

GULAG: "DICTATORS OF THE PROLETARIAT"

PREMISE: DICTATORS (POLICE/MILITARY/PROPAGANDISTS/DICTATORS)
 PRESERVE ORDER
PROLETARIANS: SEEK ANARCHIC ZONE(FREEDOM)

Ds USE MINIONS + PERSONAL POWERS TO ENSURE ORDER
 Ps ENTER ZONE & BUILD STRENGTH THE FURTHER INTO THE ZONE THEY GO
 Ps SEEK CONSOLIDATION & REACTION AGAINST DICTATORS ONCE POWER BUILT UP.
 LEADERSHIP OF Ps=HIERARCHY
 1)FIGUREHEAD(1ST TO END OF ZONE), ETC.
 -POWERS OF MOVEMENT INCREASE WITH LEVEL IN HIERARCHY

ANARCHIC ZONE: Ps INCREASE POWER HERE
 1ST 3 SQUARES=INCREASE IN MOBILITY
 4TH=CRONY=MULTIDIRECTIONAL 1 MOVEMENT 5TH=LIEUTENANT=1 ADDITIONAL
 MOVEMENT 6TH=FIGUREHEAD=MULTIDIRECTIONAL MOVEMENT 360 DEGREE(QUEEN
 LIKE)+DOUBLE MOVES

MULTIPLE Ps ON 1 SQUARE=MOB(X10 PCS.)=GREATER MOVEMENT(AS A GROUP): CAN
 BE KILLED OFF ONE AT A TIME ONLY; MOVE MORE EACH MOVEMENT(1 1/2X SQUARES)

END GOAL:
 DICTATOR DESTROYED=Ps VICTORY
 Ps DESTROYED=PROLETARIAN VICTORY
 Ps CORRALLED=VICTORY OF Ds(MEANS =FIGUREHEAD KILLED+LIEUTENANT)

5 SPACES='PALACE'

D=IN PALACE GUARDED BY MINIONS(ON SAME SQUARE & ADJACENT SQUARES)
 1ST FEW SPACES
 MULTIDIRECTIONAL MOVEMENT(KING-LIKE BUT 2 SPACES EA. MOVE)

D2(POLICE)=BLOCK Ps(PORES BETWEEN POLICE AND Ps IN 'GULAG' AREA); IF ESCAPE
 CHASE AND KILL/MOVEMENT=BISHOP LIKE

D3(MILITARY)=LAST BASTION: KILL/BE KILLED(CHESS-LIKE)/MOVEMENT= Knight
 movement

D1(PROPAGANDISTS)= P MUST MOVE AWAY FROM PROPAGANDIST TO BEGIN GAME. IF P
 ESCAPES(2 MOVES OF TWO DIFFERENT PIECES/1 MOVE FOR EACH PROPAGANDIST);
 THE 'CIVIL CIRCLE'(8X8 GRID OUT OF WHICH PROPAGANDIST CANNOT GO) THEY
 INITIATE POLICE INTERVENTION. POLICE LAND ON SQUARE OF PROLETARIAN &
 "RETURN TO CIVIL CIRCLE" IF OUTSIDE OF "SOCIETY CIRCLE" 92 SPACES OUTSIDE OF
 8X8 GRID), THEN CHASE AND KILL/MOVEMENT=KNIGHTLIKE

Ps MOVEMENT=MULTIDIRECTIONAL 1 SPACE/ONE SHOT ONE KILL
 to be MOB: numbers on square to represent multiple Ps concentrated in one to enhance power

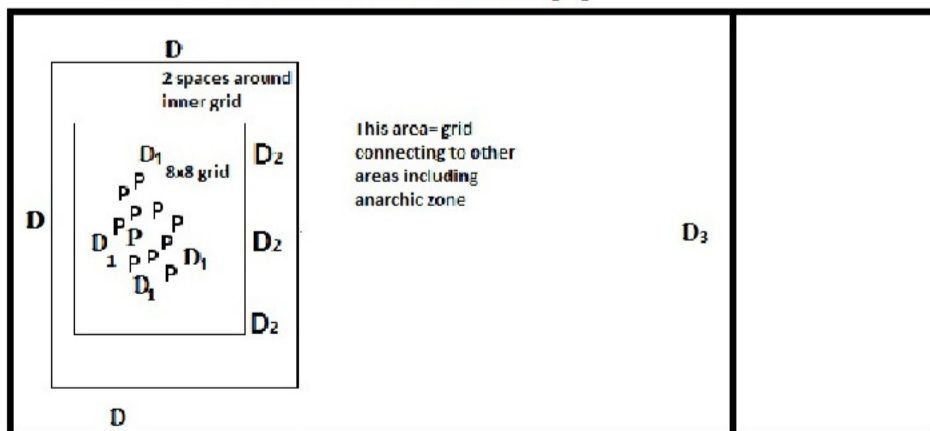
POSITIONING OF PCS.:

Ps= 2 on each square(64) in initial placement
 Ds=3 on periphery of 'PALACE'
 D1=4 sets of 3 surrounding 8x8 inner matrix
 D2=3 sets of 2 along front side of 8x8 matrix
 D3=3 sets of 2 spread evenly along 'ANARCHIC ZONE'

MOVEMENT/VALUES:

Ds= king(absorbs 3 hits)
 D1=queen(3 hit)
 D2=bishop(2 hit)
 D3=knight(1 hit)

GULAG . DICTATORS OF THE PROLETARIAT [D]



PALACE.
 18(DEEP)x 12(WIDE)

D1-PROPAGANDISTS; D2=SECRET POLICE
 D3=MILITARY D=DICTATOR

ANARCHIC ZONE.
 6(DEEP)x 12(WIDE)