

Recommended Variant Setups:

Колхоз: 52-Card Deck, Номенклатура живёт по своим законам, Accumulate Unclaimed Job Rewards, Поменять шило на мыло

Колхозник: 36-Card Deck, Номенклатура живёт по своим законам, Орден — начальнику, работа — нам, Поменять шило на мыло

Зонский режим: 36-Card Deck, Игра по-северному, Номенклатура живёт по своим законам, Разговоры вели даже с мышами, Поменять шило на мыло

Колхоз Rules:

[Вариант] Колхоз (52 Card Deck):

1. Игровой Набор (Igrovoy Nabor - Game Setup):

- Remove the Ace, 2, 3, 4, and 5 cards of each suit from a standard 52-card deck. Set these aside in piles according to their **поле** (field). Then shuffle each pile individually.
- Shuffle the remaining 32 cards (6 - King of each suit) to form the **Колода Рабочих (Koloda Rabochikh - Workers Deck)**.
- Choose a player to be the first **Центральный Плановик (Tsentral'nyy Planovik - Central Planner)** (dealer). This can be done randomly or by agreement. That player deals 5 cards face-down to each player.
- Each player has a designated area for their hidden cards called their **подвал (Podval - Cellar)**.

2. Ход Игры (Khod Igry - Round Flow / Season):

The game proceeds over a set number of rounds.

a. Фаза Планирования (Faza Planirovaniya - Planning Phase):

- The **Центральный Плановик** reveals one **Карты Плановых Заданий** face-up for each of the four **поля** (fields): Hearts - **Пшеница** (Wheat), Diamonds - **Свёкла** (Beets), Clubs - **Картофель** (Potatoes), Spades - **Подсолнечник** (Sunflowers). These values (Ace - 5) are the Victory Points awarded for successfully farming the **поле** this season. Unfarmed **поля** can have more than one visible reward card.
- If the Ace of **Картофель** is revealed, it is a **Год неурожая** and only four cards are dealt to each player. There is no **Наша главная задача** for this year and only 3 **пора** are

played. Otherwise, the **Центральный Плановик** then declares **Наша главная задача** for the current year

- **[Вариант]:** After the first year, players may then **Поменять шило на мыло** (**Pomenyat' shilo na mylo - exchange an awl for soap**), swapping one of the cards in their hand with one of the hidden cards in their **подвал**.

b. пора:

- Starting with the **Центральный Плановик**, players play one card.
- Players follow suit if able; otherwise, they may play any card.
- The highest-ranking card of the lead suit or the highest ranking trump card if trump was played wins the **пора**.
- The winner becomes the **Бригадир** of the **пора** and collects the played cards and a medal.
- The **Бригадир** then **назначить добровольцев**, in any combination, from the **пора** to the **поля** (**Пшеница, Свёкла, Картофель, Подсолнечник**) that have at least one worker represented in the **пора**. If the assigned workers pass the Work-Hours threshold for the job:
 - **[Вариант] Орден — начальнику, работа — нам:** The **Бригадир** immediately adds all **Карты Плановых Заданий** for that **поле** to their **подвал** face-up.
 - **[Вариант] Игра по-северному:** There is no reward for finishing a job and no need to remember who has been **Бригадир**
 - **[Вариант] Номенклатура живёт по своим законам:** The face cards of the trump suit have special effects:
 - Jack “Пьяница” - Contributes 0 work hours. If that **поле** is **расследовали**, the Jack is sent north instead of a player's card.
 - Queen “Информатор” - If this **поле** is unfarmed, all players must reveal their **подвал**, not just the **Бригадир**.
 - **Разговоры вели даже с мышами:** players reveal all cards in their **подвал** that match the un-farmed **поле**.
 - King “партийец” - If this **поле** is **расследовали**, two matching cards per player are sent north instead of one.
 - **Разговоры вели даже с мышами:** the second highest card matching the un-farmed **поле** is also **отправить на Север**.
- The **Бригадир** then leads the next **пора**.
- Four **пора** are played in total (except in a **Год неурожая**, during which 3 are played).

c. Уносить, что под руку попадётся:

- After the final **пора**, each player adds their one remaining card from that hand to their **подвал**, keeping it hidden.

d. Ищут врагов народа (They are looking for enemies of the people):

- **[Вариант] Орден — начальнику, работа — нам:** For each **поле** that did not reach the work-hour threshold all players who were a **Бригадир** reveal any hidden cards in their **подвал** that match the un-farmed **поле**. Those players must **отправить на Север** (send to the north) the highest value card of that **поле** from their **подвал** or if you're playing with **[Вариант] Номенклатура живёт по своим законам**, follow those resolution rules instead.
- If all four **поля** are un-farmed and no players are vulnerable to an inquisition, use **Разговоры вели даже с мышами** for the round (this is quite rare unless you're playing with a 36 card deck and **Орден — начальнику, работа — нам**).
- **[Вариант] Разговоры вели даже с мышами:** For each **поле** that did not reach the work-hour threshold all players reveal the highest hidden card in their **подвал** that matches the un-farmed **поле**. The highest card is then **отправить на Север** or if you're playing with **[Вариант] Номенклатура живёт по своим законам**, follow those resolution rules instead.
- Leave all revealed cards face up for the rest of the game.

f. Конец Раунда (Konets Raunda - End of Round):

- All remaining worker cards are reshuffled (those who are not in a **подвал** and who haven't been **отправить на Север**).
- **[Вариант] Орденов — полшкафа, а есть — нечего:** Players with medals add them to their **подвал** instead of returning them to the supply. At the end of the game each medal is worth one point.
- The role of **Центральный Плановик** passes to the player to the left.
- A new round begins with the Planning Phase.

3. Конец Игры и Итоговый Подсчет Очки (Konets Igry i Itogovyy Podschet Ochkov - End of Game and Final Scoring):

After the completion of the **Пятилетка**, players calculate their final scores:

- Sum the values of the cards remaining in their **подвал**. This includes hidden workers taken and revealed rewards for finishing jobs. If playing with **Орденов — полшкафа, а есть — нечего**, each medal a player has is also worth 1 point.
- The player with the highest total score wins.

[Вариант] Колхозик (36 Card Deck):

Start the game by setting out the 4 Aces to indicate the job piles, then pick from the below options:

- **пора:**
 - **[Вариант] Орден — начальнику, работа — нам:** When a **поле** is farmed, the **Бригадир** that closes it immediately adds all workers assigned to the **поле** in a singular stack to their **подвал** with the lowest card face-up on top. In this

Вариант, cards that are **отправить на Север** are shuffled back into the deck at the start of the next year.

- **[Вариант] Северный вариант:** There is no reward for farming a **поле** and no need to remember who has been **Бригадир**
- **Ищут врагов народа (They are looking for enemies of the people):** Based on the variant chosen for **пора** perform one of the following requisition phases. NOTE:
Вариант А requires **Орден — начальнику, работа — нам** during the **пора** but **Разговоры вели даже с мышами** can be played with either.
 - **[Вариант А] Орден — начальнику, работа — нам:** For each **поле** that did not reach the work-hour threshold (NOTE: **Бригадир** will have stacks of cards in their **подвал** and this is how to keep track of who was a **Бригадир** during the round. After this round players return the stacks of face-down cards in their **подвал** to the deck, keeping only the top card of the stack (if that top card wasn't **отправить на Север**) the players that were **Бригадир** during the round **отправить на Север** the highest card in their **подвал** that matches the un-farmed **поле**.
 - **[Вариант В] Разговоры вели даже с мышами:** For each **поле** that did not reach the work-hour threshold all players reveal the highest hidden card in their **подвал** that matches the un-farmed **поле**. The highest card is then **отправить на Север**.