

1984

INGSOC

RULEBOOK



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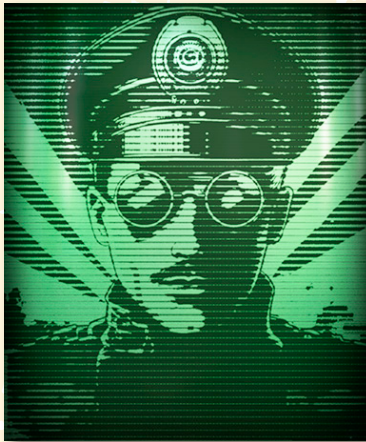
Ma l'animale che mi porto dentro
 Non mi fa vivere felice mai
 Si prende tutto anche il caffè
 Mi rende schiavo delle mie passioni
 E non si arrende mai e non sa attendere
 E l'animale che mi porto dentro vuole te...

Franco Battiato
MONDI LONTANISSIMI (EMI, 1985)
L'Animale

Publisher's note

Both the author and the illustrator of this game chose not to have their names appear on the game's box cover, but rather on the sides and back of the box.

As an editor I chose to respect their decision.



— How many fingers am I holding up, Winston?
— Four.
— And if the party says that it is not four but five, then how many?
— Four.
The word ended in a gasp of pain.
— You are a slow learner, Winston — said O'Brien gently.
— How can I help it? — he blubbered.— How can I help seeing what is in front of my eyes? Two and two are four.
— Sometimes, Winston. Sometimes they are five. Sometimes they are three. Sometimes they are all of them at once. You must try harder. It is not easy to become sane.

George Orwell, 1984

GAME'S CONCEPT

Assuming the role of a Thinkpol, you will do your duty to the greater glory of the single party, INGSOC. You will control the inhabitants of London in order to strengthen the power of the party and gain its recognition. Do not forget that, if Winston Smith reaches the Golden Country or the Thinkpol catches you in an act of thoughtcrime or ownlife, your destination will be the Room 101. If you are the one who has accumulated the most victory points (👁️) at the end of the game, you win.

! **Attention:** *1984 has several game modes. Next, we will explain the rules for the basic mode (Oceania). You will find the advanced mode (London), the hidden roles mode (the Brotherhood) and the solo mode (O'Brien), you will find them explained further in this booklet.*

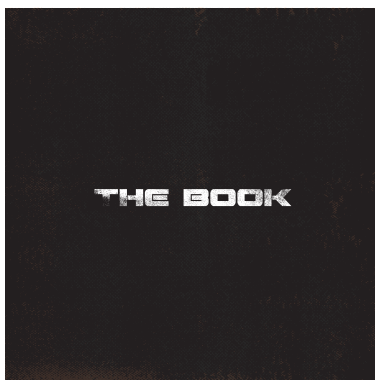


Note: *As you will see, some Newspeak terms that George Orwell describes in his novel 1984 have been used in this booklet.. For example, in the rules, we call players Thinkpol or player interchangeably. We have tried to make these terms as intuitive as possible. In case of doubt, you will find them explained in "THE BOOK".*

COMPONENTS



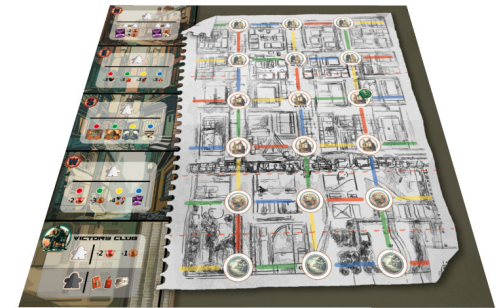
1 rulebook



1 reference book



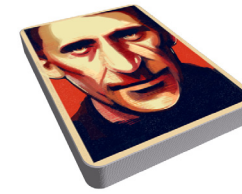
1 game board



1 suburbs board



90 '1984' cards



15 Winston cards



1 coin
(first player token)



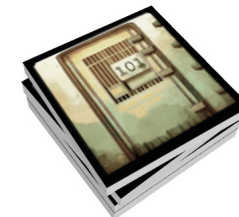
1 summary tile for the solo mode.



19 banner tiles



4 newspeak tiles



4 room 101 tiles



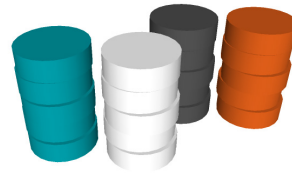
5 hidden roles tiles



4 player boards
(Telescreens)



24 cubes
(six per player)



20 discs
(five per player)



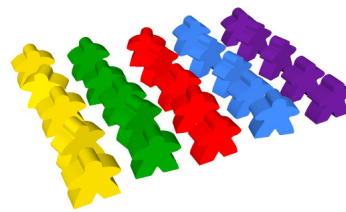
4 rat discs
(one per player)



30 purple discs of
Ingsoc
(party ideology)



4 discs of plenty
(red, green, yellow,
blue)



25 party members (red,
green, yellow, blue,
purple)



2 proles (grey)



1 bag for PM



1 hate
marker




1 die



1 Winston Smith
(white pawn)

GAME BOARDS

1.- The game board contains several areas with a victory point track  surrounding it.

2.- Area for the tiles of the 11th ed. of the Newspeak Dictionary.

3.- Ingsoc. This space, where you will send the PM, represents the central core of the INGSOC power.



4.- Ministries. Each of the four ministries (Miniluv, Miniplenty, Minitrue and Minipax) are represented by an image on the game board. Miniluv and Room 101 are connected.

4A.- Minipax

4B.- Miniluv

4C.- Minitrue

4D.- Miniplenty

5.- Tracks. In three ministries (Miniplenty, Minitrue, Minipax,) and in the INGSOC there are three different tracks to record the modifications of victory points () , wealth () or the position of the rat tile on the doublethink track next to Miniluv.

6.- Room 101. The position of the rat tile of your colour on the doublethink track at the end of the game will determine to what extent you have to take the doublethink test.

7.- 2 Minutes Hate's squares. All party members must, compulsorily, spend 2 minutes expressing publicly their hatred towards the current enemy of Oceania. This 2 Minutes Hate area is divided into three


different squares:

7A.- Eurasia

7B.- Goldstein

7C.- Eastasia

8.- Proclamations spaces. The spaces in this area will be filled throughout the game with the banner tiles.





9.- Suburbs board. It represents a network of streets and squares that Winston will walk through (). The path is divided into 4 areas:

9A.- Suburbs

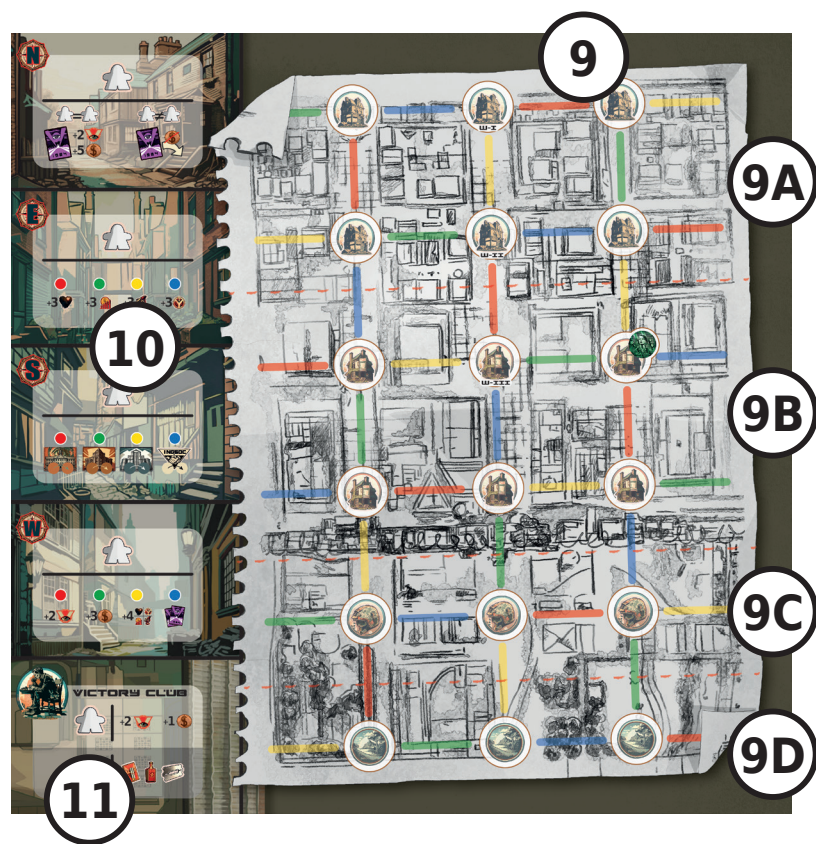
9B.- The Low

9C.- Airstrip 1

9D.- Golden Country

10.- Suburbs. You will take the party members (PM, from now on) to these four spaces, which represent the suburbs of London, in order to obtain certain benefits. They are called: North () , East () , South () and West ().

11.- Victory Club. If a PM remains in the suburbs at the end of the player's turn, they must take it to the Victory Club and obtain the benefit indicated there. If it is a prole (grey PM), you must leave it out of the Club in the designated positions for proles.








Attention: $2+2=5$. At any time during the game in which you must use \$, VP, Party influence or cards, if you lack any of these resources, you must complete the contribution in the order indicated by the space $2+2=5$ (e.g.: you have to pay 5 VPs because of the action of another player's card, and you only have 3 VPs. Consequently, you must reduce your wealth track (\$) by 2, or, if you don't have enough, reduce your Party influence, and so forth). $2+2=5$, cannot be used to pay for actions, it is only used when the Thinkpol must pay for a game circumstance and does not have enough resources on their Telescreen.

TELESCREEN


The Telescreen board is the players' individual board.

The colour of each Telescreen represents each player, as well as the colour of their rat tile (as a counter in Room 101) and own cubes. You will find the following elements on your Telescreen:

1.- Four Party influence tracks (Love , Plenty , Peace  and True ) and one wealth track () with levels ranging from 0 to 14, identified by icons. The position of the cube of each track indicates the level of the Thinkpol's influence in the Party. If at any time a player's level of influence or wealth has to go beyond the limit of 14, the remaining influence will benefit the player sitting to their left.





Note: Consider that, for INGSOC, Love actually means Hate, Peace means War, Plenty is Scarcity and Ignorance is Truth.

2.- Vaporization Track (). At each vaporization the ashes marker moves to a new position. You can vaporize a maximum of three PM per Book (I, II, III).

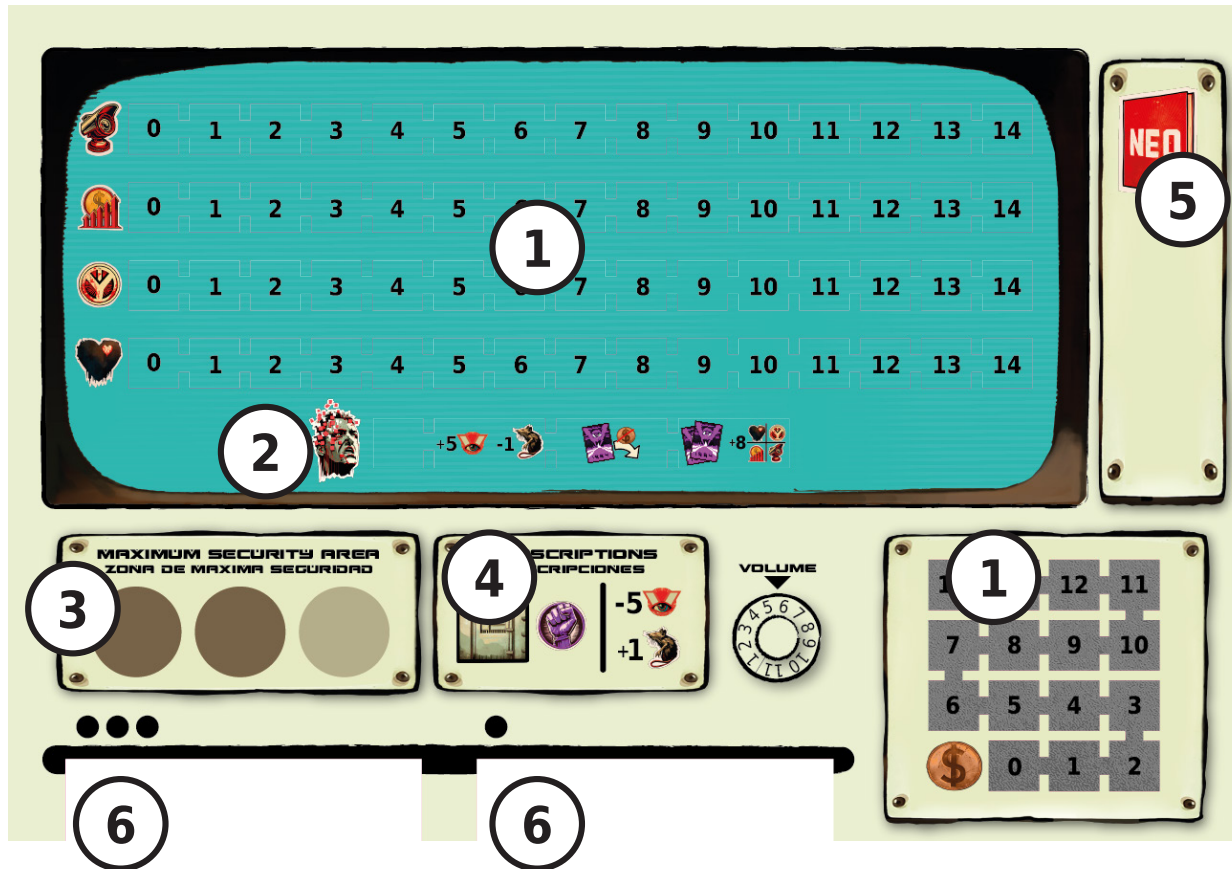
3.- In the maximum security area of your Telescreen there are three spaces where to place PMs. These PMs allow you to take ministry actions, and two more actions that you can only perform with the PMs from this area: INGSOC and vaporization. During each of the phases of the game (Book I, Book II, Book III) you can have up to a maximum of three PM in this area. However, at the end each Book, you may keep a maximum of 2 PM for the next phase and return the remainder to the bag.

4.- Space for Room 101 tile and INGSOC disc, to comply with voluntary subscriptions.

5.- Space for the 11th ed. Newspeak Dictionary.

6.- Put the blue (party orders ) and purple (party actions ) 1984 cards in these spaces when playing them.




7.- Leave a free space in your playing area to stack face down, next to the Telescreen, the 1984 cards that you will keep in your own discard deck.

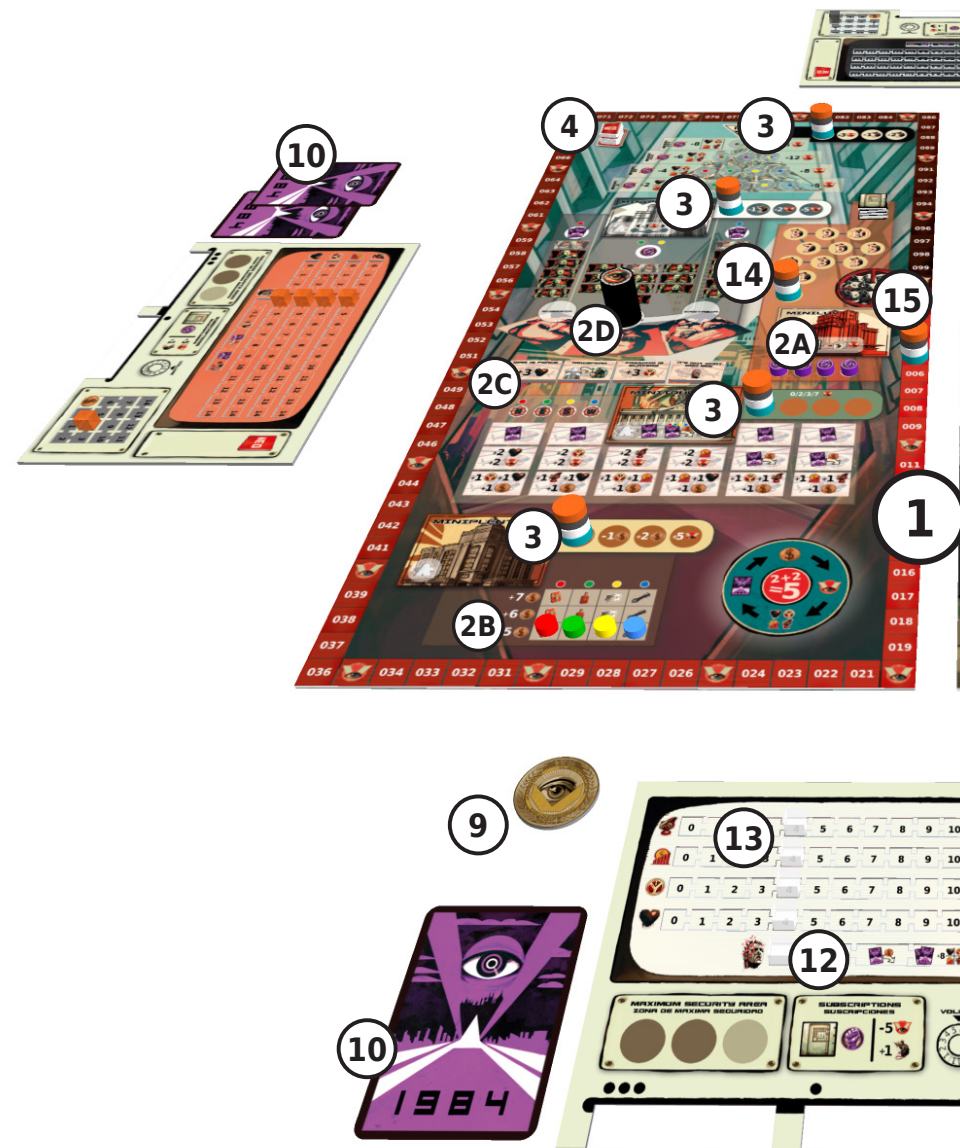


Note: One of the most precious schemes of authoritarianism is absolute arbitrariness; the defencelessness in front of the power is total. In this game, the author wanted you to feel a little of that defencelessness: sometimes you may feel frustrated when an event or another Thinkpol breaks your strategy. Prepare yourself for that eventuality as best you can.

OCEANIA MODE (BASIC)

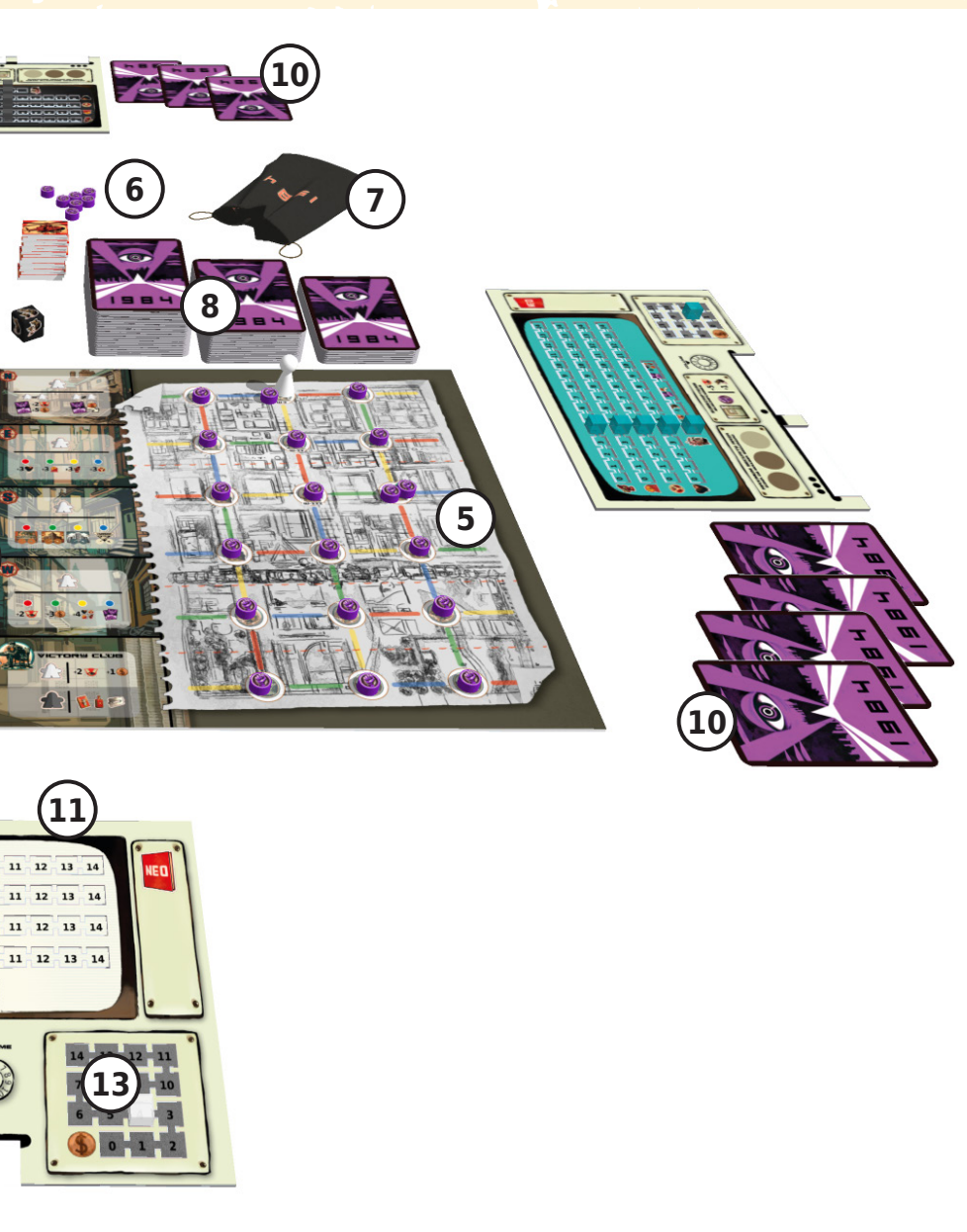
SET UP

- 1.- Place the game boards within reach of each Thinkpol.
- 2.- Place the following elements on the ministry spaces of the game board:
 - 2A.- In Miniluv: four INGSOC disks and as many Room 101 tiles as there are Thinkpols in play.
 - 2B.- In Miniplenty, place the four disks of plenty on the \$5 space.
 - 2C.- In Minitrue, place four banners face up in their reserved space. Leave the rest in a pile, face down, near the board.
 - 2D.- In Minipax, place the black hate marker  on the central space (Hate to Goldstein).
- 3.- In Miniplenty, Minitrue, Minipax and INGSOC, place a disc from each player on the leftmost space of each track (left position).
- 4.- Place as many tiles of the Newspeak Dictionary 11th ed. as there are Thinkpols in play on the Newspeak space of the game board.
- 5.- On Winston's path, place one INGSOC disc () on each of the spaces marked on the game board (squares) and two on Mr. Carrington's place. Place Winston () on the initial space of the path (W-I).



- 6.- Make a pool within the reach of all players with the remaining INGSOC disks.

- 7.- Put the 25 party members and the two proles in the cloth bag. In games with two or three players, draw a PM from the bag for each square of the 2 Minutes Hate's area, and place it on the first space.



8.- Separate the 1984 cards from the others that are not used in the basic mode. Divide the 1984 deck according to the Book indicated on the cards (Book I, II, III). Shuffle each deck separately.

9.- Give the coin (First player) to the Thinkpol who have read G. Orwell's 1984 most recently.

10.- Deal clockwise, from the deck of 1984 cards, Book I: 1 card to the first player, 2 cards to the second player, 3 to the third and 4 to the fourth.

- Each Thinkpol receives -

11.- A Telescreen.

12.- A cube of their colour in the initial space of the Telescreen ash track.

13.- Five cubes of the colour of their Telescreen that they place on each party influence track (Love, Truth, Peace, Plenty) and the Wealth track (\$), at the level equal to the number of Thinkpol in play: level 2 in a two-players game, level 3 with three players, and level 4 with four players.

14.- A rat disc of their colour that they place on space 1 of the double think track in Room 101 next to Miniluv.

15.- A disc of their colour that they place on the first V space (5 VPs) of the victory points track.

Attention: *The Inner Party's members, purple, are endowed with privileges that other members of the outer party do not have. In the game they will act as a wild card colour: the active player will determine in each case what colour it represents. The proles, in gray, are not affiliated to the INGSOC, but for the purposes of these rules we will refer to them as party members (PM). As in the novel, the proles play a very limited role in the game.*

SEQUENCE OF PLAY

1984 is played in three phases called Book I, Book II and Book III, with different turns.

During their turn, each player will take two actions, after which they will take, if any, the PMs in the suburbs to the Victory Club. The turn will then pass to the player sitting to their left.



Note: *PMs tend to spend most of their time after work at the Party clubs. Going to the Victory Club gives an advantage to the player who carries the party members, (PMs). If it's a prole, he will stay outside the Club, at the entrance.*

A Book (I, II or III) ends at the end of a round, if any of the following occurs:

- Two of the three squares of the 2 Minutes Hate's area (Eurasia, Eastasia or Goldstein) are fully occupied by PMs.
- The row of the INGSOC of the Book in play is full of PMs: the first row (bottom) in Book I, first and second rows in Book II, and all the rows in Book III.
- There are less than two PMs left in the bag.

Before moving on to the next Book, or ending the game in Book III, the players must make the voluntary subscriptions and score the results of the Ministry and INGSOC track (p.22 end of phase).

At the beginning of each new Book (phase) the player holding the coin will pass it to the player sitting to their left, becoming the new starting player.



ACTIONS

On their turn, each Thinkpol must take two actions out of the 8 possible. These two actions must be different from each other, except for the actions "draw 1984 cards" and "play a 1984 card".

They will end their turn by taking the party members (PMs) that are still in the suburbs to the Club (if it's a prole they would leave it at the entrance of the Club).

1- Drawing 1984 Cards

Take two cards from the 1984 deck and put them in your hand. The other players, in turn order, also draw a 1984 card. Remember that this action can be repeated in the same turn.

The player's hand may not exceed eight

cards. If a player had to receive more cards than allowed, these will go to the hand of the Thinkpol to their left.

When the deck runs out, reform one with the discarded cards to continue playing.

Thinkpol Iris decides, as her first action, to draw two cards from the current 1984 card deck (Book I) and add them to her hand without showing them. The other Thinkpols, on turn order, draw a 1984 card from that deck and add it to their hand.



She still wants more cards, so as her second action, she draws two cards again from the current 1984 deck. The rest of Thinkpol draw a card from that deck. Iris' turn is over since she has taken her two actions.



2- Playing a 1984 card

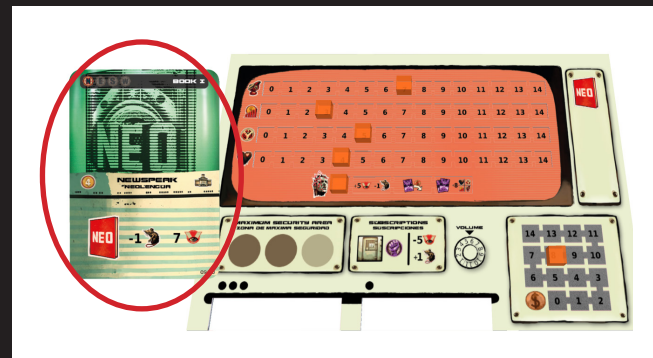
Decrease your wealth counter on your Telescreen by as many levels of \$ as the 1984 card indicates, in order to perform the action described on it.

Then:

- If it is a Ministries (black) or a Room 101 (red) card, place it face down next to your Telescreen forming a deck of used cards (own discard pile).
- If it is a party Action (purple) or party Order card (blue), place it face up under the Telescreen.

! **Attention:** Playing a card, as well as drawing cards, are the only actions that can be repeated in the same turn.

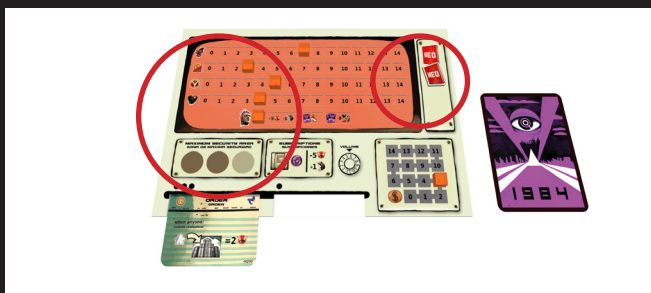
Thinkpol Retina wants to use the action of two of the 1984 cards in her hand.



· As her first action she pays \$4 (decreasing her wealth counter), to play the 1984 Ministry card “Newspeak Dictionary”. She places a Newspeak tile on her Telescreen, thus indicating that she has already played this card (you may obtain only one Newspeak tile per Book) and she puts the card face down in her 1984 own discard pile in her play area. She will score it at the end of the game.



· She then takes her second action by playing a new card. In this case, she pays \$1 (decreasing her wealth counter) for the purple Party Orders card “Big Brother is watching you”. This card allows her to gain 2 VPs each time a Thinkpol, including herself, takes a PM to Minipax. She places it face up under the area indicated by her Telescreen.



Retina is aware that this card is subject to thoughtcrime and must be

careful not to forget to apply it.

3- Suburbs

To perform this action you must follow these steps:

1. Discard a 1984 card from your hand and place it on the 1984 discarded cards area. The discarded card must have the icon that allows you to bring a PM to the suburb on the game board with the same icon (N, E, S, W). If the card shows more than one icon, you have to declare which one you choose before executing the second step.

2. Randomly draw two PMs from the bag. You must place one of the PMs on the indicated space in the suburb you have chosen, and the other one on your Telescreen, in your maximum security area.

3. Receive the benefits of the suburb you have placed the PM on, unless it is a prole.

Attention: *if one or both PMs are grey, they will not be very useful to you: you must place them on their special area (next to the Club entrance) in the Victory Club, without expecting any benefit indicated in the suburb. The player who has carried out the action must then take a Razor Blade, Victory Gin, or Victory Tobacco card, from the 1984 cards' deck. To do so, they will discard 1984 cards one by one, until they find one, that they put in their own discard pile (without paying it). In this case, place your other PM in the maximum security area of your Telescreen.*

4. Move Winston through the suburbs and outskirts of London (Winston's path):

- If the colour of the party member (PM) you have decided to place in the suburbs matches the colour (red, blue, green, yellow) of a street adjacent to Winston's current position on the path, he then must follow that stretch towards the next Square on the path.

- If the PM is a member of the Inner Party (purple) you can move Winston, from his current position, one stretch in the direction you want.

- Winston does not move if the PM is a prole.

Example: Winston is on a square with several adjacent streets, and one of these is red. If the PM placed in the suburbs was red, Winston will move one space towards the new square following this red street. Winston can move towards the Golden Country, but may also go back if the colour of the street indicates so.

If Winston ends his move in a space (square) with a INGSOC disc, or two in the case of Mr. Carrington's room, the active Thinkpol takes it (them) to their personal pool.

Attention: When you finish your turn, take all the party members (PMs) still in the suburbs to the Victory Club and receive only one Club advantage, regardless of the number of PM you move (see p. 2 in "the book"). If it is a prole, take it to the spaces next to the Club entrance (proles will receive blade, gin, or tobacco cards from the 1984 deck).

For her First action, Thinkpol Córnea decides to take the suburbs action.

1. She first discards one of the 1984 cards she has in hand, onto the game board's discard pile, revealing the icon of the suburb to which she has decided to take a PM (N, E, S, W).

- She then draws two PM from the bag. She chooses one of the two PMs she has drawn (in that case the blue one) and takes it to suburb E (as the 1984 card indicates) and places the other PM (red) in the Maximum Security Area of her Telescreen.





· The blue PM in the East suburb (E) allows her to increase by 3 her Peace Party influence on her Telescreen. She moves the counter from level three to level six on the Peace Party influence track.

2. She then checks if Winston has to move along Winston's path. Since W, at that moment, is in a suburb's square adjacent to a blue street (the same colour as the blue PM), she leads him to the next square following that street.



· As there is an INGSOC disc on that square, Thinkpol Córnea puts it in her personal pool, next to her Telescreen. In the basic mode (Oceania), her turn ends here.



3.- Advanced mode only – London: She reveals a card from Winston's deck and shows its effect to the rest of the Thinkpols. Bad luck for everybody: the card says that all the Thinkpols must lose \$3, so they must move their counter three spaces back on the wealth track (\$) of their respective Telescreens. Place the Winston card face up in a discard pile next to the Winston deck.

4- Ministries

With this action, you can take an available PM currently in a suburb, at the Club or in the maximum security area of your Telescreen, to a ministry. You can only bring one PM to the same ministry on your turn.

Each ministry is considered a different action. Therefore, you may carry out two ministry actions on your turn assigning different PMs to different ministries.

Place the PM in the indicated space:



4.1- Miniluv

- Take a Room 101 tile and put it on your Telescreen.
- Take an INGSOC disc of the same colour as the PM.
- Roll a die and subtract as many VPs as rats appear in the result. The die shows one, two or three as a result.

! **Attention:** you can take the Miniluv action only if a Room 101 tiles remains there, and the PM's colour matches with the space containing an INGSOC disc.



4.2- Miniplenty

- Raise your level of Wealth **\$** according to the colour of the PM and the column indicated by the Plenty counter.
- Move that Plenty counter to a higher value: from \$5 to \$6 or from \$6 to \$7. If it's already at \$7, lower it to \$5
- Move your colour counter one space to the right on the ministry track.



4.3- Minitrue

- Take a 1984 card from the deck. Based on the PM's colour, play a 1984 card from your hand that contains the suburb icon (N, E, S, W) corresponding to the colour, without paying the cost.
- Take one of the available banner tiles and bring it to the game board's proclamation area. Get the benefit indicated on the banner tile and on the proclamation space you occupy.
- Fill the available banner space with a new banner tile from the supply.

- Move your colour counter one space to the right on the ministry track.



4.4- Minipax

- Receive the bonus according to the colour of the PM (INGSOC disc or two 1984 cards).
- If the PM's colour is different than the colors indicated by the current hate, move the hate counter to the square that matches the PM's colour and gain 3 VPs.
- Move your colour counter one space to the right on the ministry track.

At the end of any ministry action, the PM will immediately occupy the space of 2 Minutes Hate's square indicated, at that moment, by Minipax.

! **Attention:** *If the 2 Minutes Hate's square where you have to put a PM is filled, move it to any other square that has space to house it. Remember that a Book can end up at the end of the round in which two 2 Minutes Hate's squares are completely occupied by PMs.*

As her second action, Thinkpol Córnea has decided to take a Ministry Action, and she then takes the red PM, which is in her maximum security area on her Telescreen, to Minipax, on the indicated space of the game board.

- 1.- The PM being red, she draws two cards from the 1984 deck and keep them in hands.



- 2.- She then checks if having taken the PM to Minipax has provoked the hate to change place, which is the case: the black Hate disc was on the hate towards Goldstein's square, so it has to be moved to the hate towards Eurasia's square, and she thus gain 3 VPs.



3.- There is still room to receive new PMs In Eurasia, so Thinkpol Córnea has to take the PM from Minipax to the Eurasia's 2 Minutes Hate's square.



4.- She eventually moves the disc of her colour to the left, from its current position, on the Minipax track.



She ends her turn by taking the blue PM from the Eastern Suburb to the Victory Club, scoring 2 VPs and increasing her level of Wealth (\$) by 1.



Attention: You can only take the next two actions, *INGSOC* and *Vaporization*, if you have a PM on your Telescreen.

5- Ingsoc

- Take a PM from your Telescreen's Maximum Security area to an empty space of the *INGSOC* Party on the game board.
- Decrease the necessary levels on one or more of the party's influence tracks (2, 4, 6 or 8).
- Discard an Ingsoc disc.
- Score the indicated VPs depending on the Ingsoc row you have occupied.
- Move your marker on the Ingsoc track.

The position of the PM in the *INGSOC* must meet these two requirements:

- 1.- It must match the colour of the space reserved for the PMs
- 2.- It must match the rows of the Book in play: the first (bottom) row in Book I, and either the first and second rows in Book II. You are not allowed to occupy a space of Book II if Book I is not filled yet.



As her second action, Thinkpol Pupila has decided to take the yellow PM, currently in her Maximum Security area, to the INGSOC's core.



- 1.- Since it is on row 1 (Book I), she must pay two level from her Telescreen's influence track. She decides to decrease one on the Love track, and another on the Truth track.
- 2.- She then places one of her Party ideology disc from her personal pool to the general one.
- 3.- She receives 5 VPs.
- 4.- Finally, she moves the disc of her colour on the INGSOC track (from left to right). At the end of the Book in play, she will receive what indicates the final position of her disc on the INGSOC track.



6- Vaporization

- Take a PM from your Telescreen back to the bag, move the ashes disc to the first place of the vaporization space indicated on your Telescreen, and gain its benefit. In further vaporization actions, move the ashes disc to the next places and gain new benefits:

The first vaporization grants you 5 VPs and allows you to decrease one level on the Doublethink track.

The second vaporization allows you to play a card as an extra action, without paying its cost.

The third vaporization allows you to draw two 1984 cards, and move up 8 spaces distributed among the influence tracks.

Attention: During the game, any vaporized (or eliminated by some card effect) PM must be put back into the bag. As well, at the end of Book I and Book II, you will put back into the bag the proles that are around the Victory Club and all the PMs that are on the 2 Minutes Hate's area.

7- Party actions

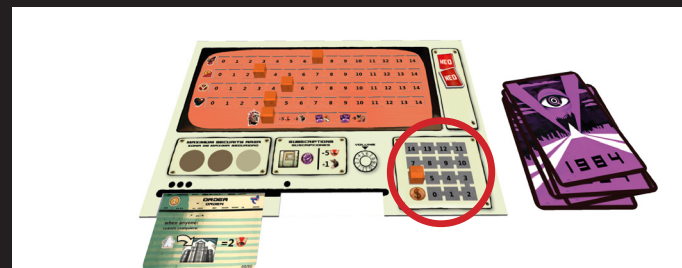
You may perform this action if you already have a Party Action card in the dedicated space of your telescreen. The Party Action cards grant you new improved actions that you may take instead of one of the basic actions we have just

described. Note that each Party Action card can be used only once per turn. Thus, in your turn, you may use a maximum of two different Party Action cards in your two available actions.

As her second action, Thinkpol Iris decides to use the effect of the Party Action card she gained in a previous turn and which is available below her Telescreen, instead of taking one of the basics actions. Her Party Action card, named INGSOC, allows her to immediately draw 4 cards from the 1984 deck, thus ending her turn.



Thinkpol Retina needs to increase her level of Wealth and, for her first action, she decides to discard face down three 1984 cards from her hand, and she immediately increases her level of Wealth by 3.



8- Salary

· Discard as many 1984 cards from your hand as you like and increase your level of Wealth by one on your track for each discarded card. Put these cards face down on the game board's space dedicated to the discarded 1984 cards.



END OF PHASE (BOOK I, BOOK II, BOOK III)

When a Book ends, and before going to the next one (Book II or Book III), or at the end of the game (Book III), the players have to follow these steps:

1- Voluntary subscriptions:

Every Thinkpol has to check if they have complied with the 2 voluntary subscriptions shown on their Telescreen.

Voluntary subscriptions are not compulsory, but you'll have to subtract 5 VPs and increase your level of Doublethink in Room 101, moving your rat tile, by one for each unfulfilled required subscription.

These are the subscriptions:

1.1- you must have gained one Room 101 tile in Miniluv (Ministry action).

1.2- you must have kept a INGSOC disc in your personal pool.

If you have satisfied the voluntary subscriptions, return the Room 101 tiles and one INGSOC disc, to the general supply.

If not, subtract 5VPs and increase the Doublethink counter in Room 101 by one level, for each unfulfilled subscription.

2- Counters

Every Thinkpol must check the position of the disc of their colour on the Ministry and INGSOC tracks. These tracks add or subtract VP, wealth (\$) or move the position of the rat tile on the doublethink tracks.

You must count them in this order: Miniplenty, Minitrue, Minipax, and INGSOC tracks.

Book I has ended with two Minutes Hate squares being completely filled. Each Thinkpol checks their voluntary subscriptions and their position in the Ministry and Ingsoc counters. Thinkpol Pupila has the Room 101 tile on her Telescreen, so she has made that subscription. However, she does not have any Ingsoc ideology discs left in her personal pool and therefore loses 5 VPs and must move her rat counter one more position.



She then checks the Ministry and Ingsoc tracks:

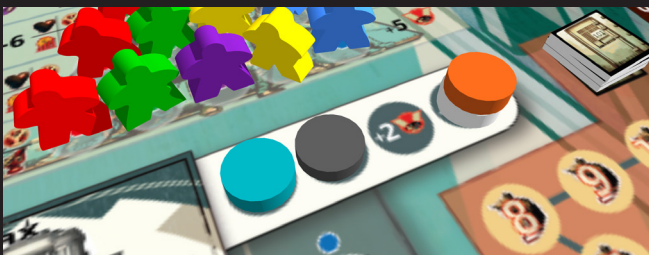
1.- In Miniplenty her marker is in third position, so she loses \$1



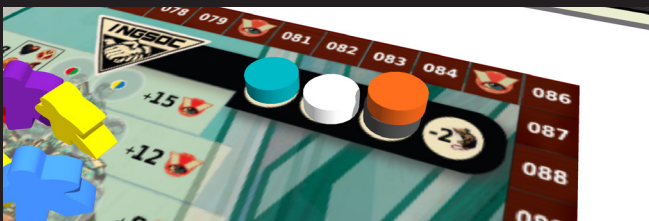
2.- On the Minitrue track, her marker is in the second position and she is the most advanced player. She receives 7 VPs which she scores on the VP track on the game board.



3.- In Minipax her disc is in the fourth position on the track, requiring her to adjust her doublethink marker by +2. She thus moves her rat tile two more spaces.



4.- In Ingsoc her disc in the fourth position on the track, so she subtract 1 VP on the victory point track.



NEXT BOOK SET UP (BOOK II, BOOK III)

1- Each Thinkpol on their Telescreen:
· can keep up to 2 PM, and has to put the rest back to the bag
· places the ashes disc to its initial position of vaporization
· put, if they have got one, the tile of the 11th ed. of the Newspeak Dictionary back on to the game board.

2- On the game board:
· Put Winston on the position WII at the beginning of Book II, or on WIII at the beginning of Book III on Winston's path. He will start moving from this position.
· Put the player's disks on the first position on the Miniplenty, Minitrue, Minipax and INGSOC tracks.
· Take all the PMs from the 2 Minutes Hate's area and the proles next to the Victory Club back to the bag.
· In 2 or 3 players games, put on each 2 Minutes Hate's square one PM or prole randomly taken from the bag.
· Prepare the next 1984 deck: add to the current deck the cards of the new Book and shuffle (don't add the discarded cards). If this deck runs out during this Book, take all the discarded 1984 cards, shuffle them and form a new deck face down to carry on playing.

All other items and PM on the game board remain the same.

At the end of Book III and after the Book's final phase (voluntary subscriptions and tracks), the game ends and the final scoring takes place to determine the winning Thinkpol.

FINAL SCORING

In order to get their final scoring, the players:

1. Apply the doublethink track reductions obtained by their Newspeak cards
2. Subtract 2 VPs for each position their rat tile occupies on the doublethink track in Room 101.
3. Add to their score:
 - The victory points (VPs) granted by the Ministry cards kept next to their Telescreen.
 - As many VPs as the value of the lowest level of influence on their Telescreen.
 - As many VPs as the value of their highest level of influence on their Telescreen.

The player with the most victory points (VP) wins the game.

In case of a tie, roll a rat dice and the Thinkpol with the lowest result is declared the winner.

Thinkpol Pupila collected 50 VPs during the game.



1.- She has got 2 newspeak cards, thus she moves her rat disc two spaces backwards on the doublethink track, from 6 to 4.



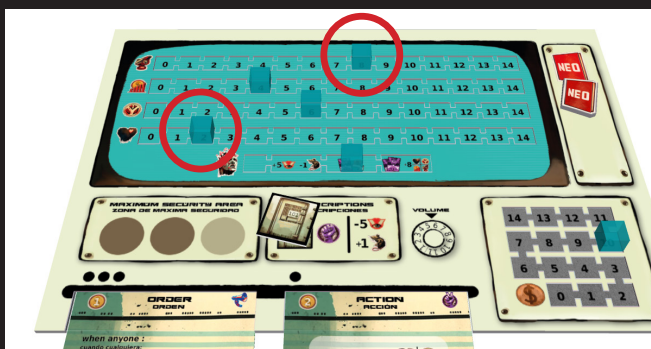
2.- Since the rat disc of her colour is at level 4 on the doublethink track, she subtracts a total of 8 VPs (2 VPs for each space her rat tile have moved on the track).

3.- She has 12 cards in her personal discard pile, but only the Ministry cards provide points: 14 VPs for two Newspeak cards, 10 VPs for the two "Victory Gin" and the "Razor Blade", and 4 VPs for the "Propaganda" ministry card (since there are eight banners on the game board placed in the Proclamation spaces at the end of the game). Therefore, she adds 28 VPs to her score.



4.- Pupila's Love influence track is the least advanced one (level 2), therefore she adds 2 more VPs

5.- Pupila's Truth influence track is the most advanced one (level 8), therefore she adds 8 more VPs.



Pupila's final score is 80 VPs (+50 VPs during the game, -8 VPs because of doublethink, +28 VPs from the ministry cards + 10 VPs from the influence)



LONDON MODE (ADVANCED)

The London Mode (Advanced) is the recommended mode for the full 1984 experience and modifies the Oceania game in the following aspects.

SET UP

Shuffle and place the Winston's deck face down next to the game board.

DURING THE GAME

During the suburbs action:

If the Thinkpol has picked up an INGSOC disc during Winston's path, they draw a card from the Winston's deck and apply its effects depending on which area of the path Winston is in at the end of his move (Suburbs, the Low, Airstrip 1 or Golden Country). They then discard it face up next to the Winston's deck.



Note: *Keep in mind that the closer Winston gets to the Golden Country, the more damaging the effects of the cards tend to be.*

END OF GAME CONDITIONS

The game ends when the Oceania's end of game conditions are met (p24), but also if Winston reaches the Golden Country and a Winston card with the world WIN is drawn: Winston triumphs over the Party and manage to commits suicide keeping his conscience free. In this case, regardless of the book in play, the game ends at the end of the round and the final scoring takes place.

FINAL SCORING

Before calculating the final score, players who have exceeded 101 VPs increase the level of the Doublethink track by one position for every V reached beyond it.

Next, and in this order, the players:

1- Apply the doublethink counter's reductions of their Newspeak cards.

2- Take the doublethink test in order to reduce their doublethink counter until it reaches zero.

To do this, each Thinkpol must follow these orders:

2.1- Discard INGSOC discs and decrease one level on the Doublethink track for each one.

2.2- Decrease one level each of the four influence counters on their Telescreen in order to decrease one level of Doublethink. They must do that as many times as necessary to bring the Doublethink counter to the lowest level.

2.3- If the level of Doublethink hasn't reached zero yet, roll the die as many times as the level of Doublethink is, and subtract VPs equal to each of the die roll results.

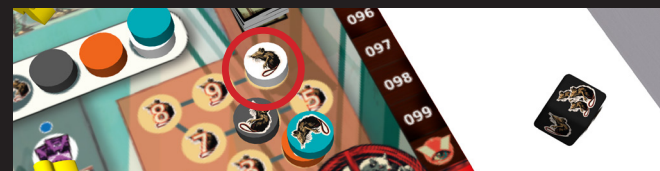
3- Add to your score:

- The victory points (VP) granted by the Ministry cards that you have kept next to your Telescreen.
- As many VPs as the value of the lowest influence track on your Telescreen.
- As many VPs as the value of the highest influence track on your Telescreen.

At the end of Book III, Thinkpol Iris' VP counter is at 118 VPs, which means that she must increase her level of Doublethink by three because she has gone over three of the V markers (one for every five VP she has gained above 101 VP), so she moves her rat tile from level 7 to level 10.



1.- She reduces her level of Doublethink for her 2 Newspeak cards played during the game and brings her rat tile on the doublethink track in Room 101 from level 10 to level 8.

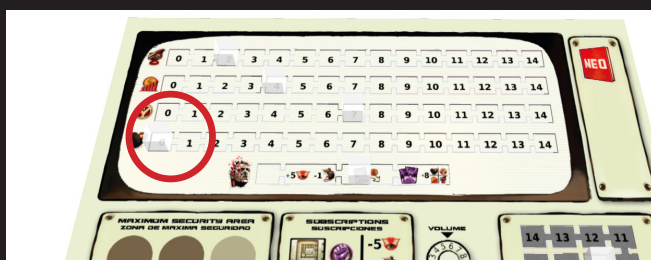


Doublethink test:

- She has two INGSOC disks in her personal pool that she returns to the general pool, which allows her to move her rat tile back up to level 6 on the Doublethink track.



- She now has to reduce the Party influence counters of her Telescreen: she can only reduce 3 levels in each of the four influences, since her influence in Love has gone from 3 to 0, and she cannot continue lowering it.



- Her rat tile is now at level 3 of the Doublethink track. Iris must therefore roll the rat die three times and subtract VPs (one, two or three) for each roll. After the three rolls, Iris has to subtract 6 VPs from the VP

track, going from 118 VPs to 112 VPs.



3.- The Ministry cards she has played during the game grant her 24 VPs, and she now has 136 VPs.

4.- She now adds up the VPs granted by her Telescreen's party influence. The value of her lowest counter (Love) does not grant her any VPs (it is at level 0) and the one at the highest level (Peace), grants her 7 VPs that Iris adds to the VP track.



Iris has a total of 143 VPs and finishes in second place (Iris thinks she should have paid more attention to the Room 101's doublethink track).

BROTHERHOOD MODE [HIDDEN ROLES]

This game mode is designed exclusively for three and four players in London mode (Advanced) games.

You will use the hidden role tiles of the game.

These show the image of a Thinkpol except for one in which the Thinkpol asks for silence. If you have that role, consider that your Thinkpol actually belongs to The Brotherhood and that Winston's triumph is your triumph against the system.

The changes regarding the London game mode are as follows:

SET UP

- 1- Take as many hidden role tiles as Thinkpol you are, plus one Thinkpol asking for silence. Mix them face down.
- 2- Each Thinkpol draws a tile, looks at it, and keeps it until the end of the game without revealing it to the other Thinkpols.
- 3- Discard the remaining tile to the game box, without revealing it.

END OF THE GAME

The end of game's condition are the same as in London mode.

Besides:

A.- If Winston manages to commit suicide, the Mentapol with the role of the Brotherhood member immediately wins the game.

B.- If Winston has not managed to commit suicide, the Mentapol with the Brotherhood role must be deducted -10 VP from the final score.



O'BRIEN MODE

[SOLO]

The solo game uses the same rules as the London mode (advanced), except for some exceptions that we explain below.

SET UP

- 1- Set up the game board as for 2 players.
- 2- Take a Telescreen and place your Party Influence and Wealth (\$) counters on level two.
- 3- Take another Telescreen for O'Brien and place his influence and \$ counters on level two. These counters will not be moved throughout the game, but will be used with some Winston or 1984 cards.
- 4- Place a disc of ashes in its initial position on each Telescreen
- 5- Create a single deck with the 1984 cards (books I, II and III) and mix them up.
- 6- Deal 1 card to O'Brien (always face down) and 2 to yourself, from the 1984 deck.
- 7- Put Winston's deck next to the board.
- 8- O'Brien will play first in Book I and Book III.

SEQUENCE OF PLAY

The game takes place in 3 parts, Book I, II and III. The book-end and game-end conditions are identical to that of the London game mode.

To perform its two actions, O'Brien's artificial intelligence is activated in this way:

- 1- Reveal a card from the game deck (note that in solo mode the deck is made up of all the 1984 cards).
- 2- Execute one of the actions for O'Brien based on the revealed card: take cards, draw cards, ministries, vaporize or Ingsoc.
- 3- Reveal a second card from the deck for O'Brien's second action
- 4- Execute one of the actions for O'Brien based on the revealed card.

At the end of each book, and in this order, the Thinkpol and O'Brien must:

- Pay voluntary subscriptions (player and O'Brien).
- Score the Miniplenty, Minitrue, Minipax, and INGSOC tracks (in that order).

At the start of Book II or Book III:

- The Thinkpol must discard the PMs on his Telescreen that exceed the maximum allowed (2 PMs).

- Place the Miniplenty, Minitrue, Minipax, and INGSOC counters at their starting positions (on the left of the track), for both the player and O'Brien.

- Add the discarded cards to the 1984 deck and shuffle them.

- Return the PMs of the 2 Minutes Hate's area and the proles at the Club's entrance, to the bag.

- Place the indicated PM for two players in the 2 Minutes Hate's area.

- Place Winston in his starting position on Winston's path for that book.

RULES FOR THE THINKPOL

You are a Thinkpol with hidden aspirations. Your challenge will be to take O'Brien's place at INGSOC, controlling doublethink, but:

- If you get Party order or Party action cards, you must immediately discard them. They will be of no use in your hand and you will not receive any replacements.

- If you get an INGSOC disc by moving Winston in the suburbs action, O'Brien will also get one from the general supply.

- The effects of Winston cards are applied to both players (Thinkpol and O'Brien).

On cards that require to compare levels of influence, O'Brien always keeps his starting level on all of his tracks.

RULES FOR O'BRIEN

O'Brien is a Thinkpol with great influence in the Inner Party. O'Brien is completely loyal to INGSOC. Thus:

- He does not need influence and, therefore, neither receives nor loses some. In any situation in which he must gain or spend influence, he simply ignores it and keeps it at its starting level.

- He doesn't need wealth, he has got whatever he wants. He never pays for anything. He keeps his \$ level at its initial position.

- When he receives wealth (\$), he transforms it into Victory Points (never the other way around).

- He can repeat any action on his turn, he deserves our respect.

- O'Brien's hand must not be consulted during the game, until an action requires it.

- He has no limit of cards in hand.

- He never rolls the die for Room 101.

- For actions with PM, if it's a prole, O'Brien loses the action and places it in the reserved space next to the Victory Club. He receives a card from the deck that goes to his

hand.

- If his score exceeds 101 VPs, he must move the Room 101 tile of his colour on the Doublethink track: one level for every 5 VPs.

- During the final scoring of the game, his doublethink counter in Room 101 will grant him 2 VPs per level, unlike the Thinkpol, which will have to take the doublethink test.

! **Attention:** *Play your turn normally, although it may not make sense to use some cards, since O'Brien neither loses influence nor money. Think about using them more effectively in the suburbs action.*

O'BRIEN ACTIONS

O'Brien plays 2 actions on his turn. Each of them is determined by the top card of the 1984 deck that shows the action he will take (at the end of his turn both cards must be left in the 1984 cards' discard area):

1- Drawing cards (room 101 cards from book III)

From the 1984 deck, take 2 cards for O'Brien's hand and 1 card for you.

Remember: if you draw Party action or Party order cards, you must discard them without replacement. O'Brien also receives a 1984 card, when the Thinkpol takes the Drawing Cards action.

2- Playing a card (ministry cards from book II)

- Reveal the top card of O'Brien's hand (if he doesn't have any, take one from the 1984 deck):

- A- If it is a Party action or Party order, score 3 VPs for O'Brien.

- B- If it is a Room 101, score 2 VPs to O'Brien

- C- If it is a Ministry, he will score it at the end of the game.

In all cases, keep the card in the O'Brien's discard pile.

Newspeak: O'Brien gets the Newspeak Dictionary tile, only the first time he plays the corresponding card in a book. If he reveals another Newspeak card in the same book, he discards it to the general discard pile and the action is lost.

3- Miniluv (party action cards)

- Draw a PM from the bag, and perform the Miniluv action.

- O'Brien gets the Room 101 tile and the INGSOC disc based on the colour of the PM. If it is a member of the Inner Party (purple), O'Brien gets the INGSOC disc from the pool. If there are none of them (INGSOC disc nor Room 101 tile), O'Brien does not perform the action.

- Finally, take the PM to the 2 Minutes Hate's area.

Attention: *O'Brien can go to the Ministry of Love more than once during the same Book and deprive you of the Room 101 tile that you need for the voluntary subscriptions.*
BE CAREFUL!

4- Miniplenty (ministry cards from book III)

- Draw a PM from the bag, and perform the Miniplenty action.
- O'Brien gets as many VP as \$. If the PM is a member of the Inner Party, he gets 5 VPs.
- Afterwards, move on the Ministry track and take the PM to the 2 Minutes Hate's area.

5- Minitrue (room 101 cards from book II)

- Draw a PM from the bag. Regardless of the colour of the PM, take the "play a card" action for O'Brien.
- Take a banner from the pool and place it on the first empty space on the board (top left...).
- O'Brien gets the benefits of both the banner and the space (remember \$ = VP). The benefits vaporize, INGSOC, or play a card are obtained by applying the corresponding O'Brien actions.
- Afterwards, move on the Ministry track and take the PM to the 2 Minutes Hate's area.

6- Minipax (party order cards)

- Draw a PM from the bag, and perform the Minipax action.
- O'Brien gets the benefit of the ministry and advances the Minipax counter.
- Finally, take the PM to the 2 Minutes Hate's area.

7- Vaporize (room 101 cards from book I)

A- If O'Brien has NO PM on his Telescreen:

- Take a PM from the bag and place it in the maximum security area of O'Brien's Telescreen.

B- If O'Brien DOES have a PM on his telescreen:

- Perform the vaporize action with that PM, obtaining the benefits
- Move the ash marker to the corresponding space.



! **Attention:** Remember that only three vaporizations per Book are allowed. If O'Brien had to perform a 4th vaporization, the action would be lost.

8- Ingsoc (ministry card from book I)

A- If O'Brien has NO PM on his Telescreen:

- Take a PM from the bag and place it in the maximum security area of O'Brien's Telescreen.

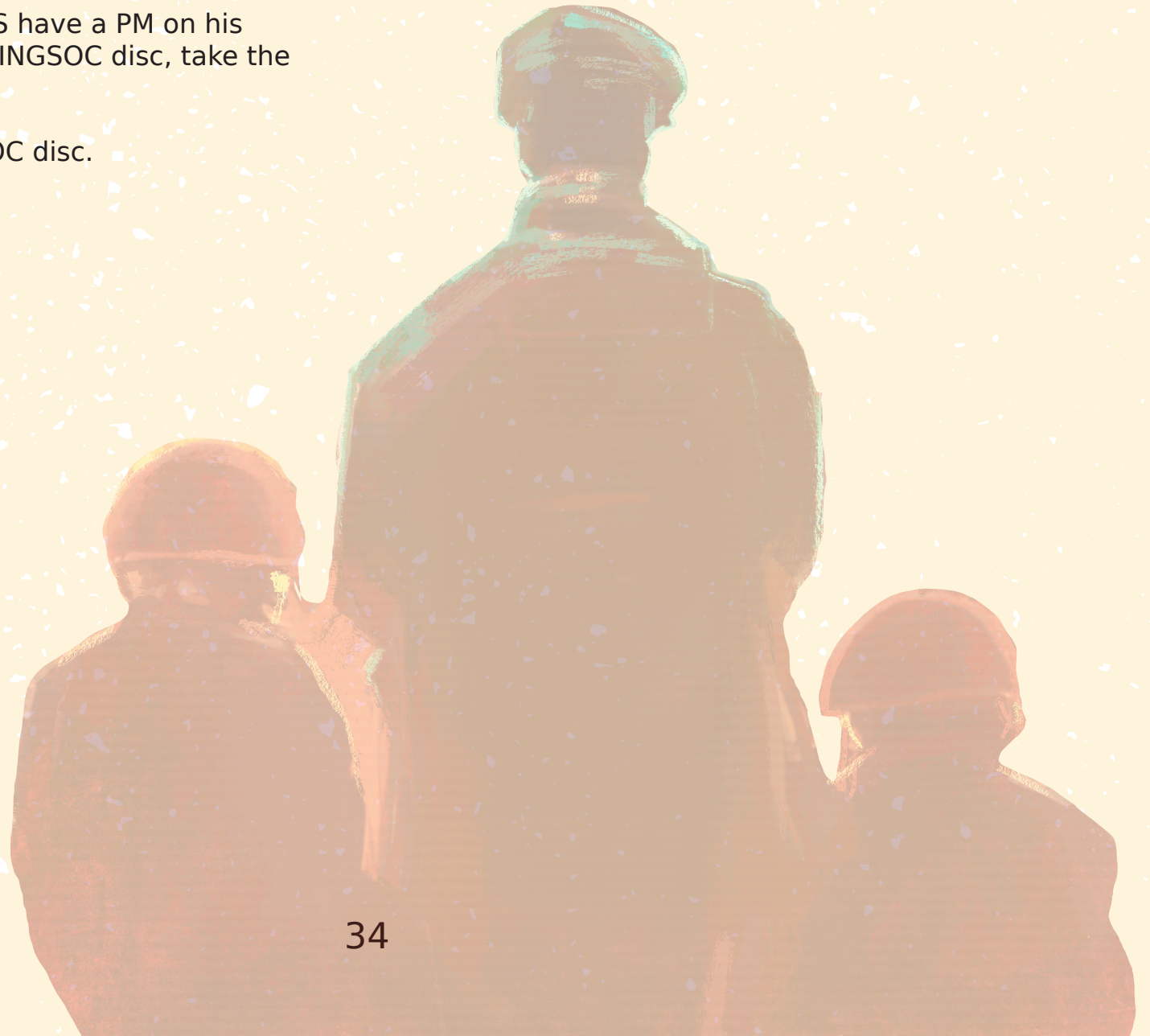
B- If O'Brien DOES have a PM on his Telescreen and also an INGSOC disc, take the INGSOC action:

- Return an INGSOC disc.

- Place the PM in the lowest free space and of the PM's colour in the INGSOC, regardless of the Book. If there is no space, the action is lost. Remember that O'Brien does NOT pay influence.

- Advance the INGSOC counter.

- Finally, take the PM to the 2 Minutes Hate's area



FINAL SCORING

O'Brien doesn't need to take the Doublethink test, he masters it perfectly.

O'Brien adds to the points he had obtained during the game:

- 2 VPs for each level on the Doublethink track after subtracting levels for the Newspeak cards played.
- The Ministry cards' VPs
- 1 VP for each unplayed card from his hand
- As many VPs as the value of the lowest level of influence on his Telescreen.
- As many VPs as the value of the highest level of influence on his Telescreen



Note: *If you want a more difficult O'Brien mode game, give O'Brien more initial influence and wealth (\$) on his Telescreen (up to a maximum of 14).*

On O'Brien's turn:

1- Reveal the top card of the deck (in O'Brien's first action). It turns out to be a red card from Room 101 in Book III, so he will perform the draw cards action.

Draw two cards for O'Brien who keeps them in an unlimited hand, face down and on top of his pile. Then draw a card for yourself.

2- Reveal the next card from the deck for O'Brien's next action. It turns out to be a black Ministry of Book II card, so perform the play a card action:

Flip the first card of O'Brien's hand and score:

- 2 VPs if it is a Room 101 card
- 3 VPs if it is an action or Party order card
- If it is a Ministry card, it will be scored at the end of the game.

Keep it in O'Brien's own discard pile.

