

About this Rulebook and the Playbook

Weimar is a complex game. Therefore, this rulebook first gives an overview of the different areas and the playable Parties before explaining the gameplay in detail. The bulk of gameplay decisions results from its more than 150 unique cards. Therefore, the game concepts are described in a separate chapter afterwards. With this structure, the gameplay remains compact and the rules for the different game concepts are in a single place.

The Playbook contains a comprehensive **Example of Play** covering an entire game round. It helps to better understand the rules described here and the dynamics of the game. We recommend reading the rulebook first and then taking a look at that example.

The **Player Aids** contain the round sequence as well as the symbols used, and can be a great help, especially during your first game. The Index at the back of this rulebook allows you to quickly find the relevant rules passage during the game.

This rulebook describes the "Main Scenario" which can take up to 6 rounds and 6 hours to complete. The Playbook contains **3 shorter scenarios** that focus on the early and late republic, respectively. One of these can be played solo to help you learn the rules of the game.

The history of the Weimar Republic is characterized by the confrontation of a wide variety of forces, which is why many of these historical facets can be found in the game. However, we explicitly distance ourselves from any racist and anti-democratic stances. In the **Design Notes** in the last part of the Playbook, the designer Matthias Cramer gives an insight into the development of this work and which aspects were important to him. The **picture credits** for the images used on the cards and other components as well as a **historical description** of selected cards can also be found in the accompanying Playbook.

We, the designer and the publishers, wish you many exciting and historical hours playing and exploring **Weimar**.

Credits

Game Design: Matthias Cramer

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The first German republic

Berlin, November 9, 1918: The armistice has not yet been signed and the mood in the German capital is tense. The working people want to strike in large numbers, even though the streets are lined with troops. Will they even survive the day?

A few hours later at 2 p.m., Philipp Scheidemann of the Social Democratic Party of Germany proclaimed the Republic – the first German democracy was born.

The Weimar Republic took its name from the city of Weimar, where the constituent assembly was held in 1919. It existed until 1933, when the Nazis took power together with the DNVP. The period from its foundation to its decline can be divided into three stages.

From 1918 to 1923, the Weimar Republic suffered from severe problems such as hyperinflation and political extremism. In addition, there were various coup attempts from the left and right, as well as the unresolved reparations issue vis-à-vis the victorious powers of the First World War.

From 1924 to 1929, the Weimar Republic managed to restore economical and political stability. During these "Golden Twenties", the Republic enjoyed relative prosperity; and German art, culture, and science began to flourish.

However, the global economic crisis of late 1929 hit the young republic particularly hard. The resulting high unemployment and numerous acts of violence, such as Blutmai and Altona Bloody Sunday, led to the collapse of the coalition Government. From March 1930, various Chancellors ruled using emergency powers granted by President of the Reich von Hindenburg. This period ended with Hitler's appointment as Reich Chancellor on January 30, 1933.

The transformation of a democratic revolution into a National Socialist tyranny in just 14 turbulent years is the topic of **Weimar**.

In this asymmetrical game, you lead one of the major political Parties of the time: KPD, SPD, Zentrum, KPD, and DNVP. Their political spectrum ranges from left to right, from democratic to radical. Each Party pursues its own goals and uses different means to achieve them. While the radical Parties (KPD/DNVP) attempt coups to overthrow the republic, the democratic Parties (SPD/Zentrum) try to defend the still young democracy. As a card-driven game, **Weimar** contains over 150 unique cards that you use to control your strategy and actions. Each card can be played for its Event, to Debate, or to perform various other Actions.

This fight for democracy takes place on two levels. On the political level, you bring up important Issues to Debate, in hopes to 'win' them. Having many Seats in Parliament might lead to you participate in Government; or instead, in a strong opposition role. Foreign affair negotiations may improve the economic situation; but at the same time, it might strengthen nationalist forces. In the streets, you fight for dominance over the cities. Strengthen your political base through Demonstrations and send your troops and paramilitary Units into battle.

The threats are many. Will the Weimar Republic survive? Or will it descend into chaos – or even fall into the hands of the Nazis? It's up to you.



1. Components

General

1 Game Board



5 Six-sided dice G G G G G

1 Government Board (front with explanatory notes, back side without)



This Rulebook

1 Playbook (with an Example of Play, Scenarios, and Design Notes)

4 Party Boards for DNVP, KPD, SPD, Zentrum (front with explanatory notes, back without)



16 Agenda Cards

(4 per Party)

Cards

88 Party Cards (22 per Party)













6 Round Cards

(backs numbered from 1. to 6.)













48 Timeline Cards

(divided into 4 groups: gray, yellow, orange, and brown)





13 Scenario Cards (explained in the Playbook)



KPD







1 Stresemann Card (double-sided active/inactive)



1 Reichspräsident Card (double-sided active/inactive)



7 Foreign Affairs Cards (backs numbered from 1 to 7)





3 Minor Party Cards for the DDP, DVP, USPD (double-sided)



Markers and Figures

130 Party Figures

(30 per Party plus 10 NSDAP figures)



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Zentrum







KPD





Zentrum



37 Units

(9x DNVP, 14x KPD, 3x SPD, 11x Government)



5 Reichspräsident Markers

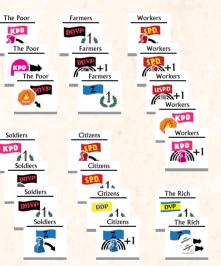
(Ebert, DNVP: Hindenburg, SPD: Braun, KPD: Thälmann, Zentrum: Marx)



31 Society Markers (general Markers in



white, specific Markers in yellow)





A CONTRACTOR











2 Government Markers

(1x with Chancellor symbol, 1x without)







9 Flag Tokens (3x each USA/UK, France, USSR)



23 Issue Markers (general Issues in white; specific Issues in yellow)





































48 Threat Markers

(general Threats in orange; Party Threats in Party color)























1 Round Tracker



1 Economy Tracker



1 Foreign Affairs Tracker



55 Victory Point Tokens (15x 1/3/5 VP and 10x 10 VP each)









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