

GLAS NOST



Category: Card Game, Deduction
Mechanic: Worker Placement,
Voting
Players: 4-12
Time: 15 minutes
Age: 12+

Components:
34 cards, 150 tokens, 2 bags

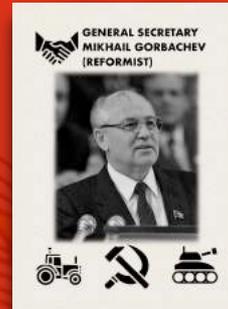
What is the game about?

You play a Party member in a totalitarian regime facing grave crises. Each crisis can be resolved through reforms or repressions but each Party member has his or her own secret preferences.

How do you win?

Each Party member is either a Reformist, a Repressionist or a Nationalist. To win a "Faction victory" for the Reformists or the Repressionists, you must name all your faction members (no more, no less). Failure to do so give the other faction a chance. Too many failures (depending on the player count) awards the Nationalists the victory.

If the game ends before a Faction victory, Party Members score VP for resolutions according to their personal preferences instead, e.g. Yeltsin wants to repress Economy and reform Security. The Party members with the most VP share a "Personal victory".



How do you play?

The players take turns to play the following phases:

1. Seat: Play a seat token next to two Crises.
2. Vote: If all seats are occupied, play a secret vote for a resolution (Reform/Repress a department).
3. Purge: If the vote is not unanimous, simultaneously point out a Party member to purge and have his or her seat token removed.
4. Coup: Optionally stage coups by naming your faction members.

The game ends either through a Faction victory or if all seat tokens are played and/or all crises resolved, in which case a Personal victory decides the winners.

What makes the game special?

Glasnost features not only two secret teams with opposite goals but also a third team that wants both to fail. There is also a spatial element, whereby players may observe and draw conclusions from which crises the other players choose. Lastly, the victory condition to name all other team members offer rich opportunities for bluffing and double-bluffing.