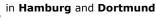


in West supplier provinces, 👪 in others





x 1 in the socialist box



in Berlin and Bitterfeld

Deal 2 1st decade cards to each player

Set Berlin Wall to

# 3. GENERAL WORKFLOW

4 decades, of 2 half decades and an end of decade phase each.

1st half: (II and on: If West has 3 cards, discard 1. Discard any unwanted old cards and refill to 2.) Set up card display (7 normal cards + 1 special set special for 4th decade depending on the Wall). Actions start with prestige leader.

2nd half: starts as soon as the last normal card from the card display is executed. Refill card display (not special). Game goes on.

End of Decade: starts as soon as the last normal card from the card display is executed.

### CONCEPTS

- 5.1 Building: for each building point, build a new factory or a new infrastructure connected to at least one factory.
- 5.2 Dismantling: for each dismantling remove a factory or infrastructure. A factory with built infrastructure starting from it cannot be removed.
- 4. Mass protest: per 4 ♥ ==> 1 ■. If in East: must move as much as possible to cancel ( ( Cancel ).
- 8. Police power: and can be used once per decade to X, during action or at the end of decade.
- 6.3 Province economy: sum of factories values in the province.
- 9.3 Export factory of a province: factory with the highest value.

# WIR SIND DAS VOLK!

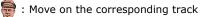
Designed by: Richard Sivél and Peer Sylvester Published by: <u>Histogame</u> (www.histogame.de)

Reference sheet by christophe.denoize@free.fr.

### With arrows



















: Move internally













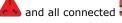
















rundown



: if executed, put in front of East

### 6. ACTIONS

Use 1 card (from hand or from the card display). Special card: only East and only trigger event. East discards a hand card or lets West draw an extra hand card.

Remove unrest M / M: Free with yellow (red) card for West (East). Costs 1 dismantle for other cards (If not possible, unrest removal forbidden).

Build up economy: value of the card, not possible in province with mass protest. Factory costs 1. Infrastructure costs 1 and needs to have at least 1 factory at one end. An Infrastructure belongs to cities on both sides. Factory value: 1 + # working connections. Rundown factory value: 0 + # working connections.

<u>Increase Living Standard (LS)</u>: up to  $3 \Box$ , in different provinces. Max # possible in province = province economy / 3. Card value can boost to reach threshold, but not more than 2 per province. For each new 📦 : 💥

Trigger card event: only own color or dual (see drawing color). Yellow (red and pink) icons affect West (East). Execute all the effect(s) if possible (choose order). Triggering player decides, except for icons with  $\frac{1}{8}$  (West decides) and  $\boxed{0}$  (East decides).

Non executable arrows: XX or for prestige line, you may place a new in opponent province.

Non executable icon: ignore, except if you need to dismantle more than you have (not opponent, in this case just ignore). If 🏶 or 🏶 executed: the card is not lined up at the bottom but put in front of the East player.

Dual card: you can ignore 1 arrow, or 1 icon for non-arrow icons.

