the Ancients vanished. I wonder if reconstructing the device is an endeavor at which we are meant to succeed."

- Artificer Myrrine, Guild of Ancient Technology

Activating Artifacts

You must activate each Artifact you find in order to rebuild the Utopia Engine. Luckily, each Artifact you activate will also give you powerful new abilities that should make the rest of your quest easier.

Crystal Battery

(A) Artifact name
(B) Activation field
(C) Result circles
(D) Energy bar
(E) Activated checkbox
(F) Link path

Begin by selecting an inactive Artifact you have found. You will have two attempts to activate the Artifact.

Roll both dice and write the values in any of the eight squares in the top activation field. As soon as you fill in the top and bottom squares of a box, find the difference between those two numbers to see how much energy you produce. You want the result to be **as large as possible**.

• A result of **4** produces one energy point. Place one mark in the result circle below the box.

• A result of **5** produces two energy points. Place two marks in the result circle below the box.

• A result of **zero** resets the box. Do not place any marks in the result circle. Instead, erase both numbers to clear box. If you have not yet placed your second number, you may place it in this box.

• **Any other result** creates a lock. Place an X in the result circle below the box to indicate a lock. If you created a lock from a negative result, the Artifact backfires and deals **one damage** to you.

Continue rolling both dice until all four result circles are filled. Transfer the energy points from the result circles to the energy bar. If you accumulated **four or more** energy points, the Artifact is activated! Mark the 'activated' box at the top of the energy bar and on the Artifact list.

If you accumulated fewer than four energy points, you must cross out one day on the time track and move on to the second attempt. The energy points you have already collected stay in the energy bar. If you fail to accumulate four energy points during your second attempt, you must cross out one more day on the time track to automatically activate the Artifact.

> **Surplus Energy**: If you accumulate more than four energy points during an activation attempt, transfer the surplus energy to the God's Hand energy bar (see The God's Hand Device).

If you fall unconscious while attempting to activate an Artifact, erase all progress and energy points you may have created. You will have to start over from the beginning after you recover.
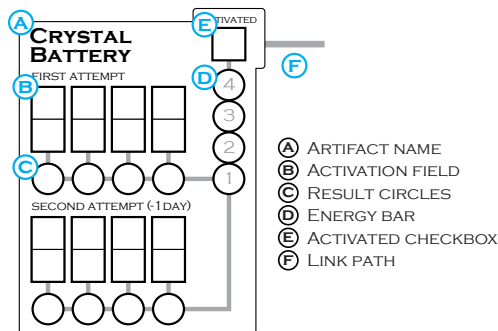
Activation Example

After returning home from the Great Wilds with the Hermetic Mirror safely wrapped under your cloak, you settle down at your workbench to begin the delicate task of awakening the device's dormant energies.

Your first roll gives you a 6 and a 3. Your second roll is a 4 and a 2. You write them into the squares as shown below. As soon as the 6/2 box is filled, you find the difference between those numbers. The result is 4, which produces 1 energy. You place one mark in the result circle below that box.
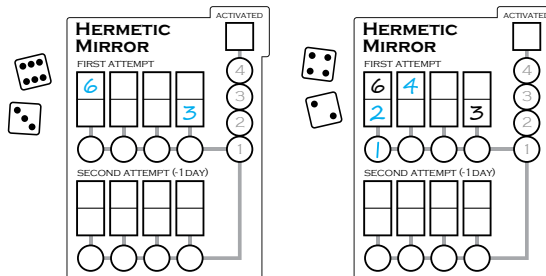
Your third roll gives you a 4 and a 6. You write the 4 below the first 4. This creates a zero result, allowing you to reset the box. You erase both numbers and then write the 6 in the newly cleared box.
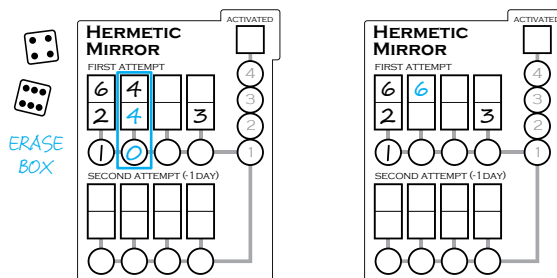
After two more rolls your result circles are full. You managed to accumulate three energy points. Transfer the energy points to the energy bar. Not quite enough. Cross out one day and move down to the second attempt.

ONLY 3 ENERGY
ONE DAY LOST!
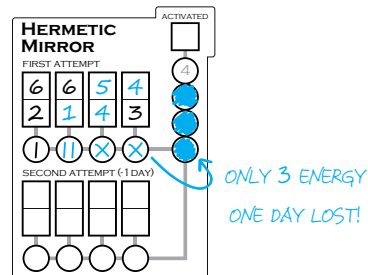
You managed to get three more energy points on the second attempt. One goes in the energy bar and the other two go into the God's Hand energy bar near the time track. The Hermetic Mirror is now active!

3 MORE ENERGY
ACTIVATED!
+2 SURPLUS ENERGY TO GOD'S HAND
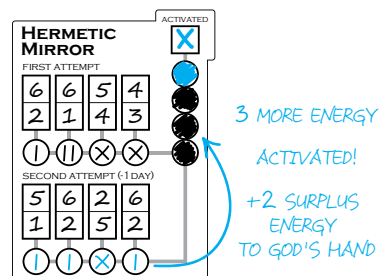
Linking

The six Artifacts must be linked together to form the Utopia Engine. You will forge a total of six links. The more efficiently you create each link, the easier it will be to ultimately activate the Engine.

The thick gray lines connecting the Artifacts in your workshop represent links. You can only forge links connecting Artifacts you have found. Artifacts may be linked whether they are active or not. You can complete the links in any order.

To forge a link, spend one component of the type required for that link. Roll both dice and write the values in any of the six empty squares in the linkage field or, if you don't like the number, in the wastebasket at the bottom of the page. As before, you will find the difference between the top and bottom numbers. This time your goal is to create the **smallest result possible**. Continue rolling both dice and writing the values either into the empty squares or the wastebasket until you have filled all six squares. As you complete each box, subtract the bottom number from the top number and write the difference in the result circle below.
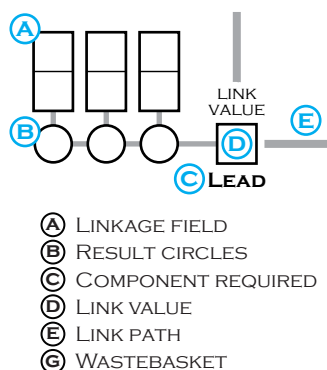
If you create one or more negative results, energy arcs wildly from the device, vaporizing the component you used and dealing **one damage** to you for each negative result you created. You must immediately spend one more of the same component if you have it. If you do, replace each negative result with a 2. If you cannot spend the component, you must erase all progress on that connection and start over once you collect more components. Any numbers you wrote in the wastebasket during that connection attempt stay there.

When all three result circles are full, add them together and write the total in the **link value box**.

You must write every number you roll either in the linkage field or in the wastebasket. If the wastebasket is full, you must write the numbers in the linkage field. If both are full, you take one damage for each unused number. You cannot take damage this way to avoid writing a number.

If you fall unconscious while attempting to forge a link, erase all progress in that link. You will have to start over from the beginning after you recover. Any components you spent are lost.

When all six links are complete, add all the link values together and write the total in the final activation box. The higher the number, the more difficult it will be for you to activate the Engine.

(A) Linkage field
(B) Result circles
(C) Component required
(D) Link value
(E) Link path
(G) Wastebasket

(G) **Wastebasket**

Linking Example

With much work still to be done and the heat of Doomsday burning at your back, you focus your efforts at assembling the Utopia Engine.

You decide to forge a link between the Void Gate and the Golden Chassis. The connection requires silica. You have two silica left in your stores. Spend one of them to begin the link. Roll both dice. You get a 5 and a 2. You write the 5 in the top square of one box and the 2 in the bottom square of another box. Roll again.
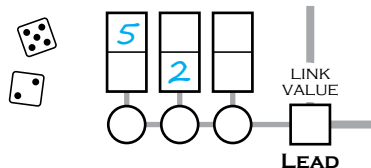

Your second roll produces two 4s. You write one 4 below the 5 and the other in the top square of the rightmost box. The 5/4 box is full, so write the difference in the result circle. Roll again.
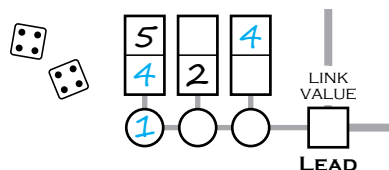
Your third roll is a 6 and a 2. You write the 2 above the other 2. If you write the 6 in the last available square below the 4, you'll have a negative result which will deal one damage to you, cost you your last bit of silica, and count as a result of 2. You decide to put the 6 in the wastebasket and roll again.
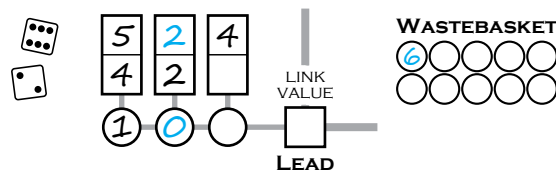

Your next roll shows a 6 and a 1. Even worse! Now your options are to either write the 1 below the 4 for a result of 3 or use the 6 to create a negative result that will deal one damage to you and count as a 2. With five more links to build, you don't want to add both numbers to the wastebasket this early, so you decide to use the 6. A bolt of white energy shoots through your arm as the Artifacts protest the faulty connection. Take one damage, spend your last silica component, and write a 2 in the result circle. Since there are no empty squares left, you must put the 1 in the wastebasket.
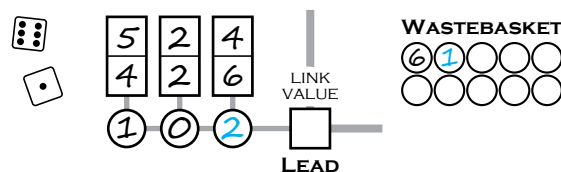
NEGATIVE RESULT! BECOMES A 2
TAKE 1 DAMAGE AND LOSE 1 COMPONENT

Add together all three result circles and write the total in the link value box. The link is complete. Once you finish the other five links, you'll add together all six link values to find the final activation difficulty for the Utopia Engine.
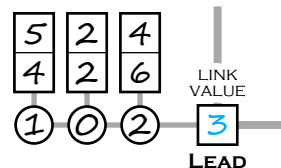
Final Activation

After finally linking and activating all six Artifacts, the Utopia Engine is complete. You may now attempt the final activation. If you have enough time remaining, consider resting before you begin. **Once you start the final activation attempt, you cannot stop until you succeed or die.**

Begin the final activation by spending any number of your remaining hit points. Each hit point you spend reduces the final activation difficulty by one. In this special event, you may reduce your hit points to zero without falling unconscious.

When you are ready, gather the dice. This is the most important roll of the game. Roll both dice and add the values together.

If the total is **less than** the final activation difficulty, you failed to activate the Engine. Immediately cross out one day and take one damage. If you were already at zero hit points, you slump over the dormant machine and die. Tally your score and try to do better next time. If you are still alive, however, you **must** attempt the roll again.

If the total is **equal to or greater than** the final activation difficulty, the Utopia Engine bursts to life in a blinding flash! The game ends immediately. Tally your score to see how well you did.

> *"Doomsday is inevitable. Nothing can stop it. Not your errand boy Isodoros, not your archaic machines! The only hope for our continued existence is the incorporeal transference ritual. Shed your fleshy anchor Nereus. Join us in eternity!"*
>
> *-The Wizard Albedas, Order of Silver*

Doomsday and the Time Track

The end of the world will press down on you throughout the entire game. The time track records the number of days left until Doomsday. Whenever an action causes time to pass, record the lost day by crossing out the next box on the time track.

The boxes marked with an **E** are event days. Crossing out an event day causes four events to affect the regions in the wilderness (see Events).

Doomsday is shown on the time track with a skull icon. If you ever cross out a day next to a skull, the game ends in apocalypse. Tally your points and try to improve your score next time. When the game begins, Doomsday will occur on the 15ᵗʰ day.
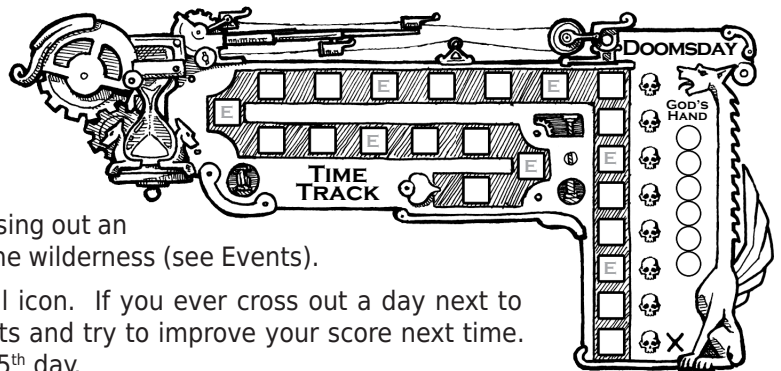
> *"In his later years, Euclaiedes constructed the God's Hand based upon bits and pieces of the Utopia Engine myth. It is a faulty device borne of a faulty mind. I am uncertain that it could halt so much as a rainstorm."*
>
> *- Artificer Myrrine, Guild of Ancient Technology*

The God's Hand Device

This giant Artifact was modeled after the Utopia Engine in an effort to recreate the limitless, but ultimately unattainable, power of the original device. Although it is a many times inferior imitation, the God's Hand did have a measurable affect on staying the end of the world for generations. But as Doomsday drew closer, the machine began requiring prohibitively higher amounts of power. The God's Hand now rests dormant in the guild hall, but it can be brought back to life if you can provide enough energy.

The God's Hand allows you to delay Doomsday by crossing out skulls on the time track. At any time during the game you can spend **three energy points** from the God's Hand energy bar to cross out the next uncrossed skull on the time track, thereby pushing Doomsday back one day. You earn energy for the God's Hand by generating surplus energy during activation attempts or finding active Artifacts with perfect zero searches.

The final skull (shown with an X next to it) can never be crossed out. Doomsday cannot be delayed indefinitely.

Events

Event days are marked on the time track with an **E**. Each time you cross out an event day, roll a single die for each of the four events, one at a time. The result of the roll tells you which region is affected by that event. Write the region's number in the box next to the event. Events persist until the next event day. It is possible for a single region to be affected by more than one event.

• **Active Monsters** – Increase the level of all encounters in this region by two (maximum encounter level is 5).

• **Fleeting Vision** – You only need 3 energy points to activate this region's Artifact instead of 4. Surplus energy points are transferred to the God's Hand as usual. Has no effect on Artifacts you find already active.

• **Good Fortune** – You may subtract up to 10 from your search results in this region.

• **Foul Weather** – Whenever you mark a -1 circle in this region's search tracker, cross out two days on the time track instead of one.

Ending the Game and Scoring

The game will end in one of the following ways:

• You die trying to assemble or activate the Utopia Engine [Lose]

• You die in combat with a monster [Lose]

• Doomsday occurs before you can complete the Utopia Engine [Lose]

• You succeed in activating the Utopia Engine [Win]

Whether you win or lose, you will earn a score based on your progress. Tally your score according to the scoring chart to see how well you did. Write your final score and the date as a record of your exploits.

Scoring Chart
When the game ends check your progress against the table below to find your score

|	
10	Each Artifact found
5	Each Artifact activated
5	Each link completed
10	Each skull crossed out
10	Each charged tool belt item
20	Each Legendary Treasure found
50	Utopia Engine activated
5	Each day remaining after activating the Utopia engine
1	Each hit point remaining after activating the Utopia engine
10	(Expert mode) Each day sacrificed

☐ **Final score** ☐ **Date**

"The story of our world will end in one of two ways: our salvation at the hands of the Artificers or apocalypse. If you cannot assemble the Utopia Engine in time, all that is will be destroyed. You've done more research on that machine than anyone alive today. You must know where the sacred parts lie. Seek them out and assemble the device, Isodoros! This hour will forever be known as the glory of the Artificer!"

- Nereus to Isodoros, three weeks before Doomsday

END
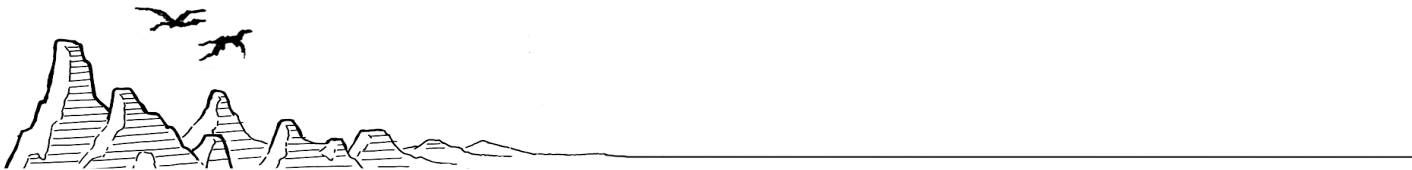
Appendix

The following pages contain detailed information on using the various tool belt items, Artifacts, and Legendary Treasures, as well as how to play the challenging new "expert mode" for advanced players.

Tool Belt

Your tool belt holds three very powerful items that will help you in your search. When the game begins, each item has a single charge. Once you use an item, mark the box next to its name to show that it has been used.

• **Dowsing Rod** – The Dowsing Rod is magically attuned to the dormant energies inside Ancient technology.
Effect: At the end of a search, use the Dowsing Rod to change a search result of between 11 ~ 99 to exactly 1. This 1 result cannot be modified by any other effects, such as Fleeting Visions or Scrying Lens. However, those effects may be used to reduce your initial search result to the 11 ~ 99 range required to use the Rod.

• **Paralysis Wand** – Emitting a focused acoustic beam, this array of crystals can be used in combat to induce muscle spasms and even full paralysis in your enemies.
Effect: Use the Paralysis Wand during combat to add 2 to the result of each die for the rest of the combat. This effect cannot increase a die's value above 6. You may activate the Paralysis Wand at any time, even in response to a combat roll.

• **Focus Charm** – A powerful device that amplifies and redoubles the brain's energies, making any difficult enigma easy to solve.
Effect: Use the Focus Charm during an activation attempt to immediately add two energy points to the Artifact's energy bar. Surplus energy points may be transferred to the God's Hand as normal.

Artifact Abilities

Each part of the Utopia Engine is a powerful device in its own right. Once active, you can use their abilities to help you in your journey. The order in which you find and activate each Artifact can play an important role in the flow of your quest.

• **Seal of Balance** – The Seal steadies the chaos inherent in nature. As part of the Utopia Engine, the Seal's power was vast. But alone, it is only able to calm a small region.
Effect: Once per game you may ignore the effects of all events in a region of your choice. This effect lasts until you leave the region.

• **Hermetic Mirror** – The Mirror reflects an idealized world. There are many old tales warning against looking into the Mirror haphazardly.
Effect: You may subtract up to 10 from any search result in the Halebeard Peak and The Fiery Maw. This bonus can be used in conjunction with the Good Fortune event to subtract up to 20.

• **Void Gate** – The Gate multiplies the power of nearby energy barriers, greatly enhancing the power of your personal protection amulet.
Effect: Whenever you fall unconscious you recover to full strength in four days instead of six.

• **Golden Chassis** – The Chassis serves as the frame of the Utopia Engine. Vibrations emitted by this delicate golden device have an extremely debilitating effect on immaterial entities.
Effect: Add 1 to the result of each die while in combat with spirits. Spirit encounters are noted on the monster chart with (S). This effect cannot increase a die's value above 6.

• **Scrying Lens** – The Lens offers a glimpse into the unseen, revealing that which is invisible against a field of innumerable shimmering colors.
Effect: You may subtract up to 10 from any search result in the Glassrock Canyon and Root-Strangled Marshes. This bonus can be used in conjunction with the Good Fortune event to subtract up to 20.

• **Crystal Battery** – The Battery's massive array of intricately aligned cylinders produces an incalculable amount of energy. Using local components, you can redirect a small portion of this power to recharge your used tool belt items.
Effect: Spend three components to recharge a used tool belt item.

The Legendary Treasures

In each region lives a monster that is both terrible and feared. Many of these creatures are the subjects of myth and legend and explorers and townsfolk speak of them hushed voices. The danger of encountering one of these monsters is immeasurable, but it is well known that they possess great treasures. If you are able to claim one of these treasures, it would be a great boon.

Each Legendary Treasure is unique and owned by a specific level 5 monster. When you defeat a level 5 monster, check for dropped items as usual. If the roll is successful, the creature drops its Legendary Treasure. You can only collect each treasure once, no matter how many times you encounter and defeat the monster.

• **Ice Plate** – This frozen plate of spellcraft traps the vengeful soul of the last of the ice giants inside his hollow chest, cursing him with endless life.
Effect: Reduce the attack range of all monsters you encounter by 1. For example, an attack range of 1-3 becomes 1-2. Minimum attack range is 1.
Region: Halebeard Peak

• **Bracelet of Ios** – A treasure worn by the Thunder King that is said to allow him to pull lightning from the very sky.
Effect: When activating an Artifact, add one energy point to the Artifact's energy bar before starting your first attempt.
Region: The Great Wilds

• **Shimmering Moonlace** – An ethereal sea plant that causes anything wrapped in its strands to become invisible.
Effect: You may ignore encounters.
Region: Root-Strangled Marshes

• **Scale of the Infinity Wurm** – A large, flat scale that bestows rapid healing, shed from a forgotten deity called the Infinity Wurm.
Effect: Recover 1 hit point each time you cross out an event day on the time track.
Region: Glassrock Canyon

• **The Ancient Record** – The ultimate treasure of the Artificers, a fabled text written by the Ancients holding the secrets of their technology.
Effect: Change any single link value to zero. Use this ability any time before beginning final activation, and only once per game.
Region: Ruined City of the Ancients

• **The Molten Shard** – The blade of magma that fell from the sky and pierced the heart of the world, now lodged deep in the Fiery Maw.
Effect: Add 1 to your attack range against all monsters. For example, an attack range of 5-6 becomes 4-6.
Region: The Fiery Maw

Expert Mode

Have you beaten the game and want more of a challenge? Expert mode allows you to increase the game's difficulty by starting with fewer days in exchange for a higher score.

To play Utopia Engine on expert mode, sacrifice any number of days from the start of the time track before you begin the game. Each day you sacrifice is worth 10 points at the end of the game, if you manage to win. Ignore **E**s on sacrificed days (there should be no active events when you start the game).

There is no limit to the number of days you can sacrifice. What is the fewest number of days you need to save the world?

Thanks for playing!

This third edition of Utopia Engine comes 10 years after the game's initial release. I am constantly impressed by just how many people still play the game and recommend it to their friends. There is something to be said about the comfort of rolling dice, writing on paper, and going on a fantastic journey. I hope you enjoy it, too. I sure enjoyed designing it.

▭▭▭▷ Nick Hayes, designer

Look for the second game in the series, available now:

Utopia Engine: Beast Hunter

Across the Halebeard Peak, far from the egotistical squabbling of the wizards and artificers of the Southern City, Mason the Hunter has made a desperate promise to save his own life. Healed from the edge of death by the elders of a frightened farming village, Mason must prove his worth by slaying three Terrible Beasts who threaten to overrun the village or face the consequences of his own unspeakable past.