

Institute of National Remembrance

<https://ipn.gov.pl/en/news/670,Queue-board-game-Kolejka-in-Romanian.html>

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"Queue" board game (Kolejka) in Romanian





The Romanian edition of the "Queue" board game has just been issued by the Public Education Office of the Institute of National Remembrance, in cooperation with the Polish Institute in Bucharest. It is already the eighth language version of this popular board game about Polish history. Previously, the "Queue" appeared in English, Russian, Japanese, German, Spanish and French. In each game box apart from the game there is a booklet on historical background of the Polish experience of planned economy and the empty store shelves.

The "Queue" was featured in the media in most countries around the world. News about the game appeared on the tens of thousands of websites, as well as newspapers, radio and television stations. It appeared in global information services, including BBC, CNN, Fox News, and agencies such as the Associated Press and Agence France Presse. The reviews praised the innovative idea of mapping the realities of life in the country behind the Iron Curtain with the board game.

This is the first international edition of the game prepared in cooperation with an external partner. It is worth noting that Romania was the first foreign country which expressed interest in the "Queue".

Romanian instructions for the "Queue" can be downloaded from:

http://pamiec.pl/portal/pa/1531/9610/Gra_Kolejka.html

The description of the game in Romanian can be found on the website of the Polish Institute:

<http://www.culturapoloneza.ro/events/item/stai-la-coada-lansare-oficiala-in-romania.html>

The "Queue" is about hardships of daily life in the declining years of communism in Poland. At first glance, the task of the players appears quite simple: they have to do shopping according to their shopping lists. However, the reality of the 80s is harsh. Never-ending queues line up before the shops. Thus, the players have to stand, wait and most of all take part in the game for the goods supplied in scarce amounts. A chancer tries to squeeze in the queue from one side, a speculator wants to buy out the whole delivery and below the counter the shop lady attempts to sell the goods to her friend. The number of surprises waiting for the queuing in line is great.

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