

# Universalis Play Aid

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## ORDER OF PLAY

### Preparation

Decide the number of coins each player starts with and the Refreshment rate for each scene. (The default is 25 coins per player and 5 coins Refreshment.)

By any means the group prefers, choose someone to begin. The first player then pays 1 coin to propose a Game Tenet or passes to the player on his left. When all players have passed, begin the Bid for the first Scene.

### Play

Play proceeds in Scenes. At the beginning of play, and after a Scene ends, players Bid for the Next Scene. The winner Frames the Scene, and play proceeds to his left.

### Bid for Next Scene

Players secretly bid coins. Bids are revealed simultaneously. Losing bids are retracted. Ties go to the player closest to the last Scene Framers left. The winner is the Framing Player.

The coins bid by the Framing Player are set on the table; he may use these, in addition to his own, during the scene. Any bid coins not used when the scene ends are lost.

### Framing a Scene

The Framing Player establishes (and pays for) the Location, the Time, and any Components present. He Controls any Components he introduces. Framing ends when the player narrates the first Event. The Framing Player may not be Interrupted until then. His turn then proceeds as normal.

### Rounds of Play

On his turn, a player narrates his additions to the story, and pays for any changes. He Controls the Components he brings into the scene. If he tries to change a Component he does not Control, he starts a Complication.

Other players may Challenge, Create an Obstacle, Take Over, Interrupt, Call for a Fine, or speak Dialog for Components they currently Control.

A player may end his turn at any time, but must end it when Interrupted or when he has no coins to spend. If not Interrupted, play passes to his left.

### **Ending a Scene**

Only the Framing Player may end a Scene and only on his turn. Ending a Scene normally costs nothing, but does allow other players to continue or flash back to that scene. Fade to Black costs 1 coin and prevents anyone from returning to the scene.

When a Scene ends, all players claim Refreshment coins, and then start the bid for next scene.

## **SPOT RULES**

### **Challenges**

A player may challenge at any time. Play pauses for negotiation and bidding. If no agreement is reached, bidding starts with the challenger and goes to his left, except for the challenged player, who bids last. The challenge ends if the challenger does not put up at least 1 Coin in his first bid. Other players may pass or bid as they wish.

Players place their bids in support of the challenger or the challenged. (Or they may suggest an alternative, which may also be supported with bids.) The solution with the most number of coins wins, and may not be challenged again.

All bids are public. All coins bid are paid to the bank. A player who passes is not barred from bidding later. Bidding continues until all players pass.

### **Fines**

Anyone may call for a fine. Play pauses while the accuser and defendant make their cases. Then all players vote. The majority wins. The loser must pay to the bank a number of coins equal to the number of votes against him.

### **Importance**

The total of all Coins spent to create a Component and any Sub Components. The value of a Master Component is not included in the Importance of a Sub Component.

### **Injury, Death, and Elimination**

Injury may be added as a Trait. This increases the component's Importance. Alternately, you may just remove Traits. A component with no Traits may be

removed from play for 1 Coin. A Master Component may not be eliminated until all Sub Components are eliminated.

## Master Components

A Master Component defines a template for Sub Components. Traits bought for the Master Component may be used by each Sub Component in a Complication. The Sub Component's Importance is based only on their own Traits, not the Master's.

## Control

A player controls any Component he brings into a scene. During the scene, other players may Take Over control of any Component, as long as it isn't involved in a Complication. When the scene is over, all control is lost.

## Complications

A Complication begins when the acting player wants to change Components he does not Control, OR when another player buys dice to create an Obstacle.

1. Start Dice Pools for the Complication and each player who controls a Component involved.
2. Regular play continues. However, narration should focus on the Complication. On their turn, a player may add dice to (or subtract dice from) the pool(s) of their choice by drawing on traits or buying dice. He may also Call for a Resolution. If all players agree, the dice pools are rolled.

*1 Trait or 1 Coin = 1d10.*

3. Roll the dice. A roll of 1-5 is a Success. Compare the total successes in the Complication Pool to the total of successes in all opposing pools. The side with the most successes wins.

*Ties: Sum of the numbers on each side's Success dice. The higher side gets an Edge dice. (If more than one player is involved, then the Edge die goes to the highest single total or the player closest to the acting players left.) Reroll and repeat as necessary, adding more Edge dice.*

4. Get coins. Winner gets coins equal to the sum of the numbers on his Success dice. Losers gain 1 coin per die rolled.
5. Winner uses Coins to narrate Events and add, remove, or restore Traits as desired. He may also buy down the coins other players got in the Complication.

Coins not spent may be kept.

# ACTIONS

## Actions you can do any time

- Interrupt and begin your own turn. 1 Coin.
- Take Over a Component (as long as it is not part of a Complication). You now Control it. 1 Coin.
- Challenge. Bid Coins if necessary.
- Call for a Fine. No cost.
- Speak Dialog for a character you Control. No cost.

## Actions you can do ONLY on your turn

1. Scene Framer Only (Chapter 5)
  - Place a scene in the past. 1 Coin.
  - Place a scene in the future. Pay 1 Coin to each player.
  - End the scene. No cost.
  - Fade to Black. 1 Coin.
2. Narration Activity (Chapter 4)
  - Change scene to a new or existing location for 1 Coin
  - Introduce an existing Component into the scene for 1 Coin.
  - Exit a Component from a scene for 1 Coin.
  - Describe an Event for 1 Coin.
  - Start a Mini-Scene, which ends when your turn is over. No cost.
3. World Building Activity (Chapter 5)
  - Create new Component & Introduce it (or not). 1 Coin.
  - Add, Remove, or Restore a Trait for 1 Coin per Trait.
  - Reduce or Restore Importance for 1 Coin per Level.
  - Create a Master Component. 1 Coin.
  - Link a Component to a Master Component (creating a Sub Component). 1 Coin.

4. Game Tenet Activity (Chapter 2)

- Propose or modify a Social Contract issue for 1 Coin
- Propose or modify a Story Element for 1 Coin
- Propose or modify Rules Gimmick for 1 Coin.

5. Complication Activity (Chapter 6)

- Originate a Complication with Components you do not Control
- Draw on a Trait to add dice to a Complication Dice Pool
- Buy Dice (and justify the purchase) for a Complication Dice Pool. 1 Coin per die.
- Roll the dice, determine winner and spend or keep Bonus Coins

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