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Thalara: The last Artifacts

The world of Thalara is dying, its energy dwindling away. Scattered across the land in temples, Watchmen are using powerful Artifacts to draw magic away from the land. With your last ounce of strength, you must secure these Artifacts, or risk losing your magical skills. Combine your energy and spells wisely to gain the most Artifacts and retain your power.

Components (from 2 Clash Packs)

Spells
(double-sided
English/German)

Spell overviews
(double-sided
English/German)

4 sets of 20 Remnants
(for 4 players, with different
colored backs)

2 sets of 15 artifacts
(use just one set for 2 players!)

**... and some
advanced cards.**
(read them once you
know how to play)

These rules are for the 2-player version of Thalara. For the additional 3- or 4-player rules, please go to page 4.

Object of the Game

Your goal is to collect the **most victory points** by conquering and collecting Artifacts.

Set Up

Each player chooses a **character** and their 4 corresponding unique **spells**. Lay the spells out in front of you. Each character also comes with a Spell Overview Card, which your opponent uses to keep track of your Spells.

For your first game, the many spells can be overwhelming – we recommend starting with just two spells for your chosen character in the first game you play. Also, the **advanced characters** Melina and Iniz come with extra rule cards and are not so well suited for the first game.

Shuffle 15 **Artifacts** (1 set) to form the common **Artifact stack**.

Both players will use energy supplies made up of **20 Remnant cards each**. Both decks contain exactly the **same cards**, except they have different colored backs.

Randomly determine a starting player.

Energy cards

There are two different types of **energy cards**: Remnants and Artifacts. All players begin the game with 20 **Remnants**, representing the last of your natural magic power. During the game these are used in order to win **Artifacts**.

You will also use Artifacts in order to gain additional Artifacts. Unlike Remnants, these aren't consumed in the process. As a result, more hand cards will be replaced by Artifacts each turn and you will be increasingly restricted in your choice of energy cards.

All energy cards have a **strength** value and a **color**, but Artifacts are also worth a certain number of **victory points** - represented by stars - which may decide the winner at the end of the game.

Remnant
(volatile energy)

Strength | Color

Artifact
(returning energy)

Strength | Color

Star Emblems
(victory points)

Playing the Game

Three starting artifacts

For the first round, **draw three Artifacts** and place them face up in the middle of the table. These are the Artifacts you can claim this round. The space around each Artifact is where you'll place your energy cards and is known as the **Conflict**. Accordingly there are **three conflicts** each round, one for each Artifact.

Each player simultaneously and secretly looks through their own energy supply deck and **chooses seven Remnant cards** to use as hand cards.

Starting with the first player, each player **alternately places one energy card from their hand into one of the three Conflicts**. Opponents place cards on **opposing sides** of the conflicts' Artifacts. Both players continue this way until they no longer wish to play cards, or run out.

Any energy card can be attached to any Artifact, regardless of color. The color of a card is only important when playing spells – explained on page 3. When placing additional cards in a Conflict area, they should **overlap** so that the strength and color of all cards remains visible.

If you **pass**, your opponent may continue to play cards for as long as they are able. Once you passed, you can't rejoin the round, and the round ends when both players have passed.

Three conflicts: Artifacts with attached cards

Cards are placed overlapping to make sure that strength and color remain visible

Once you pass, any **remaining Remnant cards** in your hand are added **back into your personal energy supply**.

All Conflicts are now resolved. Each player **adds up the strength values** of all their cards in each Conflict area. The player with the **highest total** on an Artifact takes that Artifact **into hand**. In the case of a **tie**, or no cards attached to an Artifact, it will remain in place for the next round.

Discard all Remnants used in this round. Each player has their own personal discard pile.

Reveal new Artifacts from the central stack until three are available.

Select Remnants from your personal supply to **refill your hand to seven cards total** - so each Artifact obtained allows you to choose one less Remnant.

The Artifacts in your hand can be used as normal energy cards, except that they will never be discarded, and are **returned to your hand** at the end of each round. This is true even if an Artifact was destroyed by the effect of a spell.

The next round begins with the player who **last played a card**.

The game ends when one of these conditions is met at the beginning of a round:

- There are not enough cards left in a player's supply to select the required number of hand cards.
- A player only has Artifacts in their hand (they have won seven or more Artifacts in total)

Count the **victory points** (star emblems) of your collected artifacts - the player with the most points wins.

Name of the Spell

Character

Requirements

**Flavor text
(not game relevant)**

Effect
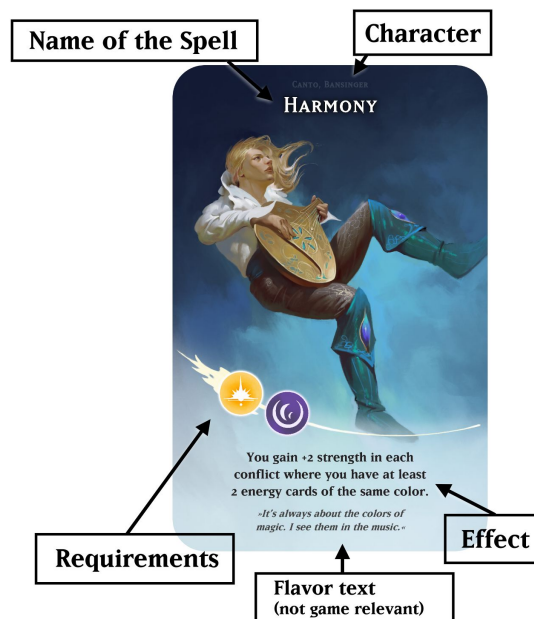
Spells

When you've played an energy card, you may activate a **spell**.

To activate one of your spells, ensure the **requirements** have been met through the correct combination of **energy card colors** indicated on the spell card, counting only your own energy cards. Each card counts as exactly one energy, regardless of its strength. The order of the energy cards doesn't matter.
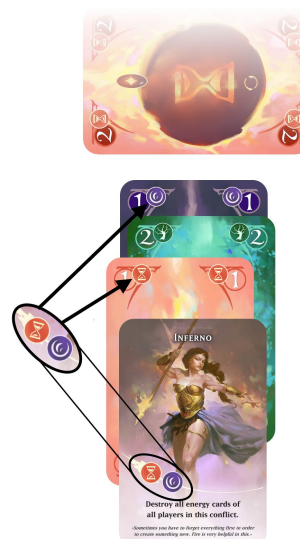
The order of energy cards doesn't matter and there may be other cards in the conflict

You may activate your spell in any conflict – it does **not** have to be the one in which you've placed an energy card this turn – as long as the requirements have been met **in the chosen conflict**.

Place your chosen spell in the Conflict area. Some effects are executed immediately (e.g. destroying cards), others last until the end of the round (e.g. strength bonuses). If the text of a spell contradicts another rule, the text of the card always takes precedence. Once a spell is played, it remains in conflict for the rest of the round.

All used spells are **refreshed** and returned to your spell collection at the beginning of the next round.

Variant: Magical Chaos

Once you're experienced with all the characters you can try this variant: Choose a main character, and at least two spells for that character. Pick up to another two spells from any other characters, and combine them. For each spell that does not belong to your main character, begin each round with one less energy card – for instance, if you replace only one spell with another character's, you will start the round with six energy cards. Once all of your hand cards have been replaced by Artifacts, you may begin the round with an additional Remnant from your supply.

The game ends as usual when all seven hand cards have been replaced by Artifacts.

Credits

Game Design:
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Thalara with 3 - 4 players

Thalara can be played with three or four players once players are comfortable with the 2-player setup, as good knowledge of all characters' spells is important.

Please note: This preview copy contains both Thalara sets needed for 4-player mode.

Combine two Thalara sets, shuffling the Artifacts from both sets. Reveal four Artifacts in a 3-player setup, or five Artifacts with 4 players. Randomly choose a first player, then in clockwise order each player in turn places an energy card, skipping those who choose to pass. In order to distinguish which cards have been played by which player, two players will place their cards on each side of the Artifact, orienting toward the corners of the Artifact (see illustration).

If there is a tie between the strengths of two players, the Artifact automatically goes to the **third placed** player. If no third player has played any cards in this conflict, or if the third and fourth players are also tied, the Artifact will stay on for the next round.