**TASH-KALAF**

**FULL RULES**

**THE HIGH FORM**

**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.

- 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.

- Teammates use separate decks, but they only use one color of pieces.

- Each player makes their own deck.

- In a team game, each player has their own deck, with 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.

**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.

- 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:
  - 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 any 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.

  - 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 destroyed enemy pieces next to the board.

- 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 same-colored 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.

- 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 un-paired 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”)

**The End of the Game**

- 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.

  - 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.
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.

- **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.

- **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 square:** a colored square in the pattern. If the text does not refer to marked squares, then the colored squares 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 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.