

EUPHORIA

IGNORANCE IS BLISS

Designed by Morten Monrad Pedersen & David J. Studley with Nick Shaw

INTRODUCTION

In the world of Euphoria, ignorance is literally bliss...or maybe it's the other way around.

This expansion includes new and blissful recruits, more markets with restrictions that keep everyone in check, a bazaar dealing in artifacts, and several rule tweaks.

There are also a deck of cards and rules for an artificial opponent system (called Automa) that allow you to play solitaire or turn a 2-player game into a 4-player game.

The rule tweaks are based on feedback received from players since the release of Euphoria: Build a Better Dystopia. Euphoria players also provided ideas for many of the new recruits and markets through suggestions collected in threads we started on boardgamegeek.com. Thank you to everyone for their insights!

COMPONENTS

1 New Antiques Bazaar board



6 player mats



16 new market tiles*



7 tunnel stickers



54 recruit cards*



24 large tokens
(each = 5x commodities)



1 player aid card



* Market tiles and recruit cards are marked with to identify them as expansion components.

COMPONENTS FOR SOLO & OPTIONALLY 2-PLAYER

27 Automa cards



1 Automa player aid



8 double-sided faction/penalty cards



1 Automa rulebook



FIRST TIME SET UP

The first time you play this expansion, place 3 tunnel stickers on your Euphoria game board. The extra 3 stickers (labeled Black & White) are for original Kickstarter double-sided boards.

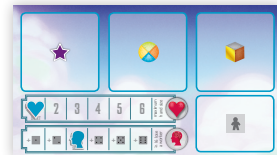


SET UP CHANGES

Perform set up as in the original game with the changes and additions given in this section.

Place the player aid card on top of "Key" box on the board if present. Otherwise, place it below the Farm.

Give each player a player mat to organize their components. Morale and knowledge are now tracked on the player mats instead of on the board.



FACTIONS AND RECRUITS

SELECTING RECRUITS

Choose to use either the new set of recruits and markets OR the original set of recruits and markets.

Do not mix these sets together.

Within the new deck of recruit card are 6 factionless recruits, which are explained in detail on page 6.

After 4 recruit cards are dealt to each player, if you have more than 1 factionless recruit:


1. Discard a factionless recruit of your choice and draw another card.

2. Repeat until only 1 of the 4 recruits are factionless.

If you select a factionless recruit during setup, it must be your active recruit.

MINORITY STARTING BONUS

Whether you play with the original recruits or the new recruits (factionless or normal), there is a new rule intended to help players who find themselves at a disadvantage.

After simultaneously selecting and revealing recruits, identify the faction(s) with the most active recruits. It is the majority faction(s). If the faction of your active recruit is not in the majority faction(s) and it isn't factionless, you gain  as a starting bonus.

Example: Morten, David, and Jasmin each have 1 active Icarite recruit (3 total Icarite recruits). Jamey and Mira each have 1 active Euphorian recruit (2 total Euphorian recruits). Bidy has 1 active Subterran recruit. The Icarites have the most active recruits, so Jamey, Mira, and Bidy each gain any 2 commodities as a starting bonus.




The diagram illustrates the starting bonus rule. It shows three groups of player cards and their active recruits:

- Morten, David, and Jasmin:** Each has an active Icarite recruit. Morten's card is "LLOYD THE BRIBER" (Icarite), David's is "TORRI THE B-JSS TRADER" (Icarite), and Jasmin's is "RAY THE SUBOTTER" (Icarite).
- Jamey and Mira:** Each has an active Euphorian recruit. Jamey's card is "JON THE AMATEUR HANDYMAN" (Euphorian), and Mira's is "BARY THE GARBEBEAR" (Euphorian).
- Bidy:** Has an active Subterran recruit. Bidy's card is "JOSEPH THE ANTIQUEUR" (Subterran).

A bracket under Jamey, Mira, and Bidy indicates they each gain two commodities as a starting bonus.

SETTING UP THE NEW ANTIQUES BAZAAR

If you play with the new recruits and markets, place the New Antiques Bazaar board next to the game board.

- Shuffle the deck of artifact cards and place it to the left of the  slot. Leave room for a discard pile to the right of the board.
- Place 1 random artifact card face-up on each of the 4 artifact spaces.



If you play without the original recruits and markets, don't use the New Antiques Bazaar and ignore all rules related to it.



MINER MEEPLES

During set up, place the miner meeple on the space with the number corresponding to the number of players. For example, if there are 3 players, place the miner meeples on the spaces labeled "3".



MINOR RULE CHANGES

The following are minor changes to the base game rules that are in effect whether or not you use other expansion elements.


- If you begin your turn with multiple workers sharing the same number and you wish to place those identical workers on the same turn, you must lose  per worker you place beyond the first. You can't place an extra worker unless you have  to lose.
- When visiting a constructed market on which you do not have an authority token, you can choose to place an authority token on that market instead of placing it on the territory.

THE NEW ANTIQUES BAZAAR

If you play with the original recruits and markets, skip this section (do not use the New Antiques Bazaar).

In the New Antiques Bazaar, 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 below 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.

REMINDER: When playing with the New Antiques Bazaar, you may **not** draw an artifact from the top of the deck.



FACTIONLESS RECRUITS

Factionless recruits are as the name suggests—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. Instead, they grant you an ability that's more powerful than those of normal recruits.

You can never have more than 1 factionless recruit.

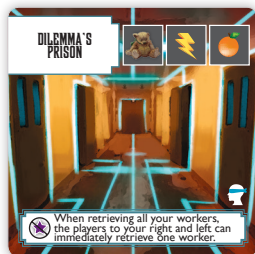
When gaining another recruit via your ethical dilemma, if you already have a factionless recruit, discard any factionless recruits you draw and draw again.

VARIANT: After playing with the factionless recruits, you may decide that you don't like the way they change the game. If so, remove the factionless recruits from the deck before the game and place them in the box.



CLARIFICATIONS

When playing a 2-player game (without Automatas), the market “Dilemma’s Prison” allows the other player to retrieve only 1 worker:



Recruit abilities can only be used once per trigger event.

Example: Shaheena the Digger has this ability: “At the end of your turn, you may pay to gain (paying the commodity cost in the New Antiques Bazaar, if any).” The end of your turn is a trigger event. Since a turn only ends once, you may only make 1 trade per turn.



Example: Makoto the Forger has this ability: “You can use as if it were any artifact (except when used in combination with the ability of another recruit). When you do, gain ”. Here, you can use goggles as any artifact as many times as you want, since there’s no trigger event limiting its use, but you cannot gain more than 1 each time you use the ability, because using the ability is a trigger event.



CREDITS

DESIGN: Morten Monrad Pedersen and David J. Studley
with Nick Shaw

IGNORANCE OF EUROGAMES IS BLISS: Lines J. Hutter

DEVELOPMENT: Jamey Stegmaier

ART: Jacqui Davis

GRAPHIC DESIGN: Christine Santana

EDITING: Linda Dailey Paulson

PROOFREADERS: Charles Dionne, Josh Ward, and Lines J. Hutter:
A huge thank you for tons of help with previous versions of this
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PLAYTESTERS: See side of box.

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