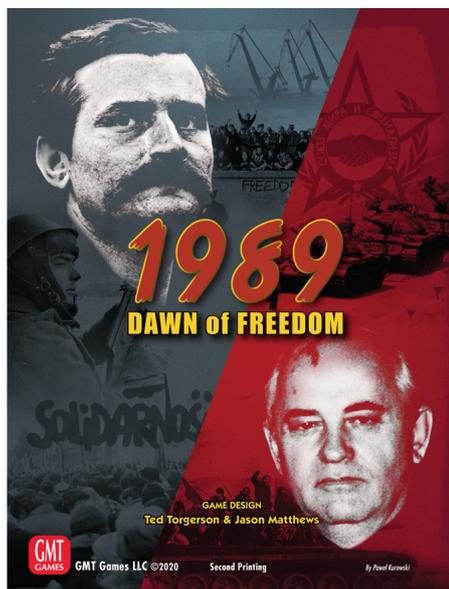


1989: Dawn of Freedom (2nd Printing)



1989 is an exciting, fast paced game simulating the end of the Cold War in 1989.

Rating: Not Rated Yet

Price

Price £34.95

[Ask a question about this product](#)

Manufacturer [GMT GAMES](#)

Description

Note on 2nd Printing: This will be identical to the 1st printing, except that any known errata will be corrected.

"History punishes those who come too late." - Mikhail Gorbachev

1989 is an exciting, fast paced game simulating the end of the Cold War in 1989. During this amazing year, a series of democratic revolutions ended the 40 year Soviet empire in Eastern Europe. 1989 simulates the political, social and economic aspects of these revolutions using a card driven system similar to Twilight Struggle.

"No man is so old he cannot live one more year." - Leszek Kolakowski

One player plays the Communist. At the start of the game he holds unquestioned power across the six nations of the Warsaw Pact. But there are ominous clouds on the horizon. The new leader in Moscow has declared no more will Soviet tanks prop up tottering Communist governments. The economies, after decades of central planning and stagnation, have reached various stages of crisis. Inside the churches and among the students and their professors there are dissident movements that have been emboldened. From crushing dissent to offering concessions, the Communist player will have to use a variety of strategies in a struggle to hold on to his empire.

"A bad regime is never in so great danger as when it tries to improve." - Alexis de Tocqueville

The other player plays the Democrat. At the dawn of 1989, behind the iron curtain, no one considers revolution possible. The goal of dissidents is to create a civil society outside the control of the Communist regimes. On their side are students who are fascinated with the style and pop culture of the west, and the Church. Against them is the vast apparatus of the Communist state. Their challenge is to persuade the workers, who are the bulk of society, to join their cause.

"Mr. Gorbachev, open this gate. Mr. Gorbachev, tear down this wall!" - Ronald Reagan

COMPONENTS

Twocounters sheets
22x34 inch full-color mapsheet
110 Strategy cards
52 Power cards
Rules Booklet
Two Player Aid Cards
Two 6-sided dice

Complexity Medium
Solitaire Suitability Very Low

Game Design: Jason Matthews and Ted Torgerson