

# Comrade<sup>©</sup> - Print & Play



## Instructions

1. Print the following pages 2-5 double-sided on thick paper
2. (even pages are the fronts of the cards and odd pages are the backs)
  2. Comrades (8), Informer (1)
  4. Dissidents (2), Chairman (1), Votes (5), Rules (1)
3. Cut out the cards with a sharp knife or scissors (9 per sheet)
4. Read the rule cards or download the rules from
5. <http://novasuecia.se/comrade/files/Comrade%20Rules.pdf>
6. Enjoy your game!

Comrade - Print & Play is free but we would appreciate feedback (both about what is good and what may be better) to [nicholas.hjelmberg@gmail.com](mailto:nicholas.hjelmberg@gmail.com).

A printed version is available at <https://www.thegamecrafter.com/games/comrade>.

**COMRADE**



*Agricultural workers! Make better use of land, technology, fertilizer, and all material resources!*

**COMRADE**



*Cultural workers! Give your talent and craftsmanship to the service of the people, to the job of Communism!*

**COMRADE**



*Citizens of the Soviet Union - strictly adhere to the Constitution of the USSR, the Basic Law of our life!*

**COMRADE**



*Young men and women! Persistently educate yourselves to live, work and struggle as Leninists, as communists!*

**COMRADE**



*Long live the valiant Armed Forces of the USSR guarding the peaceful labor of the Soviet people!*

**COMRADE**



*Long live Soviet women, fervent patriots, active participants in the labor and social life!*

**COMRADE**



*Construction workers! Build quickly, durably, economically, and on the basis of contemporary technology!*

**COMRADE**



*Long live the Leninist Komsomol, the vanguard of the young builders of communism!*

**COMRADE INFORMER**



**Comrade!**  
**Interrogate comrades to find the dissident! Recruit new informers!**

COMRADE



COMRADE

COMRADE



COMRADE

COMRADE



COMRADE

COMRADE



COMRADE

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COMRADE



COMRADE

**COMRADE DISSIDENT**



**Comrade!**  
Spread the word of **GLASNOST**  
but beware of the informer!

**COMRADE CHAIRMAN**



**Lead the Communist Party through**  
**Vote, Committee and Interrogation!**  
**Hand over to comrade to your left!**

**COMRADE DISSIDENT**



**Comrade!**  
Spread the word of **PERESTROIKA**  
but beware of the informer!

**COMRADE**  
**GLASNOST VOTE**



**COMRADE**  
**PERESTROIKA VOTE**

**COMRADE**  
**GLASNOST VOTE**



**COMRADE**  
**PERESTROIKA VOTE**

**COMRADE**  
**GLASNOST VOTE**



**COMRADE**  
**PERESTROIKA VOTE**

**COMRADE**  
**GLASNOST VOTE**



**COMRADE**  
**PERESTROIKA VOTE**

**COMRADE RULES (5-10 PLAYERS)**

**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.

**COMRADE**  
**GLASNOST VOTE**



**COMRADE**  
**PERESTROIKA VOTE**

COMRADE



COMRADE

CHAIRMAN TURN DUTIES

Vote

1. Select comrades (excluding yourself) to vote.
  - a) If all vote for freedom, proceed with Committee.
  - b) If at least 1 votes for party, proceed with immediately with Interrogation.

Committee

1. Ask voters to vote for perestrojka or glasnost and dissident to reveal freedom.
  - a) Comrades win if only comrades vote **and** if all vote for the right freedom.
  - b) Game proceeds if dissident and/or informer votes **or** at least 1 votes for the wrong freedom. Ask dissident to randomly draw new dissident card.

Interrogation

1. Ask comrade to your left to look at any comrade's card and then give back the card together with his or her own card.
  2. Proceed clockwise with all with **1 card**.
  3. Ask comrade to your left with **2 cards** to give any comrade with 0 cards 1 card.
  4. Process clockwise until all have **1 card** again.
- Informer wins if the card looked at or given is the dissident.

COMRADE



COMRADE

COMRADE  
PARTY VOTE



Workers of the world,  
unite!

COMRADE  
PARTY VOTE



Workers of the world,  
unite!

COMRADE  
PARTY VOTE



Workers of the world,  
unite!

COMRADE  
PARTY VOTE



Workers of the world,  
unite!

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

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.

COMRADE  
PARTY VOTE



Workers of the world,  
unite!

