

EUROPA 1945-2030

The Birth of a Continent

Yesterday: 1945, Europe lies in ruins. After 1500 years of internal conflicts, the Second World War again plunged the nations of Europe into barbarism and horror. Is Europe doomed to be plagued by eternal conflict?

Today: 50 years later, despite the many obstacles in its path, the Union has become reality. Rejecting the spectre of hatred and the folly of war, 15 countries have already made the choice to build their future together, while others are preparing to join.

Tomorrow: Can Europe serve as an example for the whole world? Yes, if the Europeans are capable of putting an end to all of the conflicts in Europe itself. The Union has the means to put all the xenophobes in their place. All that Europe still lacks is a uniform political will, expressed loudly and clearly. In its own fashion, this game seeks to capture that collective conscience.

The Game:

In 4 turns of the game, players remake the history of Europe since 1945, and project it into the future as far as 2030. What will the face of Europe be then? It's up to the players to decide.

The game of EUROPA is not fought with tanks or soldiers. It's a battle of ideas: Each player represents a European political party who is trying, with each election, to advance its own European ideal. Events such as the fall of the Berlin Wall and the disintegration of the Soviet Empire cause the risks of war to increase and even threaten the creation of a unified Europe. In order to defeat the various parties that oppose their platform, players must learn to co-operate and compromise. To advance their ideals without losing sight of the common objective –the EU– that is the goal for the players of EUROPA.

EUROPA mixes politics, diplomacy, history and geography to offer players rapid and intense play with amazing realism. This game will help players learn more about Europe so that they may better understand what's really at stake.

The Didactic Game Board

Each turn of the game, special overlays are used to represent the Europe of that particular period: Turn 1 - Post War Era, Turn 2 - The fall of the dictatorships of Greece, Portugal and Spain, Turn 3 - The fall of the Berlin Wall. A country's admittance into the EU is indicated by the addition of a blue puzzle piece to the board.

This Box Contains:

- 1 A Game Board, representing the political map of Europe today
- 44 Blue Puzzle Pieces, representing each country after it has joined the Union
- 4 Board Overlays, to be removed during the course of play
- 42 Country Cards
- 120 Wooden Pawns in 6 colours, to represent the political parties (10 men and 10 women of each colour)
- 6 Round Wooden Markers, used to indicate political points
- 28 Election Counters to indicate the order in which the elections are held
- 99 Victory Point Counters in the colour of the European Flag
- 20 "Tension" / "War" Counters
- 1 Turn Marker
- 2 Ten-Sided Dice
- 1 Rule Booklet
- 1 Quick Start Rule Sheet. Start playing in only 5 minutes.

(Text for the Box Illustrations)

- A possible mid-80's Europe.
- Game pieces, actual size.
- The white number on a green background indicates the political points of each country, in relation to its population. The black circled numeral is the number necessary to defeat the nationalists in the elections and make the country join the Union.

"All human beings are born free and equal in dignity and rights..., without distinction of any kind, such as race, colour, sex, language, religion, political or other opinion, national or social origin, property, birth or other status..."

Excerpt from the Universal Declaration of Human Rights
Articles 1 and 2
General Assembly of the United Nations, 1948

A game by Duccio Vitale and Leo Colovini with the aid of The Venice Connection

A EuroGames Game edited by Jeux Descartes

1 Rue Colonel Pierre Avia
75503 Paris Cedex 15

This Product conforms to all safety standards. Not for children under 36 months of age

3-6 players

Ages 12 and up