

Politburo[©] - 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. Politburo members (9)
 4. Politburo member (1), General secretary (1), Rules (1),
 5. Ministries (3), Executions (3)
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/politburo/files/Politburo%20Rules.pdf>
6. Enjoy your game!

Politburo - 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/politburo1>.

INTERNAL MINISTER BERIA



"You bring me the man, I'll find you the crime."

Victory: Security is the most Repressing ministry (neither Defence nor Finance has higher levels)

COUNCIL CHAIRMAN BULGANIN



"Collective leadership will continue in Russia."

Victory: Repressions exceed or equal Reforms (the total ministry level is zero or positive)

INDUSTRY MINISTER KAGANOVICH



"We have ripped away Mother Russia's skirts."

Victory: Finance is the most Repressing Ministry (neither Defence nor Security has higher levels)

FIRST SECRETARY KHRUSHCHEV



"Whether you like it or not, history is on our side."

Victory: Reforms exceed or equal Repressions (the total ministry level is zero or negative)

HEAD OF LENINGRAD KIROV



"I suggest a more relaxed collectivisation."

Victory: Security is the most Reforming Ministry (neither Defence nor Finance has lower levels)

PLANNING CHAIRMAN KUYBYSHEV



"Present the conditions that fulfill the target."

Victory: Finance is the most Reforming Ministry (neither Defence nor Security has lower levels)

MINISTER CHAIRMAN MALENKOV



"A nuclear war could lead to global destruction."

Victory: Defence is the most Reforming Ministry (neither Finance nor Security has lower levels)

FOREIGN MINISTER MOLOTOV



"Only a fool would attack us."

Victory: The total lost player influence is equal to or less than half the player count

DEFENCE CHAIRMAN VOROSHILOV



"Whoever can lift a rifle should have one."

Victory: Defence is the most Repressing Ministry (neither Finance nor Security has higher levels)

3

POLITBURO
MEMBER

3 0

INFLUENCE

1

3

POLITBURO
MEMBER

3 0

INFLUENCE

1

3

POLITBURO
MEMBER

3 0

INFLUENCE

1

3

POLITBURO
MEMBER

3 0

INFLUENCE

1

3

POLITBURO
MEMBER

3 0

INFLUENCE

1

3

POLITBURO
MEMBER

3 0

INFLUENCE

1

3

POLITBURO
MEMBER

3 0

INFLUENCE

1

3

POLITBURO
MEMBER

3 0

INFLUENCE

1

3

POLITBURO
MEMBER


3 0

INFLUENCE

1

HEAD OF PROPAGANDA ZHDANOV



- ★ ≥ ☀️ / 2



"Our Party must deal with hostile propaganda."

Victory: The total last player influence is equal to or more than half the player count

GENERAL SECRETARY STALIN

"They who cast the votes decide nothing. They who count the votes decide everything."

Plan-Execute-Purge, then to player to the left

POLITBURO RULES (5-10 PLAYERS)

Setup

- Randomly take one each of the 10 politburo member cards and discard the rest. Silently read the victory condition and place the card face down with number 3 (influence level) pointing at yourself.
- Randomly assign a player to take the 1 general secretary card and the 3 execution cards the first turn. The general secretary leads the turn through the phases Plan, Execute and (if required) Purge.
- Place the rule card on the table and the 3 ministry cards Defence, Finance and Security next to it with the number 0 (ministry level) pointing to it.
- Both influence levels and ministry levels are changed by rotating or flipping the cards accordingly.

Objective

The game is played in as many rounds as there are players. Each round will see changes in ministry levels and the players' influence levels. Each player has a unique victory condition related to ministry levels or influence levels. Ties between equal levels are not broken, e.g. if all ministries end up on the same level, they are all both highest and lowest.

Plan

The general secretary proposes one of the three ministries for the five-year-plan. On the count to three, all other members simultaneously signal their approval with a thumb up. A majority result takes the plan to the execution phase. (The general secretary has a casting vote in a tie.) Otherwise, the general secretary proposes another ministry. If two of the ministries are rejected, the third is automatically approved.



MINISTRY OF DEFENCE



MINISTRY OF FINANCE



MINISTRY OF SECURITY

REFORM! ☀️ 1 ☀️

Ministry -1




Ministry +1

REPRESS! ☀️ 1 ☀️

REFORM! ☀️ 2 ☀️

Ministry -1




Ministry +1

REPRESS! ☀️ 2 ☀️

REFORM! ☀️ 3 ☀️

Ministry -1




Ministry +1

REPRESS! ☀️ 3 ☀️

POLITBURO RULES CONT. (5-10 PLAYERS)

Execute

The general secretary appoints three players to execute the plan and shuffles and deals execution cards to them. Each player secretly tucks in the card beneath the general secretary card face down with the selected execution ("repress" or "reform") pointing up. The general again shuffles the cards and presents the result.

A unanimous "repress" adds 2 to the ministry level and a unanimous "reform" subtracts 2, after which the turn ends. Otherwise, the general secretary replaces none, one or several members and repeats the execution. If a third execution is needed, he deals execution cards according to seats (card 1 to the left player etc.). If that fails too, the level changes only 1 according to the majority and a purge follows. Do not reveal the cards yet!

Purge

The general secretary asks the three members participating in the last execution to purge. On the count to three, they simultaneously point to the one they suspect not voting with the majority (the "deviant"). Only then the execution cards are revealed.

- If both non-deviants point out the deviant, the deviant loses 1 influence.
- If not, the member or members failing to point out the deviant loses 1 influence each.

End of game

The game ends when all players have played the general secretary once. If more than one player fulfills the victory condition, the player/s with the highest influence win. If no player does so, there is no winner.

GENERAL SECRETARY TURN DUTIES

1. Plan: Propose ministry and call for vote where you have the casting vote in a tie.
 - a) Yes: Execute ministry.
 - b) No: New vote (3rd always succeeds).
2. Execute: Appoint 3 members to execute.
 - a) Unanimity: Change ministry level (repress +2, reform -2). No purge.
 - b) No unanimity: Replace members at will and repeat up to 3 times. If unanimity is not reached, change level ±1 according to majority and call for purge.

Majority Repress: Ministry -1, Purge will follow



3. Purge: Order the 3 last executors to purge.
 - a) Deviant purged by 2: Lose 1 influence
 - b) Deviant purged by 1 or 0: Members failing to purge lose 1 influence each.

