

Matthias Cramer

Weimar

THE FIGHT FOR DEMOCRACY



Rulebook

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**.

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Credits


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1. Components

General

1 Game Board



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



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



This Rulebook

5 Six-sided dice



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

Cards

88 Party Cards
(22 per Party)



16 Agenda Cards
(4 per Party)

48 Timeline Cards

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

6 Round Cards

(backs numbered from 1. to 6.)

13 Scenario Cards

(explained in the Playbook)



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)



4 Reserve Markers

(1 per Party)



37 Units

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



5 Reichspräsident Markers

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



2 Government Markers

(1x with Chancellor symbol, 1x without)



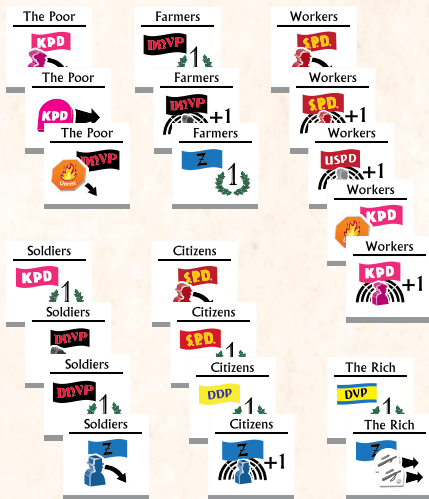
9 Flag Tokens

(3x each USA/UK, France, USSR)



31 Society Markers

(general Markers in white, specific Markers in yellow)



23 Issue Markers

(general Issues in white; specific Issues in yellow)



48 Threat Markers

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



55 Victory Point Tokens

(15x 1/3/5 VP and 10x 10 VP each)



1 Round Tracker



1 Economy Tracker



1 Foreign Affairs Tracker

