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METROPOL

Nikita Lomakin

Spielen im Untergrund. Handgefertigte Brettspiele in der späten Sowjetunion

Gaming Underground. DIY Board Games in the Late Soviet Union

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Abstract

This essay is devoted to self-made board games and gaming practices in the 1970s and 1980s. By analysing three games (Monopoly and two games about Soviet history), the essay shows that board gaming was an important means to communicate shared values and political views and thus had a significant role in unofficial social life. Information about each game was spread via social connections of the author. Hence, most of the games were unknown outside the limited communities of players. However, the limited spread of each game was offset by the huge number of communities playing DIY board games over the country.

Über den Autor

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