--- RULES BOOKLET ---
Combined Edition

WIR SIND DAS VOLK!

A game by
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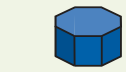
1949: Germany is split in two, as the Iron Curtain descends. East and West Germany become bitter rivals. Which system will make its people happier? Socialism or Capitalism – which will triumph?

1 INTRODUCTION

Wir sind das Volk! (*We are the people!*) was the main slogan of East German demonstrators in 1989. In this game about the divided Germany, from 1945–1989, one player takes the role of East Germany, the other of West Germany.

Basic idea: With the use of action cards, players build up their economies and increase their living standards. Too high a difference in living standards (both internally and compared to the other) will cause unrest. Too much unrest will result in a mass protest. When checked for, a state will collapse (and lose the game) with 4 mass protest markers.

This game includes: 1 game board, 84 action cards, this rules booklet, and the wooden counters and die-cut markers as depicted to the right.


35 living standard


50 unrest


12 socialist


70 infrastructure


39 factory
(4 purple, 24 yellow, 11 red)


12 rundown factory



1 factory Rheinsberg



10 mass protest


prestige

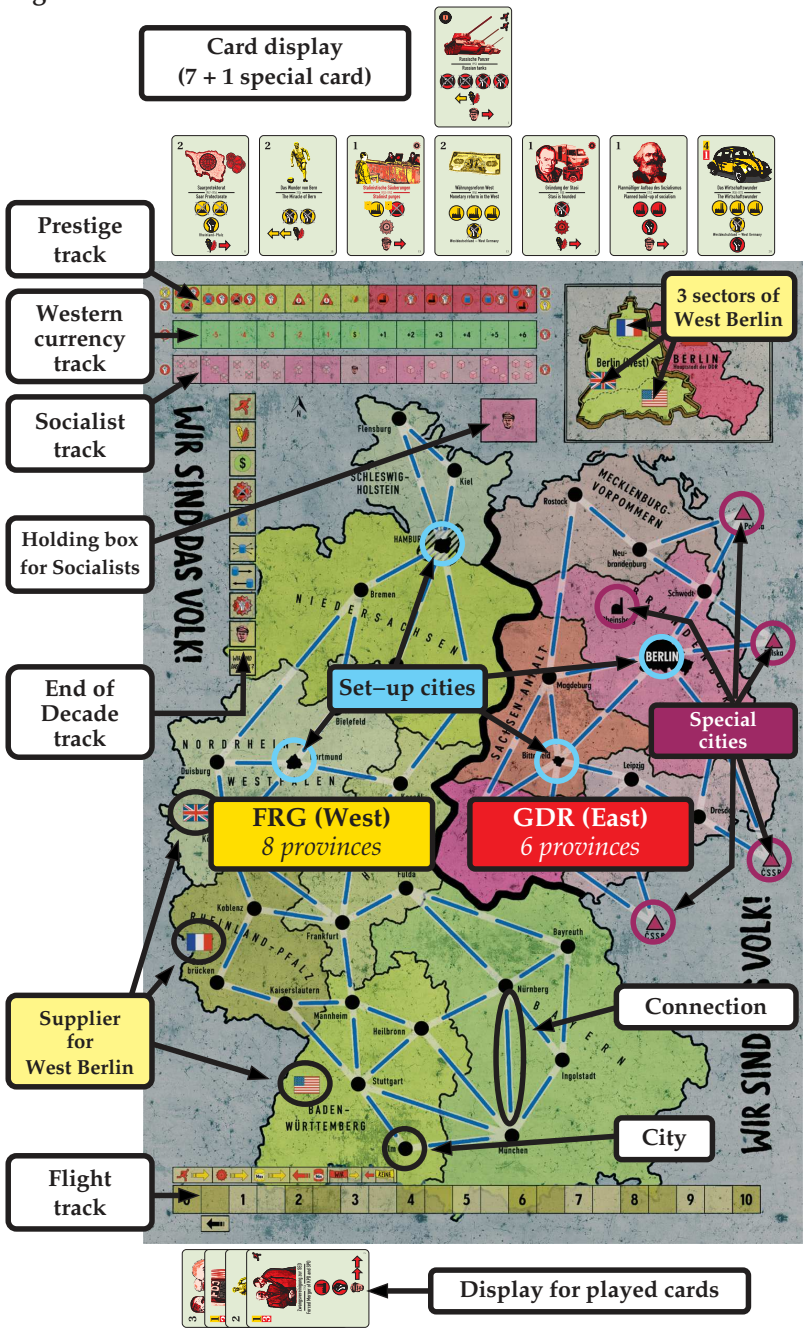

1 Western currency


1 socialist


1 flight


1 End of decade
(two sided)

The game board



The board shows the divided Germany: the Federal Republic of Germany (FRG), hereafter referred to as West, and the German Democratic Republic (GDR), hereafter referred to as East. West has 8 provinces, East has 6. The provinces for West and East Berlin are in a separate map (top right).

The West Berlin province is divided into 3 Sectors, each with a flag. For each sector there is one West German supplier (with the same flag). For instance, Rheinland-Pfalz is the supplier of the French sector of Berlin.

Important definition: West Germany consists of all FRG provinces ***excluding*** West Berlin.

There are cities and connections (thick transparent lines). Each connection has 1 or 2 blue lines. Cities and blue lines are construction sites for factories and infrastructure, respectively.

The city of Berlin on the main map ***does not*** belong to the Brandenburg province, but is another representation of the East Berlin province. When you build a factory in East Berlin, it is placed here (on the main map).

Hamburg is not a province, but has some special abilities, see section 10.3.

The city of Rheinsberg and the 4 cities outside Germany are ***special cities***.

Some cities are set-up cities, marked by their irregular shape.

There are 2 card displays. One at the top edge of the board (for 7+1 revealed cards) and one at the bottom edge (for played cards).

Notes:

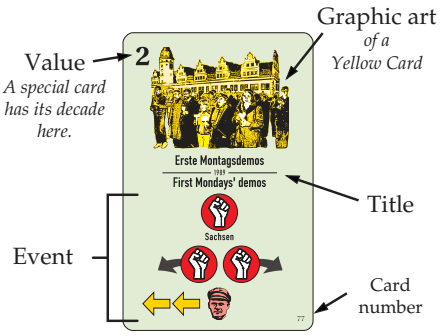
a) The West provinces almost match its Federal States (without the Saarland, Bremen and Hamburg), while the East provinces almost match its provinces before the East reformed its districts in 1952.

b) On the map, both parts of Berlin are shown with their respective official Cold War names. For convenience these rules will refer to them as West and East Berlin.

c) The Soviet flag in East Berlin is cosmetic and does not affect play.

The action cards

The action cards are divided into 4 sets (21 cards each), one set for each decade I to IV. Each set consists of 20 ***normal cards*** and 1 ***special card*** (reserved for East). All cards have the following layout:



When the card's ***graphic art*** is in pure red tones (together with black) it is a ***Red Card***. When it is in pure yellow/gold tones (together with black) it is a ***Yellow Card***. When it is a mix of red and yellow, it is a ***Dual Card*** (which, for better differentiation, has its title in red instead of black).

The colour of the graphic art tells you who will profit from the card event.

Note: When you have any doubts whether a card is red or yellow, you can take a look at the list in the card almanac on page 10.

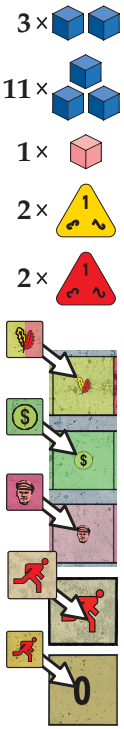
Special cards don't have a value. Instead they have their decade number I to IV in the top left corner.

Note: The special cards come in 2 versions. Please use the cards without the **2+2***-icon. (The cards with the* **2+2***-icon are only needed when playing* **2+2***.)*

Some cards have 2 different values. The one in the yellow box is for West, the one in the red box for East.

Other cards show a special icon in their top right corner. These are (from top to bottom): flight, red police power, pink police power. All these icons will be explained later.

2 SET UP



Put 2 unrest counters into each of the 3 West German supplier provinces. Put 3 unrest counters each into the other 11 provinces. Put 1 socialist counter into the socialist holding box. West puts 1 yellow factory each onto Hamburg and Dortmund. East puts 1 red factory each onto Berlin and Bitterfeld. Rotate each factory so that the number 1 points North. Set aside all other factories and infrastructures.

Put the prestige, Western currency, socialist and End of Decade markers face-up onto their tracks (each goes into the space depicting its symbol), and the flight marker onto the flight track, into the space numbered 0.

To start the game, follow step 1 of the next section. West holds the current prestige advantage and will be the starting player.

Prestige advantage: When the prestige marker is in the red part of the prestige track, East holds the prestige advantage, otherwise West holds it.

3 PLAYING THE GAME

The game is divided into 4 decades. Each decade consists of 2 half decades and the End of Decade stage.

Every ***1st half decade*** follows this sequence:

1. Put the special card of the current decade into the card display as depicted on pg. 2. Mix the cards of the current decade to form the draw deck. Players fill their hand up to 2 cards. *(Beginning with decade II, players may discard any cards still held from earlier decades before re-filling. When holding 3 cards you must discard at least 1 card.)*

Note: The special card of decade IV has 2 different sides. The side *The wall comes down* is in play when the Berlin wall was built; otherwise the other side is in play.

2. Put the top 7 cards from the draw deck face-up into the card display.
3. **Actions.** The player with the current prestige advantage begins the ***first*** half decade. He chooses 1 card from the card display *or* 1 card from his hand and performs 1 action. Only East can choose the special card. Then the other player chooses a card and performs 1 action. Continue in turns.
   When East chooses the special card, it has to either discard a hand card, or let West pick the top card from the draw deck as an additional hand card.
4. The half decade ends as soon as the last *normal* card of the card display was played. *(A special card still in the display or a card still in a player's hand are not relevant.)*

Every 2nd half decade is played in almost the same way. Differences are:

- Ignore step 1 above and move straight to step 2.
- If the special card is still in the display, it stays there.
- Starting player is the one who did ***not*** perform the last action of the first half decade.

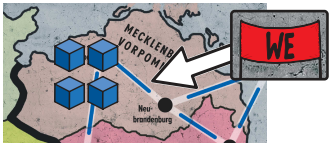
The 2nd half decade ends ***exactly*** the same way as the first.

Unless a card has to be put in front of East *(due to an executed police power icon, see section 6.4)*, played cards are always lined up at the bottom edge of the board as depicted on pg. 2 in such a way that a card's flight icon (if there is one) is always visible. (*For each flight icon, you will advance the flight marker by 1 space in the End of Decade.*)

When the 2nd half decade is finished, you play the 10 End of Decade phases (see section 9 for details). Only here you will check for victory. If there is no winner, discard the current draw deck and the special card (if still in the display) and start the next decade.

4 MASS PROTESTS

As soon as there are 4 unrest counters in a province, it is hit by a mass protest. Place a mass protest marker in the province. (Place a 2nd mass protest marker when it has 8 unrest counters, a third when it has 12, and so on.)



East uses the mass protest markers labelled WE, ARE, THE, PEOPLE! (In that order.) West uses the markers labelled NO, POWER, TO, NOBODY. (In that order.) Only when a player has to deal with more than 4 mass protests, use the markers with the exclamation marks.

As soon as the number of unrest counters in a province has fallen below 4 , 8, 12, etc. remove 1 mass protest marker.

Design note: "No power to Nobody" (Keine Macht für Niemand) is the most famous song of the punk band Ton, Steine, Scherben. This slogan is still frequently used in the German autonom scene.

5 ECONOMY

5.1 New factories and infrastructure

During your actions you regularly receive build points. For each point, you may build either 1 factory or 1 infrastructure.

A factory is placed on an empty city. An Infrastructure is placed on any empty blue line whose connection has at least one *factory* on either side.

Working connection: As soon as the connection between 2 factories is completely built with infrastructure(s), it becomes a ***working connection.***

Every factory has a base value of 1. The current value of a factory is always ***one plus the number of its working connections***.

Whenever the value changes, rotate the factory in such a way that its number pointing North equals its current value.

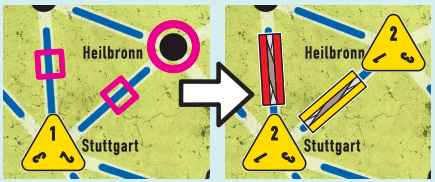
Note: In most cases, a new built factory has a current value of 1. However, when the placement of the factory creates instantly working connection(s), its value is higher.

Infrastructure of a non-working connection is flipped to its wrong colour side.

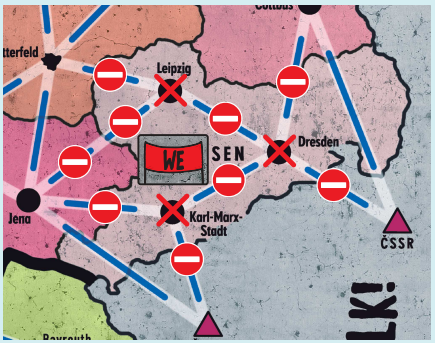
You may never use any build points in a province with a mass protest marker.

Sometimes the use of build points is restricted to certain provinces. In such a case you may use them only in those provinces.

Connections & provinces. All connections of a city are part of that city. Therefore a connection always belongs to the same province as the city — even if it connects to another province (in which case it would belong to both provinces).



Example: West wants to build with 3 build points on the indicated sites (left picture). It puts 1 factory and 2 infrastructures on the board, resulting in the situation to the right.



*Example: Mass protest in the above province! You may not place any factories or infrastructure in it. All affected blue lines are highlighted. Note especially the Leipzig-Jena connection, the bottom left of the two blue lines **is affected** because it is part of Leipzig. However, connections just running through the province are not affected.*

5.2 Dismantling

When an economy is hit by dismantling points, the building process is simply reversed. For each point, remove 1 factory or 1 infrastructure. You may never remove a factory if at least one of its ***connections*** has an infrastructure. The removal of an infrastructure from a working connection decreases the values of the formerly linked factories (both are lowered by 1). Rotate them accordingly.

When dismantling is restricted to certain provinces, the definition *connections & provinces* (in the yellow box to the left) applies.

You can ***never*** dismantle any factories in ČSSR or Polska, except with an event.

5.3 Rundown East factories

Only East factories may become rundown. Whenever this happens (for instance due to lack of Western currency, see section 9.3), replace the factory marker by a rundown factory marker.

A rundown factory has a base value of 0. Its current value is just ***the number of its working connections***. (Therefore its current value is always 1 less than a normal factory.)

The concept of rundown factories has nothing to do with dismantling an economy. A rundown factory always stays on the board. It may ***never*** be dismantled. (Exception: Rheinsberg, see section 10.4)



Example: This factory with 2 working connections becomes rundown. Its value decreases from 3 to 2.

Tip: To check the value of a factory or a rundown factory, simply count its working connections and add its base value (1 or 0).

6 THE ACTIONS

The action cards are the "engine" of the game. A *normal* card may be played in 1 out of 4 ways. You may choose to:

- remove 1 unrest counter, or
- build up your economy, or
- increase your living standard, or
- trigger the card event.

In case of a special card, you may *only* trigger the event (and only East may do so).

6.1 Remove 1 unrest counter

With any normal card, you can remove 1 of your unrest counters. For ***East,*** the removal is free when ***using a Red Card***, for ***West*** it is free when ***using a Yellow Card***. When using a Dual card or a card of your opponent's colour ***you have to*** dismantle 1 build point according to section 5.2. If you have nothing to dismantle, you cannot use a Dual card or a card of your opponent's colour for this action.



Example: East plays this Yellow Card and removes 1 unrest counter in Sachsen. Since it was not a Red Card, it has to dismantle 1 factory or 1 infrastructure. It chooses to dismantle a factory in Thüringen.

6.2 Build up your economy

You can use any normal card for this action. You receive build points equal to your value on the card and use them to build up your economy according to section 5.1. You may not build in any province with a mass protest marker.



Example: West builds with this Yellow Card. Using its value (the 3 in the yellow box), it puts 1 factory and 2 infrastructures in its territory. The example on pg. 4 shows the details.

6.3 Increase your living standard

You can use any normal card to place up to 3 living standard counters (hereafter referred to as LS). They must be placed in ***different*** provinces. A province can receive its ***first*** LS when it has an economy of at least 3. For the second LS it needs an economy of at least 6, for the third 9, and so on.

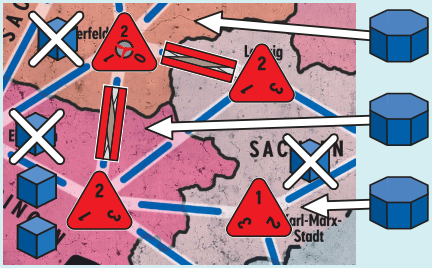
The economy of a province is the sum of the values of its factories.

If the province's economy is not strong enough to reach the threshold for its next LS, you can use the card value to temporarily meet the requirement (see next example). You may split the card value among different provinces, but you can never use more than 2 points for 1 province.

For each placed LS, you remove 1 unrest counter from the province (if there is one). However, if you transfer the LS to West Berlin, remove the unrest counter there (and not from the supplier), see section 10.2.

A LS is never removed from the board unless explicitly called for.

Tip: Put the unrest counter to be removed onto the freshly placed LS first, and remove it from the board only when you have finished the placement of LS.



Example: East increases its living standard with a 2 value card. The province to the right has an economy of 3 (enough for its first LS), the other 2 provinces an economy of 2 each (both miss the threshold for the first LS by 1). Therefore, East uses the card value to meet the LS requirement for the latter (twice a 1; makes for both provinces 2+1=3) and is able to place 3 LS. In addition each placed LS removes 1 unrest counter.

6.4 Trigger the card event

East may only trigger Red and Dual Card events. West may only trigger Yellow and Dual Card events.

Note, historically some Red Cards happened in East Germany, some in West Germany. For instance, Land reform *and* Spiegel Scandal *are both Red Cards, but happened in East and West Germany, respectively. The same is true for Yellow Cards. You can understand the "where" by looking at the colour of the icons.*

Each event consists of one or more icons. Basically there are two types: ***Icons with arrows*** and ***icons without arrows***. Their meaning is explained in the box on the next page. A yellow *icon without arrows* always affects West. A red or pink *icon without arrows* always affects East.

When you trigger a Red or Yellow Card event, you have to execute all icons fully. When you trigger a Dual Card event, you may ignore ***1 arrow*** (from an icon with arrows) or ***1 icon without arrows*** (even a police power icon). In both cases you always have to follow any event instruction (for instance, a geographic restriction like *Bayern*).

Clarification: An event instruction relates only to the icon(s) in the line directly above it.

The ***triggering*** player always determines the ***sequence*** in which the icons are executed and where they are executed. Exception: When the icon is blended with a coat of arms, it is ***always*** up to the player whose coat of arms is depicted to decide where the icon is executed – no matter who triggers the event.

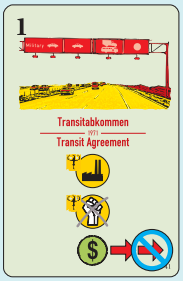
When a police power icon is executed (by either player), the card is not lined up at the bottom of the board, but put in front of East.

Non-executable arrows. For each red arrow which cannot be executed *(because it would shift the marker off the track)* East removes 1 unrest counter. Similarly, for each non-executable yellow arrow, West places 1 unrest counter in an East province. In case of a non-executable prestige arrow, the profiting player may remove 1 of his unrest counters ***or*** place 1 in an province of his opponent.

Non-executable icons. Ignore an icon which cannot be executed (because, for instance, the unrest counter to be removed does not exist). However, you may never trigger an event which requires you to dismantle more of ***your*** placed factories and infrastructures than ***you*** currently have.



Example 1: East triggers this event. It chooses which 4 build points (factories and/or infrastructures) are dismantled from West.



Example 2: When West triggers this Dual Card event, it chooses to ignore 1 arrow (which would have negative effect for West).

When East triggers this event, it chooses to ignore 1 of the 2 yellow icons.



Example 3: East triggers this event. It shifts the prestige marker by 1 in its favour, puts 1 unrest counter in 1 of its provinces and builds 2 build points each in Polska and the ČSSR. Since connections of a city are part of that city, East may build for Polska (and likewise for ČSSR): a) 2 Polish factories, or b) 1 Polish factory and 1 Polish infrastructure, or c) 2 Polish infrastructures (but only if at least 1 factory is at the end of either side of each connection).



Here, West will always decide where 1 East build point is dismantled.



Here, East will always decide into which West province 1 unrest counter is put.

Icons with arrows



According to the arrows, move the prestige marker by 1 or 2 to the left (yellow arrow) or right (red arrow).



According to the arrows, move the Western currency marker by 1 or 2 to the left or right.



According to the arrows, move the socialist marker by 1 or 2 to the left or right.

Icons without arrows



1 build point for the affected player.



Dismantle 1 build point from the affected player.



1 unrest counter is put into a province of the affected player.



1 unrest counter is removed from a province of the affected player.



Move 1 unrest counter of the affected player into another of his provinces.



In one of the affected player's provinces *with mass protest marker*(s), reduce the number of unrest counters down to 3. Note that you ***can*** remove any number of counters above 3.



Put 1 LS into a province of the affected player (even if the province has an economy of 0). As usual, remove 1 unrest counter from there as well.



As above, but ***do not*** remove an unrest counter.



Remove 1 LS from a province of the affected player.



1 factory and ***all*** its infrastructures are removed.



1 factory of the affected player converts to a rundown factory. Exchange the marker (thus decreasing its value by 1). If there is no factory to rundown, remove 1 infrastructure instead.



1 factory of the affected player is "repaired". Exchange the marker with a normal factory (thus increasing its value by 1).



Berlin Wall construction. Flip the End of Decade marker to its Berlin-side. From now, East will not be hit by any Flight from the Republic.



Reopening the Wall. Re-flip the End of Decade marker. East will again be hit by Flight from the Republic.



Both icons are *police power icons* and exist only for East. When such an icon is executed by either player, East puts the card face-up in front of itself, collecting it. Once per decade, East can use such a card to remove 1 unrest counter (section 8). The red icon will increase the Flight from the Republic, the pink one not (see section 9.1).



Stasi-disbandment. East discards all its collected police power cards (and cannot collect any in the future). If there are any unrest counters on the cards, they are returned to East provinces (maximum 1 unrest counter per province; East chooses the provinces).

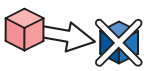


Guillaume-Affair. East may examine either the West hand of cards or the 2 top cards of the draw deck. East may then exchange 1 of its cards for one of these. Alternatively, if East examines the 2 top cards of the draw deck, it may remove 1 of those cards from the game.



*Example 4: When these icons are executed, West receives 2 unrest counters. They may not go to West Berlin since it is **not** part of West Germany, see the definition on pg. 2.*

7 SOCIALISTS



When there is a mass protest marker in an East province, move 1 socialist from the holding box to that province. The moved socialist removes 1 unrest counter. Repeat this socialist movement until all mass protests have ended or until the holding box is empty. If there is more than 1 province with a mass protest, East decides to which provinces socialists are moved first.

This movement is obligatory. It happens immediately after an action is finished ***or*** in the *socialist phase* in the End of Decade (but not in any other End of Decade phase).

A socialist stays in the province until he has to leave the map (see section 9.9).

8 POLICE POWER

A police power card collected by East is called ***a Red police power card***, when the police power icon is red, and a ***Pink police power card***, when it is pink.

East can use each collected police power card once per decade to remove 1 of its unrest counters. It can use a card during its action (in addition to the action) or in the End of Decade phase *Use Police Power* (see section 9.8). An unrest counter removed that way is placed onto the police power card to indicate that it was used in this decade (and cannot be re-used for the rest of the decade).

9 END OF DECADE

The End of Decade consists of 10 phases. As you complete each phase, advance the End of Decade marker accordingly so that you do not forget a phase.

National insolvency. During the End of Decade, whenever East is required to dismantle more of its economy (placed factories or infrastructures) than it currently has, it loses ***immediately***. Skip the remaining phases.

9.1 Flight from the Republic/The Wall

For East Germany, the massive exodus of its people (especially professionals and scientists) was a severe problem, almost causing its economy to collapse. Closing the border in 1952 did not help, because West Berlin was too easy to reach and refugees were welcomed with West German citizenship and passports. Only by building the Berlin Wall did the East halt the exodus. However, the Wall had costs for the East – both to build and police it, and in loss of international prestige.

How this phase is resolved depends on which side of the End of Decade marker is face-up.



Costs of the Wall. When the Berlin-shape side is face-up, move the prestige marker by 1 in favour of the West. Furthermore, East has to dismantle 1 build point (its choice).



Flight from the Republic. When the other side is face-up, East is hit by Flight from the Republic. The size of the hit is determined using the flight track.

Advance the flight marker by 1 space:

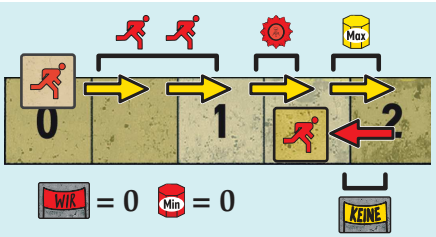
- for each flight icon on the cards played during this decade (*These cards are all laid face-up at the bottom edge of the board.*), and
- for each LS in one West province with the ***most*** LS, and
- for each ***Red*** police power card collected by East, and
- when there is 1 or more mass protest marker in an East province.

And move the marker back by 1 space:

- for each LS in one East province with the ***fewest*** LS, and
- when there is 1 or more mass protest marker in a West province.

The resulting position of the flight marker tells you by how many dismantling points East is hit. The player holding the current prestige advantage dismantles the first East factory or infrastructure, from then on you alternate.

After completing this phase, ***re-set the flight marker back to Zero and discard the cards at the bottom edge.***



Example: The flight marker is advanced by 2 spaces for 2 cards showing 1 flight icon each, by 1 for 1 collected Red police power card, and by 1 for 1 LS in the West province with the most LS. Then, it is moved back by 1, because West currently has 2 mass protest markers. The other 2 parameters are Zero. The result is: East is hit by 1 dismantling point.

9.2 Prestige

East and West Germany competed for international prestige (from allies, from nonaligned countries, at the Olympics, and so on). Both wanted to be regarded as the true representative of Germany.



The player holding the current prestige advantage executes the icon(s) below the prestige marker ***or*** of a lower value box. He decides where to execute it. The icons are identical to the icons on the action cards.



Example: The prestige marker is in the box "+1 unrest counter for East". West, however, decides to execute the lower value box, and converts 1 East factory to a rundown factory.

9.3 Western currency

Historically, East Germany continually suffered from a lack of Western currency. This was needed to import goods like bananas and coffee, but also industrial resources. Simultaneously, there was almost no investment into its economy, which was run on attrition. Such problems did not affect West Germany, which had the Deutschmark – a very tradeable currency.



Only East needs Western currency (WC). There are two sources of income: The WC track and exports.

The position of the WC marker tells you the income from the track. (*It can be negative.*) Export income is calculated like this: Each East

export factory whose value is at least equal to the ***worst*** West export factory gives East 1 WC. *(Should West have a province without factories, every East export factory will give East 1 WC – even a rundown 0-value factory.)*

Export factory: Every province has 1 export factory. It is the one with the highest value.

East needs 1 WC for each of its LS.

For each WC East is short, players alternate in converting East factories to rundown factories. Should East run out of factories during this process, players alternate in removing 1 infrastructure (or the Rheinsberg factory) for each WC East is still short. ***Both*** the process of converting ***and*** the process of removing is started by the player holding the current prestige advantage.

If the sum of export income and WC track income is negative, East factories become rundown in excess of its LS (see example).

Note: a) *There is no benefit to East if it exceeds its WC requirement. b) Factories in ČSSR and Polska never contribute to the WC income.*

Example: East has 8 LS on the map. From the WC track, its income is 3. The worst West export factory has a value of 3. The East export factories have the following values: 0, 1, 1, 2, 3, 5. This results in another 2 WC income. As East is 3 WC short (8 – 3 –2), 3 East factories become rundown.

Variant: As above, but the track income is –3. Therefore, the total WC income is negative (–3 + 2 = –1) and East is 9 WC short (8 + 1).

9.4 Pay for police power cards

The East German system of control and suppression was enormous. At the end of 1989, there were 91,000 full-time Stasi agents (1 per 180 inhabitants) and 180,000 Informal Agents (giving a total ratio of 1:60). Based on these ratios, the Stasi was the largest Secret Service in world history (significantly outnumbering the KGB [1:595] and the Gestapo [1:8500]).



For each collected police power card, East has to dismantle 1 build point (its choice).

9.5 Hold your living standard



Both players check all their provinces. The number of LS in a province ***may not*** exceed the value of its export factory. If necessary, remove surplus LS from a province.

The number of LS in West Berlin ***may not*** exceed the value of the ***worst*** export factory of all suppliers' provinces, which already transferred LS to West Berlin. If necessary, remove surplus LS from West Berlin (West chooses from which sectors).

Note: Factories in ČSSR and Polska cannot be used to hold LS.

Example: Brandenburg has 3 LS, its export factory has a value of 1. Therefore it loses 2 LS.

9.6 Internal comparison



Both players compare all of their own provinces with their own highest developed province (i. e. the one with the most LS). Every province with less LS receives unrest counters equal to the **difference minus 1**. *West Berlin is different:* It receives unrest counters equal to the ***full difference***.

Example: All West provinces have 3 LS, except West Berlin (2) and Bayern (2). West Berlin receives 1 unrest counter (the full difference), Bayern none (the reduced difference).

9.7 East West comparison

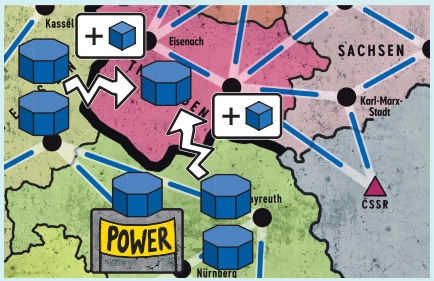


Using any ***available*** LS there, every province may "attack" 1 adjacent province of the opponent. The attacking player decides which. *West Berlin is different:* It attacks both adjacent provinces (East Berlin and Brandenburg).

If the opponent's province has less LS, it receives unrest counters equal to the ***full difference***. However, these will create new mass protest markers only after all attacks by both players have been resolved.

Important: For every mass protest marker in the attacking province, 1 LS there is not ***available*** for use in an attack. *(Mass protest markers in the defending province are irrelevant.)*

Tip: Always place a LS on any mass protest marker in the same province, so that you won't attack with it by accident.



Bayern could attack Sachsen or Thüringen. Since there is 1 mass protest marker in Bayern, only 2 of its LS are available to attack. Bayern could give 2 unrest counters to Sachsen (0), but it goes for Thüringen (1), giving it 1 unrest counter. Hessen (2) also attacks Thüringen and gives it another unrest counter.

9.8 Use police power cards



East removes 1 of its unrest counters for each collected police power card which has not yet been used in this decade (see section 8). Then East removes any unrest counters previously placed on any of these cards.

9.9 Socialists phase

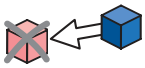
East Germany wanted to build up socialism. According to an opinion poll, 11 days after the Wall came down, only 22% of East German citizens would have voted for the CDU and SPD (the 2 big West German political parties). The rest would have voted for reform parties like New Forum, or the old SED (Communist Party). — This rule reflects the socialist belief in solidarity and sacrificing material wealth for a better world.



The position of the marker on the socialist track tells you how many socialists East receives or loses.

New socialists go into the holding box. Then, if necessary, the socialists in the box (old and new ones) go directly into provinces with a mass protest marker according to section 7.

Triumph of Socialism. East wins ***immediately*** when it should receive a new Socialist, but all 12 are already on the board. Skip the remaining phases.



If East has to lose Socialists, first remove them from the holding box; then, if there are not enough, ***West*** removes them from the provinces. For each socialist removed from a province, put back 1 unrest counter (and, if necessary, a mass protest marker).

Socialism fails. East loses ***immediately*** when a socialist should be removed from the board, but there are none there. Skip the remaining phases.

9.10 Wir sind das Volk?



Check for collapse. Both players count the mass protest markers of their states.

Collapse. When a state has 4 or more mass protest markers, it collapses and loses the game. When both states collapse simultaneously, East wins.

If neither state collapses, discard the current draw deck and the special card (if still in the display). Then begin the next decade.

Victory at game end. After 4 decades the game is over. If no player has won by then, East wins.

Example: There are 2 mass protest markers in West Berlin. Due to the West Berlin rule (see section 10.2), both are exporting 1 mass protest each to a supplier. In total, West has 4 mass protest markers on the board. It collapses and loses the game.

10 SPECIAL CITIES

10.1 East Berlin

East Berlin is a normal province (wholly contained within the Brandenburg province). When a factory is built in it, place the factory on the Berlin city symbol on the main map. That factory is not in the Brandenburg province, but in the East Berlin province. All other markers and counters (LS, unrest, etc.) are placed in the separate East Berlin map.

10.2 West Berlin

West Berlin was like an island within East Germany. Thus it became a totem and showcase for the West. This special status needs special rules.

West Berlin is adjacent to East Berlin and Brandenburg. Despite its 3 sectors, it is just 1 province. All markers and counters (LS, unrest, etc.) in West Berlin are always totalled.

You may never build a factory or infrastructure in West Berlin.

With one exception (see below), West Berlin can only receive LS as follows:

- Whenever West uses the action *Increase your living standard* to place a new LS in a West German supplier, and
- this supplier thus has more LS than West Berlin,
- then West may transfer this LS to West Berlin (after all other LS have been placed).

Per action, only 1 supplier may transfer LS to West Berlin. Place the LS in the corresponding Berlin sector and remove the unrest counter in West Berlin (and not in the supplying province). The West Berlin sectors must be filled evenly with LS (for instance, the US-sector may receive its 2nd only when all the other sectors have at least 1).

The only event which enables you to place LS in West Berlin is *Start of the Computer Age.* If it receives a LS that way, put it in any sector (subject to the fill evenly rule above).

Example: West places 1 LS in Rheinland-Pfalz (a French flag supplier). West Berlin currently has 0 LS. Upon finishing its Increase your living standard *action, West may transfer that LS to West Berlin. It is placed in the French sector. The unrest counter to be removed is removed in West Berlin (and not in Rheinland Pfalz). The next LS for West Berlin must come from either Baden-Württemberg or Nordrhein-Westfalen (US and UK flag suppliers).*

Mass protests count twice: For each mass protest marker placed in West Berlin, one additional mass protest is immediately exported to a supplier. East decides to which one. For the supplier this is a normal mass protest (*you may not use any build points in that province*) and it is in addition to potential mass protest markers of its own unrest counters. An imported marker is removed only when a mass protest in West Berlin is ended (in which case you remove both a West Berlin and an imported mass protest marker; East decides which ones).

Tip: Put an imported mass protest marker on the flag of the supplier (so that you know that it can only be removed by ending a mass protest in West Berlin.)

End of Decade exceptions:

- *Hold living standard,* see section 9.5
- *Internal comparison*, see section 9.6
- *East West comparison,* see section 9.7

10.3 Hamburg

Hamburg has a kind of wild-card role. During any action and in every End of Decade phase, West may decide anew whether Hamburg belongs either to Niedersachsen ***or*** Schleswig-Holstein (but it can belong only to one of them per action/phase).

Example: West chooses to place in Schleswig-Holstein (economy of 0) the first LS. With Hamburg (a 3 value factory) Schleswig-Holstein has the necessary economy. If West wants to place a LS in Niedersachsen in the same action, it cannot use Hamburg for that as well.

10.4 Rheinsberg



On Rheinsberg you can place a factory only with the event *First German nuclear plant is in the East!* Use the special Rheinsberg factory marker. This is the only factory with a base value of 2. It can never be connected to infrastructure. It may become rundown in the normal way, but also by dismantling; flip the Rheinsberg factory marker in both cases. A rundown Rheinsberg *may* be taken off-map to fulfill another dismantling point.

10.5 External factories

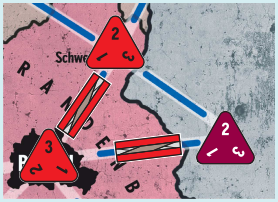
There are four cities outside of Germany, 2 in ČSSR and 2 in Polska. You can build factories there only with the events *Joining the CMEA* and *Joining the Warsaw Pact*. Use the purple ***external factories***.

You can build infrastructure to an ***external factory*** normally, but also with the above events. *(Note that you can build such an infrastructure only to an existing ČSSR/Polska factory, but not to an empty ČSSR/Polska factory site.)*

External factories cannot be dismantled, except with the events *Prague Spring* and *Martial law against Solidarity.* Infrastructure of an external factory can be dismantled normally.

An external factory adds its value to ***one*** (and only one) province to which it has a working connection. This province can change from action to action (like Hamburg).

An external factory can ***never*** be an export factory.



Example: The factory in Polska can add its value of 2 to the province of East Berlin (which has an economy of 5 then). Since there is no working connection to Schwedt, Polska may not add its value to Brandenburg. If that connection did exist, East could decide every action anew whether to use that Polska factory for East Berlin or Brandenburg.

Card Almanac

Dual Cards are: No. 11, 15, 21, 22, 30, 41, 42, 45, 48, 51, 61, 62. **Yellow Cards:** No. 12–14, 16–20, 35–40, 55–60, 70–80. **Red Cards:** All others.

Some titles may need an explanation:

No. 20: *Wirtschaftswunder* is the German Economic Miracle.

No. 39: *Ish bin ein Bearleener* is the way Kennedy transcripted the German sentence on his memo.

No. 48: *Mittelstand* is a very German term with no equivalent in English. It means something like small and medium enterprises (SME) and the families running them.

No. 53: KoKo (Kommerzielle Koordinierung – Commercial coordination) was a department of GDR export ministry and very creative (to say the least) in organizing Western currency.

Clarifications may be needed for:

No. I First, East reduces the total unrest in any 2 provinces *with mass protest marker(s)* down to 3. Then it removes any 2 more unrest counters.

No. II The costs for maintaining the Berlin Wall are depicted as a reminder. You may want to put the card (once the event is triggered) close to the End of Decade track or in any other convenient place.

No. III Both LS may go into 1 province.

No. IV (Round-Table-Side) East may put unrest counters from its police power cards to provinces first. Then West chooses an East province with at least 1 mass protest marker and reduces the unrest counters down to 3.

No. 4 No unrest counter to West Berlin.

No. 7 2 build points each for ČSSR and Polska. Since connections of a city are part of that city, East may build for Polska (and likewise for ČSSR): a) 2 Polish factories, or b) 1 Polish factory and 1 Polish infrastructure, or (if permitted by 5.1) c) 2 Polish infrastructures.

No. 9 The same as No. 7.

No. 11 No unrest counter to West Berlin.

No. 13 No unrest counter removal from West Berlin.

No. 15 West may ignore the police power icon. When East triggers the event, West decides where it receives 1 build point or where it dismantles 1 in the east.

No. 20 No unrest counter removal from West Berlin.

No. 21 West may ignore the police power icon.

No. 24 No unrest counter to West Berlin.

No. 25 2 unrest counters for West Berlin, and 2 for other West province(s).

No. 27 Use the Rheinsberg factory, see 10.4.

No. 35 No LS to West Berlin (neither directly nor indirectly).

No. 37 1 ČSSR factory is removed, along with all its infrastructure. It can never come back.

No. 39 You can use all 3 icons for West Berlin.

No. 43 Since all connections of Nordrhein-Westfalen (NRW) cities are part of NRW, you may remove any infrastructure on them, even if it lies physically in another province, for instance on the 2nd blue line of the Bremen-Duisburg connection. Of course you may remove a NRW factory as well (when it has no infrastructure on any of its connections.)

No. 46 If there is no rundown factory in Berlin, East may choose the sequence of the icons to be executed like this: Make East Berlin rundown and repair it immediately. (The result is a *No effect* of the triangle icons.) The other icons should be clear.

No. 51 West may ignore the police power icon.

No. 62 No unrest counter to West Berlin.

No. 63 Explanation of No. 43 applies accordingly. You may remove infrastructure from ***all*** Hamburg connections.

No. 64 This is ***not*** a Dual Card.

No. 67 Placement of the LS removes 1 unrest counter in Sachsen, the other icon allows East to remove 1 additional unrest counter of its choice.

No. 68 No unrest counter to West Berlin. East may place all 3 unrest counters in Bayern.

No. 73 Explanation of No. 37 applies accordingly for Polska.

No. 77 West may move the freshly placed unrest counter with 1 move icon as well.

No. 79 You can put the LS into West Berlin. When you do, choose a sector according to section 10.2.

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Design notes

> *The occupation of consciousness is the wondrous mortal thing in this country: since it is annihilating beauty, dignity and poetry; and, based on this corrosion of the people, establishing the dictatorship.*
> *Gert Neumann, Leipzig, 1977 (from: Elf Uhr)*

When Peer invited me to test his new prototype, I was hooked right from the start. I recalled the sense of anticipation over the years for *the* big German novel about the autumn of 1989. Now there are several of these novels, but a game about it? I knew only of some in the satire genre, and thus there was a kind of necessity to make a game about the divided Germany.

We had lots of fun with the first prototype. Peer's selection of events did a good job in recreating the period. Of course there were some mechanics which did not work perfectly yet (as is almost inevitable for the first prototype), but quite soon we had them fixed, and the game was almost a well rounded thing.

Once the initial euphoria of the beginning was gone, however, there was one thing which we started to worry about: East and West were simply too similar in their playstyle. The differences of the two systems (capitalism & socialism; democracy & dictatorship) were not shaped out enough. Furthermore, the events of the fourth decade all too often felt like an ordered collapse (East Germany could play perfectly, and still their economy would always break down). We started to work on the events, exchanged some and introduced for the East its planned economy as game mechanic. Now East Germany would have to plan its economical growth for each decade. We tested some variants, but never felt really happy. How to model an overfulfillment of the plan? How to model an underfulfillment? Getting rules for these cases, which could not be circumvented by clever play, was difficult.

It needed a test with Björn and Holger to open our eyes. It simply did not work that way! The problem was deeper set! We decided for a small tabula rasa, and so the planned economy was thrown out, but socialists and Western currency entered onto the stage. With the latter the rundown factories could be integrated into the game system much better. Furthermore we succeeded in shifting the breakdown of the East economy into structural causes. There was still a lot to do, but the direction from now on was clear. — As you can see, finishing a game design needs good critics. Many thanks to Björn and Holger!

Already the first prototype had the economical system with factories and infrastructures. It also included unrest and mass protests, as well as the open display of event cards with the four options to play each. To keep the game playable, the initial map used the East provinces ante 1952 (before East Germany created its 15 districts), and for West its Federal States (except small ones, i.e. Saarland, Hamburg and Bremen. We hope that the inhabitants of these federal states will accept our apologies.) Beside that, the borders of the provinces match their historical borders, with one big exception: Hessen was enlarged to the north, and Sachsen-Anhalt to the south. (Otherwise, Hessen would have had only 1 adjacent province, while Niedersachsen would have had four.)

The events. We wanted to have a mix of political, social, sports and everyday life events. That's why the events range from the *Prague Spring* to *Start of the Computer Age* and *GDR permits Blue Jeans production*. Having only 20 cards per decade, it was not easy to decide which events to pick. And of course we could have decided differently. Some players might miss the dictated process of collective farming, others the East German endorsement of the Tian-anmen Square massacre, or the Hallstein-Doctrine, or the concert at the Berlin Reichstag in June, 1987. For some events you simply have to include the correlated ones in your thoughts. For instance, the *Berlin Airlift* does include the Berlin Blockade, or the *West German peace movement* does include the protests against the NATO Double-Track Decision. Other events, like the Space Race or the Hungarian Revolution of 1956 seemed us to be more US-Soviet events than German-German. Last but not least, the selection of events was influenced by the need to keep the balance between Red and Yellow Cards, and between East- and West-German events.

The special cards. Then there are the East German key events, available to East in every game as a special card, most importantly the *Construction of the Berlin Wall* and *The Coming down of the Wall*.

We wanted the *Construction of the Wall* to be a real decision. When East cannot win without the wall, it will build it in every game, and the decision would be a mere pseudo-decision. To make the decision difficult we based the Flight from the Republic on different factors: On living standards difference according to the push-and-pull-factors theory (that's why it is West maximum vs East minimum), on suppression of the state (red police power icons). We introduced uncertainty with the flight icons. The flight icons are a pain when they are on a card in your hand. Should you play the card, thus increasing the Flight? Or should you pass on an action? East's decision will also be based on how many police power cards it has or wants to have, and whether they are pink or red. Therefore it will be different in each game, a good thing for replayability.

Regarding the *Coming down of the Wall*, you can certainly argue that this event marks the collapse of East Germany per se, and that it should not be included in the game. But how could we do a game about the divided Germany without the Wall coming down? Therefore we designed the event in such a way that it is hard to understand what is better: Keep the Wall? Let it come down? In any case, it is always a sheet anchor when East is in danger of losing the game due to *Socialism fails*.

Another special card is *Honecker ousts Ulbricht*. This event was the start of East Germany's deficit spending, caused by the new paradigm of "Unity of Economy and Social Politics". (Which, by the way, is the historically correct title for this card. But who would be able to understand that language of bureaucracy?)

The effects. Of course, much more important than the pure selection of an event is the modelling of its effect. Keeping an eye on balance issues (In what patterns should the prestige marker move in an average game? In what patterns the Western currency marker?) the effect is based on the historical effect. But, finding out the real historical effect sometimes became a convoluted affair. Two examples:

a) *Nationalizing the Mittelstand* (that is, small and medium sized enterprises, especially craftsmen and companies of the building sector) had for East Germany only negative effects, as we know today in hindsight. The productivity decreased (less Western currency), the people had to wait even longer for the plumber to show up (increasing anger) and started to doubt the planned economy (less convicted socialists). But why did East Germany nationalize the Mittelstand? Because, of course, it thought it would be a huge step forward for socialism. So we decided not to model it from hindsight and made it a plus for socialism.

b) The card effects of the *Munich Olympics* are: West gains prestige (the whole world was looking to Munich), increasing unrest (due to intensified police controls after the Munich massacre) and higher living standards (the Munich subway and a local housing programme). But, wouldn't it be possible to model the failure of the German police in the Munich massacre as a negative West Prestige? Or, the fact that East Germany reached rank three of the medal count (better than West Germany) as a gain for East prestige? Or, the Munich massacre itself, as a set back for social-

ism? — The Munich massacre, a set back for socialism?!?!, you might wonder now. — Yes, exactly. Remember that according to East German propaganda, Israel (as a close US ally) was an imperialistic and suppressive state par excellence; all solidarity therefore was with Palestine. But, now this Palestine murdered innocent sportsmen in a very brutal way. How could this be in accordance with the idea of peaceful socialism? Should solidarity and compassion not go with Israel? The Munich massacre seeded enormous doubts in East Germany, slogans like "For peace and socialism" began to sound cynical and empty. — But, this kind of thought seemed us too much of dialectic, and we designed the effect as written above.

Finally, for game balance reasons, the effects are scaled differently for East and West. Of course the West's *protests against nuclear reprocessing* were small compared to the East *Mondays' demos*.

Prestige. Initially each side had its own prestige marker. We changed that to a relative prestige. So you always have to read an decreasing East prestige as an increasing West prestige, and vice versa. In the early decades, the point of view of each side's ally decides whether an event results in a prestige gain or loss (for instance, the Soviet Union will be very happy about the founding of the Stasi), while in the later decades the international point of view will be decisive. Besides its direct effects, the prestige will also decide who is the starting player in a decade and who will have the first pick in the phases *Flight from the Republic* and *Western currency* – both being very critical.

Western currency. The lack of Western currency is a severe handicap for East, just like it was in reality. East Germany was very creative, in many cases inhumanly and criminally creative, in getting their hands on Western currency. For instance, the deal with West Germany about paying for the freedom of Political Prisoners was used to pursue critics even more restrictively, because every imprisoned citizen was worth up to 100.000 Deutschmarks. In the game, you should never neglect the Western currency icons. Without Western currency East cannot hold its living standards. And don't think that you might end many games without having rundown factories on the board! (But, as long as your infrastructure stays intact, this is not a thing to cause too much fear.)

Police power. A game about German history always bears the danger of trivializing its dark chapters. We included events like the *Frankfurt Auschwitz trials* to avoid that trap. Furthermore it was important to us to model the difference between a state with a rule of law and a dictatorship. The first cannot suppress opposition with its police batons that easily, the latter can (including its Stasi-methods of *Zersetzung*). In the game, West must becalm unrest by increasing living standards, while East has different options, one of which is the brutal force of police power.

Socialism. The victory conditions for socialism reflect East Germany's historical mission. Will East succeed in transforming the society or not? Socialists are a kind of secret weapon. Whenever a mass protests breaks out, the socialists will go there and calm it down. They are immune against the temptations of Western welfare. — Which brings us to that showcase called West Berlin. As in history, West Berlin is West's weakest point and its sharpest weapon at the same time. The necessity of transferring living standards to West Berlin is a burden, and we were able to refer to the Allied zones of occupied Germany in the game (although they had to be simplified).

We are the people? No power to Nobody? From a modern perspective it might seem absurd that West Germany could have ever collapsed. But WIR SIND DAS VOLK! is a game, and a game needs this possibility as well. In most games, however, West will outproduce East significantly. But it should always be on its toes. A well triggered event like *West German emergency acts* or *Red Army Faction* can derail the West plans. But even if West is able to sail around these obstacles, it is not easy to hunt the East down into a collapse. Quite often, victory or defeat come over you very unexpectedly, just as unexpectedly as the Wall came down 25 years ago for so many, us included.

We hope that WIR SIND DAS VOLK! will give you many hours of exciting game experience. If it should succeed in bringing back to your memory the absurd inhumanity of that time (which although not so many years ago seems so far away), we will be happy. Our biggest hope, however, is that the first East German demonstrators in October 1989, when the GDR celebrated her 40th anniversary and when the fear of a Chinese Solution was real and imminent – that the enormous courage of these demonstrators will not be forgotten. We want to dedicate this game to all of them.

Richard Sivél
Berlin, September 2014

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