



Game Design: Stan Kordonsky
Artwork: Michele Esposito

THE FIRST TSAR: IVAN THE TERRIBLE



GAME OVERVIEW

In this board game you will lead boyar families competing for power and honor in the 16th-century Tsardom of Russia.

GAMEPLAY

The aim of the game is to score victory points over 4 rounds that represent decades of Ivan the Terrible's rule. The player with the most VPs wins. Each of the 4 rounds consists of 3 phases:

1 Plan your actions by sending boyars to Kremlin Chambers. Each round you can choose only 3 actions and spend extra coins to outbid your opponents for 2 bonus actions. Chambers are resolved in order of bids, and the player with the highest bid can choose to get a Chamber's bonus action.



TSAR'S FAVOR

Tsar's Favor track is an ultimate tie breaker in the game, and it is also a way to score VPs at the end of the 2nd and 4th rounds.

2 Resolve Chambers' actions.

CHAMBERS' ACTIONS:

- Production – receive local goods & coins from cities
- Maneuver – place your warriors and move your warriors and boyars between cities
- Project – take and complete Project cards to immediately score VPs and receive effects
- Exchange – gain foreign goods and exchange your goods and coins
- Reward – take Title and Estate cards

Free actions: at any point of your turn you can resolve any actions from your Player's Pad and Estates.



+1 point

+2 point each

3 End of round – gain VPs or rewards for your influence in the regions and prepare for the next round.

KEY SELLING POINTS

- ▶ Deep and diverse strategy board game set in one of the most dramatic periods of Russian history
- ▶ Historically correct illustrations and clever visual design based on the documents of the time and scientific reconstructions
- ▶ A thematic sequel to the popular board game Rurik: Dawn of Kiev that rethinks and develops the game mechanics of the predecessor

PRACTICAL INFO

CONTENTS
Game board, 66 cards,
181 wooden pieces,
102 tokens, 4 player pads,
Game Rules

MOQ: 1000

MSRP: \$50

RELEASE: available

BOX:

Size: 316×226×72 mm

RIGHTS except

