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<p&gt;Remember Gulag: Slot Overview&lt;/p&gt;
<p&gt;Hey players, you know how people have mental filters that&lt;/p&gt;
<p&gt; govern thoughts from forming into words, depending &#128184; on their
internal guidance system?</p&gt;
<p&gt; These filters appear in other walks of life, too, one being online slo
ts, where not</p&gt;
<p&gt; &#128184; every cockamamie idea makes it from the whiteboard to casin
o lobbies. Like people,</p&gt;
<p&gt; software providers have varying degrees of filtration, &#128184; and
one studio's filter, which</p&gt;
<p&gt; is arguably less vigorous than most, is none other than Nolimit City.
This is a 💸 team</p&gt;
<p&gt; that isn&#39;t afraid to power walk through territory most others are
afraid to tread. If</p&gt;
<p&gt; you&#39;re after a prime &#128184; example, look no further than the
Soviet era-inspired online slot,</p&gt;
<p&gt; Remember Gulag.&lt;/p&gt;
<p&gt;Yes, the Gulag, the system of labour camps that &#128184; existed in t
he Soviet&It;/p>
<p&gt; Union in the 30s, 40s, and 50s, which for many were a one-way ticket.
This is 💸 deep and</p&gt;
<p&gt; heavy stuff from a studio famous for making deep and heavy slots. Yet,
a deeper point</p&gt;
<p&gt; is being &#128184; made here, too. As the home screen says: &#39;Thos
e that fail to learn from</p&gt;
<p&gt; history are doomed to repeat it&#39;, &#128184; a quote paraphrased f
rom philosopher George</p&gt;
<p&gt; Santayana. Interestingly, Karl Marx also famously said, &#39;History r
epeats itself, first</p&gt;
<p&gt; as tragedy, second &#128184; as farce.&#39; Is an online slot going t
o stop tragedy or farce? We'll</p&gt;
<p&gt; let pundits argue that one out. On &#128184; a tangible level, Nolimi
t City has chosen to use</p&gt;
<p&gt; Remember Gulag as a historical reminder and plans to donate a &#128184
 portion of the game's</p&gt;
<p&gt; profits to Humanitarian Assistance. So, while Nolimit is no stranger t
o doom-laden</p&gt;
<p&gt; slots, this is one &#128184; with a potential silver lining.&lt;/p&gt
<p&gt;Visually, Remember Gulag certainly&lt;/p&gt;
<p&gt; looks pretty doom-laden. It&#39;s presented as an old black and white
show, 💸 the screen</p&gt;
<p&gt; largely monochrome aside from some muted colour on its symbols. Barbed
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<p> the 6-reel game grid, laid 💸 out in a 3-3-4-4-5-5 formation,

wire surrounds</p>