



**Poland**, 1981

Players: 2 Age: 7+

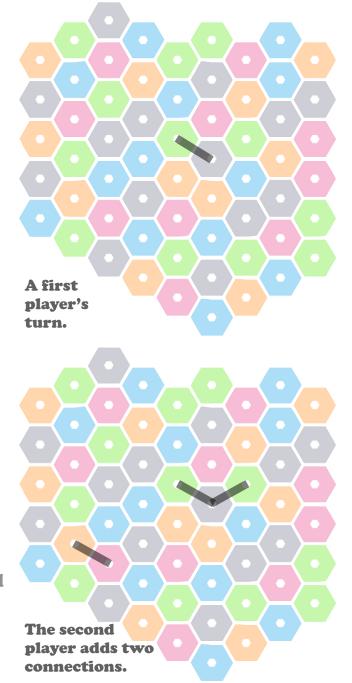
Time: 15 minutes

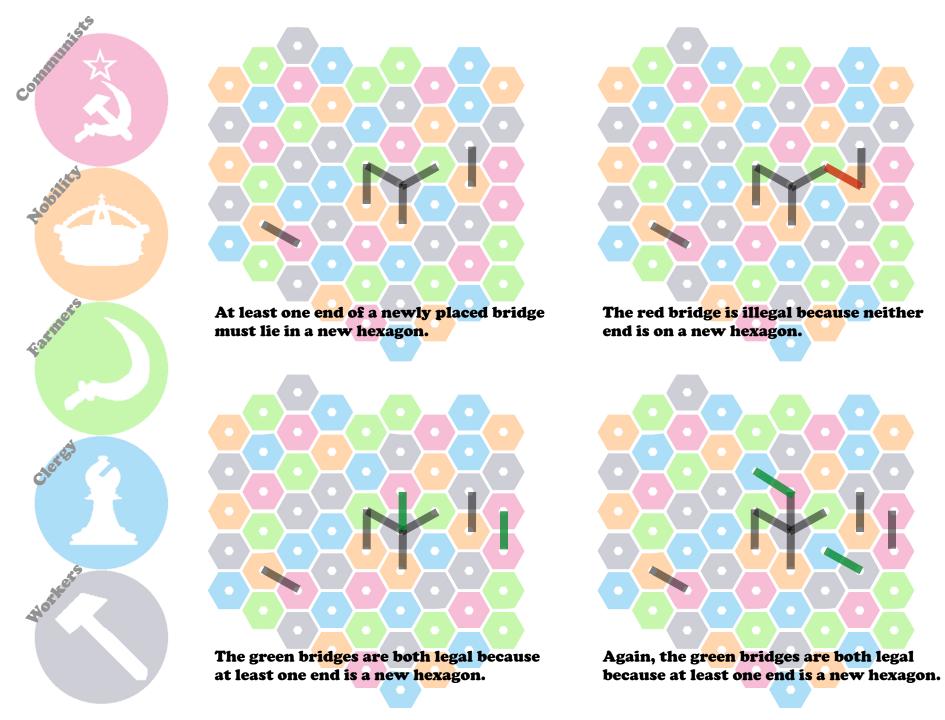
It is 1981. Poland is in upheaval – it's a political battle between Communism and a collection of workers called Solidarity. Other powerful groups bide their time...

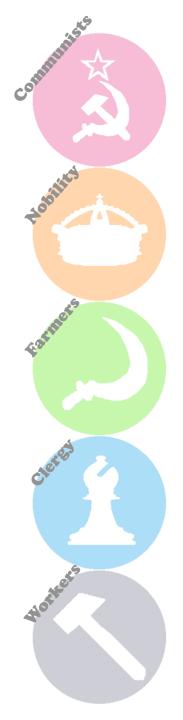
Begin: secretly deal one of the five cards (Communists, Nobility, Farmers, Clergy, or Workers) to each player.

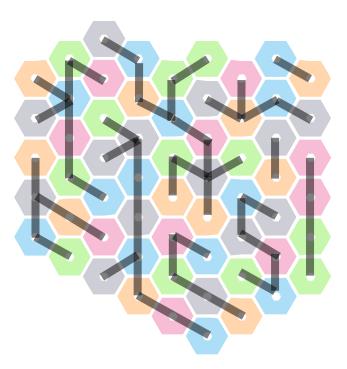
The first player places a bridge to connect a pair of neighbouring hexagons.

The second player places two such bridges. Continue to increase the number of bridges added per turn until 3-5 bridges are placed (oldest player chooses.) From then on players add that number of bridges each turn.









The game ends when no more moves are possible.

## Scoring

Look at each group of hexagons. If there is one hexagon colour that's more common than any other colour, then that colour wins the group. If there is a tie between different colours, then the colour higher on the ladder on the left wins. (So the red communists win any tie whereas the gray workers lose every tie. The bias of this is balanced by the fact that there are 10 red, 11 orange, 12 green, 13 blue and 14 gray.

A group is worth the number of hexagons in it. Example from the game on the left... This shape included:

- **1** Red Communists
- **3 Orange Nobility**
- **4 Green Farmers**
- 2 Blue Clergy
- 2 Gray Workers

The Green Farmers have the majority so they get 1+3+4+2+2 = 12 points

Another example from the game on the left...

- **2** Red Communists
- 1 Orange Nobility
- 2 Green Farmers
- 2 Blue Clergy
- 1 Gray Workers

The Green Farmers beat the Blue Clergy in a tie, but the Red Communists beat both in a tie so they win 2+1+2+2+1 = 8 points

