

# VLAADA CHVÁTIL

# TASH-KALAR

## FULL RULES

**HIGH FORM** **The High Form:** For 2 players or 2 teams. Score points for tasks and for legendary pieces currently on the board.

**DUEL** **Deathmatch Duel:** For 2 players or 2 teams. No tasks. Score points for destroying enemy pieces, for summoning legendary beings, and when your opponent invokes a flare.

**MELEE** **Deathmatch Melee:** For 3 or 4 players. No tasks. Score points in a certain color for destroying enemy pieces or for being the target of a flare. Score points in the color of your choice for summoning legendary beings. Your final score is determined by the color in which you have the least number of points. For each color, once per game, you can use 1 enemy piece to help you summon a being.

**TEAM** **Team Play:** Two teams of two can play the High Form or a deathmatch duel. Each team has one color of pieces. Teammates each have their own deck, with the 6 bottom cards turned sideways. Having only sideways cards left is an end-of-game trigger. You share your team's 2 legends. You can pass control of your turn to your teammate.

### SETUP

× Put the board in the center of the table. Use the side with the marked central squares for the High Form. Use the other side for a deathmatch.

**TEAM** • Teammates should sit on opposite sides of the board.

× Shuffle the deck of flares and the deck of legends. Place each deck next to the board.

× Each player chooses a color and takes those cards and pieces.

**TEAM** • Teammates use separate decks, but they use only one color of pieces.

× Each player shuffles his or her own deck.

**TEAM** • In a team game, each player turns the bottom 6 cards of his or her deck sideways.

× Choose a starting player.

× Each player draws 3 beings from his or her own deck, 2 legends, and 1 flare.

**TEAM** • In a team game, the legends are shared. The teammate who plays sooner draws 2 legends and the other teammate does not.

**HIGH FORM** × Set up the task board and reveal 3 "current tasks" as follows:

• Shuffle the tasks and turn them up one-by-one.

• Whenever you reveal an advanced task , discard it. Keep going until you have 3 non-advanced tasks.

• If the third task is the same type as the other two (symbol in upper left corner), discard it and keep drawing until you get a non-advanced task of a different type.

• Shuffle any discarded task cards back into the deck.

× Turn up the top task card and leave it on top of the deck. This is the "next task".

• If 3 of the 4 face-up tasks have the same type, move the top card to the bottom of the deck and turn up the next one. Repeat this until you get a card of a different type.

× The board starts with no pieces on it.

**DUEL** × Set up the duel score board. Each player (or team) puts one piece on the zero space, common side up.

× The player who plays second (or fourth in a team game) puts one common piece of each color on the game board, on squares marked .

**MELEE** × Each player takes the score board in his or her own color.

× Each player takes 1 piece from each opponent and puts it on the zero space, heroic side up.

× The player to the right of the starting player puts 3 different-colored common pieces on the board, one adjacent to each  symbol. In a 3-player game, this is 1 piece for each player. In a 4-player game, this is 1 piece for each player except the one who will play second.

### GAME PLAY

× Players take turns in clockwise order, beginning with the starting player.

× Each turn, you have 2 actions. Exception: The starting player has only 1 action on his or her first turn.

× Possible actions:

- Place 1 common piece of your color on any empty square.
  - Piece shortage: If you have none left to place, you begin this action by picking up 1 of your common or heroic pieces; then place it as a common piece.
- Summon a being. (See the other side of this sheet.)
- Discard 1 being that you drew from your deck. If you do, you may also return one or more of your other cards to the bottoms of their decks. This action can only be used once per turn.

– In a team game, when you put a card on the bottom of your deck, turn it sideways. Straighten the uppermost sideways card so you still have exactly 6 turned sideways. **TEAM**

× Actions can be done in any order. You can do more than one "place" or "summon" action per turn (but no more than one "discard" action). You have to use all your actions.

× You can invoke a flare (see the other side of this sheet) before or after any action. Invoking a flare does not cost you an action.

× Before any action or while resolving any card's effect, you can pass control to your teammate. **TEAM**

- Pass your legends to your teammate.
- Your teammate finishes resolving any effect currently in progress.
- Your teammate must use all of your remaining actions to place common pieces. Your teammate cannot use your remaining actions to summon beings or discard. Your teammate cannot invoke a flare on your turn.
- Once your teammate has used up your actions, you finish your turn (e.g., by scoring and drawing cards). At this time, it is too late to invoke a flare.

× At the end of the turn, you may claim exactly 1 of the current tasks, if you meet its criteria. **HIGH FORM**

• Replace it with the face-up task from the top of the deck. Turn up the new top card.

• If 3 of the 4 face-up tasks have the same type, move the top card to the bottom of the deck and turn up the next one. Repeat this until you get a card of a different type.

× On your turn, keep all enemy pieces you destroy next to the board. **DUEL**

× At the end of your turn, score points for destroyed enemy pieces: 2 points for legendary, 1 point for heroic, 1 point for each pair of common pieces.

• You get no points for destroying your own pieces. You get no points for an unpaired common piece.

× Also score 1 point each time you summon a legend. (Upgrading a heroic piece does not count as "summoning a legend".)

× On your turn, keep all destroyed enemy pieces next to the board. **MELEE**

× At the end of your turn, score points in each color of destroyed enemy pieces: 2 points for legendary, 1 point for heroic, 1 point for each pair of same-colored common pieces.

• You get no points for destroying your own pieces.

• If you have 2 or 3 unpaired common pieces (each in a different color) choose one of those colors and score 1 point in it.

× Also score 1 point in the color of your choice each time you summon a legend. (Upgrading a heroic piece does not count as "summoning a legend".)

× Finish your turn by drawing cards so that you end up with 3 beings from your deck, 2 legends, and 1 flare.

• In a team game, instead of drawing legends, pass all your legends to your teammate. You draw to end up with 3 beings from your deck and 1 flare. Your teammate draws to end up with 2 legends. **TEAM**

• If the flares or legends run out, shuffle the discard pile to make a new deck.

• If you draw the last card in your deck, you may end up with fewer than 3. Do not shuffle your discard pile.

### THE END OF THE GAME

× The end of the game is triggered when a player draws the last card from his or her deck.

• The end of a team game is triggered when a player draws his or her last non-sideways card. Players can draw sideways cards, too, if necessary. **TEAM**

× The end of the game is also triggered if a player has 9 or more points at the end of any player's turn. **HIGH FORM**

• Count the points for tasks claimed (by the player or by the team) plus 1 point for each legendary piece of that player's color currently on the board. (It doesn't matter how the piece became legendary.)

× The end of the game is also triggered if a player reaches or surpasses 18 points. **DUEL**

- MELEE** × The end of the game is also triggered if a player scores a certain number of points in one color – 12 or more in a three-player game, 10 or more in a four-player game.
  - × Once the turn that triggers the end is done, play continues so that each player gets one more turn, including the player whose turn triggered the end. Then the game ends.
  - × In a game with 2 sides, a player or team can also choose to resign at any time, giving victory to the opposition. In a deathmatch melee, however, players are not allowed to resign.
- HIGH FORM** × The player or team with more points wins. Count the points for tasks claimed plus 1 point for each legendary piece currently on the board.
  - DUEL** × The player or team with more points wins.
  - MELEE** × Each player's score is given by the color in which he or she scored the fewest points. Higher scores beat lower scores.
    - In case of ties, compare each tied player's points in the color in which he or she scored the second fewest points. (In a 4-player game, you then break remaining ties by considering each player's remaining color.)
  - × If there is (still) a tie, the tiebreakers are, in this order: number of upgraded pieces on the board and then total number of pieces on the board.
    - If there is still a tie, it remains unbroken.

## SUMMONING A BEING

- × To summon a being, use 1 action and do the following:
  - Take the card from your hand and lay it on the table.
  - Show that your pieces on the board match the pattern on the card:
    - The pattern can be rotated (by 90, 180, or 270 degrees). Mirror images and flips also count as a match.
    - The pieces used to summon the being can be the same rank as those depicted in the pattern or higher rank.
    - Empty squares are not important to the pattern.
  - Put a piece of the indicated rank (upper left corner of the card) on the square indicated by the white-framed square in the pattern.
    - This square may be empty, unless the pattern says it must be occupied by one of your pieces.
    - If the square is occupied by a piece of the same rank or lower, destroy that piece when you put the new piece on the square.
    - If the square is occupied by a piece of higher rank, you cannot summon the being. Take back your action.
  - **Piece shortage:** If all your pieces of that type are already on the board, you may still be able to summon the being. These rules apply only in the case of shortage:
    - If the summoning is onto a square occupied by a piece of the type you need (whether it is required for the pattern or not) use that piece as the newly summoned being. (Flip it to the correct rank, if necessary.)
    - If not, you can pick up a piece that is not required for the pattern and use it as the new piece.
    - If neither option is possible, then you cannot summon the being.
  - Once the new piece is on the board, resolve the effect printed on the card.
  - After resolving the effect, discard the card.

- MELEE** × For each enemy color, you can do 1 improvised summoning per game:
  - Choose an enemy color. On your score board, flip that piece from heroic to common. You cannot do an improvised summoning with that color again this game.
  - Choose 1 piece of that color on the board and use it to summon the being as though it were your own piece of the same rank. This advantage applies only to one being, not to any others you may summon later.
  - The enemy piece does not change color. While resolving the effect, it counts as an enemy piece (although it also counts as a piece that was used to summon your being).
  - For each being you summon, only 1 enemy piece can be used this way.

## INVOKING A FLARE

- × You can invoke a flare on your turn before or after any action.
- × To invoke a flare, you must meet at least one of the criteria:
  - You meet the upper criterion if your opponent has that many more upgraded pieces (heroic and legendary) on the board than you.
  - You meet the lower criterion if your opponent has that many more pieces (total) on the board than you.
- MELEE** × In a deathmatch melee, you choose the one opponent you are comparing yourself against when you invoke the flare.

- × If you meet the upper criterion, you resolve the upper effect. If you meet the lower criterion, you resolve the lower effect. If you meet both, you resolve the upper effect first, then the lower.
- × Once the card has been resolved, discard it.
- DUEL** × When you invoke a flare in a deathmatch duel, your opponent scores 1 point (regardless of whether you meet one criterion or both).
- MELEE** × When you invoke a flare in a deathmatch melee, the opponent you chose to compare yourself against scores 1 point in your color (regardless of whether you meet one criterion or both).

## RESOLVING EFFECTS OF BEINGS AND FLARES

- × No other action can be taken and no flare can be invoked until the entire effect of the card is resolved.
  - You can pass control to your teammate even in the middle of an effect. Your teammate finishes resolving it before using up your remaining actions. **TEAM**
- × Some parts of an effect may be optional:
  - May indicates that a certain part of an effect is optional.
  - Up to always includes 0.
- × Any parts that are not specified as optional are mandatory.
- × If an effect cannot be performed fully, do the parts that can be done.
- × When a card uses its own name, it is referring to the piece on the board that represents the summoned being.
- × Keywords:
  - **Gain an action:** You have one additional action this turn. (Using this extra action is not part of resolving the effect.)
  - **Draw an extra card at the end of your turn:** You first draw to your standard 3-2-1 limits, then you draw an extra card of the given type. On later turns, you draw up to standard limits, but you do not have to discard if you exceed them.
    - In the case of legendary cards, extra drawing is done by your teammate. **TEAM**
  - **Upgraded piece:** a heroic or legendary piece.
  - **Non-legendary piece:** a common or heroic piece.
  - **Enemy piece:** a piece belonging to any one of your opponents.
  - **Piece:** If a piece is not specified as belonging to you or an opponent, then the effect includes any player's piece.
  - **Marked space:** a colored space in the pattern. If the text does not refer to marked spaces, the colored spaces in the pattern are just illustrational.
  - **Adjacent square:** one of eight squares sharing an edge (orthogonally adjacent) or a corner (diagonally adjacent) with a given square. If the given square is not specified, assume it is the square currently occupied by the newly summoned piece.
  - **Distance:** the shortest number of moves required to get from one square to another. For example, adjacent squares are at distance 1.
  - **Move:** A move is always onto an adjacent square. A move onto an occupied square destroys the piece that was there.
  - **Standard move:** This type of move can be only onto an empty square or a square occupied by a piece of lower rank.
  - **Combat move:** This type of move can be only onto an empty square or a square occupied by a piece of the same rank or lower.
  - **Standard leap and combat leap:** A leap is the same as a move, except the square doesn't have to be adjacent. If not specified, a leap can be onto any square on the board.
  - **Place:** Like the "place" action. However, if there is no piece of the specified color and rank available, the piece cannot be placed.
  - **Upgrade:** Legendary pieces cannot be upgraded. To upgrade a common piece, flip it over. To upgrade a heroic piece, remove it and replace it with a legendary piece. If none is available, the heroic piece cannot be upgraded.
  - **Downgrade:** Common pieces cannot be downgraded. To downgrade a heroic piece, flip it over. To downgrade a legendary piece, replace it with a heroic piece. If none is available, the legendary piece cannot be downgraded.
  - **Destroy:** To destroy a piece, remove it from the board.
  - **Convert:** To convert an enemy piece, replace it with one of your pieces of the same rank (unless a different rank is specified).
- × When keeping track of how many enemy pieces you destroyed, count pieces you destroyed during summoning, pieces you destroyed with moves and leaps, pieces you destroyed with a "destroy" effect, and pieces you converted. Neither upgrading nor downgrading ever counts as destroying a piece.
- × Any piece removed from the board should be returned to its owner.