

ALEXANDER WREDE

# THALARA: THE LAST ARTIFACTS

## Components

### 40 Remnants

(20 per player)



### 16 Spells

(4 per character)



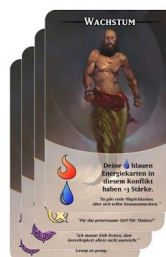
Myrja



Accaina



15 Artifacts



Kandhran



Canto

The energy of the world of Thalara is dwindling away. Watchmen have built temples all over the place to encapsulate the remaining energy in artifacts. With the last ounce of strength you try to get hold of these artifacts to not lose your magic skills. Combine your remaining energy and spells wisely to capture exactly those artifacts, that make you even more powerful.

## Object of the Game

Your goal is to collect the **most victory points**. Conquer artifacts that are worth as many victory points as possible.

## Preparations

First, everyone chooses a **character**. Each character has **four spells**. These are unique cards that give you special abilities. At the top right of each card is the name of the character in small letters. **Lay the spells out in front of you**. Take a good look at your own spells and those of your opponents to get an overview of their abilities. Also, each character comes with a **spell overview** card. Give this card to your opponent so they can keep track of your spells at all times.

### It's your first game?

When you play Thalara for the first time, the many spells can be overwhelming. That's why we recommend starting with fewer spells the first time you play. Each player chooses any two spells of their chosen character.

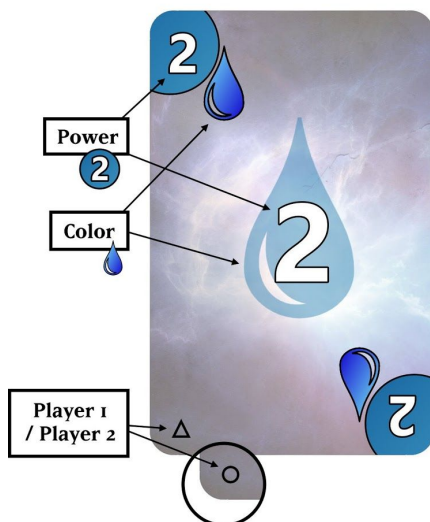
## Energy cards

There are two different types of energy cards: remnants and artifacts. You start the game with 20 **remnants** that represent your last natural magic power. Each round you choose from your remnants which ones you want to play with. During the game you use up your remnants to win **artifacts**.

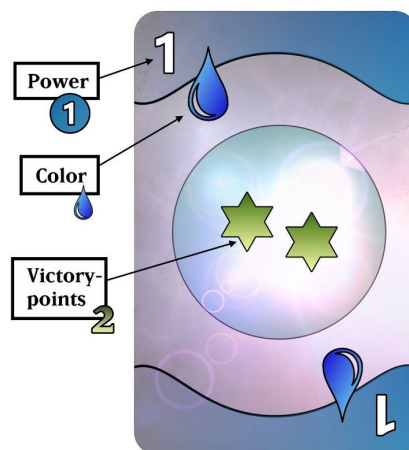
You also use the artifacts you have gained to gain further artifacts. Unlike the fleeting memories, these are not consumed in the process. As a result, more and more of your hand cards are replaced by artifacts each turn and you are increasingly restricted in your choice of energy.

All energy cards have a **power** value and a **color**. Artifacts are also worth a certain number of victory points (number of stars), which decide about victory or defeat at the end of the game.

## Remnant



## Artifact



Now shuffle all **artifacts** to form the **artifact stack**. These artifacts can be obtained in the coming rounds.

Everyone receives an energy supply consisting of **the same 20 remnants**: each colour four times with different values. One full supply is marked with a triangle in the lower left corner, the other with a circle (see illustration).

Determine a random **starting player**.



## Playing the Game



For the first round, draw **three artifacts** and place them face up in the middle of the table, leaving enough room around each card to place cards on both sides of it. These artifacts can be obtained during this round. The space around each artifact where you'll place your energy cards is called **conflict**.

Each player simultaneously and secretly **selects seven remnants as hand cards** from his or her own energy reserves.

Starting with the first player, you **alternately place one Energy card from your hand into one of the conflicts**, i.e. **attach it to** of the artifacts on display. Use opposite sides of the artifact to place the cards, so that you can see who has placed which cards.

In principle, all energy cards can be attached to any artifact, regardless of their color. The color of a card is only important when playing spells; this is explained in more detail on the next page. When you place additional cards in a conflict, place them **overlapping**, so that the power and color of all cards remain visible.



If you don't want to play any more cards, you can **pass**. Your opponent may continue to play cards as long as they want and can. However, it is not possible to re-enter the round after passing. The round ends immediately when both players have passed.

If there are any **remaining remnants** on your hand, put them **back into your personal energy supply** now.

Then all conflicts are **evaluated**. Each player **adds up all power values of their cards in a conflict**, i.e. attached to an artifact. When you have played the **highest total** in a conflict, you take control of the artifact and will be able to use it in the following rounds. **Take all won artifacts into your hand.**

If there is a tie, the artifact remains in place for the next round, likewise if no cards have been attached to an artifact.

Then **remove from the game all the remnants that you have used in this round**. These energy cards are now in the **limbus** and cannot be used in subsequent rounds. Even if an artifact is tied, any energy cards that are attached to it will still go into the limbus.

Now **reveal new artifacts from the artifact stack until three artifacts are available** for the next round.

Now **choose remnants** from your personal supply to get back to **seven hand cards for the next round**. This means that if you have already obtained any artifacts, you will choose **one less remnant for each artifact in your hand**.

All **artifacts in your hand** can be used like normal energy cards. However, **artifacts never go into the limbus, but are returned to your hand at the end of each round**, so you can use them each round. This is true even if an artifact was **destroyed** by the effect of a spell.

In the next round, the player **who last played a card** begins.

**The game ends** as soon as one of these conditions occurs at the beginning of a round:

- There are not enough cards left in your supply to choose the required number of hand cards.
- You have only artifacts in your hand, so you have won seven or more artifacts in total.

Now count the **victory points** of your collected artifacts. Whoever has collected the most points wins the game.

## Round Overview

At the start of each round:

- Refill to 3 available artifacts
- Refill 7 hand cards with remnants

Each turn, in this order:

- Play an energy card from your hand
- Optional: Activate one of your spells

or

- Pass, put remaining hand cards back into your supply

At the end of each round:

- Take won or used artifacts back to your hand
- Put used remnants into the limbus

## Spells

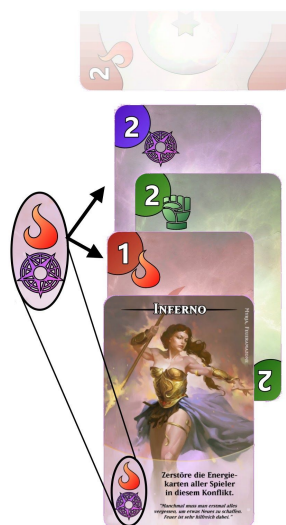
Every time you've just played an energy card (and only then), you may activate a spell.



Choose one of your spells, and a conflict to activate the spell in. That doesn't has to be the conflict where you placed an energy card this turn.

But the requirements of the spell must be met: You must have previously created the **necessary combination of energy cards indicated on the spell card in the conflict in which you wish to activate the spell**. Each card counts as exactly one energy, regardless of its power. The order of the energy cards does not matter and there may be other energy cards.

Take the chosen spell and place it in the conflict.



If the spell has a **cast effect**, execute it immediately. Some spells have a **permanent effect**. This effect lasts for the rest of the round. 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 available again next round.**

## Variant: Custom Spell Selection

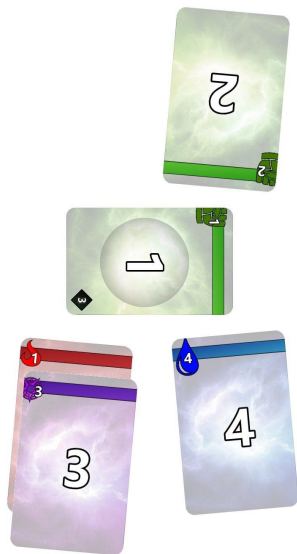
If you already gathered some experience with all available characters, try this variant for a change. Choose a main character and at least two spells of that character. You can pick the remaining two spells from any other characters and mix them. For each spell that does not belong to your main character, you start each round with one less energy card. So if you replace only one spell of your main character, you will start each round with six energy cards, or with five energy cards for two replaced spells. Once all five resp. six hand cards have been replaced by artifacts, you may start the round with an additional remnant from your supply. The game ends as usual when all seven hand cards have been replaced by artifacts.

## Thalara with 3 - 4 players

Thalara can be played with three or four players, but we explicitly recommend starting with only two players. With more than two players it can quickly become confusing if you are not yet familiar with the spells of all characters.

For more than two players, **two Thalara sets** are combined. Shuffle all artifacts from both sets. Reveal 4 artifacts per round with 3 players, 5 artifacts per round with 4 players.

In clockwise order, each player in turn places an energy card. Whoever has passed is skipped. To make it easy to distinguish who has played which cards, **two players place cards on each side of the artifact**, oriented towards the corners of the artifact (see illustration).



**Important:** If there is a **tie** between the power of two players, the artifact goes to the **third placed player**. If no third player has played any cards in this conflict, or if there is also a tie between third and fourth place, the artifact will stay for the next round.

There are many more characters available! If you want to try something new, just send me a little note: What do you think about Thalara? What's your preferred playstyle?

Contact me to get more free characters!  
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