



**PURGES**

# INTRODUCTION

Dear players,

you can find all general information about the Purges here. In addition to this document, you will also receive biographies of characters you will choose from some 3 months before the larp.

Cheerfully dealing with a dark subject, Purges are a larp for approximately thirty to forty players. In a single weekend, you will live through exuberant celebrations, organized mourning and lamenting, bold planning and goal setting, great political speeches, interrogations and executions. You will experience intense political purges: and we will make sure that it will be merciless and absurd.

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# GENERAL INFORMATION

## When

The larp starts on Thursday evening, please arrive no later than 18:00. We will kick off the activities on Thursday when we distribute the props and spend the most of Friday in pre-game activities. We will pack on Sunday morning and clean the location before departure.

## Where

The game will take place on the premises of the old military hospital in Terezín, at the address Fučíkova 283, Terezín. Designated parking will be available next to the location. Since Terezín is very well covered by public transport, we do not plan on setting up organised bus transit.



## **Accomodation**

The players can either sleep on the premises or we can help you get a nearby cooperation hotel.

For sleeping on location, you will be provided with mattresses and/or field beds. Everybody needs to bring his or her own sleeping bag. There will be designated sleeping rooms both shared and gender segregated. The facilities include cold running water and dry toilets, electricity is available. We will heat parts of the building.

## **Photography**

A photographer will be present to take pictures during the game to document the event and for the Rolling association promotion purposes. After the game, you will be able to view and approve the photos - if you would like some of them deleted, we will delete them.

## **Food and drink**

We will prepare vegetarian meals for everyone from Thursday dinner to Sunday breakfast.

Our bar will be operating for the whole time of the event. We will also serve alcohol for toasts (vodka and similar) during the game - but in limited quantities.

Consuming your own alcohol or other mind altering substances is strictly prohibited during the game.

We believe that small amounts of alcohol might be beneficial for enjoyment of the game for some of you: and at the same time we will be very strict on safety and drinking inside your difficulty levels. We will simply stop providing alcohol to comrades who had enough.

## Costumes

We will provide you with a basis for the costumes: leather coats for NKVD, military uniforms for the General Staff, briefcases and medals for Politburo and so on.

You are responsible for the rest of your costume. Please note that the premises are dusty – and prepare your costume accordingly. Since your shirt/blouse may get dirty, bring a spare for sure. For the same reason, please do not wear things that have a special meaning to you (such as your grandma's vintage blouse).

You will need following:

- a) white shirt/ blouse
- b) neutral trousers/ skirt
- c) shoes you are comfortable in (the metres stack up in the building)

If you are looking for accessories, we can only recommend bright red colors for ties, jewelry etc, but those are certainly NOT mandatory.



# ***About the game***

Only a few days left until the Central Congress of the Party. While the Leader is busy working in his office, politicians from individual Soviet republics gather in his vicinity, along with artists, agitators, ideologues, NKVD agents, soldiers and representatives of Communist parties from abroad. They are eager to prove themselves before the Congress and show that they can fulfil the Leader's will better than anyone else.

They will be debating, preparing banners, making quick political decisions... and, once in a while, a letter will arrive from the Leader's office summarizing what the Leader considers to be best for the people. Then it will be time for self-critique, pointing out mistakes of others, quickly exchanging kompromat and hoping that this time, men in leather coats will not come for you. Everything is great! The revolution moves on!

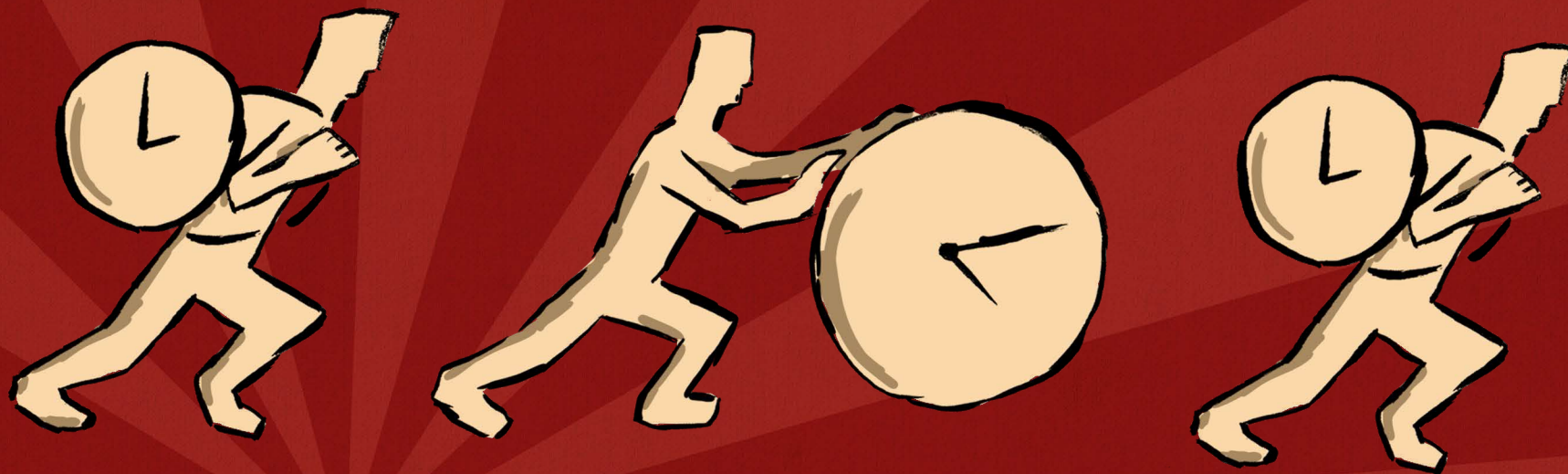
# SETTING AND APPROACH!! TO HISTORY

While borrowing from the era of the Great Purge, we do not want to create a historically accurate game. Stalinist purges serve mainly as a stage for sharing a story about the taste and volatility of power. Apart from all sorts of totalitarian regimes, we drew inspiration from contemporary politics.

Although we are fully aware that the Stalinist purges were a tragic period of history and many lost their lives, we would like to approach the game as a satire or black comedy. Simplified, sometimes somewhat comic book style, environment, props and costumes will underline this intent. We would like to build the game together with the players and create absurd, surreal situations that are both ridiculous and send a little chill down your spine. Movies such as *Death of Stalin* or *Donbass* can be named among our inspirational sources, but just a casual look at world affairs should work as a clear "yup, this is the kind of absurdity they go for".

The game is also not just about communism. We intentionally take digs at party politics, democratic politicians, authoritarians and good old greed and corruption.





# TIME

We intentionally accelerated the game time; events are extremely condensed and it will only get worse and more frantic.

Each game act represents one day of preparations before the Party Congress. Several months separate the individual dates in the calendar, however, we will only do short off game breaks between acts to recalibrate, get new characters in the game and prepare you for next acts.

Every act is marked by celebrations marking an important anniversary/holiday, but at the same time, the ideologies and the international situation will change and the economic results will be re-assessed. Individual characters and even the whole country can go from ultra wealthy to beggars in just one act.

# PRINCIPLES

## ***Transparency***

As players, you will learn a lot about other characters in the pregame information and during the pre-game activities. During the game, however, please differentiate between the information you know as a player and as a character. All players also have a basic awareness of the structure and course of the game as well as the individual acts while your characters are only partially aware of them. For example: while all players know that someone will always be accused and found guilty in every act, the characters can try to convince themselves that this time things will not go awry.

## ***Participation***

The game requires active participation from players. The organizers provide only the basic framework of the game and manage the production side of things. The players are expected not only to complete their characters and develop their relationships during the pre-game activities but also to actively make things happen in each part of the game. We have prepared a clockwork mechanism and added some events and triggers in it, but you will have to animate it with your energy.



## ***Collaboration and competition***

Everyone is responsible for what the game will ultimately turn out to be. The game is a joint project, where we all strive to create the most interesting game.

However, the game is NOT based on principles of play to lose. Quite the opposite: during the acts, everybody really really tries to survive, to blackmail, to shift the blame and to backstab others. We want you to get in that frantic rat race and really be there, really try to survive and thrive: and we are quite sure that adopting that mindset will actually create the most interesting environment.

Think of it as a game of Twister. Twister is not very complicated: but the fun of it is people actually trying to win, actually striving and the fun comes from the inevitable, natural failing. If a player would approach the game in "well I want to fall in the most funny way for the pleasure of others", the most probable result would be just an awkward situation.

Between the acts you will be calibrating as players and trying to set up interesting problems. But once you play your characters, you go for the "win": however grisly it might be. We will spend a lot of time on workshopping this, but we really need you coming to the venue with open mind to this aspect of the game.

We want the game to turn into a rat race and a struggle for survival fought with absurd means in a surreal era. There is no space for heroism, grandiose self-sacrifice scenes and the like.

## ***Chaos***

We let the chance play a key role in many events. We will not predetermine what ideology will dominate the individual acts, coincidence will decide how well comrades succeed in fulfilling their obligations, or whether they manage to obtain key kompromat (compromising material) against one another. We want to simulate the unpredictability of the political environment and bring unexpected twists into the game.

## ***Time pressure***

Purges are not a game for slow-burning conspiracies. Purges are a rat race and there is no time to watch to tell the heroes from the villains. You need to make quick decisions, because the Politburo, and especially the Leader, need to be presented with results. Time runs relentlessly and those who do not catch up will be trampled over. Acts are clearly limited in time and gradually getting shorter; the players must embrace time pressure as a part of the game design - and as tool in your arsenal

# ACTS

The game is divided into five acts, which will grow gradually shorter.

There are short off game breaks between acts.

## ***Each act ends with celebration.***

The acts share the same structure. What is changing are, in particular, the holidays that are being celebrated and the official ideology determined by the Politburo based on the Leader's will. Large scale political trials will take place in the second and fourth act.

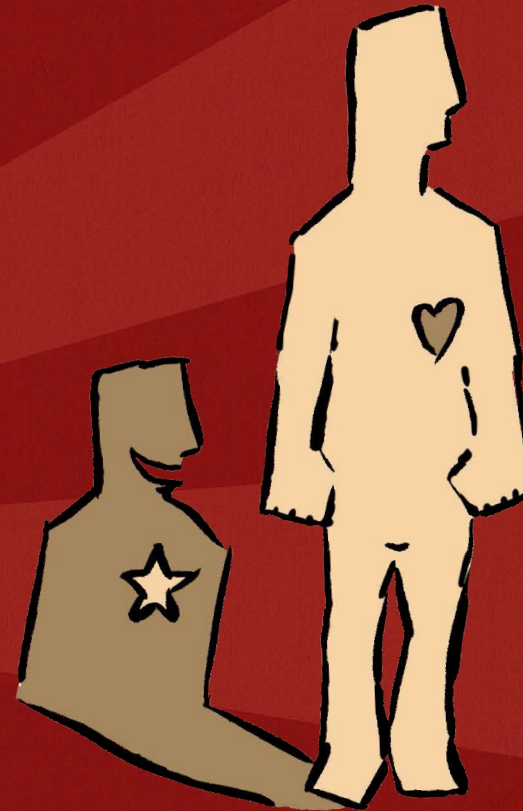


# RULES AND MECHANICS

## ***1. The player is not the character!***

The player – for example, Jan Novák who is an accountant with a keen interest in computer games, athletics and running around the forest in a uniform – will now play a character that is part of the larp story. Take, for example, the character of Ivan Ivanovich Gospodar, a promising poet and the Labor Order awardee. You should remember that the player only plays the character. If you will be uncomfortable with Ivan Ivanovich as a character, it doesn't mean that Jan is the same.

Since some of you will go through more characters, there is one important rule to follow: you must actively strive to play as different characters as possible. We will not impose clear boundaries on what is enough, but we do want you exploring different roles in the setting.



## 2. Safety

Always prioritize players' physical and mental safety over the game. If you find yourself in a situation that you, as a player, find too uncomfortable or threatening, use the safety word "red stop". The game in your immediate vicinity will pause and your co-players will let you leave the game area. You can then find the organizers and discuss the situation if you wish.

You can also leave any scene at any time by either saying "I need to check the storage" or just looking down and leaving the room. If the players only need some time off, they can do so in the offgame room.



## 3. Violence

Comradeship is cultivated during the Congress, and physical violence is therefore undesirable. Of course, verbal attacks are allowed, especially if they are skillfully wrapped in nice words. If one of the comrades loses their temper and wishes to resolve the conflict with fists, they could roll up his sleeves, shout "Let me at them" and rush towards the person he wants to talk to. Other comrades need to stop him at that moment, and if he does not come to his senses soon, they could send the angry comrade to the Sanatorium (see below).

Or maybe the opponent will accept the challenge with their own cry "Let me get them!" - and other comrades will try to pacify them. And whoever manages to gather a larger crowd of comrades pacifying them, will undeniably demonstrate their higher popularity: but the situation never escalates to actual blows. The dispute ends with that.

The characters armed with acoustic firearms (hint - NKVD) are the only exception from the no violence rule. They can arrest, interrogate, torture and even execute other characters. Every character must submit to their orders and not oppose their decisions - if he or she should regain his freedom, it must happen based on their eloquence. There is no running away and hiding here.

#### **4. Romance and sauna**

Long longing glances, romantic poetry, dramatic marriage proposals - all this fluff belongs to the decadent capitalist world. Of course, the family is the foundation of the state, and it is fine if comrades like each other (why shouldn't they?), but there is no time for poetic nonsense when building communism. Or maybe it is EXACTLY what we should be doing. Hard to say, depends on leaders thoughts on the idea.

The game does not limit romance in any way, but it has clear rules for sex. If comrades want to have sex, they just visit the Sauna. You enter the designated room fully dressed, don't take off your clothes; there's no steam. You only need to take a picture together in the Sauna (in any number and combinations you wish!) and ... the deed is done!



#### **5. Sanatorium**

Sometimes, a mind needs a bit of rest. It is hard to say what will be considered crazy depending on what the Leader wills at the moment, but Sanatorium is a place people can send you to: or you can check in yourself. Entering the Sanatorium means losing valuable work time - but it's still better than ending up in a gulag or with a bullet in your head.

Sanatorium is a place of madness ruled by scientists, and the madness often provides clarity. It is the only place where people do not have to follow the tenets and ideas of the leader: the place to be sober when the overall mood is decadent, place to be sobbing hysterically when the Leader wants discipline and so on. Also, people checked in Sanatorium might have a bit of a leeway when dealing with the secret police.

However, the environment takes it's toll. Each character can survive at most one act in the Sanatorium: more and they would completely lose themselves. Visits are of course allowed.

## 6. Interrogation and torture

Enemies are everywhere. The task of the NKVD is to identify internal enemies, secure evidence, and ideally, get a confession. It's up to NKVD officers how they identify the suspects. In any case, once they decided to bring in a comrade for questioning, comrade must oblige.

In the interrogation room, the NKVD officers will ask questions – and they can also torture the detainee if they do not confess immediately. What will the torture look like? In addition to the obligatory table lamp, various torture instruments will be on hand in the interrogation room – including a container with cold water, old guitar, rubber duck, spoon and so on.

If the interrogated comrade wants to raise the stakes in the scene, he can invite the officers to use a torture instrument on him – for example, by shouting “Not the cold water!” or “No, please no, do not scratch the blackboard!”

The NKVD officers are then invited to use the mentioned torture instrument (such as pouring the cold water over the detainee or scratching the board with their fingernails) and soon enough, the detained comrade will break. The choice of a torture instrument always remains in the hands of the interrogated and the NKVD do not have to oblige: then the tortured comrade needs to choose different method.

In addition to the confessions and testimonies to someone's detriment (nastily referred to as denunciation), the NKVD can work with evidence. It comes in envelopes that contain evidence material against one of the comrades. Some comrades may enter the game with evidence that incriminates them or someone else. Evidence

can also be available only to NKVD, new evidence may appear over time, and some say that NKVD (but only NKVD) can occasionally manufacture such evidence. If the NKVD presents evidence against a comrade, it cannot be disputed and there is no defence.

Meeting minutes might also work as a specific type of evidence. Each meeting can be recorded in a form of short minutes (in the case of the Politburo meeting, it is obligatory), which is then signed by those present. We will provide you with the meeting minutes forms so that you can easily record every voting session. It would be unpleasant, of course, if there were a piece of written evidence reporting comrade's shortcomings. Written records can be destroyed - but only before they were placed in a folder or an envelope. Then they become evidence and you cannot destroy evidence. Also, you cannot destroy any folders, envelopes, or photos.



# EXECUTIONS AND GULAGS

Once the internal enemy was exposed and evidence against them was collected, they will be tried. In most cases, except for public tribunals, the NKVD handles the trials (and in the early acts of the game, sentencing is still subject to the approval of the Politburo) and they are not public.

The sentence is carried out shortly after the interrogation and the verdict. No teary farewell to the family, lovers or comrades from the workgroup, no time to waste!

What punishment could the accused face?

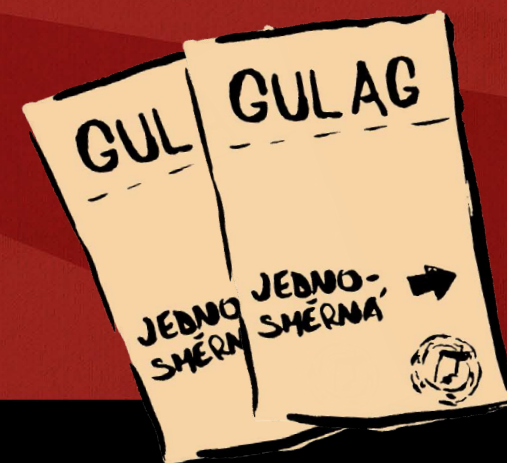
**1. Death.** Yes, the most serious crimes against the state deserve capital punishment. In such a case, the NKVD will take the prisoner to the Cellar, read them the verdict, let them kneel and shoot them there or in the yard. It's that simple.

**2. Gulag.** In case of less serious crimes, the sentenced comrade with a chance of re-socialization could be sent to the gulag. The NKVD officers take the prisoner to the Cellar, read the sentence and send him to the gulag. Gulag is located in the organizers' room (the player takes up a new character, but the old one MIGHT return).

**3. Release.** Even the NKVD can occasionally make a mistake and charge an innocent comrade. If this was the case, they will release the detained comrade after questioning.

The character leaves the game in case of death or gulag. The player will be provided with a new character to play and will return in the next act. If a character was sent to the gulag, he may return sometime in the future if other comrades want him released. It doesn't happen often, but sometimes it could happen. And if someone dies, well ... The Soviet Union sure is a land of limitless possibilities, but the dead stay dead forever.

The fate of a person charged with crimes can be partially determined by the comrade himself. If they confessed during the interrogation, they would probably end up in the gulag (unless he was accused of something particularly ugly). If they do not confess, they are either innocent (and thus will be released) or they are a particularly hardened counter-revolutionary who deserves capital punishment. Very occasionally, the detained comrade may have significant connections to powerful places that allow him to modify the NKVD verdict – this is a rare situation and, if the comrade indeed does have this advantage, they he can only use it once. This protection is called the Street Committee Letter of Support.





## **8. Trials**

We, the people express our will in the second and fourth act.

The NKVD will search for the suspects, interrogate them and prepare the evidence for the court. The following rules apply to each trial: Three accused comrades will always stand the trial. The judge, the defence lawyer and the prosecutor shall sit for each court session. All three positions will be nominated by Politburo. The judge will decide the sentence based on testimonies from the witnesses and the defendants, on the evidence and the speeches from the defence and prosecution.

The judge will acquit one of the accused comrades (but only one!) while sentencing the other two to either gulag or death. Other comrades may speak their will in a petition, urging the guilty verdict for one of the accused. Engaging in petitions is a desirable and moral duty for any comrade. Time matters. The defence lawyer and the prosecutor have some 30 minutes to prepare for the trial. 30 minutes are then reserved for the trial, including the hearing of the witnesses and the verdict.

If the judge fails to reach the verdict within the time limit, the NKVD officers once again take over, and all accused, but also the judge, the prosecutor and the defence lawyer will be punished. Our country has no place for those who cannot fulfil their comrade duties.

The great public trials are a space for theatricals, betrayal, large gestures and so on, of course not a real court trying to find the truth.

# 9. CELEBRATIONS

The cultural referents are responsible for organizing the holiday celebrations and the Congress rehearsals. Other comrades are obliged to provide them with assistance. The event program is mostly in the hands of the cultural referents, but some parts are mandatory and must be included.

The holiday celebration must include a theme-related cultural program, a speech by an official and an award ceremony for the best comrades. The next course is optional, but the comrades who have some relations to the holiday are expected to participate. For example, the Soviet Army Day would not be complete without a reminder of the valiant people's army (through an appropriate painting or sculpture) and speeches from the Politburo; all comrades who lived through the Great October Socialist Revolution should join in the celebrations and so on.

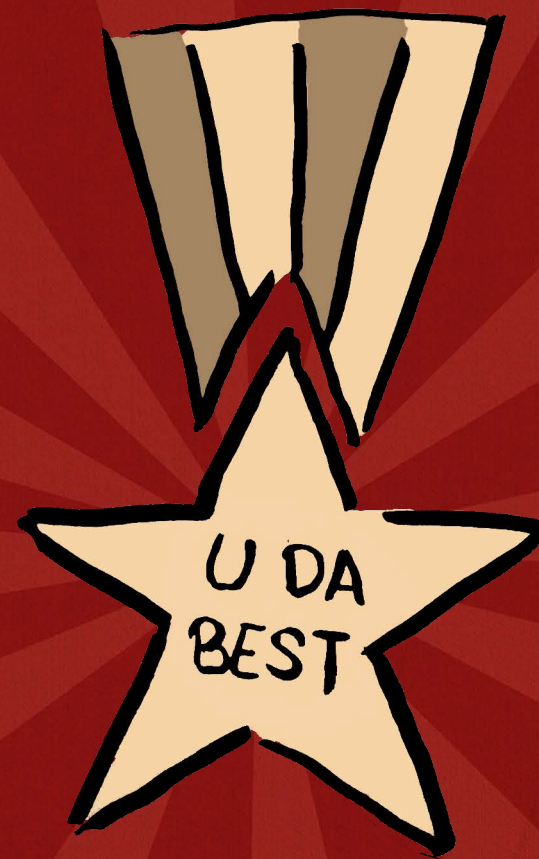
Each workgroup must delegate a comrade to deliver a speech at the final Congress. It would usually be an outstanding comrade chosen by his peers from the workgroup, but the cultural officer has the last word, as he or she is personally responsible for the successful course of the Congress (and for the rehearsals). Of course, the cultural program celebrating the Leader, the State and the Revolution is essential, apart from our artists, other comrades might get involved, too.

The Celebrations end each act and are a culmination of things getting a bit crazy: and most of them will be mostly merged with public trials and executions.

# 11. RANKS AND REWARDS

All comrades hope that their selfless work for the State will be recognized. Based on their merits, the best may be awarded the Labour Order and other medals. The award ceremonies always take place during the holiday celebrations; the Politburo selects the award nominees (mostly).

Should the comrade lose the trust of the people in the future, they will be stripped of their medals. The best of the best can join the Politburo. There are always 5 members in the Politburo – not more, not less. If a member of the Politburo, by any chance, betrayed the revolution and was rightly condemned, their seat will be vacated and a suitable replacement must be found. In such a case, members of the Politburo elect a new member and present the explanation for their choice in a short address once the new member of the Politburo was appointed.





## 11. THE WALL

Comrades come and go, but they all add a brick to the Wall. To avoid any confusion over who is and who is not in the game, we have the Wall. Pictures and CVs on the Wall indicate all comrades who are currently working on the Congress preparations (and thus actively present in the game) but also all those who are in the gulag, dead or have not yet entered the game. So everyone can see who has already died and who could possibly return.

The Wall is also a place for offgame coordination: you can ask for contacts, try to find lovers/ enemies there or propose small quirky ideas.

# CHARACTERS

We will provide you with relatively brief characters: a basic curriculum vitae with a variety of blank areas, a pack of compromising material (kompromat), and your functional ranking. Only some of the characteristics will be predefined. We will complete the characters as well as their relationships together during the pre-game activities on Friday. All characters are initially gender-neutral; the actual player will determine the gender. At the start of the game, the opening policy is gender neutral - but the leader might get very patriarchal or matriarchal ideas.

In the world of the game, all characters are either male or female. We did not find a way to respectfully and meaningfully portray nonbinary characters - and since at least part of the game would have to be about oppressing them, we have chosen to skip the topic. All characters are available to all players and we very much welcome trans and non-binary players.



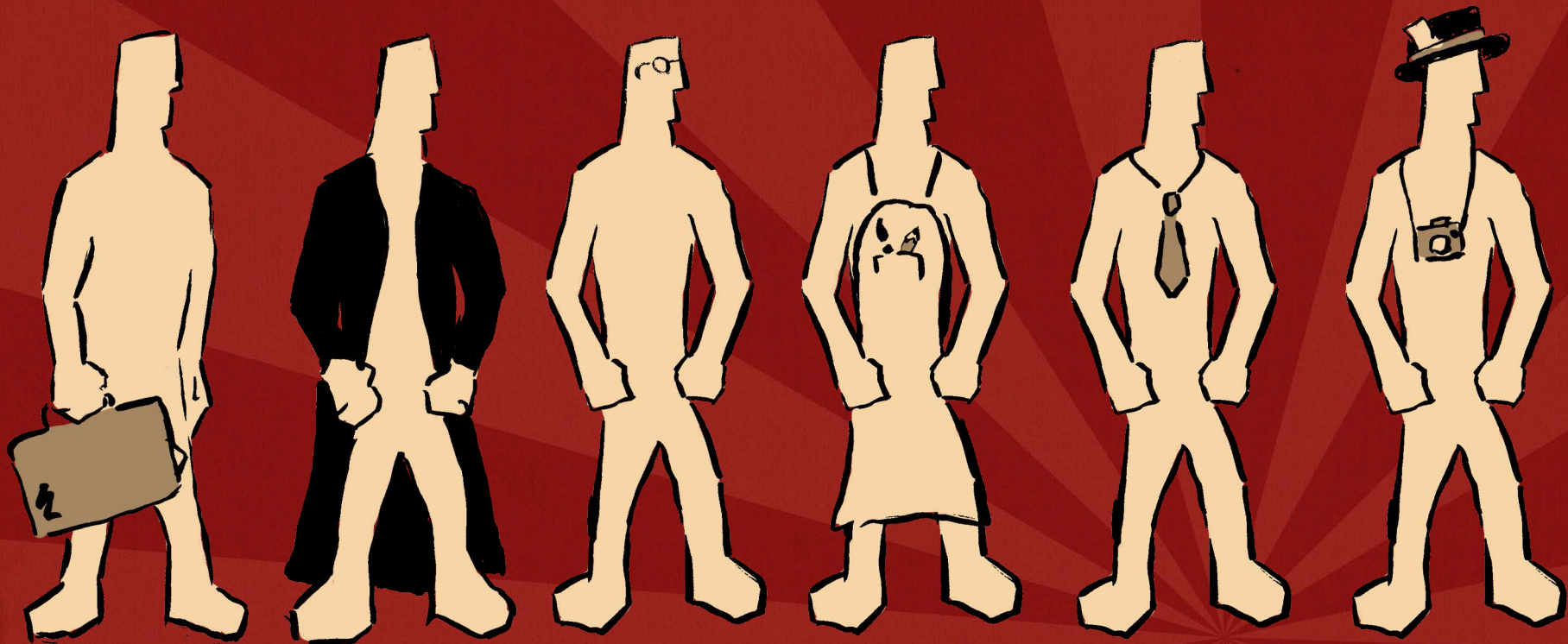
# SELECTING THE CHARACTERS



Three months before the game, we will release a complete list of the characters (larger than list of the players - because we need a lot of extras). You will then have a month to pick your five preferred and two non preferred characters, after that we will try to distribute the characters.

We do not guarantee you will get your preferred characters: but since the character layer is not the most important on the game and there is a very real chance you will change the character after the first act, we do not really think it is a massive problem.

After your first character leaves game, you will have the option to pick a second character: meaning that dying soon is practical, more choice!



# WORKGROUPS

We have 9 working groups of different sizes. The number of comrades in the specific workgroup may change during the game. The only exception is the Politburo where the number of members remains constant. Each workgroup shares a specific costume accessory or prop.

### **Politburo (5 comrades)**

The executive body of the Soviet Union represents the elite of the Party. Politburo members pass unanimously accepted proposals to the Supreme Leader and subsequently translate his wise decisions into individual regulations that affect the lives of all Soviet citizens. Their agenda includes:

- They have to approve virtually all resolutions submitted to them by the local commissariats, the military and foreign Communist parties.
- In each act, they assign artists a room to decorate.
- In the last act, they award the titles of Marshal, Director of the Academy of Arts, Director of Academy, the Supreme Administrator and the TASS Director.
- They manage the central economy of the Union, which means that they distribute all produced resources to other groups. Of course, with such a great deal of power comes great responsibility, and sometimes it is necessary to make appropriate self-critique, especially if the Leader's vision was misunderstood.

Responsibilities of the Politburo are assigned as follows

- Member of the Politburo responsible for Homeland Security (NKVD)
- Member of the Politburo in charge of Defense (Army)
- Member of the Politburo in charge of Regional Policy
- Member of the Politburo responsible for Culture, Press and Science
- Secretary-General with responsibility for everything and International Relations

Politburo members carry briefcases

### **NKVD (min. 3 comrades)**

The People's Commissariat of Internal Affairs is the most important bastion protecting the Soviet people. Their primary task is to defend the revolution from the intrigues of imperialists and their henchmen. To identify internal and foreign enemies, NKVD officers enjoy a wide array of authority; they can interrogate the suspect with any techniques. Once the traitor had been discovered and the necessary evidence was presented, the commissariat will carry out the punishment, too.

Also, there are quotas. For example everybody knows that the investigator with the smallest number of issued arrest warrants will be stripped of their position in the middle of the game. The NKVD comrades wear leather coats

### **Cultural Referents (min. 2 comrades)**

Unfortunately, great talent can sometimes come with a slight lack of forethought about political truths. That's why cultural referents oversee all artistic output and control the ideological side of art. To avoid any unnecessary mistakes, the ideological decisions of the Leader and the Politburo must be appropriately accounted into the celebrations.

Similarly, the cultural referents must control the news agency activities to ensure that all events were properly interpreted. In every act, culture officers select one artwork (after consultation with another group ideally) as an outstanding piece of art to be sent to the museum. Also, they are in charge of the organization of the holiday celebrations and the Congress, making sure that everything goes smoothly and everyone will know when to read their speech and when and how long they are supposed to clap. Cultural referents wear glasses with massive frames. Mostly without lenses.

### **Artists (min. 3 comrades)**

Artists of all disciplines arrive at the capital and put their talent to the use of celebrating key moments of the homeland. Art is not some cheap entertainment valued by the decadent capitalist society. Socialist artists, above all, commemorate the achievements of the working class, the valour of our defenders and the foresight of our ideological leadership. Or, sometimes, the Leader really wants them to produce some funny little things, so they do that. Only certainty is their gratitude for the tremendous genius of the Leader.

Artists must make sure that every performance at the holiday celebrations is unique and truthfully represents the current events in the Union. That might include updating any previous artwork. With their creations, artists not only help to mark the holidays and Congress. Other workgroups also require their input. That might mean creating choreography for a military parade or an architectural design for a glorious monument. Artists wear practical aprons or white lab coats - dirty and covered in colored blotches.

### **The Comintern (min. 3 comrades)**

Most of the world's proletariat still suffers in the shackles of capitalism. The Comintern (the Internationale) must fight this situation both by spreading the ideas of communism through democratic elections and by directly supporting revolutionary movements seeking to overthrow the class injustice. During the Congress, representatives of foreign Communist Parties report on the situation in their home country, modify their policies according to the current direction from the Soviet Union and negotiate further steps.

International comrades also have access to luxury goods that are difficult to find in the Soviet Union. The Internationalists offer other comrades opportunities to build socialism in other countries. They streamline the distribution of resources and promote the interests of their country. The Internationalist who will live to the end of the game and gain the most influence and support in the Party, will successfully revolutionize their home country and become the Secretary-General there – and possibly even the President, eventually!

You can recognize comrades from foreign countries easily by their nationality. They wear a sash in appropriate colours, adorned with the badges of influence they managed to collect.

### **TASS (min. 3 comrades)**

Journalists from the Soviet Union news agency have an important mission to report on the important events that took place at the Party Congress. However, the newspapers serve not only as enlightenment to the people outside the capital but also as a record of our amazing revolutionary times for future generations. Journalist's activities, therefore, consist of documenting the decision-making on all important levels of the State, talks with the top Party officials and explaining the events to the readers. In doing so, they must ensure that the information is consistent with the current Leader's vision, even retroactively.

Each newspaper issue can fit one main article, two smaller ones and three photographs (one larger, two smaller). TASS editor-in-chief is selected by editors in a democratic election. And only one of these decorated journalists will be selected by Politburo as the TASS Director in the last act.

Journalists carry cameras and notebooks. A press badge makes them easy to recognize.

### **Army (min. 3 comrades)**

The Armed Forces General Staff represents the brain of the world's greatest army. However, to resist the inexhaustible enemies of the revolution, it is crucial not to stagnate and constantly update the strategic plans. All comrades share the same rank at the beginning - all of their superiors are either dead or held in the gulag.

The key mission of the army is to deal with Operations. The current needs of the Union predetermine the Operations, and the list is updated in every act. Not all Operations are equally demanding, they differ in the risk element and require a different amount of resources and sometimes a drop of sheer luck.

Army comrades must make careful decisions about what to do, what to risk and, above all, who will be in charge of various operations. Very successful operations lead to promotion, failure to rank reduction. Comrades get to pick the Operation to be in charge according to the hierarchy. What resources do comrades use?

The army needs enough produce and equipment as well as enough comrades in uniforms, and all of it must be obtained from regional secretaries. The Internationalists give the military a chance to shine in foreign operations.

The key goal of the Staff heroes is both to become famous and promoted by the Politburo to the rank of Marshal. Only a comrade who can present a praising newspaper article about him can be appointed the Marshal.

General Staff comrades wear an overcoat with a possibility to have a long line of medals. They also spend a lot of time recounting war stories and creating new ones.

### **Secretaries (min. 5)**

The Soviet economy requires thorough central planning – and regional secretaries ensure the implementation of the plan in the regions! Regional secretaries, in particular, need to define production plans as required by the centrally planned economy. In the following period, the comrade will receive the assessment of his socialist commitment target and how successfully he met the plan. The fulfilment of the commitment is often determined by chance - if the drought strikes the region, the harvest will be poor. Successes and failures affect the position the comrade enjoys in the Party.

After the production goals assessment, the results of the regional secretaries work are thoroughly discussed with the Politburo, and comrades can present their explanation or self-critique. After the holiday celebration comes the time for new socialist commitments and fresh, bold plans. Regional secretaries have to deal with the complexities of a centrally planned economy, a fiercely competitive environment, pressure from the Politburo, military requests for supplies while amassing their fortunes and building monuments in the regions.

During the Congress, the Politburo will appoint one secretary to the post of Supreme Administrator, and only someone favourably mentioned at least once in the newspaper. Both male and female regional secretaries are the only ones to wear ties.

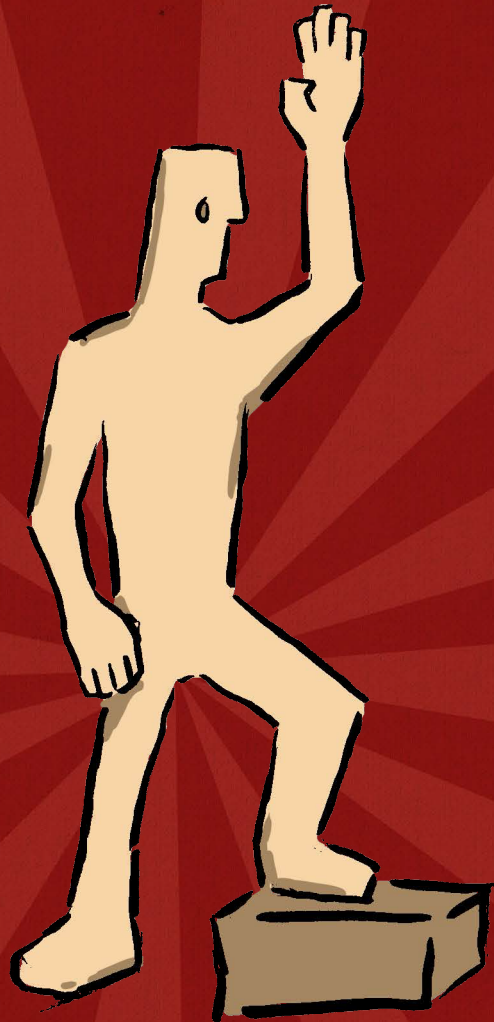
Secretaries have the most intense mini-game that they play: but you do not have to worry, being *\_good\_* at it is not really needed. Or realistic.

### **Scientists (min. 4)**

Progress is *\_everything\_*. Soviet Union is the land of the future: and the scientists are at the forefront of that. They will experiment, they will provide harebrained theories and ideas and they will get some pretty random results of their experiments.

And not only they need to make the science fit the politics. They also need to get resources and test subjects from all the other groups, they need to explain things and they need to destroy their opponents research. And what is worst: sometimes, their experiments produce things that might be in direct contradiction with the current doctrine. Or what they said an hour ago. Or just...why is comrade Artyom levitating??? Is he levitating? Might it be the substances we have been testing?

Scientists also have to take care of the Sanatorium and wrestle for the position of the Director of Academy of Sciences, awarded by the Politburo in the end. However, only a scientist who can flex with a positive article in the press is eligible to get that price.



**BYE!**

# ROLLING

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