

KREMLIN

INTRODUCTION:

Kremlin is a game for 3-6 players, loosely based on the politics of the Communist Party in the Soviet Union. The object is for a player's faction to control the Party Chief and to 'wave' during the annual October Parade to show personal control of the Communist Party.

Kremlin was originally released in 1986 by Fata Morgana and a licensed version from Avalon Hill followed shortly thereafter. This version allows players to play with both of the older rules sets or with new rules allowing players to use modern (post-1960) Soviet and Russian politicians as well.

The rules are broken down into several sections. The Basic Rules section is an overview of the components. It also contains how to prepare to play the game and basic concepts that are necessary to play any version of Kremlin. Then the game specific rules follow starting with a brand new way to play the game, Modern. If you're new to Kremlin or have played several games it's recommended that you give this version a try first. The Standard game closely resembles the original rules of Kremlin. While the 1928 game loosely resembles AH's version. In any case you will find the original rules for the version you prefer compatible with this new printing of Kremlin. You may find you like a combination of all the versions you experience. That's perfectly fine, adapt the rules to your preference.

Organization: All three versions share a common core set of rules. When **CORE** is displayed you will know these are the core set of rules, identical in all three games. When **GAME** is displayed you know this set of rules is specific to the game version you're playing, they are also indented. A **VARIANT** symbol gives you a common variant to the game version you're playing, which is further indented.

BASIC RULES

CONTENTS LIST:

game board
rule book
Influence record pad
52 Politician cards (26 with Politicians on both sides, 26 with Politicians on only one side)
108 Intrigue cards (color coded into three sets)
one sheet of die-cut counters
d20

THE GAMEBOARD:

The game board has many different areas on it. In the corner, the phases of a turn are listed. A turn track is located on the lower right. There is a corner labeled "EXILE" which is only used in the "Modern" game while the corner opposite is marked 'SIBERIA'. If a Politician is moved into Exile or Siberia, that Politician's card is placed there.

The rest of the game board is taken up by a representation of the ranks within the Communist Party. On the top is the Party Chief (P.C.). Below him are the three offices known as the "1st Level", four offices which are on the "2nd Level". The rank order for the Politicians matches the number of their position (A Politician in the Foreign Minister's position is ranked 3rd...) Below the "2nd Level" are the five Candidate Members and at the very bottom of the board you have the "People," comprised of four positions. The P.C., 1st Level, 2nd Level and Candidates make up what's known as the Politburo of the Kremlin. However only P.C., 1st Level and 2nd Level Politicians are considered the Voting-Members of this Politburo.

Each level is labeled on the board and next to the level is listed a Purge #. Note that as a Politician climbs the rungs of power, it becomes more difficult to remove that Politician.

In addition, each of these offices has color-coded programed instructions listed in a box under their name (the color behind each position name isn't important). These are reminders for ease of play, telling in which phases a Politician may be eligible to take action. Sometimes a Politician cannot fulfill his duties (because a card has been played or the Politician is off at the sanatorium; inactive); this means another Politician assumes the vacant office's duties for the moment. That order is also noted on the board. For example, look at the Defense Minister – the programed instructions begin with a “3”. This means he is used in the third phase of the turn (Spy Investigations). If the Defense Minister can't do his job, players look for “3A” (in this case, the Foreign Minister). That Politician now may carry out that Phase's opportunities instead. If “A” is unavailable, proceed through the alphabet until a Politician is available to act.

THE POLITICIANS:

Politician cards have a facial picture of the Politician and the Politician's name. There is also a capital letter in the upper left corner for ease of reference on a player's Influence record sheet.

In the upper-right is the Politician's current age. As the game progresses, this will change by way of adding stress to the Politician. Using the number-counters, known as **Stress Points (SP)**, players will adjust a Politician's age, placing his new age on top of the age listed on the card.

The card also lists the Politician's strengths and weaknesses. These are important and may have a bearing on aging, cards played or results of dice rolls.

There are two sets of Politician cards in the game. One set is single-sided and labeled Politicians Modern. The remaining Politicians are double-sided. One side, red background, is the fictional Politicians, the other side, gray background, is the historical Soviet Politicians.

INACTIVE POLITICIANS:

Politicians in the Sanatorium are **inactive**. They may

neither vote nor take actions. An action is anything a Politician does or decides. The **only** decision an inactive Politician may make is choosing to remain in the Sanatorium or return to work. A Politician without any declared influence points is **not** considered inactive.

THE INTRIGUE CARDS:

There are 108 Intrigue cards (IC). The cards are divided into three decks by the color of the top bar on the front side (red, gray and black). All game versions use the red deck while the other two are specific to the version being played.

Each card has instructions for its use such as when it may be played and the cards effects. If the card is written in red ink, its effects are sustained – the card is not discarded immediately. Cards in black ink take effect immediately and are then discarded. Three is the limit to the number of cards a player may have at any time, unless an IC itself allows for more. Only specific ICs will allow you to discard a card unplayed.

THE MARKERS:

There are several types of markers:

Faction Influence markers - These are the markers used to show who a player is influencing.

Numbers - These are placed on Politician cards directly on top of the Politician's printed age whenever a Politician's age changes due to stress or game events.

CURE - The Cure token is put on a Politician to show they are currently at the Sanatorium 'Taking the Cure,' their status is now 'inactive.'

? / ?? - The **?** shows that a Politician is under suspicion. Only the 1928 and Modern game use the double suspicion **??** side.

??? - The maximum suspicion **???** token is used only in the 1928 and Modern game.

+ / ++ - The red crosses represent poor health. One **+** means a Politician is sick. **++** means he is ill. If a Politician receives a third **+**, he is dead.

PREPARING FOR PLAY:

Each player takes all of the Influence markers for one of the six factions. The faction names have no bearing on the game. They exist for flavor. They are:

Black on beige: the Hard-line Stalinists
White on green: the Red Army Militarists
White on blue: the Lysenko Evolutionists
Black on yellow: the Putin Apologists
White on orange: the Gorbachev Young Guard
White on black: Kosygin Reformers

Each player needs a sheet from the Influence Record pad and a writing utensil. Keep a health chart and the 20-sided dice nearby.

ASSIGN INFLUENCE POINTS

Players allocate their **Influence points (IPs)** before the game begins (exactly when is dependent on the game you're playing). To do this players secretly assign their IPs to any Politician of their choice (restrictions may apply in your game version). Players must assign points to exactly ten politicians. They must use whole numbers ranging from 1 to 10 without ever repeating a number (if you care to check it all the numbers should add up to 55). This must be recorded on the Influence Record sheet. At no time may players show their records to each other. Though at the end of the game these records must be made public.

DECLARING INFLUENCE:

Influence can be declared at any time, but once it is declared, players are obligated to that. The moment a player places an Influence chit on a Politician or says "I declare ____ points" on a Politician, he is required to go through with it.

Obviously, a player may not declare more points than he has on a Politician. If this happens, his total is reduced to his maximum possible and the other players have the choice to lower the declarations that came later if they so desire.

Whoever has the most points on a Politician (represented by the Faction chits with numbers on them) is said to control a Politician and can take any/all actions that Politician is eligible to take in his ministry. If two players have the same number of Influence on a Politician, then whoever reached that total first controls the Politician (move that chit on top of the other to show control in that case). If the

same declared IPs happened simultaneously then control is determined by a die roll. High roll controls the Politician.

Although Influence can be declared at any time, they can't be declared and then used to undo an action once the die has been rolled or another action has taken place. If an action has been declared (such as a Purge attempt), but the die has not yet been rolled and control of the Politician changes hands, the new player in control may decide how to proceed (including not doing any Purges at all). Likewise, if control of a Politician changes after that particular one votes the new controlling player is allowed to change the vote. This opportunity is gone once another vote has been cast. It is possible for control to switch multiple times while attempting an action.

NOTE: The rules make a presumption of etiquette and that players will allow time for decisions to be made before dice are rolled. It is customary to wait 4-5 seconds before rolling or taking the next action. However, players are also expected to stay alert to their window of opportunity to react. It's proper to say "wait/hold..." if you want a brief moment to consult your record sheet or review your Intrigue Cards.

EXAMPLE: The Hardline Stalinists control the KGB Head at the start of the Purge phase with four Influence. The Stalinist player declares that the Economy Minister, controlled by the Putin Apologists, will be purged. After the Purge is announced, the Apologists declare that they have five points on the KGB Chief. The Stalinists say "Six" and the Apologist player says "Seven". The players are silent. The Stalinist player replaces his '4' marker with a '6' and the Apologist player puts his '7' down. The Apologist is now free to decide what the KGB will do.

INCREASING INFLUENCE

There are two ways Influence can be increased. The first is through the play of Intrigue cards. When a card is played, simply follow the directions on the card.

The other way comes at the end of turns 3, 6, and 9. Starting with the player to the left, of whoever controls the highest active Politician, players, in a clockwise manner, may choose one of the following options. Publicly add two IPs to Politicians currently in the Politburo (either two on a single Politician or separate points on two different Politicians) or draw two Intrigue cards (remember hand limit), or publicly add one IP and draw one card. Players should mark their Influence sheets accordingly in the proper column. Players must place any/all IPs before drawing any cards.

10+ INFLUENCE (Ours go to 11...):

The initial influence assigned by each player only go up to 10, but through the play of Intrigue cards or the IPs added on turns 3, 6, and 9, it is possible for a player to have more than 10 points on a Politician. If this happens, that player must place his faction's '10+' marker on the Politician in order to claim that status. When he does this, all other factions remove their Influence. Removed Influence is NOT eliminated. Those Influence points are once again 'undeclared'.

As long as the Politician remains at '10+', no one else may put Influence on that Politician.

RETIREMENT:

Sometimes people grow too old for office and decide to retire. In Kremlin, that takes place when a Politician's age reaches 96, they are then removed from the game immediately. A Politician cannot take actions which would guarantee him to retire. (i.e., Condemn at age 94 or higher, Purge at age 95...)

TURN ORDER:

In Kremlin, there are eight phases in a turn, comprising 1 year of time. Regardless of which game version you are playing, these phases remain the same.

1. Cures
2. Purges
3. Spy Investigations
4. Health Checks
5. Funeral Commission
6. Replacement
7. Rehabilitation
8. Parade, of the October Revolution

Intrigue card errata:

Intrigue card #3 Assassination Attempt

Change second sentence to read "If the result is one lower than his Purge rating, the politician receives ++. If it is two lower, he receives +.

Modern, Standard & 1928 Game

The **Modern** game is a brand new way of playing Kremlin. This game blends some of the best features of the previous game editions. It also adds some completely new mechanics to the game.

In the modern era, the Communist Party was more stable than in the Stalinist era, but its aging leadership fossilized and the heavy-handed bureaucracy collapsed, leading to a modern Russian state, stripped of much of its Soviet empire, but still longing for its days of glory under a 'security-state' regime.

The **Standard** game reflects the way the game was originally played.

1928: The 1920s were a violent and unstable time for the Soviet Communist Party. The decade saw the death of Lenin, the dismissal of Trotsky, and the rise of the one man Lenin didn't want in charge: Stalin. Soon enough, the purges came and the remainder of the Bolshevik Old Guard were dead, whether from 'illness' or execution..

Variant: This version makes the 1928 game a very common way that Kremlin is played. It should be read together with 1928.

All three versions are mixed together amongst the core rules. To avoid confusion decide which game you're playing and then only read the game specific rules for it.

PREPARATION:

GAME

Modern

Intrigue cards: Shuffle together the red shaded and black shaded ICs (red:1-36, black:73-108).

Politicians: use the cards labeled Politician Modern.

Leave the Party Chair empty for the moment.

Deal three ICs to each player. Players may look at these before assigning IPs to Politicians. Players allocate their IPs before the Politicians are dealt to fill the Politburo.

After points are allocated, shuffle the Politicians and fill the Politburo in rank order, EXCEPT for the Party Chief. Of the remaining Politicians, find the oldest not in the Politburo and place him in the P.C. slot. Add one to the Party Chief. The four positions that make up the People are not filled randomly, instead place the four oldest remaining Politicians there.

The game will last up to ten turns. The game is ready to begin.

Standard

Intrigue card set: Shuffle the red shaded Intrigue cards (red:1-36).

Politicians: use the red background fictional Politician cards

Deal three Intrigue cards to each player. Players may look at these immediately.

Place "Victor Aparatschik" (A) in the Party Chief slot. Shuffle the remaining 25 Politicians and deal them out to fill the 12 remaining Politburo slots. (Only the fictional Politician side is used in the Standard Game; the side with the historical Politicians is not used) After this, arrange the remaining Politicians in order of age and set them to the side. Take the first four of these and place them in the ranks of the People.

Players now assign their IPs, recording

them on their Influence Record sheets.

If there are 3-4 players, no points may be assigned to "Victor Aparatschik".

If there are 5-6 players, Influence MAY be assigned "Victor Aparatschik".

The game will last up to ten turns.

The game is ready to begin.

1928

Intrigue card set: Shuffle together the red shaded along with the gray shaded Intrigue cards (red: 1-36, gray: 37-72).

Politicians: use the gray background historical Politician cards

Deal three Intrigue cards to each player.

Players may look at these immediately.

For 1928, place "Vladimir Lenin" in the Party Chief slot.

Players now assign their IPs, recording them on their Influence Record sheets, prior to seeing where the remaining Politicians begin. Players are allowed to assign Influence to "Vladimir Lenin" at the start of the game.

Once influence is assigned, shuffle the Politicians and fill the Politburo and ranks of the People just like the Standard game. These cards should be placed so that the historical Politician (gray shaded bar) is face up.

The game will last up to ten turns.

The game is ready to begin.

VARIANT

Use the exact same Intrigue and Politician cards as Standard.

During the Increase Influence phase the additional IPs may be assigned to any politician.

The Party Chief begins sick, add +. Game lasts ten turns, unless there's no victor, it then proceeds up through the 5th phase of turn 11. The People, still arranged by

order of age, consists of all the Politicians off the board, not just the first 4.

Game Sequence:

1. CURE

CORE

Having a Politician you control die is usually inconvenient, so often, it is a good idea to spend the year in a Sanatorium to improve the Politician's health.

In this phase, Voting-Member Politicians with any + on them must decide if they wish to take a Cure and go to the Sanatorium. This is done in voting order (from the top down). If the Politician goes, a **CURE** marker is placed on the Politician's card. Unless an Intrigue card is played causing a change, Politicians will remain in the Sanatorium for the entire year. Once a Politician is completely healthy and removes his last +, he must return to the Politburo at the start of the next turn.

(If you look at the Health table, you'll see Politicians have a significantly better chance of regaining their health at the Sanatorium than they do remaining on the job.)

WARNING!! Politicians in the Sanatorium are inactive—and thus more susceptible to Purges and Trials!

INACTIVE POLITICIANS:

If a Politician is 'taking a Cure' and is located at the Sanatorium, he is considered inactive. This is important because it means his job responsibilities now fall to another Politician, depending on the color-coding on the board.

A Politician with no Influence on him is still active.

EXAMPLE: The Defense Minister is at the Sanatorium and is thus 'inactive'. Looking at the board, the Foreign Minister is listed as '3A', so that the Foreign Minister takes over the Defense Minister's privileges. If the Foreign Minister is also 'inactive', the KGB Chief would assume responsibilities since the KGB Chief is '3B'.

Once the decisions regarding taking a Cure have been made, Politicians are aged (SPs). Aging isn't automatic for everyone and may depend on their health or their ministry. Indeed, it is possible for Politicians to get younger during a turn!

Though a Politician's SPs potentially could be lowered under no circumstance could his age be reduced below his starting age.

Politicians

are aged as follows:

- +1 SP if serving as "Party Chief"
- +1 SP for each + on their card, providing they are not at the Sanatorium
- +1 SP for each ? on their card
- +1 SP if occupying a Ministry that is the same as the Politician's Weakness
- 1 SP if occupying a Ministry that is the same as the Politician's Strength

Sanatorium: (for a quick reference)

When a Politician is at the Sanatorium, "Taking the Cure," he is referred to as inactive. The effects of which are as follows:

- does not age due to any +
- more likely to gain health.
- may not vote in either a Trial or a nomination
- has +3 added to a purge attempt die roll.
- office duties get passed on to a different politician
- cannot wave as the P.C.
- may not perform any actions except to roll his health dice or choose to leave the Sanatorium

GAME

AGING/TAKING A CURE:

Modern

There is no limit to the number of years a Politician may be aged during this phase. Politicians in Siberia age one year automatically. In addition, they are aged one year for each + they have.

Standard

During this **phase**, no Politician may age more than ONE YEAR per turn, regardless of how many + on the Politician or other factors.

1928

There is no limit to the number of years a Politician may be aged during this phase. Politicians in Siberia age one year automatically. In addition, they are aged one year for each + they have.

VARIANT

Only the Voting-Members are subject to aging.

GAME

SIBERIA

There are a number of ways to send a politician to Siberia. Whichever way...

Modern

...Siberia causes the Faction with the most declared influence on the Politician to lose all of that which is declared. The player should mark his Influence Record sheet accordingly. In addition '?' are discarded. The Politicians SPs and health status remain unchanged.

Standard

...Siberia is a punishment, but not a death sentence. When a Politician is sent to Siberia, he retains all of his Influence and Health markers, but loses any ?. While in Siberia, the Politician does not age nor does he have to make Health rolls.

1928

...Siberia causes **all** Factions with any declared influence on the Politician to lose all of that which is declared. The players should mark his Influence Record sheet accordingly. In addition all ? are discarded. The Politicians SPs and health status + remain unchanged.

2. PURGES

CORE

In the Purge phase, the KGB head may attempt to eliminate alleged enemies of the state within the ranks of the Politburo. To do this, the KGB Head selects a target and rolls the die. If it is equal to or higher than the Purge number (located on the board as well as here), the target has been successfully purged. If the Purge fails, the KGB Head immediately ages 3 years and the Phase is done.

THE PURGE NUMBERS

PARTY CHIEF:	18 or higher
1st Level:	14 or higher
2nd Level:	10 or higher
Candidates:	6 or higher

As you can see, life at the lower ranks of the Politburo can be rather dangerous.

Remember to take into account whether a Politician is in his Strength or Weakness! A Politician assigned to his Strength gets to add two to his Purge number (making it more difficult to remove him) while a Politician stuck in his Weakness is two easier to Purge.

Politicians at the Sanatorium are also three easier to Purge than Politicians on the job and active. (A Politician in his Weakness and at the Sanatorium is FIVE easier to Purge.)

If the KGB Head has no Influence on him, no Purges take place (because he is still 'active').

If the KGB Head is inactive or the post is vacant (due to a played card, etc), then the decision to conduct Purges falls to the Ideology Chief (2A). If the Ideology Chief is inactive, the duty falls to the Party Chief and if necessary, the Industry Minister after that.

GAME

PURGES

Modern, Standard and Variant

Purges are business not personal. If a Purge is successful the Politician is sent to Siberia.

1928

Unlike the Standard Game, Purges in 1928 are serious business. Whenever a Purge is successful, the target Politician is killed and out of the game. Any declared Influence is lost and removed from the Politician and **?**, and **+** on that Politician are discarded.

After that, flip the Politician over to his 'protégé', the fictional Politician with the same letter. The protégé is placed in Siberia. Any undeclared Influence on the original Politician still exists on the protégé. Once the protégé dies, by any means, the card is removed from play.

EXAMPLE: Vladimir Lenin is purged. The Lysenko Evolutionists had five declared Influence on him. Those are now discarded. Lenin's protégé (on the flip side of his card) is Victor Aparatschik. Victor is now placed in Siberia. The Putin Apologist faction had three Influence undeclared on Lenin. Those points are now three undeclared Influence on Victor Aparatschik instead.

If a Purge fails, a **?** is placed on the target Politician. This is cumulative, so that a Politician with two **??** adds a third. A **?** added during the Purge Phase does allow a Politician to be brought to trial in the Spy Investigation Phase.

3. SPY INVESTIGATIONS

CORE

During this phase, the Defense Minister (or Politician acting in his stead) may perform four different types of actions: Investigations, Trials, Condemnations, and Burning Dossiers. These may be performed in any order.

INVESTIGATIONS

To begin an Investigation on another Politician, the Defense Minister places a **?** on the investigation's target. For each **?** he places, the Defense Minister ages one year. The target must be among the Voting-Members.

GAME

Modern and 1928

The Defense Minister may place one **?** per Voting-Member Politician of his choice, even if there is already a **?** on this Politician (the **???** marker is the maximum a politician may ever have. The only affects of additional **?** is to age the Politician faster). The Defense Minister may not add more than one **?** to any one Politician during this Phase.

Standard

Only one **?** may ever be on a Politician

CORE

TRIALS:

A Trial may be called against any one Voting-Member Politician who had a **?** on him before the beginning of the Spy Investigation Phase. Politicians who didn't start the phase with a **?** cannot be brought to Trial. Trials are resolved by a vote of the senior eight members of the Politburo. The members vote in descending order from the Party Chief down.

Inactive Politicians are not allowed to vote. Politicians without Influence placed on them will always vote 'Innocent'.

If the accused Politician receives two 'Innocent' votes, he is not guilty. If this occurs, remove all of the **?** on the targeted Politician and the Defense Minister is aged three years. If the accused Politician is found guilty, he is sent to Siberia.

If an acquittal occurs, the Defense Minister may not place a new **?** on that same Politician this turn.

CONDEMNATIONS:

The Defense Minister can bypass the need for a trial for Candidate-level Politicians. He may chose one per year and send him directly to Siberia. This ages the Defense Minister two years.

GAME

Modern

The Party Chief or a 1st Level Politburo member may negate this Condemnation by aging himself 5 years immediately—if

negated, the Candidate remains and loses none of the Influence on him (Essentially, the negating Politician is allowed to 'rehabilitate' the Condemned Candidate immediately.) If negated in this fashion, the Defense Minister does not suffer the aging penalty for issuing a Condemnation.

Modern and 1928

Whether or not a Politician was brought to Trial the Defense Minister may conduct a condemnation.

Standard and Variant

The Defense Minister must choose either the Condemnation or Trial action. He may not do both during the same phase.

CORE

The condemned Politician need not have been under **?** previously

BURNING DOSSIERS:

The Defense Minister may also choose to burn evidence against Politicians. This allows the Defense Minister to remove **?** from Politicians. For each **?** removed, the Defense Minister ages one year.

If the Defense Minister is inactive, his duties fall in order to the Foreign Minister (3A), KGB Chief (3B), Party Chief (3C), and the Industry Minister (3D). Once the Defense Minister declares this Phase to be complete, it is over.

4. HEALTH PHASE

CORE

During this phase, all Voting-Members of the Politburo must roll the die and consult the Health Table. Cross-index the roll with the Politician's current age. This gives the effect. Make sure to use the proper table. One is for working Politicians; the other is for Politicians at the Sanatorium.

DARK RED: **+++** instant death.

RED: Add **++** to the Politician

LIGHT RED: Add **+** to the Politician.

WHITE: No effect.
Yellow: Remove a + from the Politician.

After the roll, if the Politician has three + he is dead and removed from the game.

Note: All politicians under the age of 50 use the 50 year old line.

If two attempts to name a Party Chief fail, the Foreign Minister ascends to the position by default. **"The Rule of the Old"** If the Foreign Minister (or the Politician fulfilling his duties) is uninfluenced he automatically proposes the oldest eligible politician. This is the only time in the game where an uninfluenced politician can act.

5. FUNERAL COMMISSION PHASE

CORE

This phase is only used if the Party Chief office is vacant. If so, the Foreign Minister must name either the KGB Chief or the Defense Minister as successor. If no one occupies those offices then the Foreign Minister may nominate someone from the 2nd Level. Only if the entire Politburo is empty save for himself may the Foreign Minister be nominated for the top office!

After a nomination is made, the choice must be confirmed by the Voting-Members. Going through the ranks of the 1st and 2nd levels (starting with the highest ranking member), Politicians vote. If there are three 'no' votes, the nomination has been rejected. Immediately age the Foreign Minister one year.

IMPORTANT EXTRA NOTES:

Politicians taking a Cure do not vote (and thus, do not count as a 'no' vote).

Politicians unclaimed by any faction ALWAYS vote in favor of a nomination.

The Foreign Minister and nominated Politician cannot vote 'no'.

If the vote was successful, immediately promote the nominee to Party Chief and end the Phase.

If the vote failed, the Foreign Minister must now nominate a new candidate and repeat the process, except this time, he must choose a nominee from among ANY of the Politicians who voted 'no' regardless of their level in the Politburo. The voting process is the same as the first attempt. If three 'no' votes occur again, immediately age the Foreign Minister one year.

6. REPLACEMENT

CORE

Follow these 7 steps to fill the Kremlin back up.

R1) Shifting: Before anything else happens in this phase, the Party Chief may shift Voting-Member Politicians to new slots within their current level. The slots need not be vacant in order to do so. The Party Chief does not age for any shifting.

[The P.C. instruction box on the board incorrectly says 1 SP for switching.]

R2) Promotions/Demotions by Party Chief: Once all shifts are complete the Party Chief may now promote or demote **any** Politician. Promoting and demoting Politicians ages the acting Politician one year PER action. These promotions and demotions are limited to one level in either direction. This means the Party Chief could not demote the KGB Chief to the rank of Candidate Member in one turn, nor could the Party Chief raise someone from the ranks of the People to the 2nd Level, etc. The slots must be vacant for any promotion or demotion. The Party Chief may not demote himself.

Example: The Party Chief wishes to demote the Industry Minister (2nd Level) to the ranks of the Candidates. Since the Candidate positions are all occupied he must first promote a Candidate to a vacant 2nd level slot or demote a Candidate to the ranks of the people. (There doesn't need to be a vacancy at the People level the Candidate would simply be placed in order of age)

R3) Automatic Promotion to 1st level: Once the Party Chief has completed all promotions/demotions he announces he is finished. At this point if there are

any vacancies on the **1st Level** they must be filled based on the oldest Politician within the 2nd level. If the 2nd level is entirely empty then the oldest Politician from the Candidates is chosen, if also none there then from the People.

NOTE: Sometimes a Politician may wish to age to promote the oldest available Politician to ensure that Politician's rise.

R4) Promotions by 1st Level Politicians: After the *automatic promotions* to the 1st level are complete any **vacancies** at the 2nd or Candidate levels may be filled. Each 1st level Politician now gets an opportunity (in rank order, 2 is higher than 3 and so on...) as long as vacancies remain, to promote a Politician one level to either the 2nd or Candidate level. Each promotion inflicts 1 SP. They may never demote or shift politicians.

R5) Automatic Promotion to 2nd level: Once the 1st Level Politicians are done with their promotions any vacancies on the 2nd level must be filled based on the oldest Politician within the Candidates. If there are no Candidates, Politicians in the ranks of the People advance by oldest instead.

R6) Promotions by 2nd Level Politicians: After the *automatic promotions* to the 2nd level are complete any **vacancies** at the Candidate level may be filled. Each 2nd level Politician now gets an opportunity (in rank order, 5 is higher than 6 and so on...) as long as vacancies remain, to promote a Politician from among the People to the Candidate level. Each promotion inflicts 1 SP. They may never demote or shift politicians.

R7) Automatic Promotion to Candidate Level: Once the 2nd Level Politicians are done with their promotions any vacancies on the Candidate Level must be filled based on the oldest Politician within the People.

These *automatic promotions* always fill in order of rank within their newly promoted level. No SPs are inflicted for automatic promotions.

IMPORTANT POINTS:

- When seniority is determined, it is based on the Politician's current age. If there is a tie, the Politician with the highest printed age on his card is considered to be the oldest.
- A Politician is allowed to be promoted more than one level as long as each promotion was done by an entirely different Politician.

SUDDEN DEATH VICTORY!: If the number of vacancies in the Politburo is greater than the number of Politicians in the Politburo and among the People, the game ends immediately. Whoever controls the highest ranking active member of the Politburo wins the game.

Once all promotions are complete, make sure that there are at least four Politicians in the ranks of the People. If there are fewer than four there, Politicians are added in Age-order.

NOTE: Though the ranks of the People start with four Politicians, it is possible to have more due to cards or Politicians being rehabilitated from Siberia or returning from Exile. Politicians not currently in play (stacked and waiting to enter the ranks of the People) do NOT count as being at the People's level. This is important if there are many vacancies in the Politburo due to death or condemnations.

7. REHABILITATION PHASE

CORE

In Politburo order, starting with the Party Chief, Politicians have the opportunity to rehabilitate Comrade Politicians currently in Siberia. Granting a release to a Siberian Politician ages the sponsoring Politician five years per Politician released. The released Politician is placed in the ranks of the People and keeps any Influence, Health Problems, and aging effects currently on him.

8. PARADE OF THE OCTOBER REVOLUTION

CORE

The last phase of a turn is the October Revolution Parade where the Party Chief must stand on the Rostrum overlooking Red Square and wave for the

Parade's duration. Success is a sign of the Motherland's strength!

If the Party Chief is healthy, his wave is automatically successful. If the Chief has a **+** he must roll equal to or greater than 7 to successfully wave. If the roll fails, the Party Chief must age one year. If he has **++** then the roll for success becomes a 14 or higher. If this fails, the Party Chief is aged two years.

If there was a successful wave, put a Faction marker of the Faction which controlled the Party Chief on the turn chart. If the wave failed, place a **+** there instead.

Remember: A Party Chief Taking the Cure cannot even attempt to wave.

VICTORY

GAME

Modern

Victory is determined by the first faction to control the Party Chief for three waves. This can be three different Party Chiefs each waving once! If a wave is done successfully, place a faction marker on the Turn Track on the appropriate turn.

If no one has won by the end of Turn 10, victory is determined by who has the highest score. A faction's score is determined by:

- 1 pt. for each successful wave
- 3 pts. for controlling the Party Chief (IF not inactive)
- 2 pts. for each 1st Level Politburo member controlled (IF not inactive)
- 1 pt. for each 2nd Level Politburo member controlled (IF not inactive)

If there is a tie, the Americans win (which means everyone loses).

Standard

The game ends when a single **Politician** waves three times regardless of who controlled him during those waves. (Place a SP marker on

that politician to indicate the number of waves during the game). All hidden Influence on the Party Chief is now revealed and whoever controls the Party Chief after all Influence is revealed wins the game. (this reveal is technically simultaneous so a player's chance to add more IPs ends upon the first player to reveal). If no single Politician waves three times during the game, whoever controls the Party Chief at the end of Turn 10 wins instead.

1928

Victory is determined by the first **Faction** which controls the Party Chief for three waves. It does not have to be the same Politician who waves each time; it can be three different Politicians each waving once! If a wave is done successfully, place a faction marker on the Turn Track on the appropriate turn.

If no Faction manages three waves in ten turns, whoever controls the Party Chief at the end of the game is the victor.

VARIANT As mentioned earlier if the primary victory condition isn't met by turn 10 the game proceeds into the 11th turn and ends immediately after the 5th phase. The Faction who controls the P.C. at this point is the victor.

ADDITIONAL RULES

GAME

TRUST NO ONE

Modern and 1928

An individual who proclaims no loyalties or ideals in his office cannot be trusted. If a Politician has not had any Influence declared on him, he is immediately condemned to Siberia at the end of the Spy Investigation Phase.

Modern: enforced among 1st level Politburo only.

1928: enforced among 1st and 2nd level Politburo only.

VARIANT and **Standard**

This rule isn't enforced.

BRIBES AND NEGOTIATIONS

CORE

During the game, players are allowed to exchange cards or trade cards for favors (such as agreeing not to target a specific Politician during a Purge Phase). The only limiting factors are:

- *Trades may only be made between two players.
- *Influence Points may not be traded.
- *All talk must be public (though the card contents do not need to be revealed).
- *Once an agreement is reached, both parties are bound to it. Deal-breaking is not allowed in Kremlin.

GAME

1928:

No difference from core rules.

VARIANT An agreement is binding only within the current phase. Beyond that it's merely a promise.

The Faction in control of the Politician may discard half of its declared Influence points (rounded down, but always at least 1). He is then immediately placed in the ranks of the People. This can be done at any time.

The Faction in control of the Politician may discard two Intrigue cards. He is then immediately placed in the ranks of the People. This can be done at any time.

While in Exile, no additional Influence points may be declared on the Politician, nor may Influence be added to him using the extra potential Influence gained on turns 3, 6, or 9. Influence may be altered by Intrigue cards..

Resolving Influence Point Ties

CORE

Reminder, if there's a simultaneous declaration of the same IPs on a Politician then a dice roll, high number wins, determines who has control.

VARIANT When at least two players have the same number of declared IPs (simultaneous isn't necessary) that would control the Politician, any other player(s) with declared IP on that Politician may attempt to break the tie. This is done by declaring his support for one of the tied players in the amount of one-tenth of his current declared IP on that Politician (i.e. 2 players have declared 6IPs on a Politician which would control him. Another player with 4 declared IPs on the same Politician offers his support to one of the tied players in the amount of .4; $4 \times 1/10$, thus breaking the tie). If this doesn't resolve it follow the core rules for tie-breaking. Once the one-tenth support is given it can't be taken away until a new player matches the current controlling IP amount or exceeds it. If another tie ensues redo the procedure with all 1/10 support reset.

New Mechanic for the Modern Game:

GAME

EXILE:

Discretion is the better part of valor. Politicians who are the declared targets of either Purges or Trials (but not Condemnations) have the right to declare that they are going into Exile. This is done before the die is rolled (therefore no Purge attempt was made) or the first vote is cast for the Trial (but the Trial is considered to have taken place, he ran out when no one was looking).

Politicians who go into Exile are placed in the Exile section of the game board. When a Politician goes into Exile, he is allowed to keep all of his Influence. All other markers are removed (including any '+' that may be on him – English hospitals are available to everyone with power and money...)

Politicians may be returned from Exile by three different means.

The playing of an Intrigue card bringing the Exile home (sometimes involuntarily).

Variants for any game version:

Three Player Version

Players may assign '10+' to an 11th Politician.
No IPs may be placed on the Party Chief until the end of the third year (the first opportunity to add influence).

Club 55

Assign your 55 total IPs in any manner you wish, doesn't have to be on exactly 10 Politicians.

Limited Edition Politician

If your set came with the l.e intrigue and Politician cards here's some suggestions as to how to use them. The l.e. Intrigue cards can be used whenever you want.

Take the 6 l.e. Politicians (double lettered) and pass one to each player. This is their exclusive Politician. Only that player may assign IPs to him. During the adding influence phase players may add to other players' exclusive politician.

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