

Gulag[©] - 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. Loyal workers (5), Disloyal workers (1)
 4. Disloyal workers (1), Commissar (1), Supervisor (1), Tasks (4)
 5. Rules (2)
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/gulag/files/Gulag%20Rules.pdf>
6. Enjoy your game!

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

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

GULAG LOYAL WORKER



Play the work card to build the Canal.
Supervise disloyal workers to prevent them from striking.

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Play the work card to build the Canal.
Supervise disloyal workers to prevent them from striking.

GULAG DISLOYAL WORKER



Play the strike card to stop the Canal.
Supervise loyal workers to prevent them from working.

GULAG DISLOYAL WORKER



Play the strike card to stop the Canal.
Supervise loyal workers to prevent them from working.

GULAG DISLOYAL WORKER



Play the strike card to stop the Canal.
Supervise loyal workers to prevent them from working.

GULAG DISLOYAL WORKER



Play the strike card to stop the Canal.
Supervise loyal workers to prevent them from working.

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GULAG DISLOYAL WORKER



Play the strike card to stop the Canal.
Supervise loyal workers to prevent them from working.

GULAG COMMISSAR



Select 2 workers for task.
Select 1 worker for supervision.
Give to player to your left.

GULAG SUPERVISOR



Play to worker to force new task card.
Strikers will go to work.
Workers will go on strike.

GULAG WORK



Canal Army soldier! The heat of your work will melt your prison term!
Add 1 step to the Canal.

GULAG STRIKE



Canal Army soldier! The work will cause the death of thousands!
Add 0 steps to the Canal.

GULAG RULES (5-10 PLAYERS)

Setup

Shuffle the 10 worker cards and place them face down. (For 6-8 players, first remove 1 red worker card and 1 black.) In clockwise order, draw 1 worker card, look at it, and give it to your player on your right. When completed, all players should have 1 worker card each and know the card of 1 other player. The cards may be discussed but not revealed to any other players. Discard any remaining worker cards without looking.

Objective

The game is played in as many turns as there are players. The workers have been assigned to complete the White Sea Canal. If **more** than twice as many work cards are played as there are red workers, the Canal is completed before plan and the red (loyal) workers are released and win. However, if **less** cards are played, the Canal work is abolished and the black (disloyal) workers escape and win. Keep track of turns and played work cards using the back of the rule cards.

Turn order

The first player takes the commissar card and leads the turn. The commissar selects 2 other workers for the task and gives them 2 task cards each, 1 work card and 1 strike card. The commissar also select 1 other worker to supervise the task and gives him the supervisor card.

The selected workers performs the actions of Task and Supervision, after which the Commissar inspects the task. Then the next player in clockwise order takes the commissar card and leads the next turn. However, not all workers are trusted to be selected again.

GULAG WORK



Canal Army soldier! The heat of your work will melt your prison term!
Add 1 step to the Canal.

GULAG STRIKE



Canal Army soldier! The work will cause the death of thousands!
Add 0 steps to the Canal.

GULAG RULES (5-10 PLAYERS) CONT.

- 5-6 players: At least 1 worker must be replaced.
- 7-8 players: At least 2 workers must be replaced.
- 9-10 players: All 3 workers must be replaced.

Task

The workers selected for the task select 1 task card each and place it on the table face down.

Supervision

The worker selected for supervision **may** order 1 of the workers to replace the selected task card with the other task card. Both the replaced and the new task card must remain face down.

Inspection

The commissar takes the task cards, shuffles them and turns them face up. Work cards add 1 to the completion of the Canal and strike cards add 0.

End of game

When the given number of turns have been played, all players reveal their worker cards. Count the red workers and the played work cards.

Red workers	Red win if	Black win if
2	>4 work cards	<4 work cards
3	>6 work cards	<6 work cards
4	>8 work cards	<8 work cards
5	>10 work cards	<10 work cards

In case of a draw, the workers in minority win. If there are as many red workers as black, the draw stands. (The Canal is completed but late so none are released.)

SUPERVISOR TURN DUTIES

1. Choose **if** to supervise.
2. Choose **whom** to supervise.



3. Order the supervised worker to replace the played task card with the other card **without disclosing any of the cards.**



COMMISSAR TURN DUTIES

1. Select 3 workers, of which some must be new compared to previous turn.
 - 5-6 players: At least 1 new.
 - 7-8 players: At least 2 new.
 - 9-10 players: All 3 new.
2. Select 2 of the workers for the task and give them 1 pair of task cards each.
3. Select 1 of the worker to supervise the task and give him or her the supervisor card.
4. Ask the workers to play 1 task card each face down.
5. Ask the supervisor to optionally order 1 worker to replace the played task card with the other card **without disclosing any.**
6. Shuffle the task cards and turn them face up.
7. Move the turn card 1 step and the score card 1 step for each work card played.
8. Give the commissar card to the next player in clockwise order.
9. End when all players have played commissar once.

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GULAG

Arrange rule cards to show current turn and point to current score



WORK

TASK

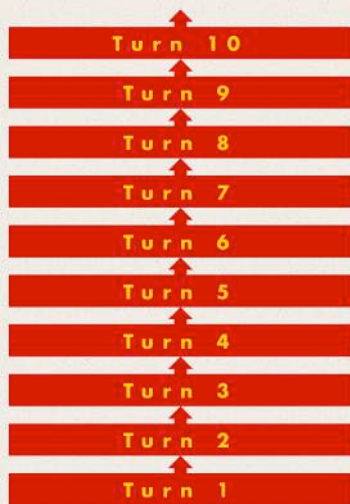
STRIKE



WORK

TASK

STRIKE



WORK

TASK

STRIKE



WORK

TASK

STRIKE

