

Proletariat: the Uprising

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The Communists disdain to conceal their views and aims. They openly declare that their ends can be attained only by the forcible overthrow of all existing social conditions. Let the ruling classes tremble at a Communistic revolution. The proletarians have nothing to lose but their chains. They have a world to win.

-Marx and Engels, The Communist Manifesto

The city of _____ has long languished under the oppressive thumb of the bourgeois. The petty industrialists, the merchants, the bankers, have held political power for years, and rest secure in their well-appointed middle class homes every night, unaware or uncaring of the poorer classes' plight. It is time for a change, comrades, and we shall be the instruments of the New and Good!

Welcome to the resistance, Comrade _____. We regret that this form is probably not long enough to fill in your actual last name; as much as you can fit in will suffice. This, and the rest of your Party paperwork, should not take very long to complete. Please take a seat over there; perhaps you would like some coffee? I am afraid we have no milk right now, but there is still sugar. You won't? Ah, all right then. Your work ethic does you credit, comrade. As Comrade Marx said, "From each according to his abilities, to each according to his needs!" I will leave you now, comrade; please deposit the completed form in the box to your left - yes, there. Thank you, comrade.

Portrait of a Revolutionary

The party asks only for a few basic pieces of information about yourself, Comrade: your name and other personal details, and a brief sketch of your potential abilities. The cubical objects that should be near at hand are devices especially developed for rating these abilities; this form will tell you when and how to use them.

In case you wonder, comrade, the abilities are as follows: Muscle, the power to smite with righteous wrath and perform feats of Endurance (Stalin is your exemplar in this area); Wits, the intelligence and subtlety needed to plot and learn (Dostoyevsky's hero Peter Verkhovensky is an admirable example); and Magnetism, the expression of one's charisma and persuasiveness (Comrade Marx is generally considered the prototype here, whether or not he actually was).

Comrade _____ (Patronym) _____ (Surname) _____

Your reason for joining the Party: _____

Here, comrade, you pick up one of our quality-rategivers. Shake it in your palm to allow it to acclimate, then gently roll it out onto the table or other surface you are working on. Inscribe the number on the top face after the first line below, then repeat for the other fields.

Muscle: _____ Wits: _____ Magnetism: _____

Excellent, comrade. We have chosen for your venture the city of _____ . The bourgeois pigs have considerable control there, but for one of your skill it should prove none too difficult, while still remaining an interesting project, to say the least. Further information about the city will be given you upon your arrival. Your train leaves in three hours from R_____ Station.

In _____, Comrade, you will be grouped with other agents of the Party. They will meet you at the train station there. You are to cooperate with them as best as possible.

I hope the trip was not over-dull, comrade. Anyway, allow me to welcome you to your current project. These are the other comrades with whom you will be working to remove the bourgeois capitalist pigs from power. Good luck to all of you, comrades.

The Possessed

Your circle, comrade, has one major goal: incite the proletarians of the city first to unrest, then rioting, then successful insurrection. You have many methods to choose from: bribery, blackmail, speechmaking, poisoning, intimidation, writing of manifestos - the list could go on for pages. You will probably use many of them.

At the beginning of the game, the Bourgeois Pig holds almost all of the several types of tokens: money, political power, and proletariat (30 each of Money and Power, and 50 Proletariat). Your circle has four Money tokens (a fifth being consumed by immediate needs such as room and board) and one Power.

While the agents (and the Bourgeois Pig) may wander around the city as they please to explore, find contacts, and other such activities, only one action intended to further their respective goals may be taken per day - one for every agent, one for the Bourgeois Pig. These actions may or may not have an effect. If they are well-used and appropriate, the circle or Bourgeois Pig may gain tokens above and beyond those it must spend to carry out the action; if not, it may lose them.

The Bourgeois Pig moves first every day. He (for the Bourgeois Pig is the epitome of blind feudal-descended patriarchal male-dominated society) does not have any stats, but simply declares the day's event by fiat. However, he does not gain or lose any tokens by this - the best the oppressive capitalist bourgeois regime can do is maintain the status quo.

After the Bourgeois Pig has declared his 'action' for this turn, the agents move in any order. They may or may not consult one another for advice or assistance; if one agent assists another, both are considered to have moved. This action should deal only with the proletariat or specific members of the bourgeoisie; the Bourgeois Pig himself is a concept. Once an agent declares an action, the Bourgeois Pig will nod and smile in an infuriatingly condescending manner as he breaks the back of another proletarian before deciding upon the two most relevant of the three stats.

In order to perform the action, one token must be risked from the circle's treasury. Which type is indicated by the first stat the Bourgeois Pig declares relevant: if Muscle, Power; if Wits, Money; if Magnetism, Proletarian. This token is given to the Bourgeois Pig. If the action is successful, it is refunded; if not, it is part of the Bourgeois Pig's reward.

The agent (or, if agents, whichever of their number they choose to be the primary) must roll two six-sided dice under the sum of these stats. If an assisting agent has a higher score in the second stat, it may be substituted for that of the primary.

If the agent rolls under the sum, the action is successfully carried out. The Bourgeois Pig accedes the circle's reward, whether in Money, Power, Proletarian converts, or some combination of the three. The number of tokens must equal the lower of the agent's two relevant stats (even if being assisted, only the primary agent's stats count) - and the token spent must additionally be refunded.

However, should the agent roll poorly, the Bourgeois Pig's smile shall become wider and more vicious, as he vilely abuses the proletarians and takes tokens equal to the amount by which the roll failed from the circle's treasury.

This continues, with the agents and the Bourgeois Pig chronicling the city's condition and the lives of the people affected, until the game ends in one of several ways; the first two are victory for the agents, the third loss.

- the Bourgeois Pig loses all Proletarian tokens (revolution)
- the Bourgeois Pig loses all Power tokens (removed from office)
- the circle loses all Power tokens after having gained at least five (exposed and banished from the city)

The Chairman Leads the Happy Workers in a Game

We follow our intrepid protagonists Stepanov, Gaidia, Cherevin, and Shishkov in the city of _____. After arriving earlier to-day by train from the capital, they proceeded to let a room offered for rent by a remote cousin of Shishkov's. The bourgeois presence in _____ is exceptionally strong; before retiring, they plot among themselves tomorrow's work.

They awaken the next morning, well-rested and prepared. The Bourgeois Pig passes his first turn, the city being at peace. So the circle moves immediately into action.

Stepanov sees no opportunities yet, and does nothing.

Gaidia bids the circle's Power token on making a sudden speech at a factory on the outskirts of _____. The Bourgeois Pig nods and smiles, allowing that Magnetism and Wits govern his endeavors. Gaidia has a 5 and a 3 in each respectively. The dice come up 3; the workers strike, lifting him over their heads as a hero and savior as they abandon their tools and

machines. The Bourgeois Pig sighs and pushes three tokens to Gaidia: two Proletarian, one Power. Gaidia retrieves the Power token he bid.

Cherevin, after offering suitable congratulations to his comrade Gaidia, does nothing.

Shishkov bids a Money token to attempt to bribe one of the newly-restless workers into working for the circle. The Bourgeois Pig names Magnetism and Muscle, for which Shishkov has a 2 and a 3 respectively. He rolls a 7: two tokens are lost. The Bourgeois Pig reclaims one of the Proletarian tokens and takes the Money, explaining that the greedy worker simply took the money and ran, with no intention of doing anything for the circle.

On the second day, the Bourgeois Pig sends police to the factory to force the workers back to their jobs, also increasing the security on nearby industrial areas.

Stepanov returns to the factory with Gaidia. The impetuous Stepanov bids a Power token and attempts to outmuscle the police with Gaidia's - and, if possible, the workers' - assistance. The Bourgeois Pig names Muscle and Magnetism; Stepanov's scores are 5 and 2, but Gaidia's higher Magnetism takes the place of his score. Stepanov's player rolls a 6 - a success. The Power token is returned, along with two Proletarians.

Cherevin suggests that a local bourgeois is throwing a party that day. The Bourgeois Pig is amenable to the idea, and Cherevin gate-crashes the fancy masquerade dressed in dirty workers' clothing screaming the mantras of the Party. He attempts to recite the Manifesto from memory while fending off the bourgeois security - a Wits and Muscle roll is called, and he bids a Power token. Cherevin's scores are 3 and 4; he rolls 11, and is escorted to jail before he reaches comrade Marx's delineation of the different types of socialism through history. The Bourgeois Pig takes four tokens: two Money, for the event will sell many newspapers, and two Power including Cherevin's bid.

Shishkov does nothing.

On the third day, the Bourgeois Pig gives the circle a Proletarian token, saying that two workers from the local shipyard have heard of their interests and want to assist the agents. The circle decides to accept, though all of them except Cherevin remain suspicious of the newcomer.

Stepanov spends the day recovering from the bruises he inadvertently received in the factory.

Gaidia bids a Proletarian token to try to further cement the loyalty of the already-somewhat-interested factory foreman Kastrulye. He intends to go about this in a somewhat odd method: by making Kastrulye's day as bad as possible and proving it all the responsibility of the bourgeoisie. Several separate rolls are required for each part of his plan: kidnapping Kastrulye's daughter and secretly depositing her in the mansion of the rich German merchant Schwerdtlein, a notorious rake; stealing valuables from the hapless foreman's home; and causing his name to be slandered in the bourgeois newspaper. Gaidia succeeds in two of these, failing only to break into Kastrulye's home. He then speaks with Kastrulye, building his arguments on unimpeachable foundations. The Bourgeois Pig declares Wits and Magnetism to rule this roll, for which Gaidia has 3 and 5. He rolls a 5 -

Kastrulye is convinced, and all the more primed to commit atrocities in the glorious name of revolution. Gaidia retrieves the Proletarian token, taking two more for the people Kastrulye will influence, and one Power token.

Cherevin does nothing.

Shishkov, his rage at the man he failed to bribe two days ago finally boiling over, bids a Power token to burn his house down. The Bourgeois Pig names Muscle and Wits as the relevant stats; Shishkov has 3 and 3. He rolls a 6, barely succeeding.

And so on, in the glorious tradition of the Party.

Comrade, this concludes the introduction to your activities as a member of the Party. In the words of Comrades Marx and Engels:

WORKING MEN OF ALL COUNTRIES, UNITE!