



# COMMUNISM

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## **The Game**

- Communism is designed for 3-6 players. The goal of the game is to smuggle as much money to the west and have the most amount of money by the end of the game.
- Select one player to be the State. The State hands out deeds, makes change, and distributes money to other players.
- When you land on unpurchased properties, you can purchase them. If you can't purchase it (or don't want to), it is auctioned off to other players.
- Gameplay ends when all player pawns are used, and everyone remains as their final pawn.

### **Nominate a player to be the State.**

The State oversees all the money, property, houses, and hostels that belong to the motherland. The State **cannot** play the game, but instead is responsible for making decisions of players who cannot agree unanimously. The State can take “generous donations” if other players decide to overpay for properties, houses, hotels, and other expenses.

Unfold the board and set out the No Chance and Communist Test cards. Unfold the Communism board and lay it on a flat surface. Make sure each player has enough space to keep their money and property deeds in front of them. Place the No Chance and Communist Test cards on the board in their marked spaces.

The No Chance cards are Red and have a sickle on them. The Communist Test cards are Yellow and have a Hammer on the back.

### **Communist Test Answers**

What does Stalin's name mean? (A) Man of Steel

When is Stalin's Birthday? (B) Dec. 21, 1881

Where is Stalin's favorite wine from? (D) Georgia

How Tall is Stalin? (B) 5'4

Who is Stalin's favorite musician? (A) Maria Yudina

Who is Stalin's Favorite Movie Director? (C) John Wayne

How many innocent deaths is Stalin responsible for? (D) 0

What was Stalin in his early years? (D) All the above

What hobby was Stalin's favorite? (C) Watching Movies

How many times was Stalin nominated for the Nobel Peace Prize? (C) 2

Where is Stalin originally from? (C) Georgia

Who is the best leader? (A) Stalin

### **Allow each player to select a token to represent them.**

Each player gets a game piece to move around the board. The game comes with a large selection. If a player "disappears" with that piece, it is discarded, then they choose a new piece in the selection. If there are no more pieces, then the game ends when the next person reaches the Border Patrol or "disappears".

### **What each pawn does**

Plane: You are a KGB leader. When you land on "generous donation" spaces, you can choose someone else to pay their dues.

Car: You are a part of a smugglers ring. If you land on the smugglers' space with another player already on it, you get to take half of their smuggled money from which they just recently put in and put it into your own smuggled money without contesting a duel.

Matryoshka (2 Thumbtacks): You initially roll 1 di to move spaces, but if you do not want to commit to that spot, roll the second di to move again for that turn.

Dog: You are a drunkard causing havoc across the state. If you are challenged to a dice rolling duel, you can roll two dice and choose the higher number of the two because of your drunken rage.

**Wheelbarrow:** You work for the coal mines. When you land on a railroad, even if it is owned by another player, you can smuggle money to the west by hiding it as contraband when giving your coal to the station. If the spot is owned, you still have to pay the rent required to smuggle the money.

**Uranium Rock:** You are a nuclear engineer. If you land on the chernobyl space or are given the card, you are automatically given the waterworks to prevent any disaster. You can also use chernobyl as a front to smuggle money to the west if you land on the space when it is owned by you.

**Shoe:** you are a performer. If you land on a “generous donation” space you can contest paying the donation by giving your best performance to the state. If the state is impressed, he gets the right to allow the performance to be a donation.

**Astronaut:** You are an informant working with America to spread democracy across the land. If you land in the gulag for each time spent, you get one chance to change any 1 rolled on a die and roll again with the aid of an inside man. If it lands on a 1 again or roll doubles on 1s, you still “disappear”.

### **Money Distribution**

Give each player ₱750 to start. The State gives everybody their starting money. Players can organize their money any way they'd like. Players may also exchange money for different coins of the same value once play begins. For example, someone can give a ₱100 coin to the State in exchange for 2 ₱50s. Each player starts with:

4 ₱100s

4 ₱50s

4 ₱20

4 ₱10s

4 ₱5

10 ₱1s

**Note:** if any players are in possession of over ₱1000, their properties are seized and they are sent to the gulag for “donation evasion”.

Roll the dice and have the player with the highest roll go first. Play continues clockwise around the table. You may also use alternative rules to let the youngest or newest player go first.

### **Roll the dice and move your game piece.**

On each turn, the active player rolls the dice and moves their game piece the same number of spaces. If you roll doubles, you get to move again after resolving the space you have landed on.

If you roll doubles a third time on the same turn, you must immediately move your token into the gulag, since you've been deemed "suspicious" for traveling too far.

### **Read the space you landed on and buy property or pay rent.**

Most of them are properties that you can buy or pay rent on, but some of them require you to draw a card from one of two decks, collect money, or even go to the gulag. Note:

Players can smuggle money to the west if they land on the smuggler spot or land on their own railroad.

- If two players land on the smuggler spot at the same time, they can choose to fight for the money by playing a game of dice. Whoever rolls the highest takes the other players previously smuggled money. The loser then "disappears" and must choose a new pawn.

If you land naturally on the Gulag square, put your piece in the "just visiting" lane.

- Any taxes are paid directly to the State.
- If you land on a smuggler or your own railroad, you can smuggle as much money you have to the west to add up to your total earnings at the end of the game.
- If you land on the border patrol, you MUST bribe the guards with a "special tax".

### **Buy an unowned property when you land on it if you'd like.**

If you are the first one to land on a square with a colored stripe across the top, a railroad, or a utility, you may buy the property for the amount printed on the board. Pay the State and the State gives you the title deed for that property

- Be careful on how much profit you are making on rent because if you make too much money, you can have your properties seized and be sent to the gulag.
- You do not have to buy a property if you don't want to. However, if you land on Chernobyl you have to take the property and get to the Waterworks within 3 turns or else chernobyl will blow up with all your properties. The properties

blown up cannot be bought for the rest of the game and the player responsible is sent to the gulag.

- You cannot buy a property if you do not have enough money to purchase it unless you choose to mortgage other properties in order to do so.

### **Collect (or pay) rent when a player lands on owned property.**

If you land on someone else's property, you must pay them the rent printed on the title deed card for that property (unless they have mortgaged the property). Rents vary according to the price of the property, whether or not a player has a complete color set (Resistance), and if they've built houses or hostels.

- If a player cannot afford rent, they can mortgage properties to raise cash by flipping an owned property upside down and taking the amount on the card from the State. You do not collect rent from mortgaged properties.
  - Alternatively, players can try to fight it out if they cannot afford rent by playing a dice rolling game. Whoever rolls lowest "disappears" and if it's a tie, both players are sent to the gulag.

### **Buy all the properties in a colored group to get a Resistance.**

If you own all the properties in a colored group, you have a resistance! This is a useful way to gain money quickly, but be careful to not make too much money or the resistance will be seized and sent to the gulag for high treason.

- Players who build a resistance gain 1 get out of the gulag free card and their cost for rent is doubled.

### **Build houses on properties if you have a resistance.**

If you have a resistance, you can start to build houses on any of those properties to charge more rent. The building prices are listed on your property deed. You can build up to four houses on each property of your resistance.

- Buildings raise the rent on your property significantly. For example, the first property on the board, Kiev, rents for ₱1 without any buildings. When you build four houses, you can charge ₱80!

### **Build a hostel after you've built four houses.**

The most lucrative buildings you can add to your properties are hostels. After you've built four houses, you can buy a hostel from the State to replace the houses. The hostel is the heavy hitter in Communism, and if a player lands on a hostel they'll usually have to empty their pockets paying the rent.

- You have to build 4 houses on a space first before you can buy a hostel; you can't just save up for the hotel on its own.

### **Bribery whenever you land on the Border Patrol square.**

Every time a player lands on the corner space marked "Border Patrol," they pay a ₱20 inspection fee.

### **Take a No Chance or Communist Test card when instructed to.**

If you land on a spot marked "No Chance" or "Communist Test," take the top card off of the corresponding deck of the space that you landed on. These cards have effects that can cause you to earn or lose money, move you around the board, or even send you to the gulag.

- When you're done reading the card, perform the instructions and then return it to the bottom of the corresponding deck.

### **Go to the gulag when you're instructed to.**

Going to the gulag prevents you from moving around the board until you're free, but you still can collect rent, buy houses, participate in auctions, and trade with other players. The player must pay ₱100 each turn until they are freed. There are three possible ways to go to the gulag:



- Landing on the space marked “Go to Gulag.” The player goes diagonally across the board to the gulag space without passing Border Patrol, and their turn ends immediately.
- If you pick a NO Chance or Communist Test card that tells you to go to the gulag, your turn ends immediately and you move your token to the gulag square.
- Rolling 3 consecutive doubles on the same turn also sends you to the gulag immediately. Place your token into the gulag cell as soon as the third double is rolled.
- You can get out of jail by using a Get Out of Jail Free card, or rolling doubles on your next turn. If you succeed in rolling a double to get out of jail, you move forward the given number of spaces but do not take another turn. If a player rolls a 1 on any of the dice while rolling for doubles, they “disappear” and must choose a new pawn.
- If no pawns are left after “disappearing” the game ends.

### **The Endgame**

The player who has the most amount of money smuggled to the west at the end of the game wins.