



KREMLIN®



ADVANCED GAME RULES

Players may choose to omit any of the Advanced Game rules they dislike, but for optimum results we suggest using all of them.

A. PREPARE TO PLAY

Proceed as in the Basic Game with the following exceptions:

Shuffle the Intrigue cards, deal three face down to each player, and place the rest off to one side. Players should inspect their Intrigue cards *before* recording any IP on their Influence Sheet.

If there are four or more players, IP *may* be allocated to the sick Party Chief "Nestor Aparatschik" in addition to any of the other Politicians.



B. RESOLVING INFLUENCE POINT TIES

Rather than allowing the player who declared his current IP total first to control a Politician when several players have the same number of declared IP on that Politician, any other player(s) with declared IP on that Politician may attempt to break the tie by declaring his support for one of the tied players in the amount of one-tenth of his current declared IP on that Politician. Should this fail to break the tie, the tie is resolved as in the Basic Game in favor of the player who declared his current total of IP first. This tie-breaking procedure is in effect until another player manages to tie the current controller or a new tie results from a higher declaration of IP. Should a new tie be declared, all players are free to vote their declared IP again. Once resolved, a tie victor cannot be unseated by a third party merely withdrawing or increasing his support in favor of another player. A new tie situation would have to occur to create a new tie resolution opportunity.

EXAMPLE: Green has six declared IP on KGB Head Strychnin. Blue now also declares six IP on him. Black has two and Yellow has one declared IP on Strychnin also and they both offer their support to Blue in exchange for later favors which will break the tie in favor of Blue (6.3 to 6). However, Brown is distressed by that prospect and now declares three IP on Strychnin also and offers to support Green, thus restoring the tie (6.3 to 6.3). Consequently, with no one willing or able to declare more IP on Strychnin, this tie is resolved in favor of Green who placed his own six declared IP on Strychnin before Blue. Green will control Strychnin until someone else declares six or more IP on him.

If play of an Intrigue card forces a player to *lose* declared IP on a Politician thereby causing an IP tie, the player who did *not* just lose IP is considered to have placed his current total of declared IP first for purposes of breaking the tie.

C. STRENGTHS (+) AND WEAKNESSES (-):

Beneath each Politician's name are two color-coded names of Politburo slots which represent his Strength (+) and Weakness (-). A Politician who is in his strong slot ages slower than normal and one who is in his weak slot ages faster than normal. In addition, a Politician in his strong slot may subtract 2 from any Purge die roll vs him. A Politician in his weak slot must add 2 to any Purge die roll vs him. Consequently, players will often try to maneuver their own Politicians to their strong slots and opposing Politicians to their weak slots.

Politicians occupying a Politburo slot identified as their Weakness age one year during the Cure Phase even if in the Sanatorium. The normal aging process is retarded one year if occupying a Politburo post identified as the Politician's Strength, but in no case can he grow younger. He can only age or remain the same.

EXAMPLE: Nikotin is the Party Chief and is Ill (♦♦). He will age three years during Phase 1 (one for being Party Chief and two for being Ill). Bungaloff is Sick (♦) but because he occupies his position of Strength as Minister of Sport he will not age. Strychnin is Ill (♦♦) and under a "?" marker while occupying his position of Weakness as Industry Minister but because he is also taking the Cure at the Sanatorium he ages only two years (due to Suspicion and Weakness-related job stress).

D. INTRIGUE CARDS:

Each player can have a maximum of three Intrigue cards at any one time and must reveal the number of cards he has if asked. With the exception of the Blackmail cards (which remain in the hand of the player they are first offered to as a bribe) and the *red cards (with lasting effects which are placed on the affected Politician as long as they are valid)*, all played or discarded Intrigue cards are returned to the bottom of the Intrigue deck. Players are free to play an Intrigue card whenever they like *unless* the card specifies other conditions for its use. Players may discard Intrigue cards anytime unless they are being blackmailed or bribed (see E). Players may draw cards in excess of the three card limit provided they immediately discard the excess cards of their choice after inspection.

FIRST PURGES: If an Intrigue card is required to be played at the start of a Phase, it may be played even after an action is announced (such as a Purge attempt) in an effort to cancel that Action provided no dice have yet been rolled or votes announced. However, *only one such card* may be played per phase—the one played first. If two or more players declare their card play simultaneously, decide who was first with a dice roll.

31. OLYMPIC BOYCOTT of Moscow Games. The first Purge attempt must be versus the Sport Minister. Increase any Purge die roll versus him by +3. If no Purge attempt is made by the KGB Head, the Ideology Chief may attempt it, and if successful may then attempt to Purge KGB and add +3 to that Purge die roll as well. Play at start of any Purge Phase.

EXAMPLE: It is the start of the Purge Phase. The KGB Head announces a Purge attempt vs the Economy Minister who is controlled by Blue. Blue, in an attempt to foil this Purge, plays his Olympic Boycott Intrigue card requiring that the first Purge attempt of any made in that phase must be vs the Sport Minister. The KGB Head must now cancel his

Purge attempt vs the Economy Minister to Purge the Sport Minister or pass. If he passes, according to the Olympic Boycott card, the Purge Phase does not end; the Ideology Chief (2A) may attempt it or pass. If the Ideology Chief is inactive or vacant, the Party Chief (2B) [or if inactive, the Industry Minister, 2C] may attempt it, but if the Ideology Chief is active and passes, the phase ends. Regardless of the outcome, no other "first Purge attempt" Intrigue cards may be played during that phase.

RANDOM RECIPIENTS: Some Intrigue cards require that the faction they affect be determined randomly. In such cases, take a faction marker from each player numbered as shown on the board and place it in a cup. The player then randomly draws the faction marker to be affected from the cup. If a random amount is also needed, another random draw is made from among the six faction markers to determine a number from 1 to 6.

Some Intrigue cards cancel some of the effects of other cards; e.g., the OLYMPIC BOYCOTT +3 and OLYMPIC WIN -3 modifiers negate each other. Notes can be made on the Influence Sheet of those Politicians involved in Blackmail.

E. BRIBES & DEALS:

A player may always opt to privately reveal one or more of his Intrigue cards to another player in an attempt to bribe him—usually to cancel an announced Purge, Spy Investigation, or demotion of one of his Politicians. While passing the card(s) to his opponent, the player proposes the terms of the bribe (e.g., promotion of a certain Politician to the KGB slot). If the terms are acceptable, the recipient may keep the Intrigue card(s) but must honor the terms of the agreement. If

he declines, the Intrigue card(s) must be returned to their owner. Players are not allowed to show blackmail or bribe cards to other non-involved players, although they are free to "tell stories" about them—none of which have to be true. The binding aspect of a bribe never lasts beyond the current phase. Any longer term promises are just that—promises; they can be honored or not at the bribed player's discretion. Such side negotiations are termed "deals" and may be freely negotiated and entered into at any time with or without the exchange of Intrigue cards, but are never binding. Promises can be made and gifts exchanged, but once the current phase ends, fulfillment of any deal is up to the whim of the bribed player.

Players may not give another player permanent use of their IP. If a bribe convinces a player to cancel a Purge, Spy Investigation, or vote before it is resolved, he is considered never to have announced that action/vote. If a player already has three Intrigue cards when offered a Bribe, he may accept the Bribe by returning one or more of his own Intrigue cards to the briber as "change" in order to stay within the three card limit. A player may not discard or play an Intrigue card while being blackmailed or bribed to avoid this payment. Therefore, a player who "blackmails" an opponent who already has three Intrigue cards will not only get the benefit of the blackmail, but be the recipient of another Intrigue card of the victim's choice in return due to this three-card limit rule.

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F. INCREASING INFLUENCE:

During the course of play, players have three scheduled opportunities to increase their written IP on *any* Politician(s) of their choice (including those they previously did not influence). These opportunities come at the end of the 3rd, 6th, and 9th turns as indicated on the Tally Track. Each player in clockwise order around the table (starting with the player to the left of the player currently controlling the highest ranking *active* Politburo member) has the option of publicly declaring a total of two or less additional IP on the Politician(s) of his choice (whether previously influenced or not). When declaring, he records the new written total of IP for that Politician in the proper Year column of his Influence Sheet and changes (or adds) his IP marker on the declared Politician(s) by an amount at least equal to the new IP total he has declared. He may put both IP on one Politician, or split them between two Politicians, or he may opt not to declare one or any IP.

CARD OPTION: For each of his two new IP he does *not* use, the player is entitled to draw one Intrigue card instead. However, he must place any new IP he will claim before drawing any cards.

10+: The first player to declare 11 IP on a Politician places his "10+" marker on that Politician and has undisputed control of him for the rest of the game, unless he is sent to Siberia. Any declared IP on that Politician by other players are removed from his card, although they still retain those IP on their Influence Sheet for later use should that Politician become "re-educated" in Siberia.

G. THREE PLAYER VERSION:

When only three players are available, allow them to record initial IP on an 11th Politician in the amount of "10+", but do *not* allow any IP to be placed on "Nestor Aparatschik" until the end of the third turn.

H. VARIATIONS:

Play of *KREMLIN* can be varied by assigning the Politicians to their starting positions strictly on the basis of their printed age: card B to KGB Head, card C to Foreign Minister, etc. Another version is to allow players to allocate their 55 total IP on any number of Politicians—not just ten—in any increments they wish.

THE POLITBURO THEN AND NOW

The unexpected arrival of Matthias Rust in Moscow's Red Square and its subsequent effect on the career prospects of certain members of the Politburo, gave Westerners a rare glimpse into the workings of one of the worlds most monolithic political institutions. Like many present day political systems, the Politburo, true to the slogan of Chairman Mao some 40 years hence, was born out of the barrel of a gun, or to be precise, the October Revolution.

The brains behind the actual formation of the Politburo was one Felix Dzerzhinsky, who, on the morning of October 10, 1917, met with Vladimir I. Ulyanov (better known to you and me as Nikolai Lenin), at number 32 Karpova Embankment, Petrograd (later renamed Leningrad in his honor) to put the final touches to the approaching revolution.

During the discussions, Felix suggested the formation of a "Politburo" to be headed by Lenin to provide the revolution with guidance. The idea was implemented but the Politburo only really came into its own in March 1919 following the 8th Party Congress.

The first Politburo consisted of seven members—Lenin, Trotsky, Stalin, Kamenov, Zinoviev, Sokolnikov, and Andrey Bubnov who was soon replaced by Rykov. For a few years while Lenin remained active, things ran relatively smoothly considering the upheaval the revolution had wrought. But these were turbulent times. The Kronstadt sailors' mutiny in 1921 was brutally suppressed with mass executions. Then Lenin, who was truly revered by all, had a stroke and lapsed into semi-retirement. Even before Lenin's death, the first Soviet political trial began in 1922 which would ultimately conclude in the execution of 14 Socialist Revolutionary defendants. But these stormy events were tame compared to the approaching maelstrom of the Stalin years. Like most political coterie, it only takes one bad apple to spoil the barrel.

The rotten fruit in this case was one Joseph Stalin, who joined forces with Zinoviev and Kamenov to prevent Trotsky from gaining power. Trotsky, the father of the Red Army, was truly a Hero of the Revolution of epic proportions, but Stalin had filled the Central Committee with his own followers. No sooner had he blocked Trotsky than he turned on his former triumvirate and joined forces with a more rightist clique. Kamenov was demoted to candidate and Zinoviev removed from all positions of authority. The spurned duo belatedly joined forces with Trotsky, but it was too late. The notorious purges were not far off.

During the next 20 years, no less than 14 of 23 Politburo members died. Most, it can be safely said, did not perish from natural causes. In addition, literally hundreds of thousands of citizens met with a similar fate. Millions of peasants were forcibly moved to collective farms and their property confiscated by the state. Millions more died of starvation in the resulting famine.

But how can what was designed as a fundamentally democratic structure permit such atrocities? To answer this question let's briefly look at how the system works (for some).

At the bottom of this pyramid-like structure lies the *Party Congress* delegates who meet every five years to choose a new *Central Committee of the Communist Party of the Soviet Union* which comprises approximately 550 members. These, in turn, hold a plenum to select the Candidates for the new Politburo that will be responsible for implementing Party policy. Composed of 13 men presently (and never more than 15), the Politburo is responsible for virtually all actions of the state thereafter. It is also their task to choose the new *General Secretary*, the single most important position in the Soviet Union.

Although straightforward in theory, like most such procedures it is an orgy of wheeling and dealing, not unlike the "smoke-filled rooms" of American political conventions. The candidates themselves are drawn from all walks of life as befits a country with so many different regions and cultures, though once installed they are by no means guaranteed "jobs for life", as even the most cursory glance at recent Soviet political affairs will confirm. In September 1985, Grigoriy Romanov, Gorbachev's rival in the power struggle, was forced to resign "because of his health." In January 1987, Dinmukhamed A. Kunayev (73) was censured for corruption and removed from the Politburo. Both were replaced by Gorbachev supporters in moves typical of the political maneuvering and machinations portrayed in the game.

Fortunately, such failure no longer is accompanied by bloodshed. Since the execution of Beria in 1953, removal from power no longer is a death sentence. When Krushchev banished Malenkov and Molotov in 1957, both were allowed to live out quiet lives in Moscow thereafter as private citizens. However, forced retirement in the USSR is hardly a matter of retiring to one's own Presidential Library to write one's memoirs, as Krushchev himself discovered when he found himself under virtual house arrest with guards for "his own protection".

Obviously the Party Chief is an all-important figure as power is channelled towards the apex of the political pyramid, or as the CPSU likes to put it "democratic centralism". The latter is a theory which drones on about "strict party discipline" and "subordination of the minority to the majority" not to mention "unconditional commitment to decisions of higher agencies by lower agencies".

In plain English, this used to mean "obey the Party Chief or take a one-way ticket to Siberia". However, with Gorbachev now in charge it is unlikely that

any dissent would be punished so drastically as he seeks to steer Russia away from Stalinism and into the era of *Glasnost*.

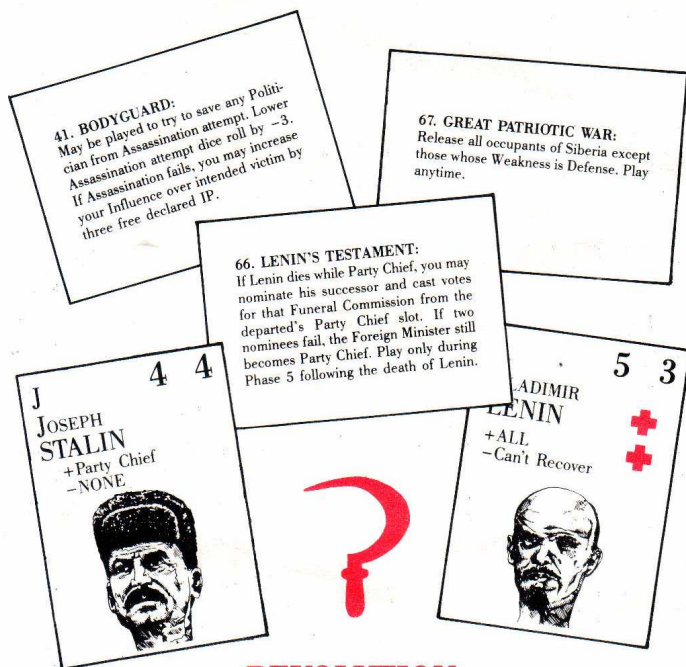
Given the ability of the Party Chief to gradually stack the Politburo in his favor, you would think that the latter course was purely theoretical. Yet, it is rumored that Brezhnev survived any number of would-be coups during his reign. Krushchev though, was not so lucky, for in the early 60's, when in a seemingly unassailable position after seeing off one opponent ("heart attack"), he was accused of "hare-brained scheming" and deposed, even suffering the indignity of becoming a "non-person" before his rehabilitation several years later.

Prior to the advent of Gorbachev, the post-Stalin years were very much the "gray" area of Soviet politics; a collection of dreary, aging leaders presiding over an anachronistic bureaucracy incapable of understanding, let alone tolerating, the slightest dissent.

At first glance the characters in the game may not be immediately recognizable to seasoned Kremlin watchers. But rest assured, the names have simply been changed to protect the guilty. The brief capsule comments printed on the back of each Politician's card will aid you in placing this Rogue's Gallery into perspective within the "Evil Empire".

RECOMMENDED READING

All *KREMLIN* players are urged to order Vol. 25, No. 1 of *THE GENERAL* (available approximately December 1988) which will include a complete illustrated sample game with commentary by the game's developer and prime playtesters. This issue is available separately for \$4.40 postpaid (\$7.80 Canada and Mexico, \$10.40 overseas) or much more economically in the form of a regular subscription. See the *GENERAL* ad elsewhere in this folder.



REVOLUTION

If you've enjoyed our lampoon of the contemporary Soviet leadership, you'll want to expand your horizons with our deck of historical variant cards depicting caricatures of such fun guys as Joseph Stalin, Leon Trotsky, and old Vladimir Lenin himself. In all, 26 new politicians crawl out of the darkest pages of Communist history to purge, plot, and power their way to the top. And if you need help to get them in trouble, we've included a complete set of new Intrigue cards (including a blank one so you can devise your own) to twist their devious little minds. Now you too can take off your shoe and pound the rostrum proclaiming "We will bury you!". Or, if you prefer, just send old Nikita on an all-expenses paid skiing vacation to the far east. Even if adding the historical characters doesn't appeal to you, the *REVOLUTION* variant cards will greatly enhance your play of the contemporary game through the added possibilities and randomness it creates with an enlarged, combined Intrigue deck.

The *REVOLUTION* variant cards are available for \$8.00 plus 10% postage (20% for Canada/Mexico and 30% overseas) from The Avalon Hill Game Company, 4517 Harford Rd, Baltimore, MD 21214. Those living outside of Maryland and ordering by major credit card, can get even faster service by calling Toll Free 1-800-638-9292. Maryland residents may call 301-254-9200.

CREDITS

GAME DESIGN: Urs Hostettler, Stefan Hosli
 GAME DEVELOPMENT: Don Greenwood
 BOARD ARTWORK & CARICATURES: Res Brandenberger
 GRAPHICS: Charles Kibler
 COVER ART: George Parrish Jr
 CHARACTER HISTORIES: Brian Walker
 PLAYTESTING: Craig Taylor, Rex Martin, Bill Peschel, Bob Coggins, Rich Hamblen, Joshua Gottesman, Ray Pfiefer, Craig Goode, Jim Burnett, Andrea Cantatore, Bart Smith, Neal Schlaffer, Alan R. Moon
 Typesetting: Colonial Composition
 Prep Dept. Coordinator: Lou Velenovsky
 Printing: Monarch Services

THE GENERAL

Now that you know how to play the game, the next problem is probably **who** to play it with and how to **win**. We can help you with that problem, and many others, through your subscription to our bi-monthly gaming journal, *THE GENERAL*. In *THE GENERAL* you'll not only read all there is to know about this game, but will also learn about our dozens of other exciting simulation games of skill. Every full-color issue is crammed full of the best articles on the strategy and tactics of the games from The Avalon Hill Game Company and Victory Games. And starting in 1988, *THE GENERAL* will expand to 64 pages. Just look at what *THE GENERAL* offers:

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History: Curious about the events portrayed in the game? Articles in *THE GENERAL* explain these events and discuss parallels in other games and in other periods of history.

Game Design: Wonder why this game was designed the way it was? Read *THE GENERAL* and find out! Our regular DESIGN ANALYSIS column features explanatory treatises by our designers and playtesters.

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Questions Answered: In our QUESTION BOX in each issue, you'll find the only official source of rules interpretations and changes for this and our other games.

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