

# Game rules

Thanks to YYC780 on

[https://www.reddit.com/r/NoRollsBarredYT/comments/14rswd2/communopoly\\_resources/](https://www.reddit.com/r/NoRollsBarredYT/comments/14rswd2/communopoly_resources/) for the original version of this document.

## Starting

- Regular capitalist game rules
- All players start with 1000 roubles
- Each piece has an endgame condition effecting how you'll choose to play

## Playing

- If you have more than 1000 roubles, taken to jail and surrender all your assets to the state.
- If you land on ST0Y, receive 200 roubles, if you pass you pay 50 roubles.
- Smuggling - You can smuggle money to the west by landing on free parking or in a building you own. It stays until you get around the board again. If your opponent lands there, they take your money and you disappear.
- If you roll 3 doubles (except while in jail), you go to jail.
- If you get a double, you get to roll again.
- If you run out of money, you are destitute and go to jail.
- When you disappear, all your assets are seized by the state and you become a new player. Your old piece never existed

## Jail

- Roll doubles to leave jail, if you roll a 1 while in jail, you disappear.
- When in jail, any rent you collect is seized by the state.
- While in jail you must bribe the guards 100 roubles at the end of your turn or you will disappear. If you run out of money in jail, you disappear.

## Endgame

- Once all extra pieces have disappeared, we enter the endgame

# Character

Player piece	Title	Special power	Win condition
<b>Car</b>	Member of the Politburo	Can choose a card when you land on communist test.	You're sidelined. Your final score is your money in the West multiplied by your number of hotels
<b>Battleship</b>	Member of the Red Army soldier	Rail stations are half price.	You've defected. Your final score is your money in your hand multiplied by the number of houses you own
<b>Wheel barrel</b>	Kulak (traditional farmer)	You can force a player to hand over the brown tiles if you land on them, or you get them for free when you land on them if unowned.	You've been sent to a gulag. Your score is your money in the West multiplied by your number of properties
<b>Boot</b>	Member of the Proletariat	Utilities are half price.	You're conscripted. Your final score is the money in your hand multiplied by your number of properties, divided by the number of players and the state
<b>Iron</b>	Widowed Babushka	You do not have to bribe to pass STOIY! Nobody pays you any attention.	You're dying. Add up the money in your hand and give that as the score to another player, replacing whatever score they have. You get half of their score
<b>Thimble</b>	Collectivized peasant	You only get 1 die.	You've starved. Add up the money in your hand and deduct it from another player's score (reducing theirs in the process). If their score goes into the negative, your score is equal to the negative value of their score. Otherwise, your score is zero
<b>Dog</b>	Bourgeois lapdog	You can choose a card if you land on No Chance.	You're denounced. Your score is half of your money in the West
<b>Hat</b>	Nepman	When you complete a collection, get a free house, you parasitic landlord.	You're shot. You score nothing. That's your score.

<b>Penguin</b>	Spy	You can smuggle money to the west when you land on any owned property.	You've been double-crossed. Before any scores are calculated, choose another player. You get their score, and they get 0.
<b>Cat</b>	Spetsnaz GRU	You can force other players of your choice to take the consequences of any NO CHANCE or COMMUNIST TEST cards you land on.	You've been captured. Your score is calculated last. Your score is 0, but then everyone moves their score around clockwise by one place.
<b>Rubber duck</b>	Stalin's body-doubles	Any time you land on the same square as someone else, you can send them to jail.	You've been forgotten. You go into shops and people ask you if you're an actor because your face rings a bell, and you never tell them the truth. Your score is how many people you sent to jail multiplied by your number of properties.
<b>T-REX</b>	Unreformed Old Bolshevik	You can't buy properties, but any owned property you land on can be seized. Any money you make is divided equally among yourself and all players, with excess going to the state.	You've become irrelevant to the ongoing liberation of the Global Proletariat. Leave a YouTube comment. Oh no, sorry, I don't know why I thought it said that. Your score is calculated first. Divide the money in your hand among the other players evenly (any remainder left with you will be deducted from your score), then count up your seized properties. The number of people you've shared money with multiplied by your score.

## Places & Special rules

Former	New	Special rule
Go	Stoy	Land, get \$200, pass and have to pay \$50
Park place	The Kremlin	Visit Stalin! 1st time, collect 200 roubles 2nd time, go to jail
Boardwalk	NKVD headquarters	1st time you land, you're stopped for questioning. Miss your turn 2nd time you land, go to jail 3rd time you land, you disappear
Electric company	Chernobyl Nuclear reactor	This property is entrusted to you for free. You have to take it, but it can be swapped. If you do not own the water works, the power plant will explode in 3 turns from overheating through lack of water supply, unless you possess the water works. If it explodes, the electric company is restored to the board, but all your properties are destroyed in the explosion and can never be bought or developed again. Anyone who lands on it during this time can be forcibly handed the electric company so it happens to them instead. If you lose the water works, the countdown starts again.
Water works	the Volga	This property can only be acquired by distributing all your properties to other people. If you possess the Water Works, anyone who lands on it has to give you all their properties, unless they have no properties, in which case they get the Water Works from you.

**CLOSED!**

By order of the  
inspector for The  
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Health

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### **GREAT PURGE**

Everyone loses all their buildings and half their properties. Rock paper scissors to decide who disappears

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### **BLACKLIST**

You can't buy properties or collect rent until you've made a full circle of the board

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### **PHONECALL FROM STALIN**

Roll a die. On a 1, you disappear. On any other number, you can have a free property of your choosing, even from another player. If you ever land on it, you disappear.

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### **SECRET INFORMANT!**

You're working for the KNVD while you have this card. If you land on the same square as another player, you can send the to jail and put this card back in the deck

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### **SEIZE OF STALINGRAD**

The Nazis have been encircled and outmaneuvered. Take one of your opponent's properties permanently. It cannot be bought, sold, or developed unless you disappear

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### **BANK ERROR IN YOUR FAVOR**

Collect 1000 rubles

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### **TELEGRAPH UNION**

You have been appointed Commissar for Public Works. Every train station or Utility you land on is closed until you disappear. Other players who land on closed properties have to pay you & The State 10 rubles each

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### **INHERITENCE**

You found a cash of old money, now you're on the run. If another player catches up with you or overtakes you, you immediately disappear unless you can smuggle it all to the West (500 ruble value)

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### **YOU'VE BEEN NOTICED BY STALIN**

Get 100 rubles. If this is the second time you've had this card you disappear

### **FOURTH INTERNATIONAL**

All players take a card but do not look at it. One of them is now secretly Trotsky. Stalin will determine a location on the board. If you land on it and claim to have found Trotsky's Hiding Place turn over the card. If the claimant is not Trotsky, their opponent disappears. If they are Trotsky they disappear

### **PARTY FAVOR**

Get 200 rubles from each player and the state

### **STOY!**

Advance to STOY! Collect 200 rubles

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### **GO UNDERGROUND!**

Go into hiding. Miss your next 3 turns. If someone lands on your space, you disappear

### **THE PROPER PERMITS**

You have the proper permits. Knock down all houses of 1 collection and have a free hotel. You can never build anything else on any of the collections

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### **SEIGE OF LENINGRAD**

The city has been cut off by the Nazis. Choose one of your properties to be removed from the game permanently. Anyone landing on it disappears

### **COMMUNISM IS SOCIALISM + ELECTRICITY**

All your dice rolls are doubled

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### **PRAVADA EDITORIAL**

You've been denounced in the paper, now make a public apology

### **BESTSELLER!**

Your book is popular. Receive 500 rubles and go to prison. On your next turn(s) roll 1 die until you roll a 6 and get out. If you roll a 1 you disappear

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### **"ACCIDENT"**

You disappear after violently falling out of a window onto some bullets

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### **DENOUNCE YOUR COLLABORATORS**

If you are in prison, you can use this to swap your place with someone else

### **NKVD**

Prepare to be questioned on your knowledge of the Soviet Union. Wrong answers send you to jail

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### **COLLECTIVISATION DRIVE!**

Combine everyone's assets and redistribute them evenly. If they cannot be divided equally, you simply have to agree who gets the excess. Failure to agree lands both of you in jail

### **CHINESE DELEGATION**

We have to impress the Maoists. Every time you land on your opponent's property, they get a free building until they've completed a full circuit of the board

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### **FIVE YEAR PLAN**

Get around the board landing on or passing the square you are on in 5 turns or fewer. Success in 3 turns or fewer means you can take half of one of your opponent's assets. Failure sees you sent to prison

### **CULTURAL REVOLUTION**

You all now go around the board the other way than you currently do

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### **COUNTER REVOLUTIONARY**

You've been indoctrinated by radical Mensheviks. Reverse your direction on the board, only you.

### **CONGRESS OF PEOPLE'S DEPUTIES**

You're appointed to the council of deputies. Collect 200 rubles

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### **NIKOLAI SEMASHKO**

The inspector for The People's Commissariat for Health visits. Roll 2 dice, either demolish that amount of buildings or pay 100x the dice in bribes

### **US CULTURAL EXCHANGE**

Sing a song about how great the Soviet Union is and you can put as much money into the West as you'd like