

Five Year Plan

a game for exactly three players

by David Brain

As members of the Supreme Soviet, it is your job to specify production levels in various aspects of the glorious Communist economy – Wheat, Tractors or the Army. But you do not want any area to be too successful or too poor so you need to keep everything going just OK. At the end of the game, the Commissar who was most successful in this task will rise to the Premiership.

COMPONENTS

The game comprises the following:

- 15 Soviet cards
- 3 Resource cards
- 6 Scoring markers (2 cubes in blue, red, yellow)
- 3 Action markers (blue, red, yellow meeples)
- 3 neutral markers (1 cube in blue, red, yellow)

INTRODUCTION

Each player starts by taking two matching Scoring markers and an Action marker. During the game, the 15 Soviets will be tasked with working on specific Resources. The winner will be the player that has most successfully improved their chosen Resource(s) after all the Soviets have been guided in their task.

SETUP

Place the three Resource cards (for Wheat, Tractors and the Army) in the middle of the table. Put a random scoring marker on the coloured space on each card - **note that the colour of this marker is not related to the player**; if you have three markers of a neutral colour, use them instead.

Shuffle the 15 Soviets and deal five to each player face down. Players will now draft their hands - each player should choose one card from the cards they have and place it face down in front of themselves. They then pass the remaining cards to the player on their right. This continues until each player has chosen five cards. They then take these cards into their hand for the game.

GAME END

The game is played over five rounds. After the last round, each player calculates their score based upon the value of the Resource(s) that their two Scoring markers have been added to. Unplaced markers are worth zero (0). The winner will be the player with the highest score. In the event of a tie, the non-tied player wins. If all three players are tied, then the Party wins.

Good Luck, Comrades!

GAMEPLAY

Each player selects a Soviet from their hand and places it face-down. They are revealed simultaneously, and the player should put their Action marker on the card (for identification purposes.)

The Soviets are then sorted into ascending letter sequence, keeping the Action markers on them. In letter order, the Soviets are now processed. The player with their Action marker on the card must select a valid Resource shown on the Soviet that hasn't already been chosen in the round (*i.e. it does not already have an Action marker on it*), and choose if it goes up or down by slotting the Soviet at the top or the bottom of the appropriate Resource card ensuring that the value can be clearly seen. Keep the Action markers on the Soviet to show which side of the Scoring card the Soviet was placed. *The valid Resources are the ones shown in coloured text, not the one in black text with a ★ symbol.*

If it is not possible to choose a different Resource (*e.g. because both of the available options were chosen by previous players*), then the Soviet may be placed on either Resource but it must be placed at the bottom; it **cannot** be placed at the top.

In addition, at least one Resource must go down in each round. If the first two cards moved their respective areas up (as shown by the Action meeples) then the last card is forced to move its area down.

If a card has a resource indicated with a ★ symbol, the player may now choose to add one of their two Scoring markers to one of the circle spaces at the top of the appropriate Resource card (assuming that they have not already placed both markers and that there is still an empty space on the relevant Resource card!)

After the three Soviets have been placed, players should retrieve their Action markers.

Production of each Resource is now modified on the Resource cards. Calculate the **total** cumulative change according to **all** the Soviets attached to that Resource card, and then move the marker appropriately.

If a marker moves into the top space of the track, the marker is returned to the starting space and all cards slotted in the **top** of that Resource card are removed. If a marker reaches the 0 space at the bottom of the track, it remains where it is and all the cards slotted in the **bottom** of that Resource card are removed.

If the game is not over, a new round begins.

Note: for a first game, it is recommended that each player simply receives five cards at random rather than drafting their hand.

(playtest thanks to Ellie Dix and Perran Thomas)

WHEAT 1  ESTONIAN ★ ARMY ★ D 1 TRACTORS	WHEAT 1  LATVIAN ★ TRACTORS ★ G 1 ARMY	TRACTORS 1  ARMENIAN ★ WHEAT ★ K 1 ARMY
WHEAT 1  TURKMEN ★ ARMY ★ E 1 TRACTORS	WHEAT 1  LITHUANIAN ★ TRACTORS ★ H 1 ARMY	TRACTORS 1  KIRGHIZ ★ WHEAT ★ L 1 ARMY
WHEAT 1  MOLDAVIAN ★ ARMY ★ F 1 TRACTORS	WHEAT 1  TAJIK ★ TRACTORS ★ J 1 ARMY	TRACTORS 1  GEORGIAN ★ WHEAT ★ M 1 ARMY

2



AZERBAIJAN
TRACTORS

A

2

2



BYELORUSSIAN
ARMY

B

2

2



UKRAINIAN
WHEAT

C

2

2

WHEAT



KAZAKH
ARMY

N

2

TRACTORS

2

WHEAT



UZBEK
TRACTORS

O

2

ARMY

2

TRACTORS



RUSSIAN
WHEAT

P

2

ARMY

○ **WHEAT** ○

■			
		10	
■		5	
○			

○ **ARMY** ○

■			
		10	
■		5	
○			

○ **TRACTORS** ○

■			
		10	
■		5	
○			