

UTOPIA ENGINE - QUICK REFERENCE :

2 dice, 1 pencil, 1 eraser, the 2 adventure sheets and the rules or this sheet.

Objectives: Find 6 constructs, components, activate and connect constructs, perform the Final Activation successfully without dying and before Doomsday comes.

- Cross out a day of the **Timeline** whenever you cross out a -1 circle to search in any Region (always cross them in order). Spend one extra day, depending on the active Event on the current region.
- Always redefine the **Cycle of Events** if the crossed out day has an E (can't skip).
- **God's Hand**: spend (erase) three energies to cross the first clean skull, from top to bottom.
- After **Resting**, if you're returning to searching, restart the chosen region from scratch: erase everything. This means you spend another day (first search attempt circle always has a -1).
- For **Searches**, you aim for the Lowest result (positive). Difference between both three digit numbers obtained.

Perfect Zero = get the Construct already activated + 5 energies for the God's Hand (can't accumulate more than 6 stocked energies simultaneously)

- For **Combats**, you aim to get the monster's HIT value. Always mark your Hit Points in the vial when you roll the monster's ATK value during combat.

Always roll a search die after defeating a monster (component or Treasure, if the monster is a level 5 one). You find it if the result is equal or lower than the level.

Don't forget the additional effects of **Activated Constructs**.

Don't forget the additional effects of the **Legendary Treasures** found.

To **Activate a Construct**, you aim for the Highest values (you do 4 differences/attempt)

5 = 2 energies.

4 = 1 energy.

0 = new attempt (erase the pair and reroll dice)

other values = lock the pair (mark with a X).

if negative, lock the pair and gives a hit point.

If you can't activate in the first attempt, spend one day and continue in the second line right away without losing progress.

You can pause the activation to Rest, but if you do, lose all progress (erase).

Surplus activation energy goes straight to the God's Hand.

- For **Connecting Components**, you aim for the **Lowest** value. Can use the waste basket to throw away bad values. Waste never gets cleaned. Add up the connection results to get the Link value.

If the result is Negative, lose another component and take a hit point.

If pause the connection attempt to recover, **don't** lose progress.

Before the **Final Activation**, rest all you can.

- For the Final Activation value, add up the link values.

You can spend Hit Points to lower the FA value by one per HP.

The dice total result has to be Equal or Higher than the Final Activation value to win the game. If it's not, you take 1 hit, spend one day. Repeat the attempt as many times you can. **If you die or if Doomsday comes, you lose.**