The Golden Age of the KGB

Become a Soviet Spy Master in 1960s London

This deck building and worker placement game simulates the Soviet foreign intelligence service’s effort to place spies at the highest levels of the British intelligence establishment. The game starts in the 1930s and covers the decades that follow, a period of time in which the KGB managed to infiltrate most of the powerful institutions of Great Britain. This is a video game about the Cambridge Five and the Profumo Affair. You win this game by steadily increasing the level of information that your agents can access and share with you. You must be careful, however. The arrest of a highly placed spy could ruin your entire operation. To be successful, you must keep your agents hidden within the corridors of power, quietly harvesting British secrets. Good luck!