

OGONEK

DODATEK DO KOLEJKI

INSTRUKCJA



Dear Players,

In February 2011, the Institute of National Remembrance launched a historical board game entitled "Queue" (Kolejka). The aim of that publication was, first and foremost, to remind the players of the experience of 1980s, which was extremely important for Polish society. The country experienced chronic problems with the availability of food items and general merchandise items. This modern educational tool – using age-old values of a board game – was well received. "Queue" became one of the best known Polish historical board games and was awarded the prestigious title of "Game of the Year" (in Poland). The game also evoked interest abroad resulting in the creation of its international version. The most important thing, however, is that along with the popularity of "Queue", the everyday life of the Polish society under communist control in the 1980s sparked great interest. Younger players asked with disbelief if the situations recreated in the game actually happened only to find confirmation from the older generation who often would recall other queue-related experiences, not included in the game. Both – younger and older players encouraged us to enrich the game with new elements of the shopping realities of the Polish People's Republic.

Responding to these suggestions, we are hereby providing you with "an extraordinary expansion" to "Queue". The game, of course, even a historical one, cannot fully recreate the realities. Our objective is to enable the players to acquire new information while getting to know the most recent history on the board. As was the case with "Queue", the supplement was also developed with great historical accuracy and it reconstructs real mechanisms functioning in the Polish everyday life of the 1980s.

Andrzej Zawistowski, Ph.D.
Director of The Public Education Bureau
The Institute of National Remembrance

INSTRUCTION MANUAL

Due to the social manifestation of support for the “Queue” game and using all improvement schemes provided by all social classes as to the possibilities of introducing alterations and conveniences into the queue reality, we have decided to introduce a new quality into queues. It is our response to the threat of gangs of profiteers and market frauds which constitute a parasitic growth on the healthy tissues of the socialist economy.

“Ogonek” (Line) consists of four expansions to “Queue” Game. One can start his/her adventure with “Line” using all additional elements at once, or by introducing the modifications to the game, step by step and game by game, as you wish.

THE SET FOR SIX PLAYERS

We are hereby announcing that due to the request of male and female citizens, the housing district shops expanded their range of products. However, because of the migration of the working people from villages to towns, the number of citizens willing to purchase products in retail stores has increased, which inevitably led to making the queues even longer. We hereby declare that we shall redouble our efforts aimed at expanding product supplies so that the needs of the socialist society could be realized.

THE ELEMENTS:

5 white playing **tokens**

10 white **queue cards**

10 **product cards** in 5 colors (2 in each color)

5 **product supplies cards** in 5 colors (1 in each color)

1 white **player's aid card**

1 **shopping list card**

Before starting the game, decide if you wish to play an **easy**, **medium** or **difficult** variant and, depending on your choice, place all **product supplies cards** numbered – respectively - “1”, “2” or “3” in the box. Replace the thrown-out cards with **product supplies cards** numbered “4”. In the product delivery phase, reveal three delivery cards.

Before drawing, add the card numbered “6” to the pack of **Purchasing Lists Cards**.

Place two additional product cards of each color on the board with delivery trucks.

All rules of the basic version of “Queue” game also apply to the Six Players variant. All modifications listed below can also be used in the Six Players game.

TRYBUNA LUDU (THE PEOPLE'S TRIBUNE)

Special thanks to Paweł Bródzinski

ELEMENTS: **10 TRYBUNA LUDU CARDS**

The authorities have taken appropriate measures to get rid of profiteering and to guarantee all “citizens” (players) equal access to consumer goods. You can read about the authorities’ initiatives and other important social events in “Trybuna Ludu”.



Before starting the game, divide the deck of **Trybuna Ludu cards** into two piles according to the “I” and “II” markings. Shuffle each part separately and place the unrevealed cards, those marked with “II” and then “I”, on the Board with the delivery trucks, on the square with a broken line.

In each round, after the queuing up phase and before the merchandise delivery phase, “the manager” reveals one **Trybuna Ludu card** and reads its content aloud. Unless indicated otherwise on the card, the described event takes place immediately. After the card has been read, it has to be placed facing up beside the board. Players can look through used **Trybuna Ludu cards**.

The pack of **Trybuna Ludu cards** can be played with for two weeks. On the second consecutive Saturday, all Trybuna Ludu cards should be shuffled and a new pile of cards to be picked from should be created.

LIQUOR STORE

(Note: this expansion available for adults only!)

Special thanks to Tomasz Ginter and Michał Stajszczak

ELEMENTS: 8 VODKA CARDS

A liquor store was opened in the housing estate. In order to undertake activities aimed at limiting its negative social effects, selling alcohol was subjected to certain restrictions. Liquor store goods are rationed, sold solely to adults and only after 1.00 pm.

Before starting the game, take out two vodka cards from the box, picking two cards more than there are players participating in the game (four cards when there are two players, five when there are three players etc.). Then, place them beside the board along the edge, behind the hanging frame – this will be the **liquor store**.



While taking one's place in the queues (also when preparing for the game), the players may visit the **liquor store** and put one of their pawns on a **vodka card**. Since the store will be opened at 1 PM, the players collect their pawns with cards only in the PCT phase.

THE VODKA CARDS HAVE TWO APPLICATIONS:

First: A **vodka card** can be used as a "substitute currency" in the outdoor market. A player who exchanges products at the outdoor market can use a **vodka card** instead of a **product card**.

Hence, it is possible in the outdoor market to exchange one **product card** and one **vodka card** for one **product card** from the outdoor market; to exchange two **vodka cards** for one **product card** or to exchange one **vodka card** for one **product card** with a market trader. The **vodka cards** used for exchange at the outdoor market have to be immediately placed in the **liquor store** beside the board. They will be eligible for sale in the next round.

Second: A **vodka card** can be used to exchange places with a **speculator**. Instead of a **queue card**, the player may play a **vodka card** and place his/her playing token in the same queue on a **speculator** square that will move to the player's former square. A **speculator** must never leave the queue in which he/she is standing. The **vodka cards** handed over to a **speculator** should be placed immediately in the **liquor store** beside the board.

The possibility of using a **vodka card** instead of a **queue card** enables each of the players who play a **vodka card** to have additional turn for playing a queue card. After passing or playing the last queue card from his/her hand, the player cannot play the **vodka card** again up to the end of that particular phase.

At the end of the game, the **vodka cards** are not treated as products and they are not used to settle draws.

NEW QUEUE CARDS

Special thanks to the co-authors of the cards: Katarzyna Borkowska

("That Lady Was Standing behind Me") and Piotr Budzik ("Artificial Crowd" and "A shoddy item").

ELEMENTS: **24 QUEUE CARDS** IN 6 COLORS (4 IN EACH COLOR).

Responding to the ingeniousness of customers and after the necessary intervention of a censor, we have decided to introduce new situations to the queue reality. We are sorry that in the realities of centrally planned economy, the events presented on the cards have happened at all but at the same time we assure you that in the form of a community campaign, we shall do our best to prevent them from happening in the future.

Before starting the game, shuffle both the old and **new queue cards** together. Then, put the first 4 uncovered cards on the designated spot in the center of the board (you can have a discreet look at them beforehand). From among the 10 remaining cards make a pile of unrevealed card to be picked from. On Saturday all "used" **queue cards** and those which were put aside in the center of the board should be sorted according to colors, shuffled and the 4 unrevealed cards should be put aside again (after having a look at them first), and the remaining cards should be placed at the bottom of the pile of cards to be picked from.



“A Shoddy Item” – This card enables the player to put the product selected in a shop on top of any pile of product cards on the delivery trucks board. You can, for instance, move “tinned ham” from a food store onto a kiosk delivery truck. Then, at the next delivery to the kiosk, “the tinned ham” treated in a delivery card as one product from the kiosk, will go not to a food store but to a kiosk. “The Shoddy Item” which will be for sale again as a full value product card. The card cannot be used on the products at the outdoor market. The card is playable also during “Closed for Stocktaking”.

“This Lady Was Standing Behind Me” – This card enables the player to take any of his/her pawns off the board (also the one standing in front of the outdoor market) and to put it behind any of the player’s own pawns in the same or different queue. For instance, having two pawns somewhere in the middle of a queue and holding the “Mother Carrying Small Child” and the “This Lady Was Standing Behind Me” cards, one can jump with one of the pawns to the front of the queue in one turn while in the next, playing “This Lady Was Standing Behind Me” card, move onto two first places in front of the store’s entrance.

“Artificial Crowd” – This card enables the player to move a speculator to the first place of any of the queues. The card is also playable when the presence of the Workers and Peasants’ Inspection (WPI) was detected.

“Hard Elbows” – Playing this card enables the player to take one card from the top of his/her pile of cards to be picked from. Moreover, after playing it, the player has an additional, fourth turn of queue jumping. The card is also playable after the card “Afternoon Sale” has been revealed. In this case, the player will have five turns of queue jumping. The number of the turns can be multiplied, however, by using a vodka card to exchange places with a speculator. The card is invalid if there are no more cards in the pile of the cards to be picked from.

Note: After the end of the game, show the remaining players the queue cards which were not in your piles of cards to be picked from. It is a good moment to blame the random nature of ‘Queue’ for losing.

RANGE OF POSSIBILITIES

ELEMENTS: 10 RANGE OF POSSIBILITIES CARDS (1 EACH
IN EACH OF THE COLORS + 5 TRYBUNA LUDU CARDS).

**Being aware of huge stores of inventiveness
and ingeniousness of the socialist society,
we have decided to give a chance to all our
talented customers who want to contribute to
making the queue reality more colorful.**



The **Range of Possibilities** cards enable the player to create **Queue** and **Trybuna Ludu** cards any way he/she wishes. The basic pack of **Queue** and **Trybuna Ludu** cards may be supplemented by the player's own cards.

CONTEST

**Talk with your parents and grandparents
and learn more about the absurdities of the
Polish People's Republic's economy and
create your own Queue cards and show
them to other people.**



Send photographs of your created Range of Possibilities cards to: karol.madaj@ipn.gov.pl. The most interesting proposals will be awarded every month with IPN board games and then, the best ideas will be tested by the store manager and published - with the author's consent - as additional expansions to the game.

THE COMPLAINTS AND SUGGESTIONS BOOK

.....
There is total chaos in my game box and the game designers are making the confusion greater by introducing a sixth player. How can I know which elements are to be added to the Six Players Game?! Weronika B.

First of all, to put things in order in the box, one should use a plastic container. Secondly, to play the game with the six players variant, one should use the product delivery cards marked "4", shopping list card marked "6" and 10 additional product cards (two in each color). In the remaining variants, the above mentioned cards should be put into the box and bound with a rubber band. White pawns and cards may be selected by the players also while playing the game with a smaller number of participants.

.....
The Trybuna Ludu cards lack clarity. One does not always know what to do after reading a card. Franciszek K.

First of all, a customer should pay attention to what he/she is reading because all information is provided on the card. Apart from this, some cards do not entail any effects, for instance, the "Raid at the Outdoor Market" card in the situation when there is only one card of each particular kind at the outdoor market.

.....
This is a scandal! The State Holiday of 22 July was approaching and the delivery truck driver refused to deliver more products to the store in which I was waiting! Wiesława M.

The driver will be reprimanded. After drawing the Trybuna Ludu Card "22 July" the queue card "Increased Supply" is valid in each shop.

.....
There are no products in the liquor store and the shop personnel pretend they do not know when the supplies will be coming in and they react rudely. Józef W.

The shop personnel may not know when the product will be delivered since it depends on the situation on the board. It may turn out that the vodka cards purchased on the first day will be kept by players at home and it will not be possible to buy them till the end of the game. In addition the customer was making a scene.

.....
Some elements in my game are missing! I will file a complaint to the manager! Mieczysława A.

The customer should first check under the table and in a vacuum cleaner before they groundlessly and impertinently begin accusing the personnel! And when something is missing, let them write to the game design staff!

.....
All complaints and suggestions should be directed to the game designer:
karol.madaj@ipn.gov.pl

*Karol
Madaj*

Andrzej Zawawski

From July 22 to The Workers and Peasants' Inspection

The Meanders of the Queue Life

The text is a supplement to the material published in the
Instruction Manual of "The Queue" Game

"Where will the Monument to the Polish Mother stand? In the queue for meat" - This political joke was a bitter commentary to the idea of erecting a hospital, which was to be a monument built to honour Polish mothers. The project was widely propagated by the Polish authorities at the beginning of the 1980s. The communist authorities tried to use the otherwise excellent idea of creating a modern hospital for women to improve their image during martial law (inspired by the earlier success of the Children's Health Centre Institute). However, the joke mentioned above explicitly showed how Polish women perceived – contrary to their wishes, of course – their place in society.

The authorities were aware of the very difficult economic conditions of the population. They knew that improvement of these conditions could potentially increase social support for General Wojciech Jaruzelski. Therefore, they made attempts at improving the supplies in the market, at least in exceptional situations. Such was, for instance, the case before parliamentary or self-government elections (which were nonetheless always falsified) or before Christmas and Easter. The improvement in supplies also occurred on the occasion of various kinds of national holidays such as 1 May or, above all, 22 July – the National Day of the Rebirth of Poland which replaced the former Independence Day celebrated on 11 November. The authorities did their best to ensure that more products were delivered to the shops on preceding days, which was to raise social morale. It also happened that on "industrial holidays" (e.g. Miner's Day, Power Engineer's Day, and Foundry Worker's Day) more products were delivered to the places in which a particular professional group was a significant part of the population. Therefore, the Polish people were often waiting for such occasions counting on the opportunity to, at last, buy something that they were unable to buy for a long time. It is worth remembering, however, that holidays occurred only once in a blue moon and were only a break in the everyday routine.

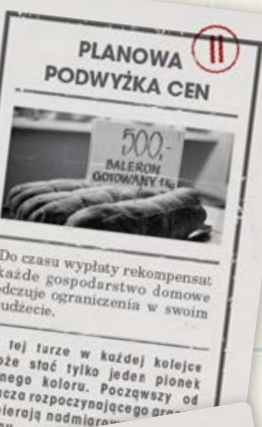


One of the characteristics of the communist economy of the Polish People's Republic (PPR) was its central control. This meant that prices were fixed by the authorities and even the price of bread in a local bakery was their prerogative. Increases of food prices announced by the government sometimes provoked violent social upheavals (e.g. in December 1970, June 1976 and July and August 1980). That situation was slightly changed by a reform at the beginning of 1982 when a division into nominal, regulated and market prices was introduced. The central authorities still decided about the prices of bread, sausage and sugar. The information on planned price increases was one of the most guarded secrets, for having information on these plans would enable consumers to do their shopping earlier and purchase products at their old prices, thus making significant savings. Therefore, when the information (or sometimes gossip) that price increases were approaching became public knowledge, the number of those willing to buy multiplied. At the same time, the authorities tried to limit supplies of certain products in order to sell them with a larger profit after new, higher prices were introduced. So, queues

were growing until the new prices were announced. Then, the demand for now, more expensive products decreased for a short period of time. However, being afraid of a possible outbreak of social discontent, the authorities started to gradually introduce financial compensations (in fact, pay raises) which accompanied higher prices.

Queues were nightmares of the citizens of the Polish People's Republic. They not only made it difficult to acquire necessary products but were, first and foremost, "robbing people of their lives". Hours devoted to standing in "queues" automatically reduced time which might be spent with families, used to socialize or cultivate one's favourite form of entertainment or hobby. Everybody tried to diminish these inconveniences. People reserved places in queues for one another or organised family "duty hours" in the queues, particularly when one had to stand in lines at night. That kind of waiting for supplies was greatly hampered by the introduction of martial law and a curfew (initially from 10 PM to 6 AM, and then from 11 PM to 5 AM in a large part of the country). It was not that easy to take a place in a queue early in the morning, not to mention a chance of camping at night outside shops where product supplies were expected. One of the easiest ways of returning home earlier was doing shopping while at work. Anyone who had such opportunity excused themselves (officially or wilfully) from work and "ran to the queue". It was harmful for the state economy, so the government tried to take preventive measures. There were various methods of doing so and they depended on the inventiveness of the local authorities. In some regions, ration cards were restricted to shopping only from 8 AM to 2 PM. Other customers were not served at that time. Sometimes, also shops' opening hours were changed. It has to be admitted that all those projects misfired.

All players of "The Queue" Game have probably noticed that behavioural mechanisms reconstructed by the game often create tensions between the players. Fortunately, it is only a game. Unfortunately, in reality, the queue disagreements very often turned into hostility and sometimes into aggression or apathy. No wonder - tired people staying in an extremely unfavourable environment had an absolute right to get upset. It often happened, however, that the "queue community" became united in a common criticism of the com-



munist authorities or in a common joy of the success for instance, of the national sports team. That spirit was then transformed into queue politeness. Such a "day of politeness in the queue" was an extremely rare event. The tragic economic situation on the market required the application of solutions by the authorities which were to change the state of affairs. None of the governing people dared to admit, however, that the basic problem of the Polish economy was "sick", unrealistic, communist ideology. So, attempts were made to find other explanations for the "empty shelves". General Jaruzelski and his co-workers blamed the earlier administration of Edward Gierk and Piotr Jaroszewicz for permanent deficiencies, (incidentally, Jaruzelski was a member of that group for a decade), then the 'Solidarity' Trade Union and the US and other western countries who reacted to the introduction of martial law in Poland with economic sanctions imposed on the PPR and the USSR. More and more often, the speculators and dishonest suppliers, and tradesmen who cooperated with them, were accused of the miseries of the people standing in queues. In September 1981, the Sejm of the Polish People's Republic adopted the Act on Counteracting Profiteering. It stated, inter alia, that: "In order to strengthen the protection of consumers' interests in the area of turnover of the basic necessity articles and to expand the efficiency of counteracting profiteering, the following solutions are adopted: Those who sell the product meant to be sold in a network of retail stores outside that network or in quantities larger than established or does so in a way infringing on other provisions specifying the principles of selling such product is subject to imprisonment for up to two years, limitation of freedom or a fine". In particular cases, the punishment might be increased up to five years in jail. Identical punishments were foreseen for trading and catering personnel who facilitated such practises. Also the Central Commission for Counteracting Profiteering was established, as well as its regional and local agencies. At the same time, the dishonest tradesmen were searched by Military Operational Groups. In practice, three different structures functioned under that name: Local Operational Groups, Military Operational and Control Groups and Urban Operational Groups. Military Operational Groups were established in 1981 during preparations for martial law. A majority of them functioned till the end of 1982 although even later they were occasionally revived to control the correctness of functioning of production units. First, of all, however, "the shop and outdoor market criminals" were pursued by the Citizens' Militia. When compared to uniformed forces and civil state organs, a peculiar institution called Workers and Peasants' Inspection (WPI) was established in 1984. It was a kind of "economic Volunteer Reserve of the Citizens' Militia (ORMO). Officially, its members were recruited from among representatives of the "working class", workers and peasants, while in fact those were the people connected with the party apparatus. Its activities were regulated in 1985, when it was announced that the WPI was established "by the Polish United Workers' Party" in order "to control executing the principles of social justice and socialist law and order, to counteract the acts of wastefulness, wastage and bureaucracy, to strengthen social discipline and public order, as well as in order to develop active social behaviour, by – inter alia – expanding cooperation between vocational and social control". However, the controllers appointed by the Polish United Workers' Party



(PUWP) did not enjoy social approval. Just the opposite, cooperation with the WPI, as was also the case with ORMO, was most often regarded as counterproductive and propagandist.

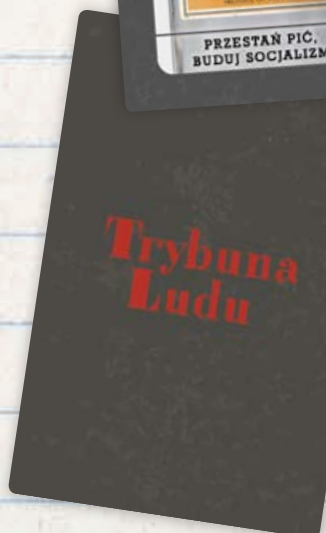
The problems of trade in the Polish Peoples' Republic did not consist entirely of the lack of products but also of their poor quality. At the end of the 1970s, for instance, about 87 percent of radio and TV sets had to be repaired within the warranty period (i.e. within the first twelve months of their use). The chronic lack of products on the shop shelves resulted, however, in the quick sale of every product delivered to the store. The situation was no different, as far as products with defects and shoddy items were concerned. Customers preferred to risk and make the necessary repairs by their own means, rather than to hunt again for their desired product. In extreme cases, however, of the total destruction of industrial articles or food decay, the products were returned to the distributor. The 1980s were years of a particular intensity of economic phenomena in the Polish Peoples' Republic, typical for an unstable economy. It was also the time in which, for instance, illegal, quasi-currencies, competitive towards a Polish zloty, appeared in the market. These were, first of all, American dollars (the use of which, was out of the control of the authorities, was forbidden in the Polish Peoples' Republic), meat and substances, particularly alcohol. The latter one, similar to wartime, became a commonly accepted substitute currency and the product people located their savings in. Paradoxically, the attractiveness of alcohol was bigger when its accessibility in the market was more limited (a downfall in supplies by a few dozen percent in 1981, the introduction of vodka rationing and limited trade in alcohol from 6 AM to 1 PM since 1982). Vodka was used as a kind of buzzword by all those who wanted to buy or receive a rarely accessible product in exchange or to solve a troublesome problem. It was meaningless whether the people using that "currency" drank alcohol or were teetotalers. The sick system generated sick situations.

Poland described above was not the Poland compatible with the vision created by the authorities-controlled media. The radio, TV and the press subjected to censorship did not inform about the total collapse of the socialist economy. They informed only about queues, food stamps or deficiencies in supplies.

There were communications concerning current organisation of inefficient trade. The most important source of information was "Trybuna Ludu". It was the major daily in the Polish People's Republic, an organ of the Central Committee of the Polish United Workers' Party. The importance of that newspaper was evidenced during marshal law when all nationwide newspapers were suspended apart from the military "Zolnierz Wolnosci" and - no other than - "Trybuna Ludu". It was that paper where the most important decisions concerning the communist Poland and the information on the official stance of the authorities in crucial issues were announced. The articles published in "Trybuna Ludu" were a kind of "divine revelations" and the censorship prevented any polemics with them. Therefore, many people, also those who were opponents of communism, read "Trybuna Ludu" to be able to monitor the activities of the authorities. It is symbolic that the communist press organ survived only a year longer than meat rationing cards. The last issue of "Trybuna Ludu" appeared at the news stands' in January 1990.



The 1980s were a decade of a curious dubiousness of the authorities' policies. On the one hand, they were aware of the bankruptcy of the system. On the other hand, they did not decide to abandon it. Thus, the Polish people were forced against their will, into a complicated, often absurd world of mutual dependencies, illegal transactions and substitute currencies. Profiteering, deficiencies in supplies and queues were ultimately defeated within the course of several days in the summer 1989 by the market mechanism.



Many thank to all those who contributed to the creation of "Ogonek".

Photographs of the products were provided by: Paweł Dalka (juicer), Ewa Komor-Mazur ("Świat Młodych", pouf and housecoat), Rafał Hordyjewski (kitchen dresser and a cap from nutria), Zofia Krzeslak (strawberry jam) and Paweł Paryła (hair dryer and "Mały Modelarz") – items from your collections perfectly enrich our gallery of the Polish People's Republic's design.

The Queue Competition on Facebook was hosted by Katarzyna Hołopiak and Krzysztof Kapuza;

The following employees of the Public Education Bureau, overcoming queue fatigue, strenuously tested "Ogonek": Andrzej Brzozowski, Katarzyna Cegiela, Tomasz Ginter, Sergiusz Kazimierczuk, Paulina Kłoczewiak, Michał Kurkiewicz, Grzegorz Majchrzak, Barbara Pamrow, Paweł Rokicki, Kamila Sachnowska, Przemysław Skrzek, Aleksandra Sulej, Olga Tuminska, Karol Wiśłocki and Małgorzata Zuławnik, and the irreplaceable testers from the Monsoon Group: Robert Buciak, Ola Kobylecka, Artur Konefał, Marcin Krupinski, Jan Madejski, Filip Miłunski, Łukasz Pogoda, Piotr Siłka, Michał Stajszczak and Krzysztof Wierzbicki.

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Graphic Design and Type-setting: Natalia Baranowska, Marta Malesinska

Photographs on the Trybuna Ludu cards:

"The Workers and Peasants' Inspection"/Stanisław Jakubowski/PAP; "22 July"/Grzegorz Roginski/PAP; "Raid on the outdoor market"/Marek Broniarek/PAP; "politeness day in the queue"/Teodor Walczak/PAP; "afternoon sale"/Krzysztof Sitek/PAP; "Military Operational Groups"/Andrzej Łokaj/PAP; "An ordinary day"/Cezary Langda/PAP; "The curfew"/Andrzej Łokaj/PAP; "Planned Price Increase"/Tomasz Langda/PAP; "Counter-profiteering campaign"/Teodor Walczak/PAP

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