

Gulag[©]

A game of workers and saboteurs
in a totalitarian regime



for 5-10 players (playing time 15 minutes)

by Nicholas Hjelmberg

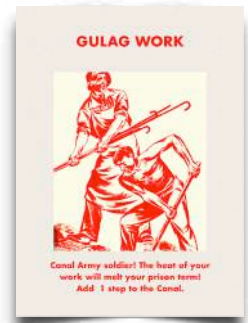
Nova Suecia Games

<http://www.novasuecia.se>

Version 1.0

Introduction

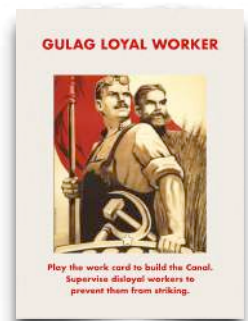
Canal Army soldier! The heat of your work will melt your prison term. The Motherland expects all citizens to contribute to the five-year plan and your task is to construct the White Sea - Baltic Sea Canal. Complete it in time and you will be considered reforged. However, there are traitors among you who will strike and sabotage the work. Make use of supervisors to find them and correct them. Trust nobody!



Setup



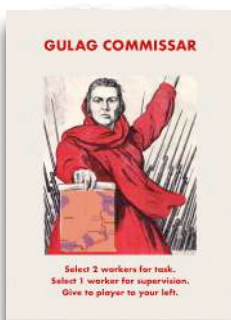
Shuffle the 10 worker cards and place them face down. (For 5-6 players, first remove 1 red worker card and 1 black.) In clockwise order, draw 1 worker card, look at it, and give it to your player on your right. When completed, all players should have 1 worker card each and know the card of 1 other player. 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:

- 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.)

Credits

Game design:	Nicholas Hjelmberg
Artwork:	Nicholas Hjelmberg Whit Canal map courtesy of Norman Einstein
Production:	The Game Crafter
Game testers:	Magnus Anderlund, Samuel Hägg, Kristoffer Johansson, Stefan Malmquist, Henrik Strinning
Special thanks:	My wife Su-San Oh for having to listen to my endless historical and game-technical considerations