

# 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



4 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.



Morten      David      Jasmin      Jamey      Mira      Bidy

Gain  each



## THE NEW ANTIQUES BAZAAR

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

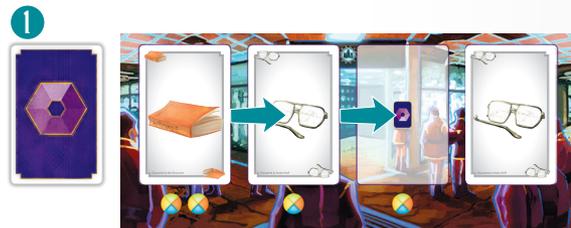
In the New Antiques Bazaar, 4 face-up artifact cards form a queue. Whenever you gain an artifact card, take any 1 of the 4 artifacts in the bazaar (you may not draw from the top of the deck). The rightmost artifact in the bazaar is free while the others have a cost shown below them.

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

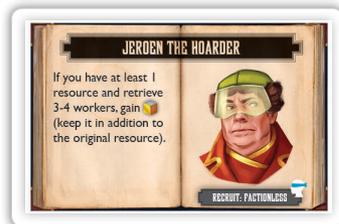
Factionless recruits are as the name suggests—they are not linked to any specific faction, hence the black background behind their name. These recruits do not provide any benefits from the allegiance track. Instead, they grant you an ability that's more powerful than those of normal recruits.

**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.

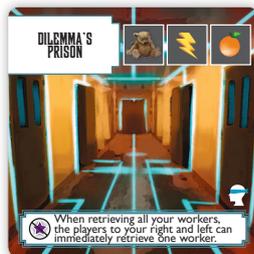
You cannot gain a factionless recruit during the game. If you draw factionless recruits (i.e., via your ethical dilemma), discard them and draw replacements.

**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  without paying its commodity cost (if any) on the Bazaar.” 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 glasses 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

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A huge thank you for tons of help with previous versions of this  
expansion to Darren Anderson and José Manuel López-Cepero.

**PLAYTESTERS:** See side of box.

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