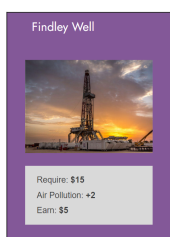
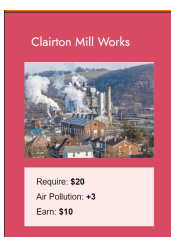
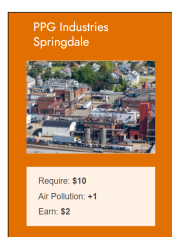


POLLUTE PROTEST

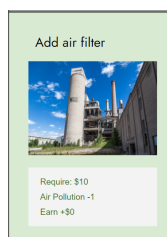
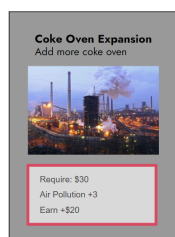
RULES

Game Element:

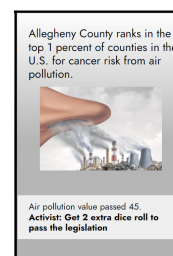
- 1 Game board
- 11 Factory cards
- 6 Expansion cards
- 11 Factory tokens
- 11 Expansion tokens
- 11 Air filter tokens
- 4 Event cards
- 11 Location tokens
- 1 Die
- 30 Activist tokens
- 1 Air pollution indicator token
- 1 Turn indicator token
- 60 money
- 4 legislation indicator token



(Factory cards)



(Expansion cards)



(Event card)



(Turn indicator token)



(Air pollution indicator token)



(legislation indicator token - 2 sided)

Goal:

The game lasts 15 rounds or until air pollution reaches 60. In that time, the industrialist and activist have separate goals.

Industrialist:

The industrialist wants to end up with assets totaling \$200k.

Activist:

The activist wants to end with an air pollution value less than 60.

Setup:

POLLUTE PROTEST

- Place the air pollution indicator token and turn indicator token on space 1 of the track around the board. This track functions as both the air pollution and the turn track.
- The industrialist starts with \$50k. Then, they take their first turn.
- After the industrialist has taken their first turn, the activist places their token on any location on the board. Then, the activist takes their turn.

Gameplay:

Start of turn:

- Any factory under construction, either being built or receiving an extension, becomes operational at this point. Turn the token over right side up. This factory will pollute at the end of the turn.
- The industrialist gains money according to their factory output.

Industrialist turn:

As the Industrialist, you can do 2 actions. You can do 1 action twice or 2 different actions once. The possible actions are as follows.

- Option 1. Establish a factory:
 - You can build a factory on a location on the board.
 - To build a factory, you pay the appropriate amount of money, and place a factory tile on the location upside down. This represents the factory under construction.
 - Place the appropriate location token on the turn when the factory will open on the track.
 - **The factory will be built after 3 rounds.** For example, if a factory is built in round 1, the factory becomes operational at the start of turn 4.
- Option 2. Expand a factory:
 - You can expand any active factory on the board that hasn't already been expanded. In order to expand a factory, you pick the factory you want to expand. Turn that tile over to denote it as under construction. When the expansion is complete, tuck in the expansion token into the factory token.

POLLUTE PROTEST

- Place the appropriate location token on the turn when the factory will open on the track.
 - Different types of expansions have different costs. The money you will earn and the pollution produced after expanding a factory are shown on the **Expansion Card**.
 - **Expansions take 1 round**. The factory will not pollute nor gain money the turn that the expansion is being made.
- Option 3. Work against protests:
 - Depending on the protest that the Activist holds, to stop the protest, you will have to:
 - pay \$10k or
 - extend the factory with a **Green Expansion Card** to stop the protest.
 - If you stop a protest, reduce the number of activists on that tile by 1 if you can.

- Option 4. Lobby to reverse legislation:

You can lobby to reverse legislation passed by the activist. To do so, you have to roll dice and pay money.

- **Industrialist Power** : Pay any amount of money. The corresponding power you get is listed below:

Money paid	Industrialist Power
\$10k	1
\$15k	2
\$20k	3
\$25k	4

- **Political Power** : Roll a die. Multiply the result with the Industrialist Power.
For example, if you pay \$20k and roll a 5, the resulting political power will be $3 * 5 = 20$.
The requirement for the political power to reverse a legislation is listed below:

POLLUTE PROTEST

Legislation	Political Power
Legislation 1 : The Industrialist can only extend the factory with Green Expansion Cards.	6+
Legislation 2 : The Industrialist needs double money to build factories.	8+
Legislation 3 : For factories that pollute the air 2+, the industrialist must pay \$10k per factory.	11+
Legislation 4 : All the factories stop running. Once the Industrialist extends the factory with Green Expansion Cards, the factory can keep running.	15+

Activist turn:

As the activist, you can do 2 actions. You can do 1 action twice or 2 different actions once. The possible actions are as follows.

- Option 1. Recruit more activists:

You recruit more activists by rolling dice. The activists you get for the result of rolling the die is listed in the table below:

Dice roll	Activists recruited
1,2	0
3,4	1
5,6	2

Place the activist(s) you get on any location on the board. You can place them separately. More activists at a location means you have more power in protesting.

- Option 2. Move activists:

- You can move up to 3 activists to any location on the board.

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- Option 3. Organize protest:

- Declare the factory you want to protest and roll the die.
- **Activist Power** : depends on the activists that are on the location. The corresponding power you get is listed below:

Number of activists	Activist power
1 - 3	1
4 - 6	2
7+	3

- **Protest Power** : Roll a die. Multiply the result with the Activist Power.
- For example, if you have 5 activists and roll a 4, the resulting protest power will be $4 * 2 = 8$.

Protest Power **5 - 8**: The Industrialist has to pay \$10k.

- If the Industrialist doesn't pay in **1** round, the factory is shut down temporarily and stops polluting and making money. Flip over its token. The Industrialist now has to pay \$20k to stop the protest.
 - If the Industrialist does not pay in **3** rounds, the factory is shut down permanently. Remove its token.
 - Place the appropriate location token on the turn when the factory will shut down temporarily, and then on the turn it will shut down permanently.
- Protest Power **8+**: The factory temporarily shuts down, meaning it doesn't pollute or earn money, and the Industrialist has to **expand with an air filter** to get the factory operational again. Flip over its token.
 - If the Industrialist does not expand the factory with an air filter in **2** rounds, the factory is shut down permanently. Remove its token.
 - Place the appropriate location token on the turn when the factory will shut down permanently.
 - Expanding with an air filter works just as any expansion.

POLLUTE PROTEST

- Option 4. Pass legislation :
 - Declare the legislation you want to pass and roll the dice.
 - **Public Power** : depends on the total activists you have. The corresponding power you get is listed below:

Total activists	Public Power
1-5	1
6-9	2
10-14	3
15	4

- **Political Power**: Multiply dice roll number with the Public Power.
- For example, if you have 11 activists and roll a 4, the resulting political power will be $3 * 4 = 12$.

The requirement for the political power you should have to pass the legislation is listed below:

Legislation	Political Power
Legislation 1 : The Industrialist can only extend the factory with Green Expansion Cards.	3+
Legislation 2 : The Industrialist needs double money to build factories.	6+
Legislation 3 : For factories that pollute the air 2+, the industrialist must pay \$10k per factory.	10+
Legislation 4 : All the factories stop running. Once the Industrialist extends the factory with Green Expansion Cards, the factory can keep running.	13+

End of round:

- Move air pollution up by the sum of all the factories' pollution.

POLLUTE PROTEST

- If the air pollution hits an event time, turn over the **Event Card**. Follow the rules on the event card. The event card takes effect instantly. More than one event card can be played in one turn.
- Move the round tokens.
- Flip the legislation token if the legislation is passed or reversed.

	Pass/Not pass
Legislation 1: Industrialist can only extend the factory with Green Expansion Cards.	☐
Legislation 2: Industrialist needs double money to build factories.	☐
Legislation 3: Industrialist should pay \$10 for each factory that pollute 2+.	☒
Legislation 4: All the factories stop running. Once Industrialist extend the factory with Green Expansion Cards, the factory can keep running.	☐

(Legislation 3 passed)

End Game:

The game ends when 15 rounds are over or when the air pollution reaches 60.

For the industrialist, total your current money and add half the cost of every active factory and expansion.

1. End game at 15 rounds:
 - The Industrialist wins if they have \$200k+.
 - The Activist wins if the air pollution value has not reached 60.
2. End game if the air pollution reaches 60:
 - The Industrialist wins if they have \$200k+.
 - The Activist loses.

There might be no winners or both the Activist and Industrialist may win.