

# PROSPERITY

A game by Reiner Knizia & Sebastian Bleasdale - Artwork: Arnaud Demaegd & Neriac

## Game Rules

*You're the leader of a great nation which is currently expanding.*

*Over the course of the seven decades covered by the game, you will have to invest in infrastructures and industries, provide your country with energy and finance the mercurial forces of research in order to remain competitive.*

*But prosperity has a price. You owe it to future generations to leave them a healthy world. Pollution lurks, but will you be able to limit it?*

*Players will score prosperity points on a regular basis throughout the game, and, at the end, the player with the most points will be the winner.*



## Box contents

- 1 Research board,
- 4 individual boards (double sided),
- 64 Pollution discs (black),
- 20 cubes (of four colors: blue, red, green, and yellow),
- 35 bank notes (10 of 50€, 20 of 100€, and 5 of 500€),
- 60 Technology tiles.

### Symbols



Positive Energy (left)  
and Negative Energy  
(right)



Positive Ecology (left)  
and Negative Ecology  
(right)



Research



Prosperity



Capital



Unusable space

### Technology tile example



- A) Back of the tile and decade (here, 2030)  
 B) Area and level of the tile (here, Ecology 6)  
 C) Scoring symbol (white-bordered, here, Prosperity)  
 D) Energy Impact (here, -2)  
 E) Ecological Impact (here, -1)
- Note: the background color of a tile indicates which type it is (in this case, infrastructure).*

## Setup

1. Place the Research board in the middle of the table.
2. Sort the Technology tiles according to the decade on their back: 1970, 1980... Place the tiles with no dates face-up next to the Research board at the beginning of the game: the Research level of the tile will correspond to the board's Research level; if the tile's Research level is written on the left (in blue), place it to the left of the board (energy tiles); if the tile's level is written on the right (in green), place it to the right of the board (ecological tiles).
3. Shuffle the tiles of each decade face-down. Then make a deck starting with the 2030 tiles at the bottom of the pile, followed by the 2020 tiles... and ending with the five 1970 tiles at the top of the deck.
4. Each player chooses a color and takes an individual board. For a first game, place the board so that the silver country is visible. For the following games, all players (or only the more experienced ones at the table) can decide to play with the black country showing (more difficult).
5. Each player takes 1 banknote with a value of 100€ as well as 5 cubes of their color. They place one cube on their score track, one cube on the lowest square of each of the two tracks of the Research board, and the remaining two cubes on the red square of the Energy and Ecology tracks of their individual boards (representing the energy and ecological totals of their country at the start of the game).
6. Each player places 8 discs on the round spaces of their Pollution track, starting at the bottom. The discs and money left are placed next to the board, in reserve.
7. A first player is chosen randomly; that player will start the game.

### Individual board

- A) Country (Silver: Normal - Black: Difficult)  
 B) Tile spaces  
 C) Energy track  
 D) Ecology track  
 E) Reminder of possible actions  
 F) Reminder of the final scoring  
 G) Pollution track

*Notes : At any point during the game, the symbols visible on the individual board of a player correspond to the current development of their country. These will be important at the beginning of each player's turn for scoring.*

*The Energy track is used to indicate the total between the positive and negative energy symbols on an individual board. The Ecology track is used to indicate the total between the positive and negative ecology symbols on an individual board.*



### Research board

- A) Score track (one per player)
- B) Energy Research track
- C) Ecological Research track
- D) Research level
- E) Starting energy tiles
- F) Starting ecological tiles
- G) Reminder of tile prices









## 2) Actions

The active player performs 2 actions. A player can perform two different actions, or the same one twice. The possible actions are:

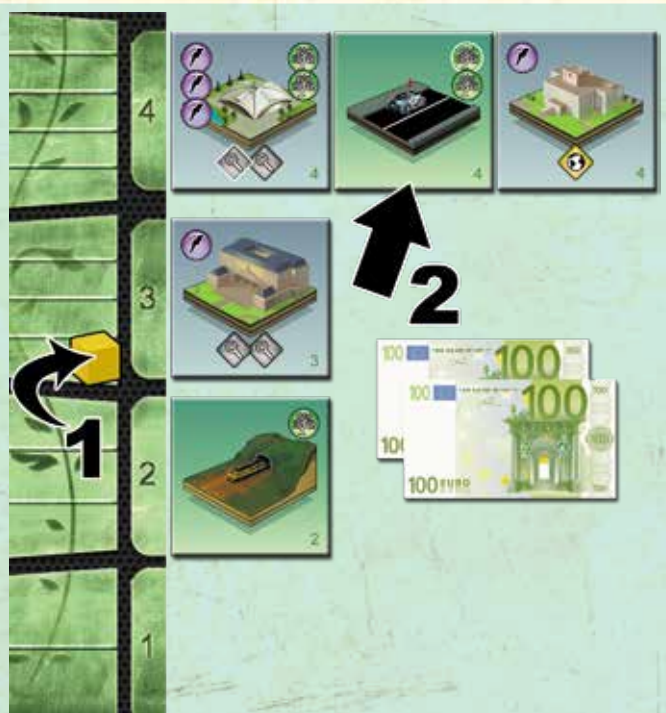
**a) Revenues :** the player takes 100€ from the bank.

**b) Cleanup:** the player removes the highest disc from their Pollution track.

**c) Research:** the player moves forward one square on one of the Research tracks.

**d) Tile purchase:** the price of a tile is calculated by comparing the position of the desired tile with that of the player's marker in the Research track linked to that tile:

- if the tile is at the same Research level as the marker, the tile costs 100€,
- if the tile is at a higher level than that of the marker, the tile costs a basic 100€, plus 100€ for each extra level,
- if the tile is at a lower level than that of the marker, its price is 50€ (no matter what the level of the tile may be).



*Example: on their turn, Yellow performs Research as their first action and thus reaches level 3 in Ecology. As their second action, they purchase the Hydrogen vehicles (level 4) and pay 200€ (100€ plus 1 extra Research level).*

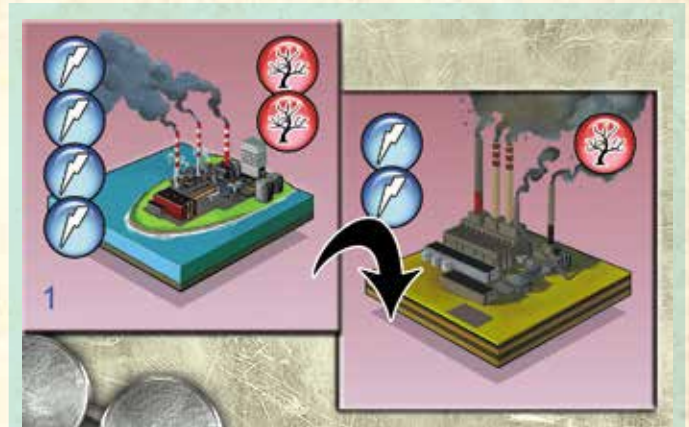
Once a player has paid for their tile, it is placed on their individual board, either on an empty space or on a space already occupied by another tile. The placement rules are as follows:

- a Powerplant tile (pink background) must be placed on a pink square,
- a Supply tile (yellow background) must be placed on a yellow square,
- a Transport tile (green background) must be placed on a green square,
- an Infrastructure tile (blue background) must be placed on a blue square,

● the other tiles are Special tiles. A Special tile isn't placed on an individual board. It gets discarded after its effect is applied: gain 1 Prosperity point, gain 2 Prosperity points, or remove 3 Pollution discs.

Some blue spaces of an individual board can only be occupied if transport has been previously built. Thus, green squares containing "Unusable space" symbols must be covered by a transport tile of some sort for Infrastructure tiles to be placed later.

After having placed their tile, the player adjusts the energy and ecology totals of their individual board according to the symbols of the new tile (and possibly of those of the covered tile, the effects of which are canceled).



*Example: a player covers their Coal Fired Power Station with an Oil Fired Power Station. That player increases their energy total by 2 (the Oil station produces 4 energy instead of 2), and reduces their ecology total by 1 (as the Oil station increases pollution by 2 instead of 1).*



*Example: a player covers their Green Belt with Toll roads. Their ecology total goes down by 2 (they lose the positive symbol of the Green belt and add a negative symbol). But now they'll be able to use the spaces leading from the Toll roads to build infrastructures.*

*Note: at any time, the players can recalculate their energy and ecology totals to check that they haven't made a mistake.*

Once a player has performed both of their actions, play proceeds to the next player, going clockwise, and a new turn begins...





## End of game

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The game ends at the end of the turn of the player who has drawn the last Technology tile. A **final scoring** for each symbol, in the following order, is then made:

- **2\*Energy:** the energy total is tallied **twice**, as described previously.
- **2\*Ecology:** the ecology total is tallied **twice**, as described previously.
- **Capital :** Capital gets tallied **once**, as described previously. The players then discard their money. For each full 300€ discarded, they gain one prosperity point. Any excess money is kept as a possible tie-breaker.
- **Research:** each player moves a number of spaces in **both** Research tracks equal to the number of Research symbols visible on their individual board. For each track, the player with the highest marker scores 3 Prosperity points, the second player scores 1 point. In case of a tie for the first place, all leading players gain 2 points (and no points are awarded for second place). In case of a tie for second place, none of the tied players gain points.
- **Prosperity:** the Prosperity symbols are tallied **once**, as described previously.

Once the final tally is made, the player with the most Prosperity points on the score track is the winner. In case of a tie, the money still in the players' possession is used for breaking ties.

*Note: a player isn't limited to 50 Prosperity points. If a player goes beyond that amount, their marker returns to the start with an added 50 points to their score.*



## Thanks

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**Translation:** Eric Harlaux

**Revision:** Eric Franklin



## Some tips

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- The tiles linked to energy research (on the left of the Research board) have a Capital and Energy focus. Tiles linked to ecological research (on the right of the Research board) have a Research and Ecology focus.
- For each decade (1970, 1980...), there are 5 tiles, and each symbol will be tallied exactly once. In 2030, there is a sixth tile (with a Prosperity tally). Depending on the tallies already made during a decade, you can deduce the tallies still to come and plan your actions accordingly.
- Prosperity symbols are key to winning the game. Don't leave it too late to develop them. Controlling Pollution is an important part of this, to uncover additional Prosperity symbols there - and above all to avoid reaching the last space which voids all Prosperity scores.





Mega Skyscraper



Inner City Regeneration (gain 2 points)



Suburban Renewal (gain 2 points)



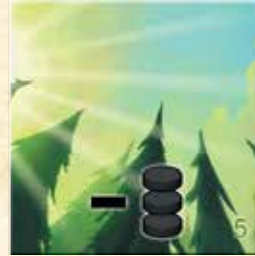
Communication Network



Hydroelectric Dam



Brown Field Clean Up (remove 3 discs)



Tree Planting Project (remove 3 discs)



Integrated Mass Transit



Entertainment Complex



City of Culture (gain 1 point)



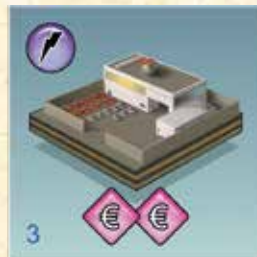
Garden City (gain 1 point)



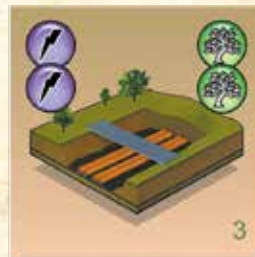
Hospital



High Voltage Distribution



Car Manufacture



Underground Cables



University



Toll Roads



Wind Farm



Rail Network



Water Treatment Plant



Oil Fired Power Station



Motorway Network



Tram System



Plastics Research Lab



1970



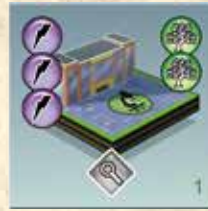
Solar Power Station



Botanical Gardens



Bullet Trains

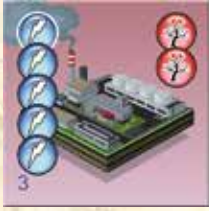


Institute of Biochemistry



Aerodynamic Facilities

1980



Gas Fired Power Station



Low Impact Transmission



Combined Heat / Power Station



Genetics Laboratory



Micro Power Generation

1990



Nuclear Power Station



Electric Cars



Internet Data Center



Toxicology Institute

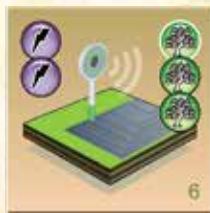


Microprocessor Labs

2000



Tidal Power Station



Wireless Power Transfer



Congestion Charging



Biodome



Super Conducting Cables

2010



Solar Updraft Station



Hydrogen Vehicles



Waste Power Station



Artificial Intelligence Labs



Atmospheric Filtration

2020



Biofuel Production Plant



Closed Loop Recycling



Driverless Cars



Particles Supercollider



Manufacture on Demand

2030



Fusion Power Station



Mag-lev Train Network



Nanotech Factory



Neuroaugmentation Labs



Rejuvenation Clinic



Space Elevator