

SLAVA

INTRODUCTION

Welcome to Slava!

In this awesome game, you'll use your wit and skill to outsmart your opponents or sabotage your friends. Do you have what it takes to win the war?

The first player to win 5 campaigns wins the war and therefore, the game!

A typical game of Slava takes approximately 25-50 minutes to complete.

WHAT'S IN THE BOX

Inside this box, besides this guide, you'll find the following components:



1 main deck with military cards (40 cards)



3 weather condition cards



1 reference card

HOW TO START

Depending on the number of players you first select the cards for play. Make sure that you always add all the commander cards for each type of unit. (Only the bomb has no commander) These are the card with the symbol. The game breaks down as:

3 player game you select:

3 plane, 3 artillery, 6 tank, 9 infantry, 2 anti-aircraft gun cards, and the bomb card.

4 player game you select:

4 plane, 4 artillery, 8 tank, 12 infantry, 3 anti-aircraft gun cards and the bomb.

5 player game you select:

all the cards in the game; therefore, you select 5 plane cards, 5 artillery, 10 tank, 15 infantry, 4 anti-aircraft gun cards and the bomb.

Next, shuffle the above standard set of cards and deal each person 8 cards. Then shuffle the 3 weather condition cards and place them, face down as a separate pile, on the side of the playing field on the table. And finally, put the reference card next to the weather condition card pile.

SETUP

Player 1



Reference card



Weather condition card



Battlefield



Player 3



Player 2

Now you're ready to play Slava! Whoever watched the movie Saving Private Ryan most recently goes first. In case of a tie or unfamiliarity with the movie the oldest person goes first.

HOW TO PLAY

First you flip the top card from the weather condition pile, this indicates if you have clear skies, or a storm and heavy fog brewing that make for a different dynamic and strength of each card. So below is the strength table and the points associated with each card (the points are independent of the weather condition and are always the same!). Let's start with the points.

Points table:		
Plane	-	10 points
Artillery	-	7 points
Tank	-	5 points
Infantry	-	3 points
Anti-aircraft gun	-	0 points
Bomb	-	0 points

Good Weather Condition Reference:

Plane	→	beats artillery, tank, infantry
Artillery	→	beats tank, infantry, anti-aircraft gun
Tank	→	beats infantry, anti-aircraft gun
Infantry	→	beats anti-aircraft gun
Anti-aircraft gun	→	beats the plane
Bomb	→	beats all but makes that zero points are scored in the round with the bomb

With bad weather condition we have different results!

Bad Weather Condition Reference:

Infantry	→	beats plane, artillery, tank, anti-aircraft gun
Tank	→	beats the plane, artillery, anti-aircraft gun
Artillery	→	beats the plane, anti-aircraft gun
Anti-aircraft gun	→	keeps beating just the plane
Plane	→	no take-off so sees nothing, beats nothing
Bomb	→	beats all but makes that zero points are scored in the round with the bomb

Now we know all the points and weather-related differences it's time to start playing.

So, you just flipped the top weather condition card and know the weather condition. This type of weather will remain there for one campaign. For reference put the reference card next to it with the just flipped type of weather side up. Just in case you need to remember what beats what.

LET'S START!

Players take turns by going clockwise around the table. Each round is a battle, where each player plays one card. With each card that is laid down a confrontation is resolved and whoever is last man standing per round wins the battle and takes all the cards of that round.

The winning player of a battle can start the next battle as well. There are always eight battles after which one campaign (1 campaign = 8 battles) is completed and the person with the most points of the campaign receives a victory point.

So how do you win a battle? You use the weather-related strength to determine who wins.

Important here is that the last card of the same type (e.g. infantry and infantry) beats the identical cards in the same battle!

The commander is the exception and cannot be beat by cards of the same type.

BATTLE EXAMPLES

Battle example 3 player game

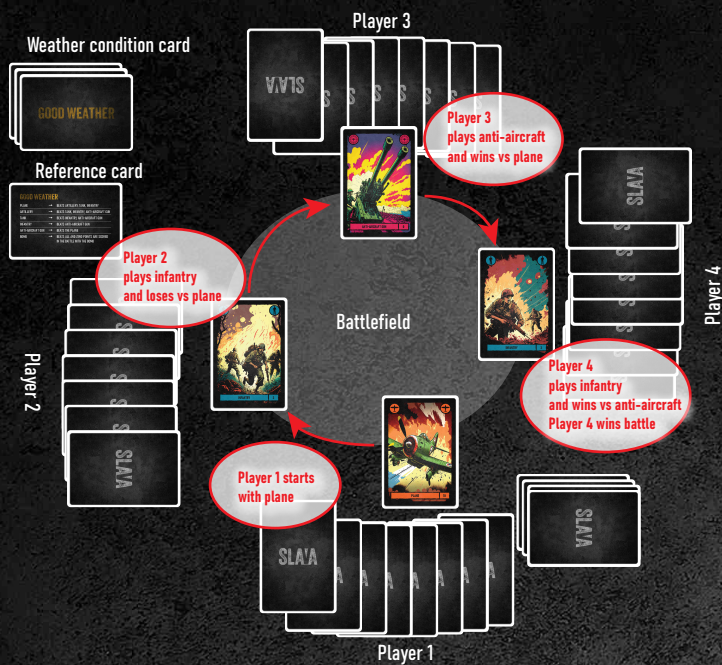
It's a 3-player game. The weather is good this campaign. The first battle of the campaign is commencing.

The first player plays the tank commander, the second player also plays a tank. First confrontation is immediately resolved and the first player wins with his tank, then the third player plays a plane. Now it's the first player vs. the third player who wins with a plane. Third player wins the first battle with a total of two tanks and plane card. So, two times 5 points (tank) and one time 10 points (plane) for a total of 20 points. (You don't have to count these numbers yet but do this at the end of a campaign.) The third player now puts these cards face down in front of him. And starts the second battle.

Battle example 4 player game

It's a 4-player game. Clear skies during this campaign. The second battle of the campaign is commencing.

Already played battles are always stacked horizontally, face down, in front of the player that won that battle. No one is allowed to look back after the battle once the cards are placed face down. The player that won the previous battle starts with a plane. The second player plays infantry and therefore loses the first confrontation. The third player plays an anti-aircraft gun which beats the plane. Which is followed by the fourth player that plays infantry which beats the remaining anti-aircraft gun and crew. The fourth player wins the battle and won 16 points (one plane for 10, two times infantry with 3 points and one anti-aircraft gun with 0 points) which are put face down in front of him. And starts the third battle.



IMPORTANT TERMS!

Before we run through the last battle example there a few more rules to remember!

- ★ **Last round win** | When you win the battle of the last round you receive an additional 10 points.
- ★ **Playing the bomb** | Playing the bomb will nullify all points of that battle. If you played the bomb you are allowed to start the next battle.
- ★ **Bomb in last round** | When you have the bomb and play it in the last (8th) round of the campaign. You will still nullify all points of that round but you will get a 10-point penalty for not using the bomb earlier. Also, the 10-point bonus of winning the last round do not apply. These 10 points will be deducted from the player that played the bomb for this campaign. In all other battles, the first seven, this penalty does not apply.
- ★ **Three of a kind penalty, knocking** | When three identical cards are played in the same battle, if someone knocks a 10-point penalty will be applied to the player who played the third identical card. If no-one knocks during the battle no points can be deducted retrospectively. And in the case of a bomb in that same battle where someone knocks the points are also not deducted. The penalty or penalties for knocking are deducted at the end of a campaign.
- ★ **Play any card you like** | You are allowed to not top a card, so, there is no mandatory winning of confrontations in the battles, even if you have the cards that could do it. So, you can always play any card you have.
- ★ **Start of campaign** | Shuffling and the person who begins each campaign keeps rotating clock wise. The person left of the person that shuffles is allowed to begin. Only the very first campaign you apply whoever saw Saving Private Ryan most recently or the oldest person starts.
- ★ **Equal campaign points** | When a campaign ends in equal points for players they all receive a victory point.

One more battle example and you're good to go!

It's a 5-player game. This campaign the weather is bad. The eight and therefore last battle of the campaign is commencing.

All players now only have one card remaining in their hands. The player that won the previous battle starts with a tank. The second player also plays a tank so the second player wins this confrontation. The third player now plays some infantry which beats the tank of the first player in bad weather. The fourth player also has a tank left and plays it. The third player with the infantry card is still in a winning position. However, since there are now three of the same cards on the table the first player quickly knocks on the table to claim the penalty of 10-points for fourth player who played the third tank. The fifth and final player plays the bomb. This nullifies all points of the round. Including the claimed 10-point penalty for knocking three of a kind and the 10 points you get for winning the last round. So, no points are awarded to anyone this battle. Even more so, since the bomb was played in the last round player number five actually will have to deduct 10 points from his total for this campaign since playing the bomb in the last round also gives a penalty.

Since it was the eighth and final battle of the campaign all players count the points of the cards they won in the eight battles of this campaign. All players that received a penalty for three of kind in the first seven rounds deduct this from their total as well. And player number five deducts 10 points from his total for playing the bomb in the last round. After counting all battles in this campaign there will be a player with the highest total of points. And this player will receive a victory point. If this was the fifth victory point for a player, he won the game. If not, the main cards are shuffled again and equally dispersed among the players. The weather deck is also shuffled for the next campaign and you are ready to go again.

HOW TO WIN

There is one way to win the game and that's by getting five victory points! So, whoever wins five campaigns first, wins the game.

2 PLAYER GAME

2 player game: You select 3 plane, 3 artillery, 6 tank, 9 infantry, 2 anti-aircraft gun cards, and the bomb. And, as always, make sure all commanders are in there as well.

As you noticed the 2 and 3-player game is identical in terms of cards, this is because for a 2-player game you play as three players where you are joined by the infamous, 'Deckie', who serves as an automated 3rd person.

You shuffle for three persons and the pile not belonging to a player is Deckie. The deck played by Deckie is face down on the table and for each battle you draw the top card.

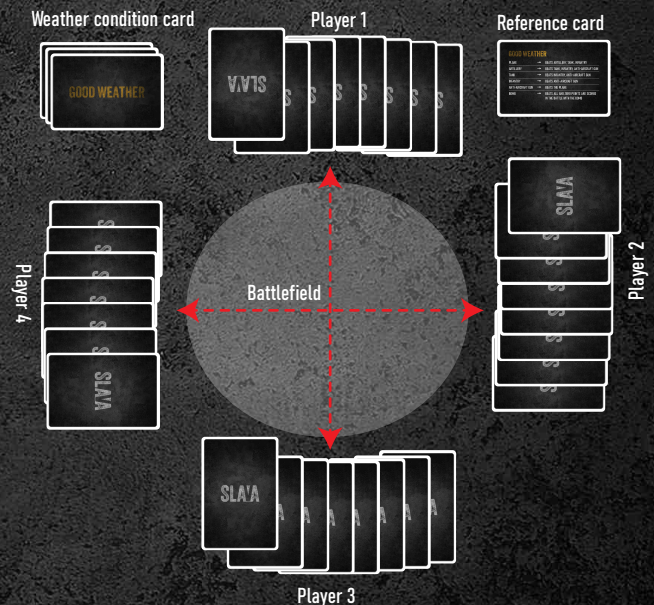
Example 2 player game:

It's a 2-player game. This campaign is blessed with clear skies. The third battle of the campaign is commencing.

The player that won the previous battle starts with a plane. The second player, in this table seating the automated 'Deckie' plays an anti-air gun (flip the top card of Deckie's deck.) and therefore wins the first confrontation. Now the third player plays some infantry which beats the remaining anti-air gun and crew. The third player wins the battle and won 13 points which are put face down in front of him. And starts the fourth battle.

2 vs 2 PLAYER GAME

There is also an amazing 2 versus 2 player game mode which is played a lot in the community. You can use the same 4-player setup as a regular four player game. However, this time your companion is sitting across from you. So, you select 4 plane, 4 artillery, 8 tank, 12 infantry, 3 anti-aircraft gun cards and the bomb, including all commander cards.



You play like the regular game but count the total points of each duo to see who wins a campaign. The duo that reaches five victory points first wins!

Average playtime for the two versus two player game is 20-45 minutes but you can extend the number of victory points and consequently playtime to your own wishes.

Important notice: You are not allowed to state the cards you have or signal what your companion should do!

Looking for the rulebook in different languages or a play-by-play video. Scan the QR code!

