

Basic Rules:

Modifications are written in *Italics*.

If there are any rule contradictions between this document and the official rules, follow the rules explicitly stated in this document. If the rule is ambiguous, follow the rules in the official book.

Setup from Page 2 in Rulebook.

1. **Create the City:** Follow the steps on page 7 to randomly generate a unique city.
2. **Set up the countdown panel:** Place the countdown panel next to the city. Put the countdown marker on the 8 nights left space.
3. **Set up the loot deck:** Shuffle the loot cards and place them face down next to the countdown panel. Make sure there is room for a discard pile. *Use the new loot cards provided in the Mod Kit, return the original loot deck to the box.*
4. **Set up the tokens and dice:** Put the loot tokens and barricades in piles within reach of all players. Set the action dice and reaction die next to the city.
5. **Deploy police to the state districts:** Place 1 riot van and 3 Altafuel Security Officers in each state district tile. State districts have white circles.
6. **Set up the police morale panel:** Place the police morale panel next to the city and put all remaining Altafuel Security Officers and riot vans in the staging area section of the panel. Put the police morale marker under Timid on the police Morale track.
7. **Set up the police ops deck:** Shuffle the police ops cards and place them face down next to the police morale board. Make sure there is room for a discard pile.
 - a. To modify the difficulty:
 - i. Easy: Remove 2 Paramilitary Operations cards from the police ops deck and place them back in the game box.
 - ii. Medium: Remove 1 Paramilitary Operations card and place it in the game box.
 - iii. Hard: Use all 3 Paramilitary Operations cards.

Note: *This rulebook refers to Police as Altafuel Security for the purposes of story. These terms are interchangeable for the purposes of rules.*

8. **Assign a faction to each player:** *Each player will either pick one of the four factions or have them randomly assigned to them. Pass out the modified faction maps and corresponding pieces (4 occupations and 10 blocs). Place all occupations and blocs in their corresponding locations on each of the faction mats. Deal 2 loot cards face down to each player. Players may look at their loot cards.*
9. **Do not assign agendas:** *Each faction has a unique solo win condition that is printed on their faction mat. Players may choose to pursue either the solo win condition or the cooperative win condition at any point, and may switch freely between the two. Place agenda cards back in the game box. If playing fully cooperatively, ignore the individual victory conditions.*
10. **Choose starting districts:** *Each faction must choose one of their own districts as their starting location by placing their start occupation in that district's occupation circle. Each faction must place 1 of their blocs next to their start occupation. Except for the Staff who evenly distribute all of their blocs in their starting district and adjacent districts that do not have Altafuel Security present.*

11. Determine first faction: Roll to determine which faction goes first. The faction with the highest roll takes the first faction marker and begins the game.

3 Player Setup:

This version is not available in this mod.

2 Player Setup:

Follow the 4 player setup steps. Each player will play 2 of the four factions. Play fully cooperatively and ignore individual victory conditions.

Quickstart Guide

Universal Protest is played in a university made up of 25 district tiles connected by streets, highways, and metro stations. *Each player controls one of four factions in the university: Undergraduate Students, Graduate Students, Faculty, and Staff.* All players are referred to as factions. Each faction has a corresponding set of districts in the city. Altafuel Security and the Administration are the common enemies of all factions. Occupations must be built in all Administration districts by any combination of factions for the insurrection to be successful.

Universal Protest is played in rounds. Each round is 1 night and each night has 2 phases. The Sunset phase is when each faction gets to take its turn. After all factions have taken their turns, the sunrise phase begins which is when Altafuel Security attack and factions have a chance to liberate districts.

Sunset Overview

During the sunset phase, each faction takes a turn. Each faction's turn is made up of 3 steps.

- 1. Roll action dice:** Roll 3 to 5 action dice depending on the number of blocs you now have in the city. Minimum of 3, 6+ blocs gives 4 action dice, 9+ blocs gives 5 action dice.
- 2. Faction Actions:** Use your blocs to take 1 action with each action die you rolled. You can only take actions in districts where you have blocs. You can take the same action multiple times in the same turn and you can take actions in any order. There are 3 types of actions.
 - a. Basic Actions: Movement and Building Barricades
 - b. Advanced Actions: Loot, Build Occupation, and Swap Occupation
 - c. Attack Actions: Remove 1 Altafuel Security Officer, Kick out 2 Altafuel Security Officers, and Attack a Riot Van.

A bloc is considered to be in a clash anytime it is in the same district with a riot van or Altafuel Security Officers. You can only take basic and advanced actions with blocs that are not in a clash and you can only take attack actions with blocks that are in a clash.

It takes 1 action die to take 1 action. If you rolled a 4 action dice, you get to take 4 actions. To take basic actions, you can use a die of any value. To take advanced or attack actions, you must use an action die equal to or greater than the difficulty of the district that you are taking the action in. The district difficulty is the big number in the middle of the tile. If the district's difficulty is 4, then you must use a die with a value of 4, 5, or 6. See page 6 in the rulebook for more information about district tiles.

When you take riskier actions, you must make a reaction roll to see if Altafuel Security respond to your action. You must make 1 reaction roll after each advanced action, but you only have to make 1 reaction roll after all consecutive attack actions in the same clash.

- 3. Police Ops:** Draw 1-3 police ops cards (depending on the police morale) and resolve each card one at a time. In Universal Protest no player takes on the role of Altafuel Security. Instead, they are controlled by the police ops deck. All factions will draw from the police ops deck as they finish step of their turn. Police ops cards can give orders to advance groups of Altafuel Security Officers around the city, deploy more Altafuel Security Officers or riot vans, reposition riot vans, etc. See page 13 in the rule book for detailed descriptions of each card.

Sunrise Overview

After all factions have taken their turn, the Sunrise phase begins. Sunrise is also made up of 3 steps:

- 1. Repression:** Any blocs or occupations in the same districts as Altafuel Security come under attack at Sunrise. Partially damaged riot vans are fully repaired and all riot vans and Altafuel Security Officers attack blocs and occupations in their districts. Defeated blocs and evicted occupations return to faction mats. *Except for Staff blocs which are removed from the game, Staff occupations return to their faction map.*
- 2. District Liberation:** With a few exceptions, all district tiles have two sides, a repressed side and a liberated side. These districts start out repressed at the beginning of the game and, during the District Liberation step, factions have the opportunity to liberate districts.

Liberation is not an action that factions can take during their turns, but instead happens automatically during this step if these two conditions are met:

1. The district must have an occupation built in it. Districts without an occupation circle, such as Commercial Districts, cannot be liberated.
2. The combined total number of blocs from all factions in that district must be equal to or greater than double the district's difficulty. See page 15 for details on District Liberation and manifestation cards.
- 3. Next Night?:** Check if any of the endgame conditions (see below) have been met. If so, the game ends immediately. If not, pass the first faction marker to the left, move the countdown marker forwards, and begin the next night.

Endgame Overview: The game can end in the Next Night step for any of the following reasons:

- The Insurrection is successful: All admin districts have occupations built in them by any combination of factions.
- Any faction completes their solo win objective.
- Any faction has zero blocs in the city: All factions lose. Ignore solo win objectives
- Time runs out and the Administration secures control: All factions lose. Ignore solo win objectives.

Faction Overview:

There are four factions in Universal Protest, **the Undergraduate Students**, **the Graduate Students**, **Faculty**, and **Staff**. Their common enemy is the Administration. Each faction has their own method for placing additional blocs on the board, a unique ability that is applied at all times, and a unique occupation that provides its own power. *DO NOT FOLLOW THE RULES FOR BLOC PLACEMENT ON PAGE 8.*

The Undergraduate Students:

Bloc Placement: Whenever another faction places a bloc on the board, you may place one of your own blocs in the same district.

Special Ability: May move without using an action die once per turn.

Unique Occupation (Maker Space): Use an action die to draw 2 loot cards and keep 1. Once per turn (or twice per turn if occupied district is liberated.)

Win Condition: Undergraduate Students win alone if all shopping centers in commercial and undergraduate districts have been shut down.

The Graduate Students:

Bloc Placement: At the start of your turn, before rolling action dice, place a single bloc on your starting occupation.

Special Ability: When looting, draw 3 cards and keep 2.

Unique Occupation (Rec Center): Increase the strength of Baseball bat cards by +2 once per turn (or twice per turn if occupied district is liberated.)

Win Condition: Graduate Students wins alone if they have barricaded all of the highways and established occupations in at least three public districts

Faculty:

Bloc Placement: Whenever Altafuel Security move into a district adjacent to a district with any faction's blocs or occupations in it, you may place a single bloc in that district.

Special Ability: When Altafuel Security attack blocs in a district with Faculty present, ignore the number of Altafuel Security Officers or Riot Vans present and remove all Faculty Blocs instead.

Unique Occupation (Teachers' Lounge): Build 3 barricades with one action around this district (or around any Faculty district if occupied district is liberated.)

Win Condition: Faculty wins alone if they have established all of their occupations with at least one on an Administrative district.

Staff

Bloc placement: All of your blocs are placed evenly on and around your starting district at the start of the game. At the start of your turn you may discard 5 loot cards to place half of the blocs, rounded down, from the faction mat on your starting occupation.

Special Ability: Building and Swapping occupations are basic actions.

Unique Occupation (Donation Center): Take 1 Free loot card (2 free lot cards if occupation is liberated.)

Win Condition: Staff wins alone if all Altafuel Security Officers (does not include Riot Vans) have been removed from the board.

Changes:

Riot Vans do not remove all blocs in a district during the Police Repression stage. Instead they remove half of all blocs before the Altafuel Security Officers attack.

The Reaction Die's results are as follows:

1. Draw 1 Police Operations Card and immediately resolve it.
2. Take 2 Riot Police cubes from the Staging Area and place them in the district where you took the action. If there are no more Altafuel Security Officers in the staging area, nothing happens.
3. Take 1 Riot Police cube from the Staging Area and place them in the district where you took the action. If there are no more Altafuel Security Officers in the staging area, nothing happens.
4. Nothing Happens
5. Nothing Happens
6. If you have built the People's Kitchen Occupation, then you immediately roll an extra action die. Otherwise nothing happens.

Loot Deck Changes

The Loot Deck is comprised of unique cards that come with the modded version. They are mechanically similar to the loot cards in the base game, however, the art on these cards have been adjusted for the setting. Use these cards instead of the base game Loot Deck. Place the original Loot Deck back in the game box.