

ПРАВДА

ЕЖЕДНЕВНАЯ РАБОЧАЯ ГАЗЕТА.

Годъ изданія первый.

1) Рукописи присылаемы въ редакцію «Правды», должны быть написаны по возможности чет-ко, обязательно на одной сторонѣ листа.
2) Принятые статьи въ случаѣ необходимости сокра-щаются и исправляются. Непринятые сохраняются не болѣе 1-го мѣсяца и возвращаются по почте лишь по полученіи верной на почтовые расходы.
3) Непринятые мелкія рукописи и стихотворе-нія не возвращаются. По пожеланію ихъ редакція вы-даетъ на рукою переписку на откупъ.
4) При запросахъ въ редакцію слѣдуетъ прила-гать марку на отвѣтъ.
5) Приглаш. въ редакцію отъ 6 до 8 час. веч.
Ночной телефонъ редакціи (съ 7 час. веч.) — 540-82.

Подписочныя цены:
за годъ — 4 р. 50 к., за 1/2 года — 2 р. 25 к., на 3 мѣс. — 1 р. 15 к., на мѣс. — 40 коп.
Подписка принимается только съ 1-го числа мѣсяца и не дальѣ конца текущаго года.
За перемену адреса городскому — 10 к., иногору — 40 к.

Въѣты въ объявленіе
Впередъ тѣста — 80 к., послѣ тѣста — 40 к., въ тѣстѣ — 1 р. За строчку монетрами въ столбцѣ. Предложеніе и списокъ журан. названій и слѣдств. на-грады — 10 к. Строчка. Привлеченія мѣсяцъ до 1 лота 15 р., до 1000 шт. слѣдств. 1 лота добавляется по 7 р. 50 к. за каждый лотъ.

Адресъ конторы и редакціи: С. - Петербургъ, Николаевская 37, на. 18.
Конторы открыты съ 10 ч. утра до 7 час. веч.

THE RED DIVIDE – GAME RULES

In the 1920s, **Stalin** succeeded **Vladimir Lenin** as the leader of the Soviet Union, but many factions within the communist regime threatened the stability and legitimacy of the dictator's reign. As the nation enters the latter half of the 1930s, a three-way political power struggle appeared inevitable, and **Stalin** felt an increasing need for action...

Overview

The Red Divide is a game for 3 players.

At the beginning of the game, each player is assigned to three sides of this power struggle:

The Left Opposition

A coalition influenced by exiled Soviet revolutionary Leon Trotsky, the intellectual "left" wing seeks to topple **Stalin** and triumph against the Right Opposition, so that you can restructure the nation according to your own ideals

of World Revolution and internationalism.

The Right Opposition

The trade-unionist coalition headed by Nikolai Bukharin and Alexei Rykov. You share the vision of ending **Stalin's** reign with the Left Opposition, but you can't let them be too powerful either - you want to implement your economic reforms and revert **Stalin's** collectivization, and the Left Opposition, with their idealistic dreams of world revolution, is also in your way.

Stalin's Centrists

You are the current leader of the nation and, with many still loyal to your cause, you will have to withstand the intensive sabotage from the two Oppositions. Use everything in your arsenal to consolidate power and hold out until everything is in place for a **Great Purge** to secure your victory. Unlike the Left or Right Oppositions, your goal is to use your power to survive, and then clean house.

Game Objective

For Stalin:

As the incumbent head of government, your goal of the game is to prevent either of the opposing coalitions from reaching a majority in the **Supreme Soviet** - the governing body of the nation - before the end of the 10th turn. **Hold out for 10 turns**, and you will have gathered enough support for the secret service to clean house through violent means - starting the historical Moscow Trials and thus **winning the game**.

For the Oppositions:

As the Left or the Right Oppositions, **your goal is to win by attaining a majority**

(51 seats) of the Supreme Soviet for your faction. This must be accomplished before the end of the 10th turn.

Game Contents

24 **Stalin** cards
40 Opposition cards
2 Opposition token
1 Turn marker
1 Chairperson token

Setup

Stalin starts the game controlling all (100) of the seats of the Supreme Soviet, the governing body of the nation.

Shuffle the Opposition deck and deal each opposition player five cards. Place the deck in the middle between the two Opposition players.

Shuffle the **Stalin** deck and deal **Stalin** five cards. Place this deck in front of **Stalin**.

Gameplay

The game is divided into **10 turns**, with each turn consisting of the following phases:

Draw Phase

At the beginning of each turn:

- The Opposition players each draw 1 card from the Opposition deck.
- **Stalin** draws 1 card from the **Stalin** deck, unless specified otherwise.

Action Phase

During the Action Phase, each Opposition must play one card from their hand in front of them, face-down. If a card ability from the previous turn allows an extra card to be played, they must be played simultaneously, face-down.

The Action Phase ends when both Opposition players have played their cards.

Correspondence Phase

During the Correspondence Phase, each Opposition is responsible for submitting a proposal. The proposal consists of the total **seat power (SP)**, the number of seats that their card(s) will gain for their Opposition. The number can be over or under-reported as deemed necessary. **Feel free to lie to Stalin, but the SP reported during this Phase is directly related to the play**

order in the next phase, so constantly under-reporting your SP might not always be the right choice!

Each Opposition submits their proposals verbally to **Stalin**, starting from the Chairperson. Then, **Stalin** will have one chance to **call bluff against one** Opposition of their choosing. The Opposition being accused must answer whether **Stalin's** call was right without revealing their card or the actual SP of their card.

If **Stalin** is right, the targeted Opposition will lose half of the **SP** (rounded up) and the **ability** of their card when activated later.

However, if **Stalin** is wrong, **Stalin** will not be allowed to play any cards in the next phase.

The Correspondence Phase ends.

Stalin Phase

At the start of the **Stalin** Phase, **Stalin** plays 1 card from their hand face-up. The ability of the card is immediately activated.

Then, as the one in power, **Stalin** can also **veto** one of the two Opposition cards,

unless specified otherwise.
This card will immediately be
put in the discard pile.

The **Stalin** Phase ends after
Stalin casts their veto.

End Phase

At the start of the End
Phase, the remaining
Opposition card is revealed.
The SP and ability of the
Opposition card are
activated.

- If both Opposition cards
survived Stalin Phase,
the Opposition with the
Chairperson token goes
first and takes
precedence.

The Opposition(s) will
receive seats on the Supreme
Soviet equal to the sum of
the power(s) of the card(s)
on their side.

At the end of each turn, pass
the Chairperson token to the
other Opposition.

Thank You

We would like to thank you
for playing our board game,
and we appreciate any
feedback and criticism!

