CHICAGO 68

"To articulate the past historically does not mean to recognize it 'the way it really was.' It means to seize hold of a memory as it flashes up at a moment of danger…"

Walter Benjamin

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1968: A YEAR AFLAME

August, 1968: The assassinations of Martin Luther King Jr. and Robert F. Kennedy just months prior, along with the unfolding catastrophe of the Vietnam War, has set the stage for a turbulent atmosphere in the lead-up to the presidential elections in the US. The party bosses have handpicked Lyndon Johnson's Vice President, the hawkish Hubery Humphrey to run against Nixon in November. But first he has to be nominated in a rigged delegate nomination at the Democratic National Convention ("DNC") in Chicago, presided over by the "Machine Boss" himself, Mayor Richard J. Daley.

For young Americans who dreamt of a more just and peaceful world, politics as usual felt untenable. Of course, they weren't alone, with social rebellions precipitated in Paris, Tokyo, Prague, Mexico City, Buenos Aires, and numerous other metropoles. Later historians would call it the "Global 1968", a period that included many anti-colonial insurgencies, general strikes, and student uprisings around the world.

The US military readied 5,000 National Guardsmen for deployment into Chicago ahead of the DNC. The entire Chicago Police force, consisting of 12,000 men, were put on 12-hour shifts. They were joined by 1,000 secret service and FBI agents. Barbed wire fences were installed around the International Amphitheatre and manhole covers were sealed with tar to prevent protestors from emerging from the sewers.

Meanwhile, civil rights activists and antiwar demonstrators have been flocking to the Yippie organized "festival of life", a counter-convention encampment in Lincoln Park, openly defying the city's refusal to issue them permits. There is a push from within the movement to call off the protests, fearing bloodshed in the street. A current of tension and unease flows through the crowds. As Fred McDarrah would later report, "If you want to experience the ecstasy of street-turmoil, you must first understand the reality of fear. Because no one could have come to Chicago without first fighting in his head the battle he would later fight in the streets."

August 24th: as the police watch, the demonstrators hold military style drills alongside snake dancing, self defense, and karate workshops. Chanting *omm*, the poet Allen Ginsberg leads the crowd in songs and meditations. Rallies, concerts, and pickets erupt sporadically across downtown. The next day, a line of police officers descends on the Festival of Life in Lincoln Park, pushing and clubbing reporters, bystanders, and hippies alike. Tear gas chokes the night air. The demonstrators are forced out of the park but regroup the next

morning in nearby Old Town. On Monday August 26th, a thousand marchers rally at the police headquarters and then turn toward Grant Park, swarming up the General Logan statue.

At the International Amphitheatre, amidst the stinking heat of Chicago's stockyards, Mayor Daley opens the 1968 Democratic National Convention.[1]

This is where our game begins.

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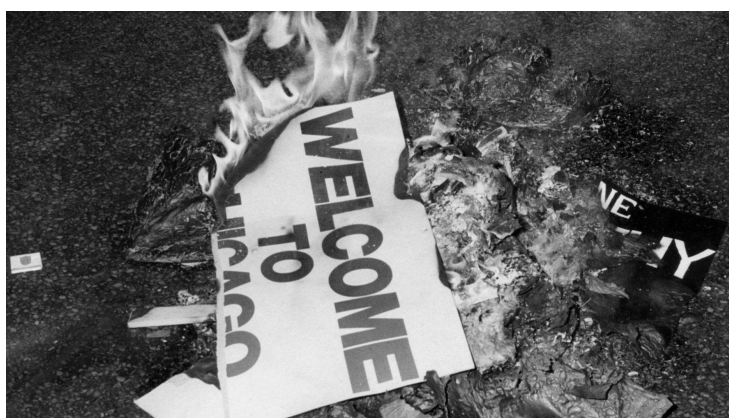
[1] Chicago '68 Chronology by Dean Blobaum, see the full timeline here: http://chicago68.com/c68chron.html

OVERVIEW

CHICAGO '68 is a game about the physical and political struggle over historical narrative as it unfolds, set during the violent convention riots in the summer of 1968. Each side controls the leadership and rank-and-file members of either the Establishment (the Mayor and the Police) or the Demonstrators (the Yippies and The National Mobilization Committee to End the War in Vietnam, also known as the "MOBE"). The game plays out over the course of three days leading up to the nomination of the party's entrenched pro-war candidate, Hubert Humphrey. Outside the convention, enraged anti-war protestors and mischief-making Yippies face off against police platoons and national guard soldiers. With revolution in the air, Chicago's powerful mayor, Richard J. Daley, must make decisive moves to keep the city, and the media narrative, under his control.

- ★ The Establishment's goal is to have the most Exposure after five rounds **AND** the most Delegates in its favor.

- ★ The Demonstrators win if they have equal or more Exposure **OR** if the Delegates are not in favor of the Establishment.

- ★ The Demonstrators automatically lose if the Yippies have no Agitators on the board at the end of any round.

For clarity, "The Demonstrators" refers to the "Yippies" & "The MOBE" faction together; "The Establishment" refers to the "The Mayor" and "The Police" factions together.

GAME FLOW

The game is played over five rounds, with each round representing half a day (daytime or nighttime). Each round is split into two phases, with a unique set of "Action Cards" being played by one faction from each side per phase. In each phase, players take turns resolving one action card from their faction's hand until three cards have been played by each side in alternating order.

The first Action hands represent the leadership / vanguard committee. For the Establishment, this is the Mayor's office; and for the Demonstrators, this is the Yippies. These hands are primarily focused on building/activating card splays and manipulating the board state to strengthen the other faction's position.

Then second Action hands represent the rank-and-file: The National Mobilization Committee to End the War in Vietnam (MOBE) on one side, and the Chicago Police Department on the other. These hands are largely about moving and confronting units on the map and claiming strategic positions.

At the end of every round, a randomly drawn Delegate commits to either side, the Demonstrators grow in number, the Mayor is allocated funds, and whoever controls a majority of ★ City Areas is awarded Exposure. At the end of the last round the remaining votes are cast by drawing from the Delegate bag. Then, victory is determined.

WHERE TO BEGIN WITH CHICAGO '68

We recommend starting with the two-player competitive game, where each player controls one side, the Demonstrators (Yippies and MOBE) or the Establishment (Mayor and Police), and plays from their matching Action Card hands. The diagram over the next two pages will show you how to set up for your first game, and then the rest of this booklet will explain how to play. As the game is mostly open information (everything but the shuffled facedown decks can be examined), we also recommend playing your first game open-handed, explaining what each card does as you play it.

In a three to four player game, the factions can be divided among players (see pg.<mark>31</mark>). Play time will increase depending on your level of "table talk". The variable turn order cards used in the three to four player game mode can also be used during two-player games, for a more chaotic game where it is harder to predict what will happen. It is also possible to play the game solo or cooperatively (with two players) as the Demonstrators versus a non-player Establishment. Read these rules and then review the brief Solo / Co-Op rules in the Reference Book (pg.<mark>17</mark>).

Before each game, players may also decide to use one or more *Incendiary Events,* found on separate large cards. These introduce new actors and scenarios that may bend the arc of history toward one side or the other. Read the rules for your chosen Incendiary Event cards aloud to every player, then add the matching components to the game. For learning and early games we recommend using no Incendiary Events, for basic games we recommend *Pigasus the Immortal 4 Prez[2]* and *Daley Dozer[3],* and for intrepid players interested in the advanced game, all four Incendiary Events may be included. You may also elect to use this system to favor one side when playing with players of unequal experience.

INCENDIARY EVENTS

Favors Demonstrators	< more complex	more complex >	Favors the Establishment
Police Posts	*Pigasus the Immortal 4 Prez*	Daley Dozer	Undercover Agents

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[2] The Yippies nominated Pigasus the Immortal, a 145 lb domestic pig acquired by folk singer Phil Ochs, with the following campaign pledge: "They nominate a president and he eats the people. We nominate a president and the people eat him." Sadly, Pigasus was arrested at his first press conference in front of the Picasso sculpture at the Chicago Civic Center on August 23, 1968.

[3] Norman Mailer describes an encounter with the "Daley Dozer", a military jeep with a grid of barbed wire that was dispatched as a mobile crowd control vehicle: "He came to a stop before a Jeep with a rectangle of barbed wire on its front. In the exhibition-hall glamour of the searchlight, it glistened like a hard-shell insect eight feet long with an unforgettable radar-like conception of a mouth. He thought it was the most degrading instrument of war he had ever seen; it spoke of a gulf between the people who would administer the law and the people who would be on the wrong side at the wrong minute. They would not necessarily have the rights accorded to cattle behind a try fence."

SETUP DIAGRAM AND BASIC CONCEPTS

ADD LABELS

Delegates Track

McCarthy Delegate

Humphrey Delegate

Street Theatre Splay (place UNBIRTHDAY PARTY for LBJ as the revealed card for your first game)

Cook County Jail

★ **City Area**

Level 2 Police Platoon

National Guard

Level 1 Police Platoon

Tactical (TAC) Force

Barbed Wire

Instability Meter

Rally Flag

Level 1 MOBE Unit

Level 2 MOBE Unit

Agitator Unit

Municipal Budget

Policy Splay (three fixed cards plus three random cards)

TIME RECORD
ROUND

AUG 26 | AUG 27 | AUG 28

TURN ORDER: MAYOR - YIP - MOBE - POLICE

EXPOSURE

6 4 2 2 4 6 → *Change Tactics*

ROOKIES

INJURED

POLICE SUPPLY

LINCOLN PARK
Festival of Life

3 2

MICHIGAN AVENUE
Commercial District

WELCOME

4 2

METROPOLITAN
TRANSIT

CTA

1

WEST

River

GRANT PARK EAST
Rock & Roll?

2 3

TACTICAL SUPPORT

ONCE PER ROUND, MOVE A TAC UNIT TO ANY AREA WITH A LEVEL 1 POLICE UNIT.

FREE POLICE ACTION | *Change Current Tactic when exposure 1*

POLICY
Card: 2, 4, 6, 8...

BONUS | DISCARD

WE LOVE MAYOR

LINO

ADD LABELS

Time Record

Exposure Track

Reserves Box

Police Reserves

Capital Bonus

Exposure Bonus (Demonstrator)

Exposure Bonus (Establishment)

Barricade

Transit Area

Park (★ City Area)

Injured Box

Police Supply

Current Tactic

Policy Deck

Policy Discard

CITY AREAS (AN OVERVIEW OF THE MAP)

City Areas have the following elements:

CITY AREA NAME: The Demonstrators are able to conduct special Street Theater actions based on the placement of Agitators in corresponding areas (note that there are two Grant Park areas, either one counts as "Grant Park"). City Areas with ★ count for MEET THE PRESS (area majority point bonus) at the end of each round.

CAPITAL BONUS: Some City Areas will produce Capital [blue_cube] that the Mayor will collect at the end of each round, typically 1 per City Area, and 3 for Michigan Avenue. In this game, Capital [blue_cube] represent not only pure financial resources but also political power, city council support, and public buy-in.

EXPOSURE BONUS: All City Areas have a Demonstrator Exposure value (in red) and an Establishment Exposure value (in blue). Whenever Conflict is resolved, the instigating faction will receive its corresponding Exposure award (the Transit areas have an Exposure value of 1 for either side).

PATHS: City Areas are considered adjacent if they are connected by a path (see Movement pg. ___)

COOK COUNTY JAIL[4]
Cook County Jail is a special City Area. Demonstrators are placed in this area whenever a card effect instructs them to be *arrested* (units that are not arrested are *free*).

For card actions, treat the Cook County Jail as any other area. Arrested MOBE units may still be replaced with Agitators by the AGITATE Action, but arrested Agitators do not allow Street Theater cards to be drawn. Arrested units may be affected by Street Theater cards. Cook County Jail has an Exposure bonus value of 0 for the purposes of Conflict that occurs there. It is not adjacent to any other Area on the map, therefore no unit may move into or out of it. Arrested units may be freed by various game effects.

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[4] To paraphrase Foucault's famous statement; the path to power leads either to prison or politics, often both.

UNITS

UNIT TYPE	COMPONENT	NAME	STRENGTH
DEMONSTRATORS		MOBE	1 OR 2
		AGITATOR	0
POLICE UNITS		POLICE PLATOON	1 OR 2
		TACTICAL (TAC) FORCE	– (but automatically wins Conflict)

Each wooden piece represents a mass of individuals[5]. A small cube represents a mass with an "organizational strength level" of 1 (or "Lv1" for short), the bigger cube represents a strength level of 2 (or "Lv2"). Agitators have a strength level of 0. TAC Forces do not have a strength level, but automatically win any Conflict they are involved in. Strength in this game is the ability to control and enforce the conditions on the ground, peacefully or otherwise.

TAC Forces[6] and Police Platoons are collectively referred to as "Police Units." Yippie Agitators and MOBE units are collectively referred to as "Demonstrators".

Some game effects will replace a Level 1 MOBE unit with a Level 2 MOVE unit from the supply, effectively raising that unit's strength level. Whenever any Demonstrator is removed without being arrested, return it to the supply.

At the beginning of each game, there are twelve Level 1 Police Platoons in the 'Reserves' box on the board, and no Police Platoons in the 'Injured' box. If a Level 2 Police Platoon is *injured*, place it in the Injured box on the board and replace it with a Level 1 Platoon from the Reserves box (if available). If a Level 1 Police Platoon is injured, place it in the Injured space *without* a replacement. Some game effects may remove a Police Platoon without injuring it, in which case it is permanently removed from the game without any replacement. TAC Forces cannot become injured or be removed.

> The game uses component materials to help your remember how they interact.
>
> **Units (wood)**
> All "cube" units have strength (1 or 2), all shaped pieces (TAC and Agitator) do not. Units can move and take part in conflict.
>
> **Tokens (cardboard)**
> All tokens are typically stationary once placed and modify unit behavior. Tokens include:
>
> Rally Flags
> Tear Gas
> National Guard
> Barricades/Barbed Wire

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[5] Approximately 700 people for each MOBE unit, 500 people for each Police unit. Yippie Agitators can be thought of as a small committee of "marshalls" and individual organizers. Each National Guard token represents approximately 400 soldiers.

[6] "The Tactical Unit Section had been used in the past for direct action against disturbances and was therefore designated as the front-line emergency force for the convention. It was directed to concentrate 100 men in each of three areas (Lincoln Park, Loop and the Amphitheatre) while maintaining, to the extent possible, a surveillance force for the rest of the city." – The Walker Report

NATIONAL GUARD

National Guard (NG) tokens add +4 total strength value to any Police Platoons in the same City Area for the purposes of Conflict and for calculating control. The NG bonus is only applied if at least one Police Platoon is present in the same area, and is added to the total strength of all Police Platoons in the area or involved in a Conflict, not once per Police Platoon. NG tokens remain stationary unless mandated to move by the REDEPLOY NATIONAL GUARD Policy during the Mayor's turn.

AREA CONTROL

Area Control is determined by comparing the strength value of all *MOBE units* vs *Police Platoons* in each City Area. **TAC Forces and Agitators do not contribute to Control.** Total strength level, not the number of pieces, is taken into consideration (including +4 overall Establishment strength if there is a National Guard token with at least one Police Platoon). Area control comes into play with certain card effects and the MEET THE PRESS Exposure award at the end of each round.

> *Example: In the image below, Grant Park West contains four Level 1 MOBEs, one Level 2 MOBEs, one Agitator (strength level = 0), and one Level 2 Police Platoon. The Demonstrators control Grant Park West with 6 total Strength to the Police's 2 Strength. The Rally Flag presence does not contribute to Area Control.*
>
> *In Michigan Avenue, the Demonstrators have two Level 2 MOBEs (4 total Strength). The Establishment has three Level 1 Police Platoons, and one Level 2 Police Platoon (5 total Strength). TAC Forces do not contribute to control, but the Establishment still controls Michigan Avenue.*

MOVEMENT

Demonstrators and Police Platoons can move from one City Area to an adjacent City Area along a path. Some cards allow Demonstrators to move through multiple areas, in which case they can pick up and drop off units as they move. Police Platoons typically only move to adjacent areas and may not pick up or drop off Platoons during movement.

Movement is only restricted by barriers: Barbed Wire tokens prevent Demonstrator movement and Barricades prevent Police movement. A path may have up to one of each barrier type – i.e., a path may have both a Barricade and a Barbed Wire token but doubling up on a single type is not allowed.

To remove a barrier adjacent to your unit, you may discard a Conflict Card (Clash, Advance, Tear Gas, or Mass Arrest) as a free action during your turn. Discarded Conflict Cards will return to your hand next round.
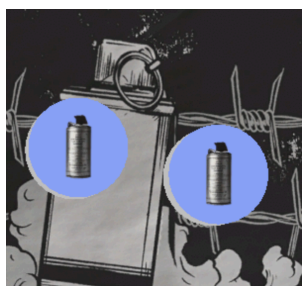
TEAR GAS

Tear Gas tokens are placed by the Teargas Police Action Card and by some Mob Chaos effects. All Demonstrators must immediately move out of an area with a Tear Gas token to an adjacent area, and no Demonstrator may be moved or placed into an area with Tear Gas. If a Demonstrator cannot move out of an area with a Tear Gas token (for example, due to barbed wire or an adjacent Tear Gas token), they must be removed and returned to the supply. A grievous injury!

RALLY FLAGS

Rally Flags are placed with the Yippies' Rally Action, representing manifestation sites where newcomers join the ranks (see END OF ROUND EVENTS - Demonstrators Flock, pg. 25).

★ There are four Rally Flags with the following MOBE unit values: 3, 2, 1, 1 (the total number of Level 1 MOBE units that can be placed when that Rally Flag is activated, usually at the end of each Round or with the MOBE Speechify card).

★ Only one Rally Flag may be present in each City Area.

★ Rally Flags are placed with the RALLY card action, and may not be voluntarily moved or removed by the Demonstrators once placed.

★ Rally flags are immediately removed if no Demonstrator unit is in the same Area.

EXPOSURE TRACK
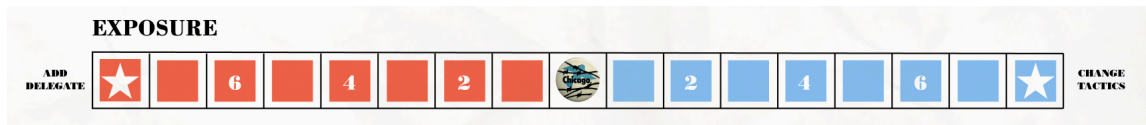
At the top of the board is an Exposure Track. Exposure represents each side's presence in the public discourse as captured by the news media.[7] The Establishment gains Exposure (toward the right end of the track) by effectively policing and arresting the Demonstrators. The Demonstrators gain Exposure (toward the left end of the track) through rallies and overwhelming the police forces in street clashes. One side losing Exposure is equivalent to the other side gaining Exposure.

If Exposure exceeds maximum in favor of the Establishment (rightmost edge), the Establishment must replace the Tactics Card in the *Current Tactics* space (see TACTICS, pg. 16). If Exposure exceeds maximum in favor of the Demonstrators (leftmost edge), they must remove one *free* Level 1 Demonstrator from any City Area and place it into the Delegate Bag (transforming it into a Delegate).

Note: Only ONE Level 1 MOBE is placed in the delegate bag when the Exposure limit is exceeded. Disregard any remaining Exposure gain.

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[7] When the dust settled, 56% of Americans polled by Gallup sided with the police against the demonstrators. "The biggest impact was on the older generation because they were so completely freaked out by it, this spectacle of anarchy was really terrifying" – Charles Kaiser, author of "1968 in America"
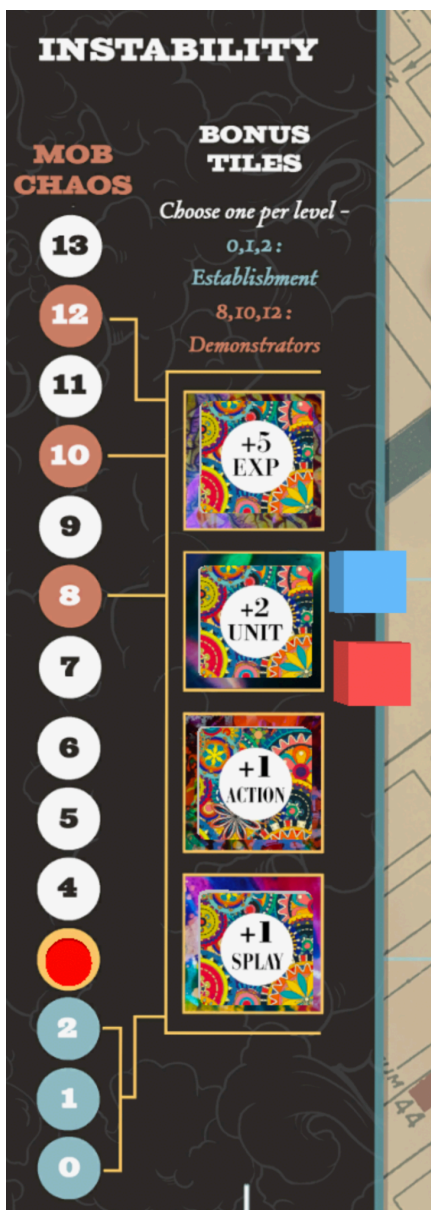
INSTABILITY METER

The Instability Meter represents the overall level of civil order in the city, from 0 (totally groovy) to 13 (utter chaos). **At the 0, 1, and 2 levels, the Establishment may choose a remaining Instability bonus tile. At 8, 10, and 12 levels, the Demonstrators may choose a remaining Instability bonus tile.**

You may claim one bonus tile per Instability level (i.e. if the instability track returns to a previous value, you may **not** pick a bonus tile again – use a marker to track this if necessary). Once claimed, remove the bonus tile, it may not be chosen again.

INSTABILITY BONUSES:

★ "+1 ACTION" – Play one extra Action Card (once per game). The player who picks this bonus may play an extra card action once during their turn (allowing them to play two action cards back-to-back).

★ "+5 EXP" – Gain 5 Exposure (immediate effect).

★ "+1 SPLAY" – Increase Splay Size by one (persistent effect). For the Demonstrators, the Street Theater Card splay's maximum size is now six cards. For the Establishment, immediately draw one Mayor Policy Card into the *bonus* space on their splay.

★ "+Lv2 UNIT" – Gain a Level 2 unit (immediate effect). The player who picks this bonus immediately gains their Lv2 MOBE or Platoon and places it in any City Area. The opponent's Lv2 unit is returned to the box (not the general supply).

INSTABILITY – UPPER LIMIT: If the Instability is ever raised beyond "13", the current player must draw a MOB CHAOS Card and resolve its effect corresponding to the current round (day or night). Only one Mob Chaos event is ever resolved per turn. See MOB CHAOS (pg. 17).

DELEGATE BAG AND DELEGATE TRACK

The Delegate Track represents the number of votes that the Establishment must sway towards Humphrey's nomination.[8] Blue cubes placed on the Delegate Track represent Delegates committed to Hubert Humphrey, the Establishment candidate. Red cubes represent Delegates committed to Eugene McCarthy, the progressive dove. The Establishment cannot win without a majority of Humphrey Delegates (at least six blue cubes) on the track.

The Delegate Bag contains red and blue cubes that represent undeclared Delegates for either candidate. Cubes are added to the Delegate Bag by some card effects and whenever Exposure exceeds the maximum in favor of the Demonstrators (at which point they must place a free Lv1 MOBE unit from any City Area into the Delegate Bag, transforming it into a Delegate). Unless noted otherwise, Delegates are drawn blindly from the Delegate Bag and placed on the Delegate Track at the end of each round. The content of the Delegate Bag is open information.


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[8] In 1968, the center left and antiwar vote was split between Robert Kennedy and Eugene McCarthy. When RFK was assassinated, the delegate count stood at Humphrey 561.5, Kennedy 393.5, McCarthy 258. Kennedy's murder left his delegates uncommitted.

"At the convention itself, [Texas] Governor Connally, Mayor Daley, and [union boss] George Meany controlled the votes of more delegates than did the seven million Democrats who voted for Senators McCarthy and Kennedy in the Presidential primaries. Humphrey refused to debate his opponents. Pro-McCarthy delegates were harassed on the floor of the convention. Microphones of dissenting delegates were turned off by the convention managers on the podium. And in the final burst of police state arrogance, McCarthy's staff members were beaten in their rooms." – Jack Newfield, The Texas Observer, September 5, 1968

MUNICIPAL BUDGET AND POLICE SUPPLY

There are various pools of resources in this game. Anything not on the board is considered in the "General Supply" or just simply "Supply". The Establishment makes use of the "Municipal Budget" and "Policy Supply" boxes to keep track of Capital [blue_cube], tear gas, and barbed wire tokens in its possession. These are used to pay for Policies and Action Card effects.

Below: Whenever the Mayor gains Capital [blue_cube], place it in the *Municipal Budget* box. Place tear gas and barbed wire tokens in the *Police Supply* box.
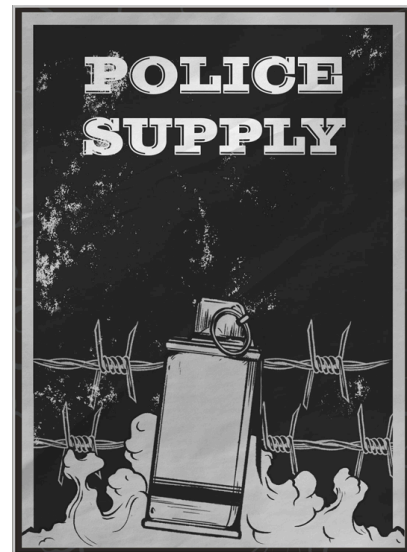
HOW TO PLAY

Each faction has a hand of Action Cards, representing their range of potential actions – from moving units, to initiating Conflict, to activating unique faction powers. Hands are considered open information.

Whenever a card is played from the Mayor, Yippie, Police, or MOBE Action hand, this is considered a Card Action. Each card can only be played once <u>per round</u>. Resolve the card effect as fully as possible, from top to bottom, and discard it for the round. A full explanation of each Action Card can be found in the Reference Book.

Example: a MOBE action card, "CLASH":

You may be instructed by a card effect to resolve another card's Action. This will be in all capital letters. For example, if a card effect mentions that you must CLASH, follow the card effects fully on the corresponding action card (even if all copies of it are in the discard).
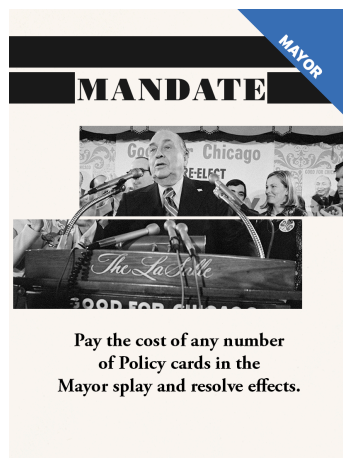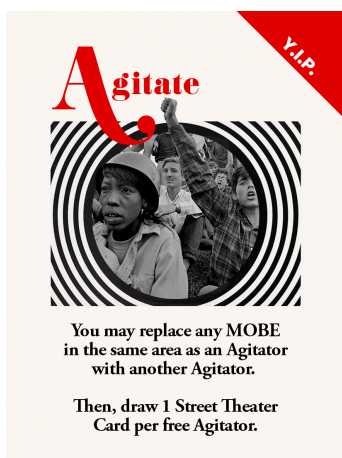
"If you want to experience the ecstasy of street-turmoil, you must
first understand the reality of fear. Because no one could have
come to Chicago without first fighting in his head the battle he
would later fight in the streets."

- Fred McDarrah, *Village Voice* Photographer

GAME FLOW

The game begins with a **Leadership phase**, during which the Mayor and Yippies factions alternate playing actions cards, until they have each played three cards. The next four pages (19-22) explain how to perform Mayor and Yippie actions, including the Mayor's Policy deck and the Yippies' Street Theater deck.

Once the Mayor and Yippies have each played three action cards the game proceeds to the **Rank-and-file phase**, during which the MOBE and Police factions will do the same. Pages 23-26 explain how to perform MOBE and Police actions, including Police Tactics, Clashes, and Mob Chaos.

After the MOBE and Police have each played three action cards, you should carry out the **End of Round Events** described on page 27, then advance the Time Record to the next round and continue play. At the start of every round after the first, the Demonstrators may **Post Bail**, adding one Capital [blue_cube] to the Municipal Budget for each unit that they want to release from Cook County Jail (released units may be placed in any Parks).

Play on in this way until the end of the fifth round, then proceed to Game End and Victory as described on page 28.
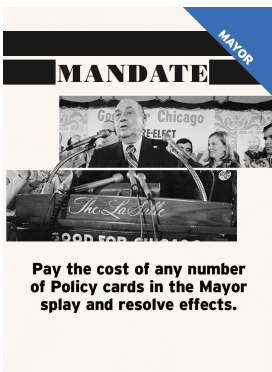
THE MAYOR

"The Mayor" represents the Chicago party bosses, Richard J. Daley, the city administrators, and the Democratic National Committee. They do not have any unit presence on the board. Rather, they control the political progress of the Establishment and support / fund special Police actions through a powerful splay of policies and mandates.
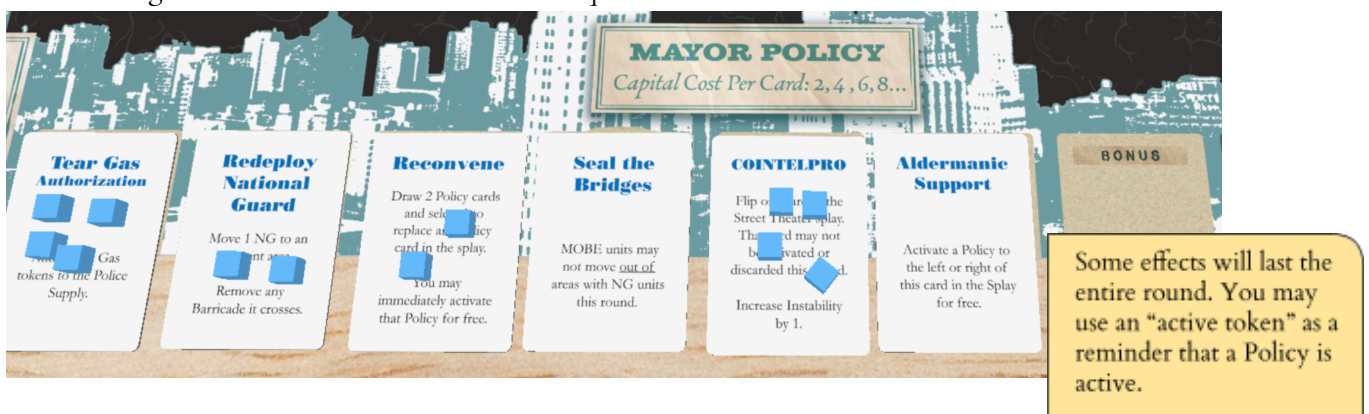
CARD ACTIONS

At the beginning of the Leadership phase, take all six Mayor Action Cards into your hand and play one Action Card. Resolve the card effects and then discard. Alternate playing cards with the Yippies until three Mayor Action Cards have been played. You may pass, forfeiting any remaining Mayor actions this round.

The Mayor's Action Card allows for mandating policies, arming the Police, manipulating the Delegate Track, and raising funds.

In addition to Action Cards, the Mayor also has access to Policy cards that may be activated with Capital [blue_cube] from the Municipal Budget. At the start of the game the Tear Gas Authorization, Redeploy National Guard, and Reconvene Policy cards are placed in the "splay", then the Policy deck is shuffled and three more cards are drawn and placed face-up to fill out the splay. To access this splay, the Mayor must resolve the Mandate Action and pay Capital from the Municipal Budget for each Policy.

Pay the cost of any number of Policy cards in the Mayor splay and resolve effects.

The initial cost of each Policy is 2 Capital, plus another 2 for each subsequent activation (i.e., 2 Capital for the first activation then 4, 6, 8…). Place spent Capital on the card itself to keep track of the costs. For example, in the image below, another activation of the Tear Gas Authorization policy will cost 6 Capital (initial cost of 2 + 4 Capital on the card), while Aldermanic Support will only cost the initial 2 Capital. Note that certain cards will have a higher initial cost of activation or other requirements associated with their card effects.

MAYOR POLICY
Capital Cost Per Card: 2, 4, 6, 8…

Some effects will last the entire round. You may use an "active token" as a reminder that a Policy is active.

A Policy may be activated multiple times in a single turn and stays in the splay when resolved. If a Policy card is discarded from the splay, return all its previous Capital back to the supply. In the rare instance that the draw deck runs out, shuffle in the discards and form a new deck.

THE YIPPIES

The "Revolutionary Action-theater" of the Youth International Party (whose members were commonly called "Yippies") expressed an irreverent, artistic and countercultural resistance against what they saw as the imperial war machine. In this game, the Yippies are a strategic counterpoint to the Mayor. They activate their Agitators, a unique vanguard unit capable of rallying and leading other demonstrators and generating a dynamic tableau of Street Theater effects.

- ★ Agitators have a fixed strength value of 0.
- ★ If no Agitators remain on the board, the Demonstrators automatically lose.

BAILING JAILED DEMONSTRATORS: At the beginning of each round (before the Mayor's first action), you may release arrested MOBE and Agitators by adding one Capital to the Mayor's Municipal Budget from the general supply for each released Demonstrator. Place released Demonstrator in any Parks.

CARD ACTIONS

After the Mayor's first action, take all five Yippie Actions cards into your hand and play one. Resolve the card effects and then discard. Alternate playing cards with the Mayor until three Yippie Action Cards have been played (an action may be repeated if a second copy of the card is available). You may pass, forfeiting any remaining Yippie actions this round.

Yippie Action Cards allow Agitators to lead demonstrations, hatch up street actions, and call for rallies. *Hint: with a single Rally action – an act of nonviolent resistance – you can potentially gain Exposure in up to four areas simultaneously!*

FREE ACTION

ACTIVATE STREET THEATER CARD: At any point before or after playing your action card, you may activate any Street Theater card(s), as long as its location requirements are met.

"We demand the politics of ecstasy. We are the delicate spoors of the new fierceness that will change America."

- Yippie Manifesto, 1968

The Street Theater Deck, Explained:

There are 47 unique Street Theater Cards representing the range of transgressive actions and political pranks that the Yippies and their allies deployed in Chicago in 1968. To activate these card effects, you must have the indicated number of Agitators (one or two) in the location depicted on the top of the card (note that there are two Grant Park spaces, an Agitator in either one counts for meeting this condition). Activating a Street Theatre card is a free action that may be done at any time during a Yippie or MOBE turn. At the start of the game the Street Theater deck is shuffled and one card is drawn and placed face up in the Street Theater "splay" (for your first game, we recommend using Unbirthday Party for LBJ).

 A few points to keep in mind:

- ★ When resolving the Agitate action, draw the Street Theater Cards face up into your play area, forming a row of cards or a "splay" (limit to 5). If there is no room in the splay you may either discard the card you drew or replace a card already in the splay (see below for one exception).

- ★ COUNTERREVOLUTIONARY cards <u>must</u> be placed in the splay when drawn. These cards have no effect and can only be discarded from the splay by removing a *free* Agitator from a City Area.

- ★ OPPORTUNITY cards require two Agitators. Instead of immediately activating the card effect, place it in the matching hand for the remainder of the game (there may be a choice of which hand to place it in). That card may be played as an Action Card in future turns (you no longer need to meet the location requirement).

- ★ Once activated, you must complete a card's instructions as much as possible. For example, a card may instruct you to move a unit, but Barbed Wire or Tear Gas may prevent you from completing this action (move the unit as far as it can go).

Regular Street Theater Cards are discarded face up into the Street Theater discard pile after being activated. Opportunity Cards, however, stay in your hand for the remainder of the game. In the rare event that the Street Theater deck is depleted, shuffle the discard pile and refresh the deck.
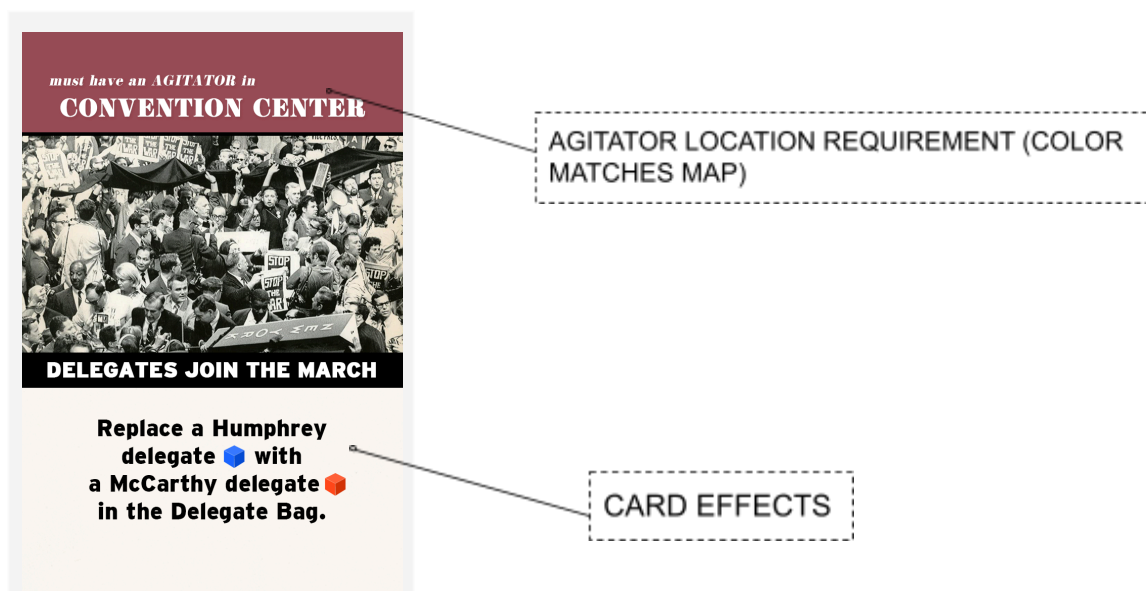
STREET THEATER CARD EXAMPLES

must have an AGITATOR in
MICHIGAN AVENUE

UNBIRTHDAY PARTY FOR LBJ

**Increase the strength level
of TWO Level 1 MOBE units
in Michigan Ave.**

A standard Street Theater Card: may be activated if an Agitator is in Michigan Avenue. Resolve effects, then place in the Street Theater discard pile.

must have an AGITATOR in
ANY PARK

PHIL OCHS & MC5

**Place a Rally Flag
in 1 Park with an Agitator.**

A standard Street Theater Card: may be activated if an Agitator is in any Park Area. Resolve effects, then place in the Street Theater discard pile..

must have TWO AGITATORS in
ANY ONE AREA

THE MCCARTHY KIDS

◎ → MOBE / YIP

**Add 1 McCarthy delegate 🔴
to the Delegate Bag.**

*An Opportunity Card: if **two** Agitators are in any **one** Area, you may take this card and place it in either the MOBE or Yippie Action Card hands for the remainder of the game. Do not immediately resolve the card effect, instead play this card as if it was an Action Card later.*

COUNTERREVOLUTIONARY
Paranoia!
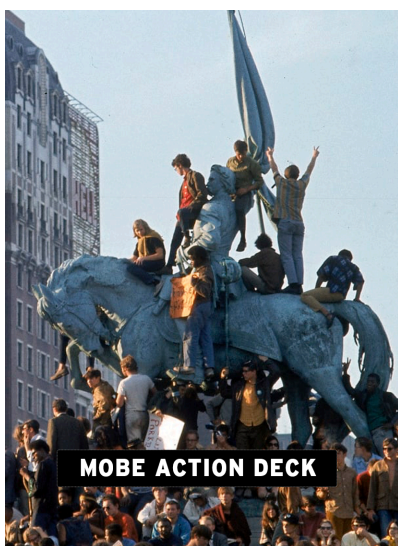
You <u>must</u> place this card into
the Street Theater Splay.

To Discard, remove one
Agitator from the board.

A Counterrevolutionary Card: you must place this card in the Street Theater splay. At any point after the rest of the Street Theater cards are placed into the splay, you may discard by removing a free Agitator from a City Area.

THE "MOBE"

MOBE ACTION DECK

The National Mobilization Committee to End the War in Vietnam (the MOBE), along with other antiwar and civil rights groups, represent the protesting force in the street. In "Democracy is in the Streets," Tom Hayden, one of the Mobilization coordinators, declared: "We are coming to Chicago to vomit on the 'politics of joy,' to expose the secret decisions, upset the night club orgies, and face the Democratic Party with its illegitimacy and criminality. American conventions and elections are designed to renew the participation of our people in the 'democratic political process.' But in 1968 the game is up."

CARD ACTIONS

At the beginning of the Rank–and–File phase, take all five MOBE Action Cards into your hand and play one. Resolve the card effects and then discard it. Alternate playing cards with the Police until a maximum of three MOBE Action Cards have been played (an action may be repeated if a second copy of the card is available). You may pass, forfeiting any remaining MOBE actions this round.

FREE ACTIONS

DISMANTLE BARBED WIRE: Discard one Conflict Card from your hand to remove one Barbed Wire adjacent to a MOBE unit. Return the discarded card to your hand next round. At the start of the game the only Conflict Card in your hand will be CLASH, but you may gain an additional Conflict Card from the Street Theater deck.

ACTIVATE STREET THEATER CARD: At any point before or after playing your Action Card, you may activate any Street Theater card(s), as long as its location requirements are met.
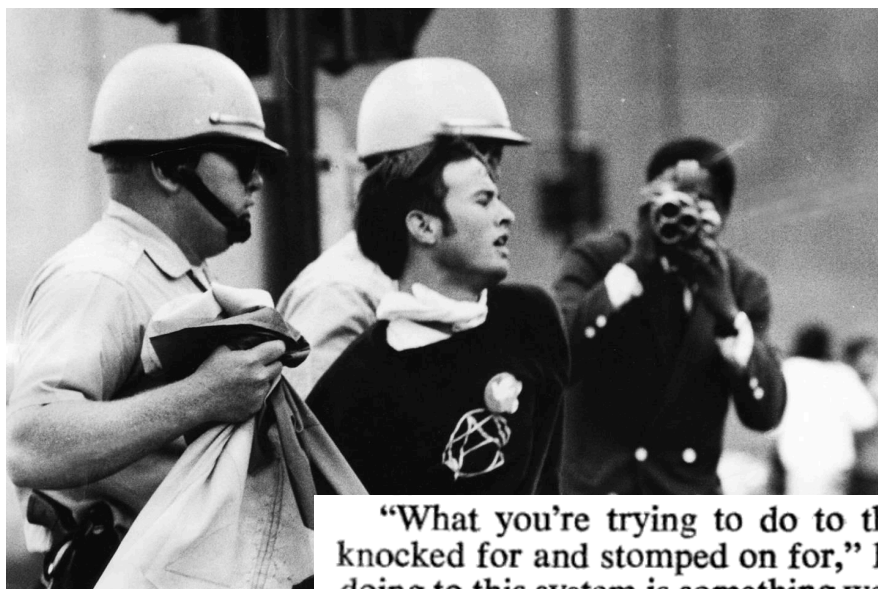
"What you're trying to do to this system is worth getting knocked for and stomped on for," he continued. "What you're doing to this system is something we old fools should have been doing years ago. I hope you don't turn around. I hope the more tear gas they pour on you, the more determined you are to break this damn system."

THE CHICAGO POLICE DEPARTMENT (CPD)

POLICE ACTION DECK
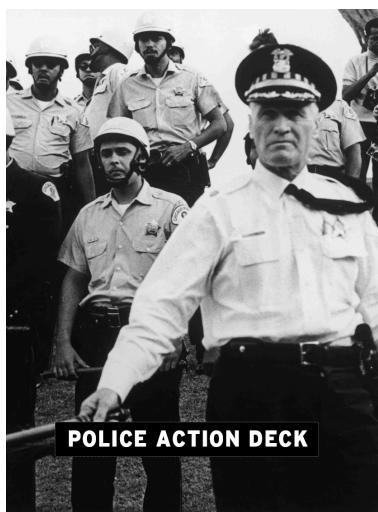
The Chicago Police Department is the enforcement arm of the Establishment. They play the critical role of containing, arresting, and dispersing demonstrators from high value areas. Players must maximize their ability to gain exposure through successful police sweeps, effectively positioning their TAC Forces for tear gas deployment, and placing barbed wire to ensnare a highly agile adversary.

CARD ACTIONS

After the MOBE's first action, take all five standard Police Action cards into your hand (there are three additional Police Action cards that may be unlocked by Mayor Policies during the game) and play one. Alternate playing cards with the MOBE until three Police Action Cards have been played. You may pass, forfeiting any remaining Police actions this round.

Police Action Cards present an array of aggressive policing options, from tear gas to mass arrest. The Police also have an effective radio communication network, allowing for mass coordinated movement. *Hint: with a single Tear Gas action you may gain Exposure in up to two separate areas, and with Barbed Wire in place, you may be able to control (or even completely trap) escaping Demonstrators!*

FREE ACTIONS

TACTICS: At any point before or after playing your action card, you may activate the Current Tactics card (usually only once per round).

DISMANTLE BARRICADE: Discard one Conflict Card from your hand to remove one Barricade adjacent to a Police unit. Return the discarded card to your hand next round.

SPECIAL RULES

TACTICAL UNITS: TAC Forces are purely offensive. They are mobile units and always count as **maximum strength** in Conflict. They will always force a MOB CHAOS draw, regardless of the number of units in Conflict.

★ In Conflict, consider TAC units strength as the maximum (and thus cannot be targeted for a CLASH).
★ TAC Forces do not contribute any strength when determining Area Control.
★ TAC Forces are usually required to deploy Tear Gas.

TACTICS CARDS

Tactics Cards represent the command focus of the Chicago Police Department, in coordination with the Mayor's office. In the game, they each provide the Police a one-time free action during their phase (you may wish to use an Active token to mark when the current Tactic has been used). The only exception is *Mob Payoffs*, a persistent effect which may be resolved multiple times in a round.

A new Tactics Card is placed in the *Current Tactics* space when either the Mayor activates the Strategy of Confrontation Action Card, or when Exposure exceeds the rightmost edge (in favor of the Establishment). When placing a new Tactics Card, return any card currently in *Current Tactics* to the Tactics deck. If a Tactics Card that was already activated is removed and then placed again in the same round it may be activated again, even if it has already been used that round.

No more than one Tactics Card may be in the *Current Tactics* space on the board at any time. At the start of the game, place the Tactical Support card as the current Tactic.
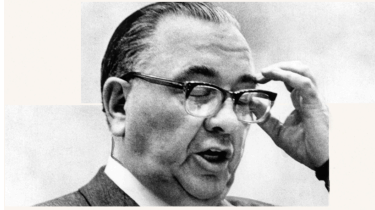

CROWD CONTROL

FREE POLICE ACTION:

ONCE PER ROUND, DISCARD A CONFLICT CARD TO REMOVE A RALLY FLAG.

ONE TIME EFFECT — *Change Current Tactics when exposure > ★*

BOSS DALEY

FREE POLICE ACTION:

ONCE PER ROUND, ACTIVATE ANY ONE POLICY CARD FOR FREE. LOSE 2 EXPOSURE.

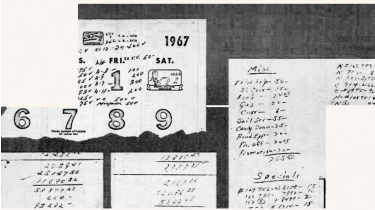ONE TIME EFFECT — *Change Current Tactics when exposure > ★*

RAID ON MCCARTHY SUITES

FREE POLICE ACTION:

RETURN A MCCARTHY DELEGATE ⬡ TO THE BAG FROM THE DELEGATE TRACK.

ONE TIME EFFECT — *Change Current Tactics when exposure > ★*

MOB PAYOFFS

GAIN AN AVAILABLE INSTABILITY BONUS TILE AFTER THE DEMONSTRATORS GAIN THEIRS.

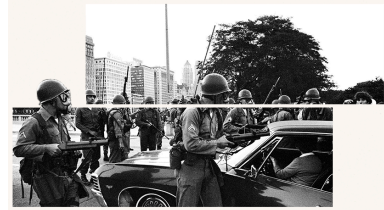PERSISTENT EFFECT — *Change Current Tactics when exposure > ★*

12 HOUR SHIFTS

FREE POLICE ACTION:

ONCE PER ROUND, MOVE ANY INJURED UNIT TO MICHIGAN AVE.

ONE TIME EFFECT — *Change Current Tactics when exposure > ★*

TACTICAL SUPPORT

ONCE PER ROUND, MOVE A TAC UNIT TO ANY AREA WITH A LEVEL 1 POLICE UNIT.

FREE POLICE ACTION — *Change Current Tactics when exposure > ★*

CONFLICT RESOLUTION

Conflict is initiated when a Conflict Action Card is played or due to a Street Theater or Mob Chaos card effect. A Conflict may only be initiated when the conditions for the Conflict type are met, including when triggered by a Street Theatre or Mob Chaos card. The player initiating the Conflict gains the Exposure Bonus value of the City Area where it takes (Blue = Establishment bonus, Red = Demonstrator bonus), while the other player suffers consequences depending on the type of Conflict.

TYPES OF CONFLICT – Conditions and consequences for Conflicts are determined by the Conflict type (follow the effect description on card):

CLASH – All Demonstrators in the area must have greater combined strength than one targeted Police Platoon (TAC Forces may not be targeted). Injure the targeted Police Platoon. If a Level 2 Police Platoon is targeted, replace it with a Level 1 Police Platoon from the Reserves box (if available).

ADVANCE – Move one Police Platoon or TAC into an adjacent area (do not cross Barricades) and arrest one Demonstrator there. The moving Police unit must have greater strength than the targeted Demonstrator (TAC may target any Demonstrator).

MASS ARREST – All Police Platoons and TAC Forces in a single City Area may target up to four Demonstrator units with lower combined strength (TAC may always target four Demonstrators). Arrest the targeted Demonstrators.

TEARGAS – Any City Area with TAC Forces and any number of Demonstrators may be targeted. All Demonstrators must move out of the targeted area. If no movement is possible (due to Barbed Wire, Tear Gas, or other card effects), all Demonstrators in the area are removed and returned to the supply. Remove any Rally Flag in the area.

MOB CHAOS

The Mob Chaos deck reflects the chaotic nature of the crowd in '68. Both the demonstrators and the police lost control of their ranks, some were radicalized into further violence, some were demoralized by the way they were perceived by the press. Public condemnations grew as images of hospitalized demonstrators and police officers circulated on the nightly news.

If conditions are met (see below), draw and resolve a Mob Chaos Card effect after the Conflict is fully resolved. **Only one Mob Chaos Card is resolved per turn, even if multiple Conflicts trigger it.** Follow the card instructions for Day or Night as appropriate to the current round, implementing all effects as fully as possible, then discard.

Draw from the Mob Chaos deck whenever:
★ A Conflict card is played and five or more units are in Conflict - typically during a CLASH or MASS ARREST action.
★ A Conflict card is played and any TAC Forces are in Conflict - typically during a TEARGAS, ADVANCE, or MASS ARREST action.
★ Instability is increased beyond the maximum level.
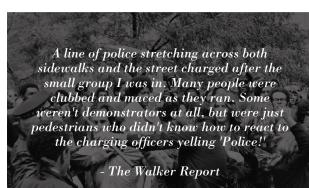
END OF ROUND EVENTS

After all sides have played their action cards, advance the marker to the next round on the TIME RECORD. Then resolve the following events *in order*:

DEMONSTRATORS FLOCK: Place Level 1 MOBEs in any City Areas with a Rally Flag. Place units according to the number indicated on each Rally Flag (one, two, or three).

CAPITAL ACCUMULATION: The Mayor collects Capital [blue_cube] from each rectangular City Area **without** any Demonstrators present (Rally Flags and Agitators count for presence). Michigan Avenue produces three Capital [blue_cube].

MEET THE PRESS: Assess the board; for each ★ City Area award 1 Exposure to the side who controls it (i.e. has the most combined strength value, including the +4 NG bonus). **Calculate the total sum of both sides *first*, then move the Exposure Marker.**

> Reminder: TAC Forces and Agitators do not count toward control.

DELEGATE VOTE[9]: If a vote has not already been committed this round with the Mayor's WORK THE MACHINE action, draw one cube at random from the Delegate Draw Bag and place it on the Delegate Track.

Lastly, return all played Action Cards to each player's hand, return any Tear Gas tokens in City Areas to the general supply (not the Police Supply), and proceed to the Leadership phase of the next round. If this was the final round, instead proceed to game end and victory.

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[9] "Later that evening the McCarthy delegates, having lost the football game, as one Flower Cong put it, joined the demonstrators in a dramatic candle-light procession. It was irrational but I hated them. I hated them for having come to the blood fest late. I hated them as I hated every necktie in the Hilton. I hated them not because they had tried to win the football game, but because their very presence among the real demonstrators coopted and made respectable the blood and snot that speckled the streets of Chicago. The earlier crowd, the scruffy-hippie-commie-beatnick-agitators, were the ones who had exposed the military backbone of the liberal system. It took blood to prove to the prime time viewers that Civil Rights, the right to dissent, the right to assemble, the right to pass freely in the streets, the right to be tried before being clubbed, were all okay as long as you didn't actually try to use them."

<div align="right">

- STEVE LERNER "A Visit to Chicago: Blood, Sweat, & Tears"
Originally published in The Village Voice, September 5, 1968

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GAME END AND VICTORY

Once five rounds have been played, proceed to the final nomination. Draw cubes at random from the Delegate Bag until all spaces in the Delegate Track are filled. If a majority of the cubes are blue, Humphrey is the winning Presidential candidate.

★ The Establishment wins by having **the most** Exposure after five rounds **and** the majority of Delegates committed to Humphrey. With the public behind the State and the disrupters beaten back from the convention halls, the Democratic Party can throw its weight behind its handpicked candidate.

★ The Demonstrators win by having equal or more Exposure than the Establishment **or** if the game ends without a nomination for Humphrey. We can infer that if the Demonstrators succeed in both an Exposure victory (the hearts and minds of the American public) and a Delegate victory (dovish political representation), a more hopeful future for the New Left is on the horizon.

  ○ *Brokered Convention: if the Delegate Track has an even number of delegates, the Establishment loses.*
  ○ *Parity: if Exposure is tied, the Establishment loses.*

On rare occasions the Demonstrators may suffer an early loss:

★ The Yippies automatically lose if there are no Agitators on the board at the end of each round, thus costing the game for the Demonstrators. With all their organizing committees demolished, the New Left flails without direction. The Movement turns away from material politics and looks inward, the Revolution will be monetized.


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        "There were two Americas in Chicago, but there always are."

                                              - Arthur Miller, 1969
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On a stiff breeze off Lake Michigan, the gas swept west through the Guard line, over the blockaded bridge and into Michigan Avenue. Startled businessmen, office workers, late shoppers on the street held their faces and ran into stores and buildings to get away from the stinging fumes. Because of the wind, says one onlooker, the demonstrators in the park on the whole got less gas than "the Michigan Avenue crowd, the conventioneers, strollers, hotel residents, what I call the coat-and-tie-set. They were the hardest hit."

MOBE MARSHAL TRAINING: OR HOW TO TEACH CHICAGO '68

Different players will prefer to learn the game in different ways, with some wanting to read the rulebook themselves, while others are happy just to jump right in and muddle through. This guide assumes a player somewhere in the middle, who wants to be given a bit of information up front but doesn't mind learning the details as they go. If you are teaching two other players, it is recommended to split two of them between Yippies and MOBE, while you control the Establishment yourself. With three other players you should take the Mayor, and advise your Police partner while allowing them the freedom to make their own decisions.

1. Set up the game before your players arrive, using the standard setup with the Demonstrators massing in Grant Park West. Place UNBIRTHDAY PARTY FOR LBJ as the starter Street Theater card in the splay, then deal out three random Policy cards as usual.

2. When your players arrive, introduce the topic of the game (protests at the 1968 Democratic National Convention in Chicago) and the player roles (Yippies and MOBE comprising the Demonstrators, Mayor and Police comprising the Establishment). Assign a role to each player and give them their hand of action cards (if you are teaching just one player, only give them the Yippie action cards for now).

3. Explain that victory is determined by the number of Delegates and the position of Exposure track at the end of five rounds, and point out these tracks on the board. In order to win, the Establishment must have a majority of Humphrey (blue) Delegates on the Delegate Track and be ahead on the Exposure track. Otherwise, the Demonstrators win – but they will lose immediately if they ever have no Agitators remaining on the board (including in Cook County Jail).

4. Indicate the different kinds of City Areas, highlighting especially the variable Exposure bonuses and the connections between areas. Don't worry about other area features, such as Capital and the Meet the Press stars.

5. Describe the different kinds of units (Police, TAC, MOBE, and Agitators), and point out that the Demonstrators currently only have presence in one area, Grant Park West.

6. Explain how to calculate control of areas, including the contribution that National Guard make to Police strength.

7. You are now ready to begin the game. Take your first turn as Mayor, playing the MANDATE action card and explaining the role and cost of Policy cards as you do so.

8. For the Yippies' first turn, suggest that they play AGITATE, and then explain how Street Theater cards work.

9. Play on, encouraging the Yippie player to use LEAD in order to activate a Street Theater card and take control of a second park area, followed by RALLY in order to place a second Rally Flag.

10. When you reach the first MOBE turn, encourage them to play CLASH in Grant Park West, allowing you to explain the Instability track, the Conflict procedure, and hopefully to demonstrate Mob Chaos. The other MOBE action cards should be self-explanatory, but you can offer additional explanations as necessary.

11. Play through until the end of the first round, then explain the End of Round Events, highlighting the importance of controlling ★ City Areas and disrupting the Establishment's Capital flow.

12. Any new players should now know enough to complete their first game, although of course there might be some nasty (or nice!) surprises hidden in the Street Theater, Policy, and Mob Chaos decks.

THREE AND FOUR PLAYER VARIANTS

CHICAGO '68 is playable as a 2-versus-1 and 2-versus-2 match. Simply hand each player a deck of action cards of a faction of their choice and proceed with all existing rules. Yippie and MOBE factions play together as the Demonstrator team, while the Mayor and Police play together as the Establishment team. The MOBE wins if Humphrey does not have a Delegate majority while the Yippies win if the Establishment is not ahead on Exposure (they may both win). The Establishment side wins or loses collectively.

Pay close attention when a faction is explicitly called to make a decision (Police, Mayor, Yippie, or MOBE) versus the side (Establishment or Demonstrators). If the latter, the two players must agree on how to resolve that effect.

When playing with more than two players, we recommend using the Variable Turn Order deck for a more chaotic and unpredictable game (this may unbalance the game in interesting ways).

THE VARIABLE TURN ORDER DECK

Before each round, set up the Turn Order Deck:

1. Set aside one Mayor Turn Card and one Police Turn Card
2. Shuffle the remaining cards into the Turn Order Deck and place facedown near the board
3. Place the set-aside Mayor Turn Card **on top** of the deck and the set-aside Police Turn Card on the **bottom.**

Players' turns are now determined by revealing the top card of the Turn Order Deck at the beginning of each turn. In this manner, the Mayor will always begin the round and the Police will always end the round.

Note the following rule change when playing with variable turn order:

As a FREE ACTION *at the start of any player's turn*, the MOBE or the Police may discard a Conflict Card to remove a barrier on any path adjacent to their units.

EASILY MISSED RULES AND CLARIFICATIONS

Delegates gained from maximum Demonstrator Exposure: are gained from any City Area except Cook County Jail, *not* the general supply. This represents the electoral reform impulse draining the more militant street movement. Place the Lv1 MOBE cube as a Delegate in the draw bag, even if ADJOURN THE CONVENTION (a Mayor Policy) is active. Only one Delegate cube is placed for every breach of maximum Exposure, regardless of how many points it exceeds by.

Opportunities (Street Theater Card): When the Agitator location requirement is met, take these cards into the matching hand *but do not* immediately resolve the card effect. Treat these cards as Action Cards in your hand – i.e. play them normally on your turn and *then* resolve their effects. There is no need to meet the location requirement in order to play the Action Card once it is in your hand.

Counterrevolutionaries (Street Theater Card): Always place a Counterrevolutionary Card in the splay when drawn, replacing a card if you are at the splay's limit. Keep placing cards into the splay if you have more cards to draw. Once placed, you may discard a Counterrevolutionary card by removing any free Agitator from the map and returning them to the supply.

Conflict: All units activated or targeted when a player plays a Conflict Card are considered "*in Conflict*" – but not necessarily every unit in the same Area. The following actions initiate Conflict: CLASH, MASS ARREST, TEAR GAS, and ADVANCE. Certain Street Theater and Mob Chaos cards may initiate or force Conflict as well.

Free Action: An action that may be played anytime on your turn in addition to a card. Free actions cannot interrupt card effects, they must be triggered before or after completely resolving an Action, Street Theater, Policy, or Mob Chaos Card.

(Re)placing and Removing vs. Moving: When instructed to *place*, *replace*, or *remove* a unit, you do not have to follow movement rules (e.g. a unit may be placed from the general supply into a completely blockaded Area). The only exception is tear gas; a Demonstrator unit may never be placed into a City Area with a Tear Gas token.

Supply Limit: If not enough components are left in the supply, you forfeit the ability to add those components. If a unit is not available to decrease strength value due to Conflict, injure (if Police) or arrest (if Demonstrator). Capital, however, is limitless.

Unit Values: Are discrete and cannot be broken into multiple units while on the map (e.g. a Level 2 unit cannot be converted into two Level 1 units).

Rally Flags: You must have at least one Demonstrator unit in any area with a Rally Flag, otherwise the flag are immediately removed (this may trigger the PERMITS DENIED Mayor Policy effect, if active).

Information: Only the shuffled facedown decks are considered hidden information. Everything else is open (including hands, the contents of the Delegate draw bag, and the discards).

Modifiers: These cardboard tokens are provided to assist with certain Street Theater / Mob Chaos effects:

RENT STRIKE (Cover 1 Capital Bonus in City Area, permanent)
PEACE MOVEMENT (Prevents Conflict in City Area, remove at the end of the round)

WHAT IS "CONFLICT" IN *CHICAGO '68?*

"The Chicago police department moved a thousand demonstrators from passive resistance to active riot last night by forcing them out of Lincoln Park with a heavy barrage of tear gas. The demonstrators, led by a group of 200 clergymen from the Northside Cooperative Ministry, had vowed to stay in the park all evening, and to passively sit-in to make their point… Several hundred police massed at the eastern end of the park near the drive. They moved westward behind a heavy barrage of tear gas shot from guns. This was supplemented by a truck that moved against the crowd, laying down a thick cloud of gas.

"As the crowd retreated it began hurling rocks and bottles at the advancing policemen. 'Pigs,' 'Fascist Pigs,' many in the crowd screamed. One bottle hit a policeman directly on the helmet. Pushed out into the street, the demonstrators became furious. Youths who had been singing hymns and songs of peace in the park, turned and stoned the first passing police car they spotted.

"Six police cars had windows broken by stones or bottles. One cop charged out of his car in pursuit of a demonstrator. He chased him into a narrow alley. When the first policeman failed to emerge after 15 seconds, his partner entered the alley with a drawn gun… A barricade was built at Wells and North Streets. The barricade was constructed out of wastebaskets which were then set afire. A police car was forced to a halt in front of the barricade. When it stopped, a rock was thrown through its front window. The policeman emerged with a drawn gun. A medic with a bullhorn urged him from the sidelines. 'Don't draw your gun.'

"This seemed to calm the enraged policeman and he put his gun back in his holster and drove away.

"Several blocks down Wells Street, near Scott, two police cars chased a group of black youths across a schoolyard. When the policemen stepped from their cars, the youths continued running. Two patrolmen cocked their pistols as people screamed from an apartment house, 'Don't shoot him. Don't shoot him.'"

(Ramparts Wall Poster, August 28)

Miraculously, no demonstrator or police officer died in the various protests that week. "The on-the-street medical teams from the Medical Committee for Human Rights estimated that their medics treated over 1,000 demonstrators at the scene. The police department reported that 192 officers were injured, with 49 officers seeking hospital treatment" (Dean Blobaum). 668 demonstrators were reported arrested.

In this game, a "conflict" action can be conceived of as embodied antagonism, which in this context can be in the form of mediation, intimidation, an appeal to morality, or outright, violent, street battle. Injury, of body or morale, represents the drawdown or hospitalization of police officers. While the MOBE's CLASH is directed immediately at this outcome, RALLY on the other hand can be thought of as a nonviolent protest (with bigger potential payoff across multiple areas if organized effectively). On the other hand, it is up to the city administration's policy choices (and perhaps, luck of the draw) to allow for less violent, more rational policing alternatives such as RAPID DEPLOYMENT and DRAW DOWN.

Ultimately, conflict in *CHICAGO '68* is the deliberate, devastating, and radical act of putting one's body on the line.

ACKNOWLEDGMENTS

Further Reading / Viewing:
Rights in Conflict ("The Walker Report") by the National Commission on the Causes and Prevention of Violence
Chicago '68 by David Farber
Yippie Girl by Judy Gumbo
Miami and The Siege of Chicago by Norman Mailer
No One Was Killed by John Schultz
The Global Imagination of 1968 by George Katsiaficas

◁ The film "Jean Genet in Chicago" (2006) by Frederic Moffet

A reading of "Grant Park: August 28, 1968" by Allen Ginsberg ▷
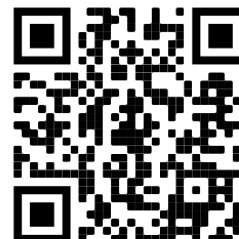
NATIONAL GUARD VS. HIPPIES AT CONRAD HILTON!

By James Campbell

National Guard troops were ordered to the Conrad Hilton Hotel early Wednesday and immediately took up shoulder-to-shoulder positions opposite a crowd of 3,000 protesters massed in Grant Park.

The guardsmen, a contingent of 750 men under the command of Brig. Gen. Richard Dunn, rolled down Michigan Av. in 30 vehicles at 3 a.m. and stopped in front of the hotel, headquarters for the Democratic Party during convention week.

As soon as they arrived, the guardsmen, armed with M-1 rifles and carbines, began replacing Chicago policemen who had ringed the hotel for five hours.

The policemen had taken up positions after the first large contingent of hippie-clad demonstrators began arriving at the park.

The guardsmen's guns were not loaded, they carried ammunition in their clothing.

Deputy-Supt. of Police James Rochford said he requested the guardsmen "as relief" for Chicago policemen, who have been working 12-hour shifts since Friday night.

Rochford said he was "in charge" of the guard for the duration of its assignment to the park.

Immediately after Dunn arrived in his command jeep, covered with mesh wire to ward off any flying objects, he stood up on the hood of the vehicle and raised his hand for silence from the jeering crowd.

"The Army's come. Watch this," a protest

THE BIG THREE

Leading contenders for the Democratic nomination for President, (l. to r.) Vice President Hubert H. Humphrey, Sen. Eugene J. McCarthy and Sen. George S. McGovern, engage in a handshake here. Story on Page 30 (AP)

Three Dixie Governors Back HHH

ROUND STRUCTURE QUICK REFERENCE

ROUND STRUCTURE	
1. Post Bail	Demonstrators add one Capital cube to the Municipal Budget per unit released to release any units in Cook County Jail to any Parks.
2.Leadership phase ★ Mayor plays up to 3 Action Cards ★ Yippies play up to 3 Action Cards	Take turns playing one card each, Mayor first Mayor Policy costs per **each** card activation: 2, 4, 6, 8, 10 … RALLY FLAGS: can only be removed by Police tear gas or if no Demonstrator is co-located. Max one per City Area. Maximum five Street Theater and six Policy cards in each splay.
3. Rank-and-file Phase ★ MOBE plays up to 3 Action Cards ★ Police plays up to 3 Action Cards	Take turns playing one card each, MOBE first TEAR GAS: Only deployed with TAC, +1 Instability, + Mob Chaos
4a. Demonstrators Flock	Place Level 1 MOBE units in any City Areas with a Rally Flag. Place units according to the number indicated on each Rally Flag (one, two, or three).
4b. Capital Accumulation	The Mayor collects Capital cubes from each rectangular City Area without any Demonstrator units present. Michigan Avenue produces three Capital cubes if no Demonstrators are present.
4c. Meet the Press	Award 1 Exposure for Control of each ★ City Area
4d. Delegate Vote	If WORK THE MACHINE has not been played this round, draw one cube from the Delegate Bag and place on Delegate Track At the end of round five, fill all empty spaces on Delegate Track
4e. Clean Up	Return all played Action Cards to each player's hand, return any Tear Gas tokens on the board to the general supply, and proceed to the Leadership phase of the next round.
VICTORY	Establishment wins if they have the most Exposure **and** win the Delegate Vote Demonstrators win if the Establishment does not have the most Exposure or loses the Delegate Vote Yippies lose if no Agitator unit is left on the board at the end of any round