

# Comrade<sup>©</sup>

A game of dissidents and informers  
in a totalitarian regime



for 5-10 players (playing time 15 minutes)

by Nicholas Hjelmberg

Nova Suecia Games

<http://www.novasuecia.se>

Version 1.0

## Introduction

A word is spread on the streets outside the Party headquarters. A word of freedom. The stronger the word grows, the weaker the Party gets, and it must be stopped before it is too late. Comrade! It is your duty to blend with the workers and farmers of our proud Motherland, conduct interrogations and recruit more informers to find the dissident. Beware, if the word reaches the heart of our Party, our entire Revolution may fail!

## Setup

Randomly select one of the two dissident cards and discard the other without looking at any of them. Add the informer card and as many of the eight comrade cards as needed to have one per player. Shuffle and distribute one card per player. Randomly assign a player to hold the chairman card the first turn. Use vote cards equal to half the number of players (3 for 5-6 players, 4 for 7-8 and 5 for 9-10).



## Objective

The current informer (the player currently holding the informer card) wins by finding the dissident. The other players win by sharing the dissident card and vote for the right freedom (glasnost or perestrojka depending on which dissident card is in play).

## Turn order

Each game turn consists of three phases: the vote phase, the committee phase and the interrogation phase. Players may never reveal their cards.

## Vote

The chairman starts the turn by calling one player for each vote card in play (not including him- or herself) to a secret vote. The players place one vote card each under the rule card with the vote face up (party or freedom). The chairman shuffles and discloses the votes.

- If all players vote for freedom, the game proceeds with the committee phase.
- If at least one player votes for the party, the game proceeds immediately with the interrogation phase.

## Committee

The chairman calls the voters to an open vote. They place their vote cards under their comrade cards with the freedom voted for (glasnost or perestrojka) towards the middle and reveal both cards simultaneously. The chairman asks the dissident to reveal the freedom.

- The case is lost and the game proceeds if
  - the dissident voted (the words are censored).
  - the informer voted (the opposition is infiltrated).
  - at least one comrade voted for the wrong freedom (the opposition is divided).
- The case is won if all voted for the right freedom.

If the case is won, the regime falls and all players except the informer wins. If the case is lost, the dissident must draw a new random dissident card. The game proceeds with some identities compromised.

## Interrogation

If the game proceeds, the first player to the left of the chairman gives any other player **with less than two cards** his or her card but interrogates the other player first (look at his or her card). Continue in clockwise order until all players that started the turn with one card have given it away.

If the informer either finds the dissident when looking or is given the dissident, he or she immediately wins. Otherwise, the first player to the left with two cards gives any one card to any one player **with no cards**. Continue in clockwise order and end when all players have one card each again.

The chairman gives the chairman card to the player to the left, who then starts the next turn.

## Credits

|                 |  |
|-----------------|--|
| Game design:    | Nicholas Hjelmberg   |
| Artwork:        | Nicholas Hjelmberg   |
| Production:     | The Game Crafter   |
| Game testers:   | Magnus Anderlund, Samuel Hägg, Kristoffer Johansson,<br>Stefan Malmquist, Henrik Strinning           |
| Special thanks: | My wife Su-San Oh for having to listen to my endless historical<br>and game-technical considerations |