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Weimar

THE FIGHT FOR DEMOCRACY



Playbook

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Example of Play

Introduction

This detailed example of play illustrates the first round of the main scenario. It clarifies the rules through specific game situations, and provides examples for the individual phases. To understand the examples as clearly as possible, we recommend that you reproduce the structure of the game and the actions using the actual game's components. In addition, it is a good idea to pull out the cards mentioned.

We name the players according to their Party. The seating order is SPD, DNVP, Zentrum, and KPD. Not all plays in this example are "optimal"; instead, they are designed to demonstrate as many rules as possible in actual game situations.

Game Preparation

Game preparation follows the normal rules in the rulebook (page 6) with the following exceptions:

- In step 12a, the following cities were rolled for the 3 Poverty Threat Markers: München, Rostock, Essen.
- In step 13, the Parties chose the following cities for their starting Party Bases:
 - **SPD**: Berlin, München, Köln, Leipzig, Hamburg, and Essen.
 - **Z**: Berlin, Hamburg, München, Frankfurt, and Breslau.
 - **KPD**: Berlin, München, Leipzig, and Essen.
 - **DNVP**: Köln, Breslau, and Königsberg.

Republic Phase

The first Round Card is PROTECTING REPUBLIC LAW. It brings the yellow Issue Marker of the same name into play on space 0 of the Opinion Track. It can be Debated during this round, but is not resolved until the Politics Phase (like all other Issue Markers).



Protecting Republic Law



Agenda Phase

Draw Timeline Cards

At the beginning of the Agenda Phase, each Party draws 2 Timeline Cards:

 <p>1 Treaty of Rapallo 3 Kitchen for the Poor</p> <p>! Place this card next to [Action: Foreign Affairs].</p> <p>2 ACTION: Foreign Affairs Only available to Government.</p> <p>! Remove this card from the game.</p> <p>TREATY OF RAPALLO (A33) and KITCHEN FOR THE POOR (A51)</p>	 <p>2 The Power of the Street 0 Returning Soldiers</p> <p>! ALL PLAYERS: 3-5 cities with [Icon] 6-7 cities with [Icon] 8+ cities with [Icon]</p> <p>Reinforcements: to [DNVP] supply</p> <p>! Only if played in your first or second Impulse of this round: If [Icon] is on the Opinion Track, advance it 3 spaces. Otherwise, [Icon] on your "3" space.</p> <p>! Then remove this card from the game.</p> <p>THE POWER OF THE STREET (A23) and RETURNING SOLDIERS (A54)</p>	 <p>3 Reichstag Election 2 Albert Einstein</p> <p>! ALL PLAYERS: Each city with 2 or more [Icon]: Move 1 from that city to [Icon].</p> <p>5-7 [Icon]</p> <p>! Then remove this card from the game.</p> <p>REICHSTAG ELECTION (A22) and ALBERT EINSTEIN (A35)</p>	 <p>2 Bitter Poverty 1 No-Confidence Vote</p> <p>! Only if [Icon] is active.</p> <p>! Only if "London Ultimatum" has NOT been played.</p> <p>! May NOT be played in the first or second Impulse of this round.</p> <p>All players discard all Party Cards from their hands. This Impulse Phase ends when all Timeline Cards have been played.</p> <p>! Then remove this card from the game.</p> <p>BITTER POVERTY (A25) and NO-CONFIDENCE VOTE (A28)</p>
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Select Agenda Cards

Now the Parties simultaneously and secretly select their Agenda Cards for the current round:

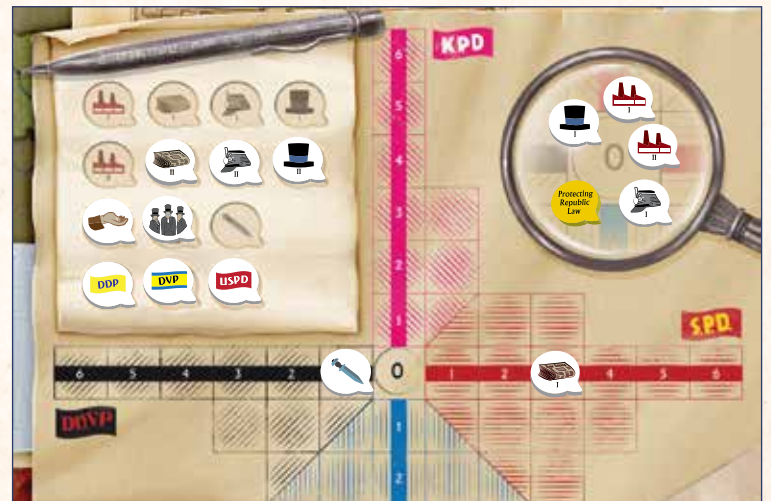


- **SPD** wants to stabilize the Republic and get rid of as many threats as possible. The Agenda Card **COLLABORATION** brings the Foreign Affairs Issue Marker into play on space 0, providing an opportunity to remove Blockade Threat Markers.
- **DNVP** is still weak at the beginning of the game. The **POPULISM** Agenda Card is a good way to build power as it brings 2 Party Bases and the Stab in the Back Issue Marker into play.
- **Zentrum**, like the SPD, wants to provide stability and chooses the Agenda Card of the same name. They bring the Issue Markers "Economy" and "Security" into play, and allows the Party to play an additional card at the beginning of the Impulse Phase.
- The Republic is still young and struggling with several problems. The **KPD** wants to take advantage of this opportunity and hopes for a quick victory. Therefore, they choose **REVOLUTION NOW!** which adds new cards with reinforcement effects to their Party Deck.

Resolve Agenda Cards and Draw Party Cards

The Agenda Cards are turned face up at the same time. First, the Issue Markers specifically named on the Agenda Cards are brought into play:

- Foreign Affairs, Security, 2x Economy (each on space 0).
- Stab in the Back (on space 1 of the DNVP)
- Media (on space 3 of the SPD)



In this round, a total of 7 Issues can be Debated.

After that, all other effects of the revealed Agenda Cards are resolved one after the other in play order, and Party Cards are drawn (3 per Party plus additional cards if shown on the Agenda Card). SPD is the Chancellor and chooses the play order because no player could have won the “Reparations” Issue yet. SPD decides to start, then proceeds clockwise.

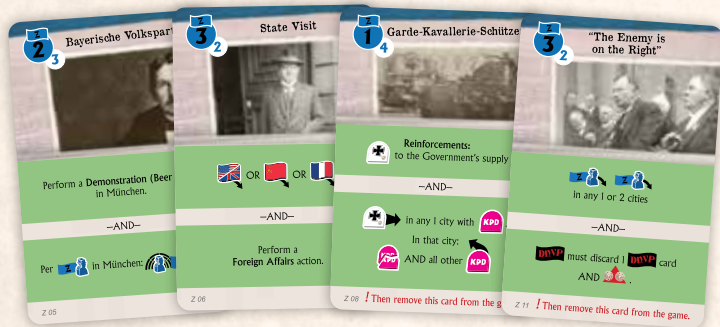
- SPD places its Base in Breslau and draws 4 Party Cards instead of 3, but must discard 1 of them. They draw the following cards and then chooses to discard PHILIPP SCHEIDEMANN.



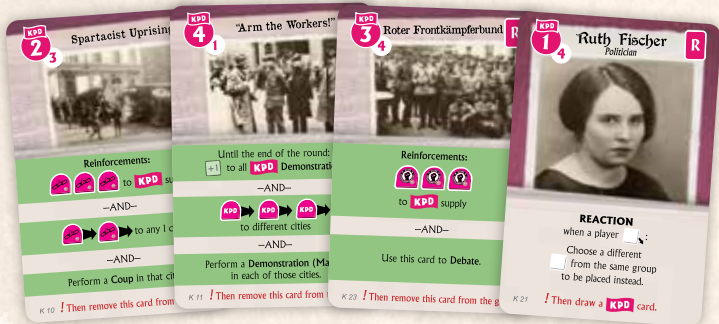
- DNVP places their Bases in Essen and Rostock, since both cities already have Threat Markers and are therefore good targets for Coups. Then they draw the following 3 Party Cards:



- Zentrum places 1 Police Unit in München, as they wants to remove the Councils there as soon as possible, and draws 1 additional Party Card, for a total of 4:



- KPD sets their Reserve Marker to “+1”. Then they take the 5 cards of their expansion set “R” and shuffles them into their Party Deck. KPD is also allowed to draw 1 additional card and gains:



Impulse Phase

At the beginning of the Impulse Phase

Both Zentrum and KPD may play 1 card “at the beginning of the Impulse Phase” through their Agenda Card, that is, before the other Parties take their turn. Again, the Chancellor determines the order and chooses the KPD.

KPD: “Arm the Workers!” (K11)

KPD plays the card as an Event to gain the +1 modifier on all Demonstrations this turn. Then it moves 3 of their Units from their supply (on their Party Board) to Rostock, Berlin, and Essen. Finally, they perform a Demonstration in each of the 3 cities. For each Demonstration, they have 1 die plus a number of dice equal to the Strength of the Units there (2 dice each, because each Unit has a Strength of 1).



- For **Rostock**, KPD rolls a 4 and a 6. For each Success Roll, only the highest die counts, here the 6. Due to the +1 modifier, the result is 7, allowing the KPD to place an Uprising Threat Marker in Rostock. Additionally, they may place 2 Bases there. Since there is only 1 space left, they must remove the DNVP Base instead of placing their second Base.
- For **Berlin**, KPD rolls a 4 and a 5, which becomes a 6 with the modifier. They place 2 Bases on the remaining 2 empty spaces in Berlin.
- For the Demonstration in **Essen**, they roll a 3 and a 6, which becomes a 7. Another Uprising comes into play, alongside with 2 Bases! There are no more empty spaces in Essen. Therefore, KPD first removes 1 enemy Base of its choice (SPD) and finally places 1 of their own Bases on the now free space.

The card is removed from the game because it was played for its Event and indicates its removal from the game at the bottom.

What a brilliant start for the communists! You can feel the breath of revolution in the streets ...



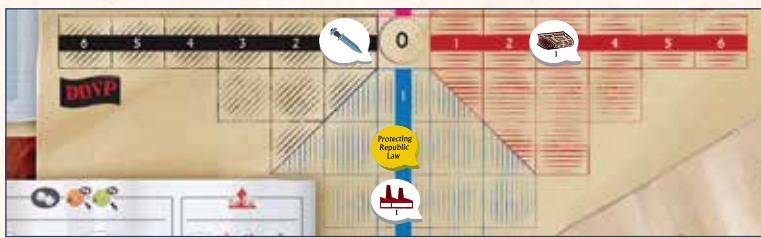
The situation in Rostock, Berlin, and Essen after the successful Demonstrations.

Zentrum: Bayerische Volkspartei (Z05)

The Event of the card is not very useful at the beginning of the game. Therefore, Zentrum plays the card for a Debate to move two Issue Markers to their own side.

Zentrum may move one Issue by 2 spaces and another by 3 spaces. They move “Protecting Republic Law” to their space 2 and “Economy I” to their space 3, then they discard the card to their personal discard pile.





The Opinion Track after Zentrum resolved their card.

Impulse 1

Both KPD and Zentrum played their additional card at the beginning of the Impulse Phase. Therefore, the main part of the game now begins, in which each Party in turn order plays 1 card until all cards in their hands have been played. Once again, the Chancellor determines the turn order and chooses DNVP to start. That way, SPD will have the last turn in each Impulse.

Impulse 1 - DNVP: Returning Soldiers (A54)

This is a Timeline Card, so in addition to the Event, the card is played as a Debate or for Actions. DNVP decides to perform the Event first. They take one of the Freikorps Units of Strength 2 not yet in play and place it in the supply on their Party Board. By performing the second part of the Event, they move the Stab in the Back Issue 3 steps from their space 1 to their space 4.

After that, DNVP additionally uses the card for actions in Stuttgart with 2 Action Points.

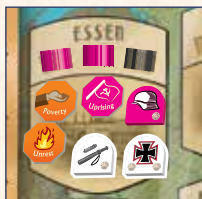
For the 1st AP, they perform a Mobilize action to move their new Freikorps from their supply to Stuttgart. For the 2nd AP, they perform a Demonstration there. With 3 dice (1 + 2 for the Freikorps) they roll 1, 6, and 6. Each additional 6 after the first increases the result by +1, so the final result is 7: DNVP places 2 Bases in Stuttgart (and could Dissolve an opposing unit if one were present).

Finally, the card is removed from the game.

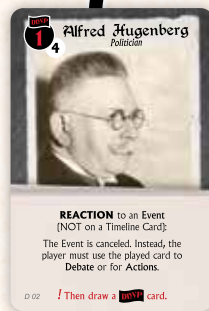
Impulse 1 - Zentrum: "The Enemy is on the Right!" (Z11)

Zentrum wants to play the card for its Event and announces this. As a Reaction, DNVP plays their ALFRED HUGENBERG Politician Card: the Event is not performed, instead Zentrum must play their card to Debate or for Actions. DNVP discards the ALFRED HUGENBERG card and draws a Party Card as a replacement (ORGANISATION CONSUL, D06).

Zentrum decides to use their card for actions in Essen now (= 3 Action Points), since the situation there is precarious with 3 Threat Markers and 1 KPD Unit. For Action Points 1 and 2, they move 1 Reichswehr (Strength 2) and 1 Police from the Supply of the Government Board to Essen. Zentrum stores the third and last Action Point in Reserve, to have the option to React to other Parties' actions.



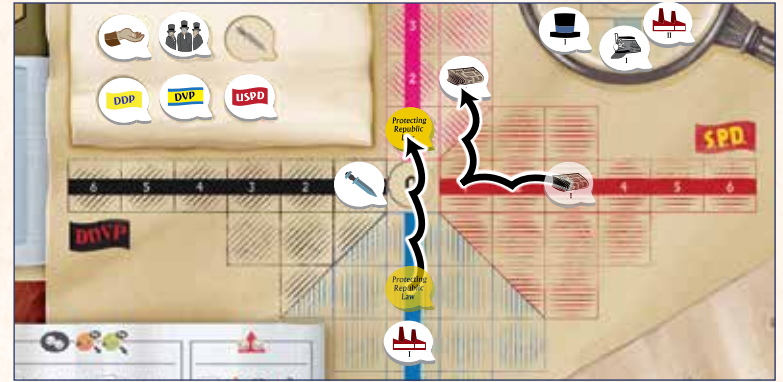
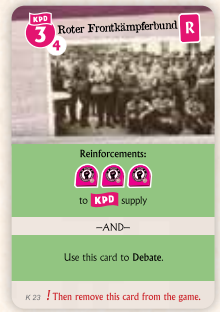
The situation in Essen is precarious from a democratic point of view.



Impulse 1 - KPD: Roter Frontkämpferbund (K23)

Since KPD desperately needs more Units for its plans, it plays the card for its Event. They take the 3 "Roter Frontkämpferbund" Units that are not in play and place them into their supply. KPD also welcomes the high values on this card to Debate. They move the Media Issue 4 steps so that it is in their column 2, and the "Protecting Republic Law" Issue 3 steps to their own space 1.

The ROTER FRONTKÄMPFERBUND card is then removed from the game.



Impulse 1 - SPD: Pact with the Old Powers (S05)

Faced with numerous threats, SPD decides to take up the preliminary work of Zentrum in Essen. The card's Event suits this perfectly: first, they move 1 Reichswehr (Strength 1) and 1 Police Unit from the Government supply to Essen. Then SPD performs a Counter-Coup to put down the Uprising there. SPD sums up the strength of their own Units (none present) and all Government Units (Strength 5) minus all KPD Units (Strength 1) because the Uprising is a Party Threat Marker for the KPD.

SPD rolls 4 dice and rolls a success with 5, 3, 3, 2! The Uprising is removed from Essen.

The Chancellor breathes a sigh of relief - one less problem. With that many Government Units, the city is well armed against further attempts to overthrow it.



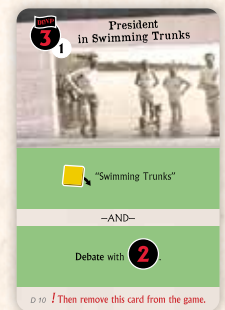
Impulse 2

After each Party has played one card, play continues with the 2nd Impulse.

Impulse 2 - DNVP: President in Swimming Trunks (D10)

DNVP wants to increase the pressure on the governing SPD Party and plays this card as an Event. It brings the yellow "Swimming Trunks" Society Marker into play on the Society Track. As long as this marker is in play, SPD loses 1 Seat during each Politics Phase.

For the 2-point Debate, DNVP moves the Security Issue from space 0 to their space 2. They want to prevent any of their Units from being Dissolved if the Issue falls under another Party's control.



Impulse 2 – Zentrum: State Visit (Z06)

Zentrum would like to play the card for its Event to begin with Foreign Affairs actions. However, they desperately want to prevent KPD from placing another Councils Marker. Therefore, Zentrum plays the card for 3 Action Points, so they can regroup in Rostock and fight the KPD Units there.

With the 1st AP, they move 1 Police from the Government supply to Rostock. With the 2 remaining AP, they perform a Fight Action as shown on the Government Board. Zentrum has only 1 die available (1 + Strength 1 of the Police – Strength 1 of the KPD Unit), but gets a +1 modifier from the Fight Action because they are fighting against the KPD. They only roll a 2, which gives a result of 3 and has no effect.

In order to still be able to achieve a success, Zentrum uses the special card GUSTAV STRESEMANN so that they can roll their die again. They roll a 3, which becomes a 4, but this is also insufficient and has no effect. The Stresemann Card can only be used once per turn which is indicated by flipping it on its back.

Impulse 2 – KPD: Spartacist Uprising (K10)

After Zentrum's failed attempt to fight, KPD decides to finish up in Rostock - the Democrats should not get a second chance to Dissolve KPD Units.

They play the card for its Event: first they place the 3 Spartacist Units in their supply and then move 2 of them directly to Rostock.

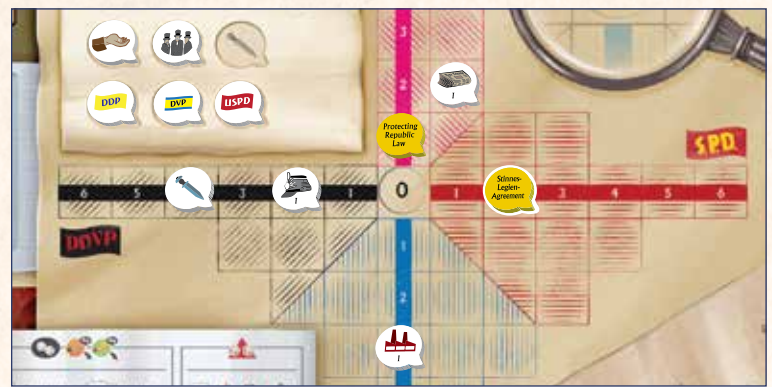
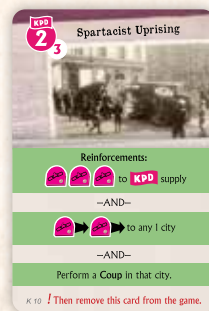
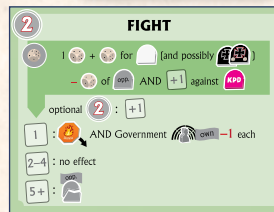
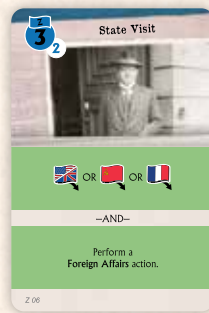
For the subsequent Coup, KPD has 2 dice available: +3 for their Units and -1 for the Police there. They roll a 1 and a 5. The Poverty Threat Marker increases the result by +1 to 6: The Coup is successful! The Uprising is replaced by a Councils. In addition, after each successful Coup, 1 Threat Marker "Instable State" is placed in the DR Box.



The situation in Rostock after the successful Coup.
KPD increases the pressure.

Impulse 2 – SPD: Stinnes-Legien Agreement (S07)

SPD is very interested in winning this Issue, in order to compensate for the regular loss of Seats due to the Swimming Trunks Society Marker. Since this is SPD's second impulse, this is the last opportunity to play the card for its Event. The Issue Marker "Stinnes-Legien Agreement" comes into play on SPD's space 2.

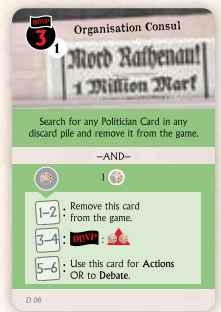


The Opinion Track after the placement of the Stinnes-Legien Agreement.

Impulse 3

Impulse 3 – DNVP: Organisation Consul (D06)

While the DNVP has not opted for an aggressive strategy during its initial impulses, they still want to lay a foundation that allows them to perform a Coup on a future impulse. Although they could use the Event to remove PHILIPP SCHEIDEMANN, previously discarded by the SPD, from the game, DNVP plays this card for actions in Essen. For 2 Action Points, they take control of the Reichswehr there (Strength 2) flipping it to its black side. It is now considered a DNVP Unit. DNVP stores their last Action Point in the Reserve.



Impulse 3 – Zentrum: Garde-Kavallerie-Schützen (Z08)

Zentrum still has the REICHSTAG ELECTION card in hand, but not a good card to prepare for the scoring it would trigger.

The card GARDE-KAVALLERIE-SCHÜTZEN with a value of 1 in the big circle is not a strong card to play for actions, so Zentrum uses the card for a Debate with its values of 1 and 4. They move the Foreign Affairs Issue Marker from 0 to their space 4 and "Economy II" from 0 to their space 1. After that, Zentrum controls the majority of the Issues and hopes to gain the 3 additional Seats in step 1 of the Politics Phase.

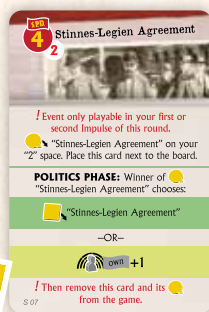
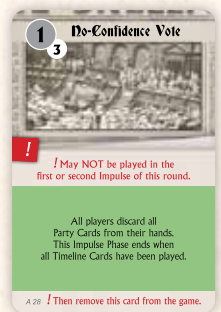


Impulse 3 – KPD: No-Confidence Vote (A28)

In order to be affected as little as possible by the NO-CONFIDENCE VOTE itself, KPD has played only Party Cards in the impulses so far. Their remaining Party Card RUTH FISCHER is quite weak in the current situation and so KPD hopes that the others will have to discard better Party Cards and plays the NO-CONFIDENCE VOTE.

Since it is a Timeline Card, KPD uses the card for a Debate beforehand, and moves "Economy II" to their space 2 and "Media" 1 step up to their space 3.

Now everyone must discard their Party Cards from their hand. SPD and Zentrum are left with 2 Timeline Cards each and the KPD and DNVP with 1 Timeline Card each.

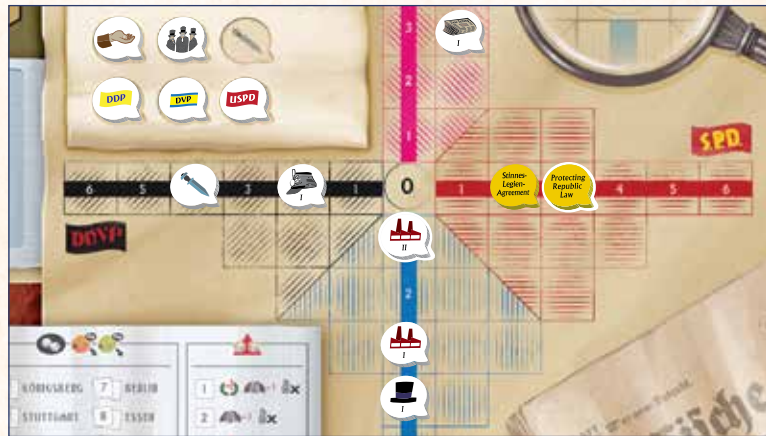
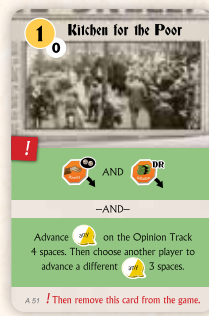


Impulse 3 – SPD: Kitchen for the Poor (A51)

SPD wants to keep the TREATY OF RAPALLO as the last card, in order to have a strong Debate at the end. Therefore, they now play KITCHEN FOR THE POOR, beginning with its Event.

Poverty comes into play in a random city. SPD rolls a sum of 5 with 2 dice, which corresponds to the city of Köln according to the city table on the game board. The Inflation Threat Marker is placed in the DR Box – Inflation always affects the entire empire. With the second effect of the Event, SPD moves the Issue “Protecting Republic Law” to their space 3 and chooses Zentrum, which then moves “Economy II” from KPD’s space 2 back to their own space 1. Economic policy seems to be highly controversial! While SPD would have liked to move the Media Issue, they felt they had a responsibility to move “Protecting Republic Law”.

Finally, SPD uses the card for actions and simply stores 1 Action Point in the Reserve.



The Opinion Track after the third Impulse.

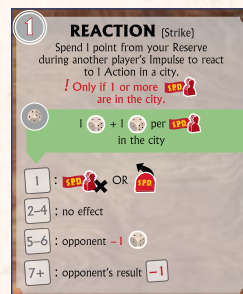
Impulse 4

Impulse 4 – DNVP: The Power of the Street (A23)

DNVP has only 1 card left and therefore must play it. Before performing the Event, DNVP uses the card for actions in Hamburg. They move 1 Freikorps (Strength 2) there from their supply and announce a Demonstration there.

This does not suit the democratic Parties at all and they announce that they want to React to it, so the Parties are asked in play order:

- Zentrum could React (Party Base and 1 Reserve Point available), but would have only 1 die, because there are no Police in Hamburg. Therefore, Zentrum declines and hopes for the SPD.
- KPD has 1 Reserve Point, but no Party Base in Hamburg. Therefore, it cannot React.
- SPD believes that they are the last hope, so they React with their “Reaction (Strike)”. They have the necessary Party Base in Hamburg and spend 1 Reserve Point. They have 2 dice available: 1 by default and 1 additional for each of their own Bases (other Parties gain additional dice for their Units). They roll 2 and 5, thereby reducing the DNVP’s die count by 1.



For the Demonstration, DNVP now rolls 2 dice (1 + Strength 2 – 1 due to the Reaction) and rolls a 2 and 6. Despite the successful Reaction, the DNVP scores a success and places 2 Bases in Hamburg.

Now THE POWER OF THE STREETS evaluates the number of cities with Party Bases. The Parties gain the following victory points:

- DNVP: 6 cities for 3 VP
- Zentrum: 5 cities for 1 VP
- KPD: 5 cities for 1 VP
- SPD: 6 cities for 3 VP

Since the card does not indicate at the bottom that it is removed from the game, it goes into the Timeline Card discard pile.

Impulse 4 – Zentrum: Reichstag Election (A22)

Zentrum now plays their Timeline Card, which also triggers scoring. Before that, they use the value 3 of the card for actions.



One possibility would be to move Units to München in order to remove the Councils there. However, Zentrum decides to continue focusing on Essen:

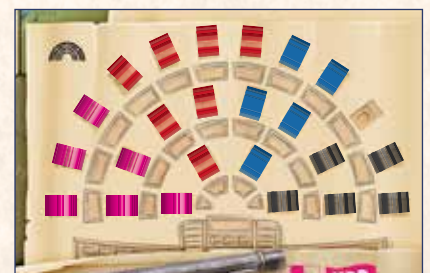
- For 2 Action Points, they perform a Fight Action choosing KPD as a target. Although the DNVP is represented in the city by the black Reichswehr, they could not be chosen as a target, since Reichswehr can never be Dissolved (nor can Police Units).
- The action grants 1 die by default, and Zentrum gains 3 more from the Government Units present. The KPD Unit counts as an Opposing Unit and reduces the die count by 1. The Reichswehr under DNVP control could support the Government Units, but chooses not to.
- Zentrum rolls 3 dice and gets 2, 3, 6. Fighting against the KPD always increases the result by +1, so they get a 7. The action was successful and the KPD Unit is Dissolved and placed in the area for Dissolved Units (below Breslau). This Unit is out of the game for now. The only way to bring a Dissolved Unit back into play is to win the Security Issue (or by a specific card effect).



Zentrum stores the remaining Action Point in Reserve (and is now at the maximum of 2 Reserve Points).

Then the card’s Event is performed:

- In each city where a Party has at least 2 Bases, they transfer 1 of those Bases to be a Seat in Parliament. KPD gains 2 Seats for their Bases in Berlin and Essen. DNVP also gains 2 Seats for Hamburg and Stuttgart. The Party figures are moved from the respective cities to Parliament.
- Finally, each Party gains victory points depending on the number of Seats they have in Parliament: each Party has between 5 and 7 Seats and therefore gains 1 victory point.



Impulse 4 – KPD: Bitter Poverty (A25)

With this card, 2 Poverty Markers come into play in random cities, since the British naval blockade is still active. For each marker, roll 2 dice on the city table: a 4 (Frankfurt) and a 9 (München). One marker thus goes to Frankfurt, but the second goes to the DR Box, since there is already a Poverty in München.

An additional Inflation Marker is placed in the DR Box, since the LONDON ULTIMATUM has not yet been completed (this is the card after the TREATY OF VERSAILLES).

This currently leaves 6 Threat Markers in the DR Box – one more Threat Marker there would end the game and allow the Republic to sink into anarchy!

Then KPD uses the card for actions in Berlin and uses the 2 Action Points to move 2 Units there from their supply – a weighty threat. If KPD succeeds in a Coup in Berlin next turn, they will win the game early (Councils in Berlin and 2 other cities)!

Impulse 4 – SPD: Treaty of Rapallo (A33)

The TREATY OF RAPALLO is a Foreign Affairs Card. This card is placed face up next to the Foreign Affairs deck. It can be negotiated as



part of a Foreign Affairs Action, as an alternative to the TREATY OF VERSAILLES, which is on top of the Foreign Affairs deck.

Then SPD uses the card for a Debate with values 1 and 3, moving the Security Issue 3 steps to their space 1 and “Economy II” 1 step to the SPD/Zentrum shared space 1. Thus, SPD currently controls the majority of the Issues - though Zentrum takes their turn one last time.

Impulse 5

In the fifth impulse, only Zentrum takes their turn, because they are the only Party left with a card in their hand.

Impulse 5 – Zentrum: Albert Einstein (A35)

With the Event, Zentrum places a French flag in the Foreign Affairs area (bottom left of the game board) in order to have a chance to successfully negotiate the TREATY OF VERSAILLES in the following Politics Phase.

The values of the card lend themselves to Debate, in order to again have a majority on the Issues. However, Zentrum is worried about a possible overthrow by the KPD and therefore wants to increase the Police presence in Berlin. They use the card for actions and move 2 Police Units from the Government supply to Berlin.

Since all cards in each Party’s hand have been played, the Impulse Phase ends. The current game situation is evaluated in the following Politics Phase.



Game situation after the Impulse Phase of the first round.



Politics Phase

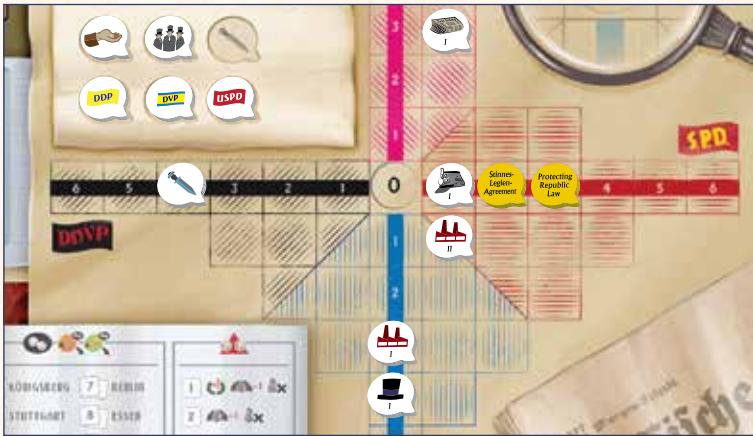
We recommend going through the following Politics Phase along with the instructions starting on page 16 of the Rulebook.

1. Evaluate Issue Majority

SPD wins the scoring of Issue majority with 3.5 Issues controlled (Security, Stinnes-Legien Agreement, Protecting Republic Law, and Economy II at half) and gains 3 Seats for this (= 10 Seats). Zentrum gains 1 Seat for the second most Issues (= 6 Seats). Since there is only 1 fixed Seat left in the Parliament, all Seats beyond that are placed on the overflow space next to it.

2. Resolve Won Issues

Now the individual Issues are resolved. The winning Party decides in each case. There is no Issue remaining on space 0 that would be discarded without effect. First, all white Issues are resolved according to their order on the game board, then the yellow Issues.



Economy I: As the winner of the Issue, Zentrum decides to increase the economy in order to avoid further Poverty. The Economy Tracker is moved 1 space to the right to level 2. An additional Prosperity Marker is put into play in a random city, the die roll results in a total of 6: Hamburg.

Economy II: The Issue is on the SPD/Zentrum split space, so both Parties must agree on a single option. SPD proposes a further increase of the economy, to which Zentrum agrees. The Economy Tracker moves 1 more space to the right to level 3. The die roll for the additional Prosperity Marker results in an 8 for Essen. Since there is a Poverty Marker in Essen, Prosperity is not placed there, but instead 1 Poverty is removed from Essen.



Media I: As the winner of the Issue, KPD gets to put a white Society Marker from the supply into play. They opt for “The Poor”, which allows them to place 1 Base each turn. The marker is placed on the left space of the Society Track, and the existing Society Marker “Swimming Trunks” slides 1 space to the right.



Security I: The SPD chooses the option to Dissolve 1 Unit and places KPD's Unit from Berlin in the Dissolved Units area. In addition, they remove 1 Unrest Marker from Berlin to reduce the chances of success of a KPD Coup.

Foreign Affairs I: First, Zentrum places another French flag. Then they perform a Foreign Affairs Action in order to negotiate one of the Foreign Affairs Cards on display and chooses the TREATY OF VERSAILLES. This is not without risk, because the card will place a Violent Peace Marker in the DR Box in any case, while the Blockade Marker is removed only if it is successful. If Zentrum does not succeed, the game will end with the seventh Threat Marker in the DR Box. However, not playing the card is also not a viable option, as it would add another Blockade Marker to the game at the end of the turn.



Note: The TREATY OF VERSAILLES is an exception among Foreign Affairs Cards. Violent Peace is not placed until after the success roll, so this card can still be played now (even though the DR Box is already full), see rulebook (22).

Before, DNVP gains 2 Party Bases (Leipzig/Frankfurt) and 1 Seat. With 3 dice (1 plus 1 per French flag) Zentrum rolls 1, 2, 4 – barely a success! Zentrum gains 2 victory points and moves the Foreign Affairs Tracker 1 space to the right to “1919 Versailles”. Then all Blockade Markers are removed from the DR Box (1 is removed) and the Violent Peace Marker is placed in the now vacant space in the DR Box.

Both governing Parties must perform 1 crisis roll each: SPD rolls 4/6 and suffers no negative effect, while Zentrum rolls 3/5 and therefore loses 1 Base (and chooses Frankfurt). As with all crisis and success rolls, only the highest die counts (SPD 6, Zentrum 5). Finally, the Foreign Affairs Card is removed from the game, revealing the next card LONDON ULTIMATUM.

Stab in the Back: DNVP chooses the first option, of course. They place Bases in Rostock and Berlin and gain 1 Seat in Parliament.

Now the yellow Issue Markers follow. Order is determined by the Chancellor, as usual.

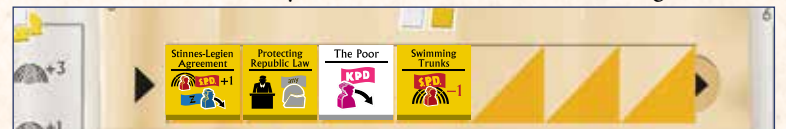
Protecting Republic Law: SPD has won the Issue of the current Round Card and therefore may choose 1 option from the card. They choose the green option, which puts the yellow Society Marker of the same name into play. In addition, SPD may remove 1 Unrest and chooses Essen to remove it from. The Issue Marker is then removed from play, and the Issue cannot be Debated again during this game.



Stinnes-Legien Agreement: SPD also accepts this agreement, adding another Society Marker. The Issue Marker and its SPD card are removed from the game.

3. Resolve the Society Track

All markers on the Society Track are resolved from left to right:



Stinnes-Legien Agreement: SPD gains 1 Seat and Zentrum chooses Stuttgart in order to place 1 Base there.

Protecting Republic Law: The Chancellor (SPD) may Dissolve 1 Unit. They choose the Freikorps (Strength 2) in Hamburg and then place it in the Dissolved Unit area from there.

The Poor: KPD may place 1 Base and chooses Frankfurt.

Swimming Trunks: SPD loses 1 Seat (which they just gained through the Stinnes-Legien Agreement).

4. Score Parties

First, each Party gains victory points (VP) for achieving their Party Goals:

- **KPD:** KPD gains 6 VP, 2 VP each for their two Councils, and 2 more VP because there are 0 Regime Markers on the game board.
- **SPD:** There are 5 Poverty Markers in play (4 in cities, 1 in the DR Box), so the SPD gains no VP for them. However, the SPD also gains 2 VP because there are 0 Regime Markers on the game board.
- **Zentrum:** Since there are 3 Unrest Markers in play, Zentrum goes away empty-handed in this category (they would gain 2 VP if there were at most 2 Unrest Markers in play). And since Councils are in Rostock and München, Zentrum does not gain any points for this either.
- **DNVP:** DNVP also gains no points because they could not place a Regime, but in return there are Councils on the game board.

Then each Minor Party grants a bonus to its controlling Party:

- **USPD:** USPD is still controlled by the KPD, increasing their Reserve by 1 point to 2.
- **DDP:** SPD could sacrifice 1 of their own Party Bases in order to negotiate 1 of the Foreign Affairs Cards on display. The TREATY OF RAPALLO would give DNVP more Seats, and the LONDON ULTIMATUM atop of the deck would bring more Threat Markers into play (which would be the seventh). Therefore, SPD forgoes this bonus.
- **DVP:** Zentrum flips GUSTAV STRESEMANN back to its active side.

5. State of the Republic

Economy: The Economy has been raised to level 3, so no new Poverty comes into play (but no Prosperity yet either).

Government Declaration: The governing Parties gain 1 VP (in total) for each city without threats. In addition to Hamburg, where the Prosperity brought into play by the Issue “Economy I” neutralizes the Unrest, there are 5 other cities without threats (Königsberg, Berlin, Leipzig, Breslau, and Stuttgart), so each Government Party gains 3 points.

Now the cities with at least 2 threats are considered. SPD and Zentrum lose 2 Seats each for München and Rostock.

Threats: The number of threats in the DR Box is 6, so SPD and Zentrum must perform 5 crisis rolls each. SPD loses a total of 2 Bases (Hamburg, Breslau) and 1 Seat. Zentrum is luckier with the dice and loses only 1 Base (Berlin) and 1 VP. This could have been worse in each case.

Stabilization: The Violent Peace and Instable State Threat Markers are removed from the DR Box.

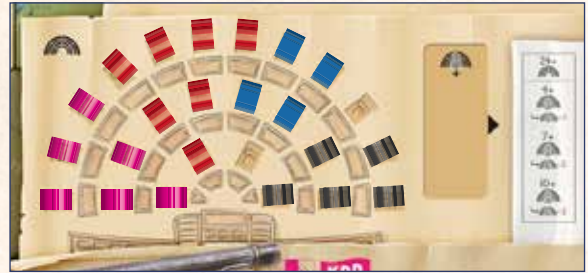
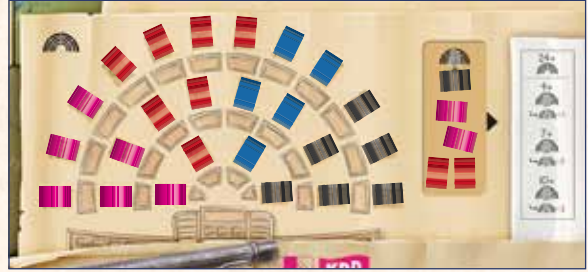
6. Seats by Minor Parties

The Parties gain additional Seats for the Minor Parties they control: 2 Seats each for KPD and SPD, and 1 Seat for Zentrum. Since the 24 fixed Seats in Parliament are already full, the figures are placed on the overflow space.



7. Check the size of Parliament

The total number of Seats (29) exceeds the number of fixed Seats (24). Seats are therefore cut. Zentrum has to give up 1 Seat, all other Parties 2 each. 22 Seats are now allocated, so there is no need to cut again.



Resulting Parliament configuration.

8. Form New Government

Neither KPD nor DNVP have at least 50% of the occupied Seats, so there is no Overthrow, but a new Government is formed. Since no Party has an absolute majority, the three possible coalitions are considered in order by number of Seats:

- The Left-wing Coalition: (of SPD and KPD) would be the largest possible coalition with 13 Seats. This option would change the course of the game. As the governing Party, KPD would not be able to attempt another Coup, but would have to work to stabilize the Republic. Therefore, KPD rejects this coalition. SPD could also have rejected it.
- The second largest coalition is the existing Weimar Coalition of SPD and Zentrum with a total of 11 Seats. This option may not be rejected, so the old Government is confirmed in office. SPD has more Seats than the Zentrum and therefore continues to provide the Chancellor. The Government has exactly 50% of the Seats occupied in Parliament (11 out of 22) and therefore counts as a majority Government.

There are no cards in play that have an “end of round” effect. The end of the Politics Phase of the first round also marks the end of this example of play.

Outlook

The young Republic is relatively stable, and although some negative Timeline Cards have already been played, it has been able to take some important steps for its future. The economic situation has been improved by raising the economic level, but high inflation remains a problem. The signing of the Treaty of Versailles marked the beginning of the road out of international isolation.

KPD got off to a strong start and will continue to challenge the Republic. Berlin will probably continue to be its primary target. The nationalist DNVP is still weak, but may grow into a stronger position

as it progresses. The Government must address high inflation in order to try to generate Prosperity. The introduction of Rentenmark could be an option for this during the next round. The small number of Party Bases is a problem for both democratic Parties. Also, Zentrum can no longer easily let the SPD dominate the Issues, as they need to make gains in Parliament.

Thus, each Party has its own goals and challenges for the next round of play ...



Scenarios

The rulebook teaches the “Main Scenario” of **Weimar**, which is for exactly 4 players and can last up to 6 rounds of play. In addition to this main scenario, there are 3 other scenarios described in this playbook:

- **Republic on the Brink (solo)**: A solo scenario about the first 2 rounds of the game, suitable for deepening your understanding of the rules.
- **The War of Brothers (4 players)**: Takes place over the first 2 rounds of play and is thus very similar to the beginning of the main scenario, but much shorter. It is a good introduction for new players.
- **Dancing on the Volcano (4 players)**: Runs over the last 2 rounds of the game and thus focuses on the years 1929 to 1933, when the financial crisis and the rise of the NSDAP pose major challenges to the Republic.

1. Republic on the Brink (solo)

This scenario is played solo and lasts 2 rounds. It’s best for internalizing the rules and gameplay before you explain the game to others.

You take control of the SPD and – with some restrictions – of Zentrum. Your opponents (KPD, DNVP) are “semi-automatic” bots. You determine their actions via decision tables. After the 2 rounds you check if you have won based on 10 criteria. Since the SPD is your “main Party”, 4 of the criteria depend on the success of the SPD.

Weimar is a very dynamic game, where every single card requires multiple decisions. Therefore, there are no flowcharts typical for bots: They would be too complicated to be fun. Instead, their behavior is largely determined by prioritized decision tables. These priorities define the gameplay and desired behavior of the bots.

General rule: You have to facilitate that the bots play in the best way possible to try and defeat you.

1.1. Game Setup

The game setup corresponds to the normal game setup (see Rulebook, p. 6). Follow the instructions there. Randomly determine the seating order of the Parties. As usual, in the first round, the Chancellor (you) decides which Party starts. After that, the game proceeds in a clockwise direction.


The game comes with 5 double-sided Overview Cards for this scenario. Place them in your play area where you can easily see them.

1.2. Game End and Victory

This scenario ends no later than the Politics Phase of Round 2. Then go through the 10 criteria in the table on the right and check how many you have met:

- 5 or more criteria met is a **small victory**.
- 8 or more criteria met is a **big victory**.

All other results and any early end of the game are considered a **defeat**.

No.	Category	Criterion
1	Seats in Parliament	SPD has 10+ Seats in Parliament.
2	Party Bases	SPD has 10+ Bases in cities.
3	Economy	Economy at level 3+.
4	Foreign Affairs	 “London Ultimatum” successfully completed.
5	Inflation	No Inflation in play.
6	Councils / Regimes	At most 1 city with a Councils and/or Regime Marker.
7	Threats in the Empire	At most 2 Threat Markers in DR Box.
8	victory points	SPD has 15+ victory points.
9	Government	SPD is in Government after the last Policy Phase.
10	Dissolved Units	3+ Dissolved Units of KPD and/or DNVP

Note: An indication like “3+” always means “3 or more”.



A REPUBLIC IN CRISIS

SCORING TABLE

Small victory = 5+ criteria met
Big victory = 8+ criteria met

- 10+  SPD
- 10+   in cities
-  at level 3+
-  “London Ultimatum” completed
- no  in the game
- max. 1 city with  / 
- max. 2  in DR box
-  has 15+ 
-  in Government
- 3+  /  in total

This information is also summarized on the shown Overview Card.

1.3. Rules for your Parties

You play SPD and Zentrum, the 2 Parties of the “Weimar Coalition”, with SPD as Chancellor. With SPD, you have complete control. However, to simulate the rivalry between these two Parties, you must apply the following rules for Zentrum:

- **Debate with value 1:** Whenever Zentrum has a value of 1 available for a Debate, you must move an Issue currently controlled by SPD if possible.
- **Remove Base:** Whenever Zentrum is about to remove an enemy Base, roll 1 die first.
 - **1 or 2?** You must remove an SPD Base if possible.
 - **3 to 6 or there is no SPD Base?** You are free to choose.
- **Reactions to KPD/DNVP:** Whenever Zentrum is eligible (Base + Reserve Point) to React to a KPD or DNVP action, roll 1 die.
 - **KPD action?** On **3 or more**, Zentrum performs the Reaction.
 - **DNVP action?** On **5 or more**, Zentrum performs the Reaction.

Note: These rules are also summarized on one of this scenario's Overview Cards.

1.4. Rules for Bot Parties

1.4.1 Overarching rules

The following overarching rules apply to bots:

- **In the spirit of the Party:** Whenever an action is not fully determined by the scenario rules, always make the decision in the best interest of the bot, following the prioritization of the corresponding decision table.
- **React whenever possible:** Whenever a bot has the opportunity to React, it performs that Reaction.
- **No politicians for Reactions:** Bots play their cards in hand in a random order. Therefore, they cannot use their Politician cards for Reactions.
- **Neutral in Coups:** When a Coup is performed, the Units of the other bot (or both bots, if you (the player) performs a Counter-Coup) are always considered neutral.
- **City selection on Crisis Rolls:** If a bot must choose a city due to the effect of a Crisis Roll, it selects the city lowest in priority on which the effect can be applied.
- **Winning Issues:** When a bot wins an Issue, it always chooses the option that helps it the most.

1.4.2. Opponent priority

Whenever a bot needs to choose a Party or player for a negative effect, it chooses the first Party in the following list that can perform the corresponding effect as completely as possible. (In the rare case of a positive effect, the bot goes through the following list from back to front).


- **KPD**: Zentrum > SPD > DNVP
- **DNVP**: SPD > KPD > Zentrum

1.4.3. City priority for Bases and Units

Whenever a bot needs to select a city to place its own Base or Unit, follow the table below. Note only the two conditions for “Base” or “Unit”, depending on what is to be placed. The bot chooses the city with the highest priority to which condition #1 applies. If there is no such city, it goes through all cities for condition #2. Otherwise, it chooses the city with the highest priority without any other condition.

Important: When placing Bases, skip all cities that do not have enough free spaces.

		KPD	DNVP				
Place Base	#1	City with a Councils or Uprising Marker (Councils preferred)	City with at most 1 opposing Base				
	#2	City without own Base	City without own Base				
Place Unit	#1	City with 2+ Threat Markers (Poverty, Unrest, Regime)	City with a Councils or Uprising Marker (Councils preferred)				
	#2	City without enemy Unit	City with Poverty or Unrest (City with both preferred, otherwise Poverty before Unrest)				
otherwise	City highest in priority list						
		City priority list KPD	City priority list DNVP				
1.	Berlin	7.	Leipzig	1.	Königsberg	7.	Hamburg
2.	Hamburg	8.	Frankfurt	2.	Rostock	8.	Stuttgart
3.	München	9.	Stuttgart	3.	München	9.	Köln
4.	Essen	10.	Rostock	4.	Berlin	10.	Frankfurt
5.	Köln	11.	Königsberg	5.	Essen	11.	Leipzig
6.	Breslau			6.	Breslau		



This information is also summarized on both sides of the shown Overview Card.

EXAMPLE 1: The **KPD** bot must place a Base. It checks all cities for condition 1: There is an Uprising in Berlin (priority 1) and a Councils Marker in Essen (priority 4) and Frankfurt (priority 8). Since the bot prefers cities with a Councils Marker, it selects the one of them higher in the priority list: Essen.

EXAMPLE 2: Now the **DNVP** bot may place a Base. There is currently no city for which condition #1 applies (at most 1 opposing Base). Therefore, it checks the cities for condition #2. The first city according to the priority list in which DNVP does not have its own Base is München. Therefore, the bot places the Base in München.

1.4.4. Agenda Phase

Select Agenda Card

The bots select their Agenda Card according to the following table:



	KPD	DNVP
Round 1	“Revolution Now!”	Roll 1 die: 1-3: “March Through the Institutions” (Ignore the card-drawing effect.) 4-6: “Populism”
Round 2	Roll 1 dice: 1-3: “March Through the Institutions” 4-6: “Populism”	“With Power to the Power” ◦ Additionally, bring the “Stab in the Back” Issue into play on square 0 (if not already in play). ◦ Additional effect Reinforcements Card: Find the first Reinforcements Card from the draw pile and shuffle it into DNVP’s deck.

1.4.5. Impulse Phase

During a bot’s turn in the Impulse Phase, draw the top card from their “hand of cards” deck and resolve it. **Important:** The cards work differently for the bots than they do for you. In most cases, a bot will perform multiple options – depending on whether it is a Republic or Party Card.









Revealed card is a Timeline Card

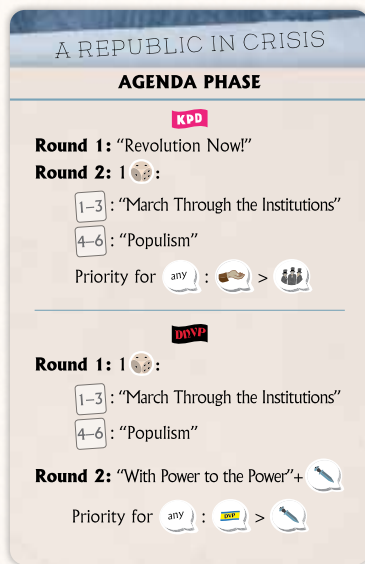
If the drawn card is a **Timeline Card**, the bot resolves all 3 options (Event, Action, Debate) in the following order, one after the other:

1. First the Event of the card.
2. Then an Action with the value in the large circle .
3. Finally, a Debate with the value in the small circle .

Revealed card is a Party Card

If the drawn card is a **Party Card**, the bot always resolves 2 of 3 options (Event, Action, Debate). To do this, go through the following list and resolve the first entry whose condition is true:

- **Value in small circle  3 or higher?**
 - First the Event, then Debate with the value in the small circle .
- **Value in large circle  exceeds value in small circle by 2 or more?**
 - First the Event, then an Action with the value in the large circle .
- **Otherwise, roll 1 die:**
 - 1–2: First the Event, then Debate with the value in the small circle .
 - 3–4: First the Event, then an Action with the value in the large circle .
 - 5–6: First Debate with the value in the small circle , then an Action with the value in the large circle .



This information is also summarized on the shown Overview Card.



This information is also summarized on the shown Overview Card.

Bring **any** Issue into play

When a bot brings an Issue into play designated as “any” through their Agenda Card, they prioritize their choice as follows:

- **KPD**: Poverty before Reparations
- **DNVP**: DVP (if not already under own control) before Stab in the Back

Prepare hand cards

Both bots each receive 2 Timeline Cards (as usual) and they each draw 3 Party Cards from their respective decks. Bots, however, do not have an actual hand of cards. Instead, shuffle each of these 5 cards into a face-down deck. The deck of 5 cards is considered to be the respective bot’s “hand of cards”. In each Impulse, turn over the top card of the corresponding bot’s “hand of cards” deck and resolve it.

1.4.6. Debate

Whenever a bot needs to choose an Issue to Debate, follow the table below. The bot chooses the Issue with the highest priority (from 1 to 9) that matches condition #1. If there is no such Issue, it goes through all Issues for condition #2 or #3. Otherwise, the bot simply selects the Issue with the highest priority. The Issues with priority 1 to 5 are “important” Issues for the bot, all other Issues are not.

Important: A bot always tries to move an Issue by the entire possible value; if impossible to do so, it does not select that Issue, but continues to move through the Issues until an entire movement is possible.

If the bot tries to Debate 2 Issues (e.g., by an Event), first choose the Issue for the value in the large circle of the card. Then choose the second Issue for the value in the small circle of the card in the same way.

	KPD	DNVP
Condition 1	Issue that can reach at least a KPD space with value 2.	Issue that can reach at least a DNVP space with value 2.
Condition 2	Issue of the category “important”, which is already controlled by the KPD (but only if the movement can be resolved entirely).	Issue of the category “important” controlled by SPD or Zentrum.
otherwise	Issue with the highest priority	Issue with the highest priority
Category “important”	1. Media 2. Poverty 3. USPD 4. Issue of the current Round Card 5. Security	1. Stab in the Back 2. Issue of the current Round Card 3. Reparations 4. DVP 5. Security
Category “other”	6. Reparations 7. Economy 8. Foreign Affairs 9. Stab in the Back	6. Economy 7. Media 8. Poverty 9. Foreign Affairs

1.4.7. Action (in a city)

When a bot performs an action in a city, it always performs exactly 1 action. Bots always try to perform a Coup if they have enough action points, otherwise a Demonstration. In both cases, they prefer actions for which they have at least 3 dice available. The basic procedure is as follows:

- **Empty Reserve:** First, the bot takes all the points from its Reserve and adds them to the card value it has available for that action. This supplies the bot’s Action Points (AP).
- **Select action:** If the bot has enough AP for a Coup (**KPD** : 4+ / **DNVP** : 3+), it will perform the Coup or at least *Prepare Coup*. (*Prepare Coup* is a new special action available only to bots, see below). Otherwise, the bot will perform a Demonstration. In both cases, the bot spends AP necessary for the action.
- **Excess AP:** If the bot has more AP than it needs for the selected action, it spends this excess AP according to the specifications in the table on the next page. Note the differences between the two bots. The **KPD** bot tries to increase its result by +1 (for 2 AP) as a priority, while the **DNVP** bot always saves the first surplus AP in the Reserve and uses the other AP for the special action *Prepare Coup*.
- **Select target city:** To select the target city for the action, the bot goes through the three conditions in the table from top to bottom and chooses the first one that meets the requirement. It resolves the action in the targeted city. If several cities are possible, the bot first chooses the city in which it has the most dice available for the action; and then, if necessary, the city higher in the city priority list (on page 9).

Special action: Prepare Coup

With this special action, the bot tries to gather enough Strength in a city, so they have at least 3 dice available for the Coup. The **KPD** bot prefers cities with any Regime Markers, and the **DNVP** bot prefers cities with any Councils or Uprising Markers (condition #1). If it is not possible to obtain at least 3 dice in a city, the bot chooses a city according to condition 3 and only resolves the *Prepare Coup* special action there without resolving the actual Coup afterwards.

Important: It is possible that a bot only fulfills condition 1 or 2 for the selection of the target city by *Prepare Coup* (see example 1 on the next page).

The bot gathers more Units in the target city as follows:

1. *Take Control* (2 AP, **DNVP** only) if there is an Reichswehr in the target city.
2. *Mobilize Units* from supply to the target city (1 AP).
3. *Mobilize Units* from cities lowest in priority (according to the city priority list) to the target city (1 AP).

Note: The Prepare Coup special action is only available to the bots in this scenario.

A REPUBLIC IN CRISIS

KPD – DEBATE

Select Issue

1) Issue that can reach **KPD** space 2+

2) “Important” Issue already controlled by **KPD**

Otherwise: highest priority Issue

Issue Priority List

Important	Other
1.	6.
2.	7.
3.	8.
4. current	9.
5.	

This information is also summarized on both sides of the shown Overview Card.

The following table summarizes the approach of the bots:

	KPD	DDVP
Action Selection	<ul style="list-style-type: none"> 4+ AP? → Coup Otherwise → Demonstration 	<ul style="list-style-type: none"> 3+ AP? → Coup Otherwise → Demonstration
Excess AP?	<ul style="list-style-type: none"> 1 AP left? Save in Reserve. 2 AP left? Spend for +1. 3+ AP left (only Coup)? First +1 for 2 AP, then Prepare Coup with all remaining AP. 	<ul style="list-style-type: none"> Save the first remaining AP in Reserve. Then Prepare Coup with all remaining AP.
Demonstration:	<ol style="list-style-type: none"> In a city with Uprising and 3+ dice. In a city without a KPD Base. In any city. 	<ol style="list-style-type: none"> In the city with the most dice. In a city with KPD Units. In the city with the most Threat Markers.
Coup:	<ol style="list-style-type: none"> In a city with Regime and 3+ dice. In a city with 3+ dice. Only Prepare Coup in a city without a Councils/Uprising Marker and with the fewest opposing Units. 	<ol style="list-style-type: none"> In a city with any Councils or Uprising Markers and 3+ dice. In a city with 3+ dice. Only Prepare Coup in a city without a Regime Marker and with fewest opposing Units.

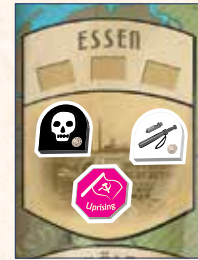
Examples

EXAMPLE: The **DDVP** bot performs an action in a city with a card value of 4. Together with their 2 Action Points from the Reserve, the bot has a total of 6 Action Points (AP). The bot spends 3 AP on the Coup action. The bot saves the first of the 3 remaining AP in the Reserve. With the 2 remaining AP, the bot performs the “Prepare Coup” action.

The only city with a Councils or Uprising Marker (condition 1) is Köln. There, the **DDVP** bot currently has only 1 die for the Coup (Freikorps 2 minus Soldiers 1). However, the bot can still “Prepare Coup” with their 2 remaining AP: For these 2 AP, the bot takes control of the Reichswehr and flips it over. This increases their Strength to 4, with minus the Soldier Unit, gives 3 dice for the Coup. Then the bot performs the Coup.



EXAMPLE 2: This time, the **DDVP** bot only has a total of 5 AP: 3 AP for the Coup action, 1 AP in Reserve, and 1 AP for “Prepare Coup”. Essen is the only city with a KPD Threat Marker (condition 1). However, the 1 AP is not enough to get to 3 dice for the Coup here. So, the bot tries to fulfill condition 2. In Stuttgart, the bot lacks only 1 strength to get 3 dice. Therefore, the bot moves a Unit from its supply to Stuttgart for 1 AP and performs the Coup there.



EXAMPLE 3: The **KPD** bot has 5 AP available and uses 4 AP for the Coup action. Since only 1 AP remains, it saves it in Reserve. The bot first checks condition 1, but there is no city with a Regime Marker. Condition 2 is also not met because the bot does not have enough Strength in any city to have 3 dice. Therefore, condition 3 applies: There are several cities without any Councils Markers and without opposing Units; the bot therefore chooses the one with the highest priority and resolves “Prepare Coup” there, hopefully to have enough Strength for a Coup in the next Impulse.

A REPUBLIC IN CRISIS

KPD – ACTION in a city

Action Selection AP = Card Value + Reserve

- 4+ AP? → Coup
- Otherwise → Demonstration

AP left?

- 1 AP left? Reserve
- 2 AP left? +1
- 3+ AP left? First +1, then Prepare Coup

Priority for Demonstration

- City with and 3+
- City without
- Any city

Priority for Coup

- City with and 3+
- City with 3+
- Only Prepare Coup in city without / and the fewest .

This information is also summarized on both sides of the shown Overview Card.

2. The War of Brothers (4 players)

This scenario is for exactly 4 players and takes place over the first 2 rounds. “The War of Brothers” is thus similar to the beginning of the main scenario, but much shorter. It is well suited as an introduction when new players are present or only limited time is available.

2.1. Game Setup

The game setup corresponds to the normal game setup (see Rulebook, p. 6), with the following exception:

- Remove the Timeline Card **NO-CONFIDENCE VOTE (A 28)** from the game without replacement.

The game comes with 4 double-sided Overview Cards for this scenario, 1 per player. Place them in your play area where you can easily see them.






2.2. Special Rules

This scenario follows the normal rules. There are no special rules.

2.3. Game End and Victory

This scenario ends after the Politics Phase of round 2 (at the latest), at which point the **Republic has survived**. However, the game can also end prematurely as usual. For this, the normal rules apply (see Rulebook, p. 12).


If the **Republic survives**, perform the following additional final scoring steps.









 /  (respectively)					
-1 VP	 “London Ultimatum” not successfully completed	+1 VP	per Councils Marker in cities	+1 VP	per Regime Marker in cities
-1 VP	Economy not at level 4+	+1 VP	2+ Uprising Markers in cities	+1 VP	4+ Unrest Markers in cities
-1 VP	Not in Government after last Politics Phase	+1 VP	No Dissolved KPD Unit	+1 VP	No Dissolved DNVP Unit
-1 VP	4+ Threat Markers in DR Box	+1 VP	4+ Seats in Parliament	+1 VP	5+ Seats in Parliament
-1 VP	1+ Inflation in DR Box				


Note: An indication like “2+” always means “2 or more”.









THE WAR OF BROTHERS

SCORING (if Republic survives)



- : per  in cities
- : 2+  in cities
- : no 
- : 4+ 



- : per  in cities
- : 4+  in cities
- : no 
- : 5+ 

This information is also summarized on both sides of the shown Overview Card.

3. Dancing on the Volcano (4 players)

This scenario is for exactly 4 players and goes over the last 2 rounds. It begins in round 5 and thus focuses on the years 1929 to 1933, in which the economic crisis and the rise of the NSDAP bring the Republic to the brink of the abyss. This is an advantageous starting situation for the DNVP. Therefore, SPD and Zentrum must make some efforts to weaken them together. The endorsement of the Young Plan may bring economic relief, but also poses dangers and other advantages for the DNVP.

3.1. Game Setup

The game setup mostly follows the normal game setup (see Rulebook, p. 6) with the following changes:

Game Board and Cards

1. Changed positions of the markers

- Round Tracker: space 5
- Foreign Affairs Tracker: "1925 Locarno"
- Economic Tracker: Level 3

2. Timeline Cards

- Remove the following Timeline Cards from the game: A28, A31-40, A51-58, A61-70
- Create and shuffle a face-down deck consisting of these Timeline Cards only: A21-27, A29, A30, A71-80

3. Round Cards

- Remove Round Cards 1-4 from the game.
- Place the remaining 2 Round Cards face up in a pile with card 5 BLACK FRIDAY on top.

4. Foreign Affairs Cards

- Remove the first 5 Foreign Affairs Cards (A10-A14) from the game.
- Place the remaining 2 Foreign Affairs Cards face up in a pile with the YOUNG PLAN on top.

5. Reichspräsident: Hindenburg is Reichspräsident. The DNVP player receives the REICHSPRÄSIDENT Card.

Parties

7. Minor Parties

- Remove the USDP and the DDP (each card and Issue Marker) and the GUSTAV STRESEMANN Card from the game.
- The DNVP controls the DVP.

8. Party Cards: Adjust your decks according to the specifications on the next page (or the Overview Cards).

11. Units

- All Police and Reichswehr Units start in the Government's supply.
- Adjust your Party Units according to the specifications on the next page (or the overview cards).

Setting up the Game Board

12. Place the following Threat Markers on the game board:

- 4 Prosperity to different random cities
- 1 Poverty in a random city (must be a city without Prosperity, re-roll if necessary).
- 2 Unrest to different random cities
- 1 Regime in München

13. Party Figures:

- SPD**: 3 figures to different cities, 6 figures to Parliament
- Z**: 2 figures to different cities, 5 figures to Parliament
- KPD**: 5 figures to different cities, 3 figures to Parliament
- DNVP**: 7 figures to different cities, 5 figures to Parliament

14. Reserve Markers:

- Z** and **DNVP**: 1 point each
- SPD** and **KPD**: 0 points each

New, additional steps

- Place **1 DNVP Figure** on the first space of the NSDAP track.
- Place **2 Flags** of each nation in the Foreign Affairs area.
- Place the following **Society Markers** from left to right on the Society Track:
 - Unemployment Insurance
 - Armored Cruiser
 - Workers (SPD +1 Seat)
 - The Poor (KPD +1 Base),
 - The Poor (DNVP places Unrest)



Adjustment of Party Cards and Units

Take the Overview Card of your Party. All adjustments are listed there.

Remove all cards from the game that are shown in the table. Your Party Decks consist of all the remaining basic Party Cards plus the expansion cards shown in the table.

Assemble the components on your Party Boards as shown in the table. Place Units that are already Dissolved in the Dissolved Unit area on the board. Finally, remove from play the Units shown at the bottom of the table.

3.2. Special Rules

This scenario follows the normal rules. There are no special rules.

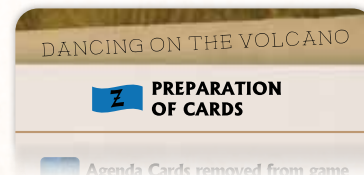
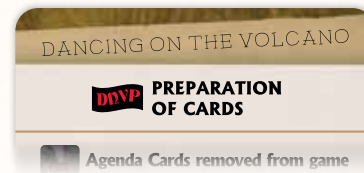
3.3. Game End and Victory

This scenario ends after the Politics Phase of round 6 (at the latest), at which point the **Republic has survived**. In this case, additionally perform the following final scoring steps:

1. -2 VP for each Party Figure on the NSDAP Track.
2. +3 VP for each Party in Government after the last Politics Phase.

However, the game can also end prematurely as usual. The normal rules apply for this.

	SPD	KPD	Z	DDVP
Remove Agenda Cards:	SA1 (SOCIALISM)	KA1 (REVOLUTION NOW!)	ZA2 (ECONOMIC COMPETENCE)	DA2 (WE NEED A STRONG MAN)
Remove Party Cards:	S07, S10, S11, S27, S28	K09, K10, K12, K22, K24	Z08, Z12, Z27, Z28, Z29	D04, D07, D08, D09, D11
Expansion cards in the Party Deck:	S26, S29, S30	K21, K23, K25	Z26, Z30	D26-30
Units in supply	as shown on Party Board	1x 1x	as shown on Party Board	1x 1x
Dissolved Units:	none	2x 2x	none	2x 2x
Remove Units:	none	3x 2x	none	none



This information is also summarized on both sides of the shown Overview Cards.

Historical background of selected cards

Weimar does not tell the story of the Weimar Republic; for this, please refer to the literature references in the design notes on p. 24. Instead, the cards with their titles, photos and effects are the central game element to (re)create the history and development of the Republic within the play of this game. Some cards represent particularly significant events of that time period and are described below with some historical background.

A 02 Rentenmark

Due to the territorial losses and enormous reparation payments resulting from World War I, the Reichsmark lost so much value in 1923 that in November, the Rentenmark, which was tied to real estate, was introduced. The exchange rate between the Rentenmark and the paper mark was fixed at 1:1 billion on November 20, 1923, and stabilized the economy.



A 10 Compiègne

After four days of negotiations, on November 11, 1918, the Armistice for the Western Front was signed in the "Compiègne Wagon", the mobile office of the Allied Commander-in-Chief, by the delegation leader Matthias Erzberger, among others. This armistice marked the end of World War I. However, the naval blockade by the Royal Navy remained in effect as a means of pressure.



A 11 Treaty of Versailles

The Treaty of Versailles was signed on June 28, 1919 between Germany and the Allied and Associated Powers of France, Great Britain, the United States, and their allies. It ended World War I on a legal level. The negotiations were carried out by the Allies and Associated Powers without German participation at the Paris Peace Conference of 1919 in the Palace of Versailles.



A 12 London Ultimatum

On May 5, 1921, British Prime Minister David Lloyd George presented an ultimatum to the German government, demanding that they recognize a payment plan for reparations totaling 132 billion gold marks. In case of German refusal, the Allies threatened to occupy the Ruhr region. On May 11, the Reichstag approved the Allied demand.



A 13 Dawes Plan

The Dawes Plan of August 16, 1924 regulated Germany's reparation payments to the victorious powers, which were to be based on the economic performance of the Weimar Republic. The Dawes Plan was made possible mainly by pressure from the United States and the policies of Gustav Stresemann, and allowed the German economy to recover.



A 14 Locarno Treaties

The Locarno Treaties were negotiated from October 5 to 16, 1925 in Locarno, Switzerland, and signed on December 1, 1925 in London after parliamentary approval. They came into effect on September 10, 1926, with Germany's admission to the League of Nations. On one hand, Germany and, on the other hand, France and Belgium renounced any violent changes to their borders as drawn in the Treaty of Versailles. Great Britain rejected any determinations regarding Germany's eastern borders, which allowed Germany some room for action.



A 15 Young Plan

The Young Plan was the last of the reparations plans that regulated Germany's payment obligations based on the Treaty of Versailles. It was negotiated between February and June 1929 in Paris. The final formulation took place at two government conferences in August 1929 and January 1930 in The Hague. It set an average annuity of about two billion Reichsmarks and was to be valid until 1988, but was already suspended in June 1931 by the Hoover Moratorium and abolished in July 1932 by the Lausanne Conference.



A 16 Conference of Lausanne

In the treaty negotiated in June and July 1932, the Weimar Republic was obligated to make a residual payment of three billion gold marks. The far-right opposition in Germany rejected the Lausanne Treaty as insufficient because it did not include the expected deletion of the war guilt clause and disarmament provisions from the Treaty of Versailles. The Lausanne Treaty was to enter into force only once a corresponding agreement with the United States on inter-allied war debts had been reached. Since no such regulation was made, none of the participating states ratified the treaty, and it therefore never became legally binding. However, it effectively marked the end of the reparations issue.



A 21 Reichstag Election

The parliamentary elections in the Weimar Republic were held under a proportional representation system. Important parties were the SPD, Zentrum, and KPD, while the NSDAP was only a minor party in the first years, but gained parliamentary influence gradually from 1930, while democratic forces weakened. Stable coalition governments consisting of parties supporting the Weimar Republic could no longer be formed.



A 38 "This is Berlin, Vox-House!"

The history of radio broadcasting in Germany began at the Vox-Haus in Berlin, when the first German radio station, "Funk-Stunde AG Berlin", went on air on October 29, 1923. The first transmission began with the words: "Attention, attention! Here is the broadcasting station Berlin in the Vox-Haus on wave 400 meters. Ladies and gentlemen, we inform you that today the entertainment radio service with the broadcast of music performances by wireless telephone begins. Use is subject to permission."



A 51 Kitchen for the Poor

In July 1916, the first urban large-scale kitchens were set up. The aim was to prevent hunger uprisings, which threatened not least because of the British naval blockade. The recipes were mainly simple and "efficient". For example, the wastewater from potato peeling machines was boiled together with vegetable waste to produce a thick extract.



A 56 The Red Emperor

Since taking office as SPD chairman in 1913, Ebert had been highly controversial. On the one hand, there was admiration and reverence for the representative of the "little people" who had worked his way up from humble beginnings to become the leader of the largest and most progressive party. Ebert maintained his reputation as a unifying "Red Emperor" until well into the November Revolution of 1918. After his decision to use the military against revolutionary workers and "Council Republics" throughout the Reich, he was considered a "traitor to the working class" by the radical left.



A 66 Die Dreigroschenoper

The premiere of this play with a mixture of jazz, tango, blues, and carnival music took place on August 31, 1928, with an initially icy atmosphere and obvious rejection in the audience. It was not until the song "Kanonen-Song" that the ice was broken. Thunderous applause rang out, the audience stomped their feet, and the song had to be repeated. From then on, every line was applauded, and "The Threepenny Opera" by Weill and Brecht became the greatest theatrical success of the Weimar Republic.



A 72 Deflation

Company bankruptcies, bank closures, and mass unemployment were the consequences of the global economic crisis starting in 1929. The budget consolidation of Reich Chancellor Heinrich Brüning significantly exacerbated deflation through state-mandated wage and price reductions. The opponents of the Weimar Republic from the right and left successfully unleashed an unprecedented agitation and were able to garner many votes.



A 75 The Strike on Prussia

The "Prussian Coup" (German: Preußenschlag) refers to a de facto coup d'état in Prussia. In July 1932, Reich President Hindenburg issued an emergency decree to replace the legal government of the Free State of Prussia with Reich Chancellor von Papen as Reich Commissioner. A second decree issued on the same day restricted fundamental rights and transferred executive power in Prussia to the Minister of War. Thus, state power in the largest state of the German Reich was transferred to the Reich government. The trigger was the "Altona Bloody Sunday" (see below).



A 76 Funeral of Horst Wessel

In January 1930, the young Berlin SA leader Horst Wessel was shot by communists. For the NSDAP Gauleiter of the Reich capital, Joseph Goebbels, the attack was a gift that he exploited for propaganda purposes. As a result of Horst Wessel's murder, many Nazi sympathizers at the time joined the Hitler party out of "solidarity". As a result of this murder, the Horst Wessel Song soon became the NSDAP party anthem.



A 77 Altona Bloody Sunday

The Altona Bloody Sunday refers to July 17, 1932, when there were violent clashes during an SA march through Altona, in which 18 people were shot. This incident was used by the Reich government under Franz von Papen and Reich President Hindenburg as a pretext to remove the incumbent Prussian government through an emergency decree in the "Prussian coup" on July 20, 1932.



A 78 Hindenburg's Cabal

This term is applied to the environment surrounding the second German Reich President, Paul von Hindenburg. The men of the "Hindenburg coterie" are attributed (co-)responsibility for the political actions of the over 80-year-old Hindenburg in the years 1930 to 1933. The coterie included Otto Meißner, Hindenburg's son Oskar, Kurt von Schleicher, Franz von Papen, and Elard von Oldenburg-Januschau.



A79 BVG Strike

In November 1932, public transportation in Berlin came to a standstill due to a strike by the Berlin Transportation Authority (BVG). The strike was supported by labor groups affiliated with the KPD and NSDAP. At a mass rally, representatives of the diametrically opposed forces of the KPD and NSDAP, Walter Ulbricht and Joseph Goebbels, acted side by side on stage.



D05 "Undefeated in the Field"

The motif of the soldier stabbed from behind was frequently used by right-wing organizations and parties in the Weimar Republic. The lie of the unbeatable army at the front was deliberately spread to shift the blame for Germany's defeat in World War I onto democratic forces and the "Bolshevik Jews." The Dolchstoßlüge (stab-in-the-back lie) is considered a consciously constructed falsification of history by the military and national conservative elites of the Kaiserreich in contemporary history. With increasing temporal distance from the war, it became a propaganda tool of the right, for example, the National Socialists always referred to democratic politicians as "November criminals."



D06 Organisation Consul

The Consul organization was a nationalist and anti-Semitic terrorist group led by Hermann Ehrhardt. It committed political murders, including the 1922 assassination of Reich Foreign Minister Walther Rathenau, with the aim of destabilizing the democratic system, establishing a military dictatorship, and revising the Treaty of Versailles.



D08 Marine-Brigade Erhardt

The Marine Brigade Ehrhardt, which consisted mainly of soldiers who had returned from the war, was deployed against the Munich Soviet Republic in April 1919 and played a significant role in the failed Kapp Putsch in March 1920.



D10 President in Swimming Trunks

The Weimar Republic was only a few months old when a harmless photo of President Ebert on the Baltic Sea beach caused its first scandal. At that time, even for men, only bathing suits that covered the upper body were considered decent. This was a godsend for the press, especially those on the right, who had their sights set on the first German democracy.



K02 Rosa Luxemburg

Rosa Luxemburg was an influential representative of the European workers' movement. She initially belonged to the left wing of the SPD, but was expelled from the party during the war and worked with Karl Liebknecht on the founding of a communist party in Germany.



After the suppression of the Spartacist uprising, Captain Waldemar Pabst, First Staff Officer of the Guard Cavalry Rifle Division, had Rosa Luxemburg, founder of the KPD, and Karl Liebknecht murdered. It was only four months later that Rosa Luxemburg's body was recovered from the Berlin Landwehr Canal.

K22 Rote Ruhrarmee

In 1920, the Kapp Putsch led by right-wing Freikorps was defeated within a few days by a general strike. In the Ruhr area, the workers' uprising continued, and a Red Ruhr Army with about 50,000 armed members took control of the Ruhr cities. Several Freikorps troops marched in and ended the uprising, resulting in around 1,200 deaths.



K26 Ernst Thälmann

In 1925, Ernst Thälmann became the leader of the KPD, thanks in no small part to his connection with Stalin, the new strongman in Moscow. After the death of President Ebert in 1925, Thälmann became widely known as the presidential candidate of the KPD throughout Germany.



K30 Fürstenenteignung

There were years of disputes over how to handle the confiscated assets of the German royal houses, who were held responsible for the war. The peak of the conflict was the successful popular petition in March 1926 and the failed referendum for uncompensated expropriation on June 20, 1926.



S04 "The New Rhythm"

Until 1922, the import of foreign products, including records from the USA, was prohibited. Only a few German returnees from American captivity reported on the new sounds called Jazz. With the introduction of radio, Jazz gained commercial success while being rejected as "un-German" by right-wing forces.



S09 Women's Suffrage

After the November Revolution in 1918, the Council of People's Representatives proclaimed equal, secret, direct, and general suffrage for all male and female persons at least 20 years old in Berlin on November 12, 1918. This abolished the feudal three-class suffrage, under which only men were eligible to vote.



S11 "Someone has to be the Bloodhound"

To this day, the Social Democrat Gustav Noske remains one of the most controversial figures in German contemporary history. On the occasion of the Spartacus uprising and the occupation of the "Vorwärts" editorial office, he said: "As far as I'm concerned. Someone has to be the bloodhound. I don't shirk responsibility." This gave the Freikorps in Berlin a free hand to militarily crush the Spartacus uprising.



S27 Unemployment Insurance

Health, accident, and pension insurance had already been introduced by Bismarck at the end of the 19th century. On July 16, 1927, the "Law on Employment Placement and Unemployment Insurance" came into force. With this, there was now a genuine legal entitlement to unemployment benefits – an important concern of the Social Democrats.



Z01 Matthias Erzberger

After an unsuccessful assassination attempt on Erzberger, the head of the 1918 Armistice Commission, in January 1920, he was shot dead by two members of the Consul Organization during a holiday in the Black Forest in August 1921. Among the propagators of the Dolchstoßlüge, he was considered a "November Criminal" due to his signing of the armistice.



Z24 Reichsexekution

Reichs-executions were a constitutionally anchored means of enforcing the unity of the state, including with military means. For example, this means was used in 1923 to remove the elected SPD-KPD governments in Saxony and Thuringia.



! Event only playable if you are Government.

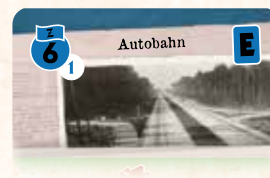
Z27 Hanomag Kommissbrot

The small car with 10 horsepower from the German manufacturer Hanomag (Hannover) was the first small car built in Germany using an assembly line. The Hanomag's trademark characteristics were its ability to start with just a few hundred revolutions and a compression ratio of 6:1, which allowed it to run on low-quality fuel. Due to its appearance, the car was nicknamed "Kommissbrot" in colloquial language.



Z30 Autobahn

The term "Autobahn" first appeared in 1932 and referred to the concept of a crossroad-free highway without oncoming traffic. One of the first precursors to the Autobahn was officially opened on August 6, 1932, by the mayor of Cologne, Adenauer. The road, officially called the "Rheinische Provinzialstraße", ran between Cologne and Bonn and was 20 kilometers long.



Design Notes by Matthias Cramer

The oldest files stored in the “Weimar” folder on my hard drive date back to 2016. Here I find both the first lists of historical events that should definitely be in the game, as well as many other elements that fell victim to the ‘red pencil’ during development.



The first version of the game still distinguished between the countries of the German Reich and highlighted individual conurbations. The Parties lived through their crises in the form of cards, with victory point deductions being threatened at the end of the game if the crises were not resolved. The paramilitary units still had different combat values, and the marking of demonstrations in individual cities on the game plan seems strange in retrospect.



In the following six years, I had to learn painfully that – unlike the classic 90-minute game – it is something completely different to playtest a 6-hour “monster” with exactly 4 players. I do not want to bore with a comprehensive design history; but instead, pick out some aspects and put them together to form a sort of mosaic for you.

Harald Juhnke as obstetrician

How did I come up with the idea of designing such a game as this?

Here I would like to mention two games:

The first is “Churchill” by Mark Herman, which beautifully captures the rivalry between the three victorious powers of the 2nd World War. In the case of “Churchill”, various people from the negotiating delegations work to influence critical issues to set the war effort in their favor and help shape the post-war order. I wanted to embed this mechanic in a card-driven game.

On the other hand, there was a prototype in which I unfortunately remember neither the title nor the designer. Here, the four largest political Parties in the Federal Republic of Germany competed for votes. The prototype did not work very well mechanically, but still knew how to capture the decades after the 2nd World War through its cards. There was a specific card for Harald Juhnke, an actor who was also known for his excessive alcohol consumption. Juhnke only had a small effect in the game, but a big effect at the table – after all, we all knew his face from the television of our childhood days and had a personal connection to it.

The spectrum of political chaos



Reichstag Election

To fully and realistically cover the political spectrum of the Weimar Republic, it would take more than the four parties that ultimately made it into the game. The three minor Parties in the game and the Bavarian People's Party (German:

Bayerische Volkspartei; BVP) participated in the government at least once; in addition, there were numerous party splinters. So, I had to limit myself – **Weimar** is a game and not a history book. The four-party system offered the chance for all players to fight on two conflict fronts with changing partners: left against right, and Democrats against anti-Democrats. At the same time, it takes exactly four people. Without all four parties, the political spectrum is incomplete and individual events put on the agenda would disappear or become meaningless. Linking players to a party enables the high level of interaction and dynamism that characterizes the game – and at the same time limits it. This only became clear to me during development, but I never wanted to go back to a previous concept. Another hurdle – working out the differences between the SPD and the Zentrum – took me more than a year.

Events and decisions

There is a saying among designers: When a game designer cannot think of anything, they reach for event cards. So why am I making a game with 150 of them? Thematically, they allow me to provide a wide spectrum.



“Someone has to be the Bloodhound”

I can depict domestic and foreign politics, culture, society, economy, and people's lives. Every single card tells a little story. Gustav Noske described himself as a bloodhound and the “Autobahn” is not an invention of the Nazis. The second important aspect underlying the cards is that of decisions. They are multi-use cards, i.e., they offer several options to the player. Each card gives you the choice of how to best use it. Even with the event text, I wanted to have events in the sense of the proverb ‘as rarely as possible,’ but also incorporate small decisions. The events on the cards are therefore always an offer, sometimes even an immoral one. The player can accept it and follow the history or make a different decision with this card – this is exactly what makes a game.

Playing History

History books are linear, even if you do not read them from cover to cover. They normally have a red line, and as is usually the claim, follow the current state of research. History in a game does not follow this linearity. Anyone who thinks that you are playing out history in a history game is mistaken. The plot thread is part of the game and is spun by the players, even if the designer follows an overarching framework or theme.



Autobahn



Friedrich Ebert dies

Instead, it should offer the opportunity to shape the history and development of the republic. The seizure of power by the fascists was not a necessary historical consequence towards which all storylines ran any more than it is the case today.

Bots

Even before I finished writing this section's title, I already knew that this would be a short chapter. Cards with decisions are every solo developer's nightmare. To make matters worse, I do not play solo games myself. Nevertheless, it was important to me to design a solo scenario and provide a guide on how to simulate some parties in the game. Attempts to develop solo rules with complete decision trees were not successful – which was certainly due to my limited experience, and the fact that it is very difficult for other designers to familiarize themselves with such an extensive game. Basically, I (and also the publishers involved) would be optimistic about a new attempt in the future.

In my game, I tried to work out the connections that I thought were important and to abstract them to such an extent that they were playfully interesting. This game does not try to tell the story of the Weimar Republic.

Three revolutions and the power of the KPD



"Brothers! Don't Shoot!"



Spartacist Uprising

On November 9, 1918, a real revolution took place in Berlin, which broke out among the population. At the same time, this revolution was the starting point of the conflict between Social Democracy and the German Communists. Friedrich Ebert had already been promised free elections, so he had no interest in this revolution. When it became clear that it could no longer be averted, the Social Democrats occupied the revolution and did everything they could to stabilize the country. The forces of the KPD, founded shortly

afterwards, also tried to occupy the revolution for themselves to complete it according to the Russian model. But here they met with little approval in the workers' and soldiers' councils, so that these efforts remained without consequences. The view of the conflict between the state-preserving SPD and the revolutionary efforts of the KPD is contradictory. The real balance of power resembled David versus Goliath with hopefully inferior communists. On the other hand, the "Red Peril" has always been overrated, mainly due to the so-called "October Revolution" and the first signs of the Russian Civil War. This overvaluation has determined the actions of the defenders of the republic for a long time, and it is based on the pact between Ebert and army leadership. So, the game got a KPD, which is actually "too strong", but can therefore explain well why Gustav Noske allowed the Freikorps into Berlin.

A skeptic saves the republic

Hardly any other politician of the Weimar Republic shows more ambivalence than Gustav Stresemann. He opposed a union of the two liberal parties, as in the Versailles Treaty, a dishonor of Germany, and maintained a constant correspondence with Wilhelm II in exile. But then, in the crisis year of 1923 with the occupation of the Ruhr, coup attempts and hyperinflation, Stresemann formed the grand coalition of the four democratic parties. He became Reich Chancellor, ended the Ruhrkampf, introduced the Rentenmark, and thus steered Germany into the so-called "Golden Twenties". The Stresemann card, with which any dice roll can be repeated, can already be found in the first versions of **Weimar** around 2017.



Gustav Stresemann

The catastrophe of 1933



Blind to the Right Eye

into this office as a candidate of the anti-republican “Reichsblock” and convened the presidential cabinets of Brüning, von Papen and Schleicher after the economic crisis.

Two aspects are important to me. On the one hand, none of these reasons alone can adequately explain the rise of the NSDAP. On the other hand, the Nazi seizure of power is not deterministic. Above all, the conservatives’ shift to the right and the subsequent inclusion of the National Socialists in responsibility are two important prerequisites for the later regime. As it is today, it was thought in 1933 that the NSDAP would unmask itself – and just like today, this is fundamentally wrong.

Sauron and the NSDAP

Consequently, the question arises early on how I would like to deal with the NSDAP. My answer was clear just as early: I do not want to play the NSDAP. And I do not want anyone else to play them. On the one hand, this is due to the insignificance that



Harzburg Front

the National Socialists held until 1929 – even the “Hitler-Ludendorff Putsch” in 1923 was stopped by a few police officers. In the 1928 Reichstag election, the party won 2.6% of the vote. Above all, however, it is due to the importance of National Socialism. Sauron may have fought wars, and Darth Vader blew up an entire planet, but that is and remains abstract fiction. The millions dead due to National Socialism have names and you can learn their history at Yad Vashem or the Berlin Jewish Museum. Even democratic post-war Germany took an exceptionally long time to face up to the question of guilt and to build up a culture of remembrance.

Instead, it was important from the beginning to put such decisions about the NSDAP track in the hands of the players. On the one hand, no one plays the Nazis; and, on the other hand, everyone determines the path of the NSDAP and thus the fate of the republic.

Literature

Finally, I would like to add some recommendations for introduction and more information (all in German). I myself have used a huge carpet of literature and websites for research, much of it cursory or “cross-read”, mainly to gain different perspectives on the aspects I cover. But some works deserve mention:

- Barth, Rüdiger, Friederichs, Hauke: Die Totengräber. Der letzte Winter der Republik, Frankfurt a.M. 2018
- Conze, Eckart: Die große Illusion, Versailles 1919 und die Neuordnung der Welt, Munich 2018
- Möller, Horst: Die Weimarer Republik: Demokratie in der Krise, Munich 2018
- Niess, Wolfgang: Die Revolution von 1918/19, Der wahre Beginn unserer Demokratie, Munich 2017
- Schmidt, Rainer F.: Der Untergang einer Republik: Weimar und der Aufstieg des Nationalsozialismus (1918-1933), Bonn 2020
- Winkler, Heinrich August: Weimar 1918-1933, Munich 2019
- Lebendiges Museum Online (<https://www.dhm.de/lemo/kapitel/weimarer-republik>): The LeMO is an offer of the German Historical Museum on German history on the web (only available in German). It contains a good overview of knowledge divided into different chapters, and is well suited by the timeline function for looking up individual events and people. In addition, many interactive objects such as photos and videos can be called up in the “inventory”.

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Rulebook

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S. 11-12	→ S 01, Z 01, K 02, D 02, USPD, DDP, DVP,
S. 18	→ SA 1, KA 2
S. 28	→ SPD

Playbook

S. 24	→ A 22, S 11
S. 25	→ Z 23, A 30, K 07, K 10, A 09
S. 26	→ A 29, D 29