

# TERRALOGICAL

by Reinhard & Christoph Scheibelhofer

2-4



10+



30 min



## Type of game

tile placing

## Material

- 1 game board with 8x8 fields
- 65 land tiles including 1 start tile & 1 end tile
- 120 wooden cubes including 30 cubes per player

## Aim of the game

Score the most points by placing tiles and controlling large areas.

## Setup

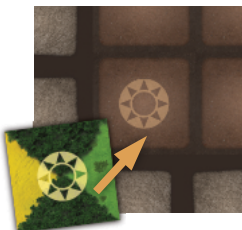
Place the game board in the middle of the table.

Each player takes the cubes of one color.

Players place one of their cubes on the arrow field of the scoring track.

Place the start tile with the sun in a random orientation on the start field with the sun.

Place the end tile with the flower in a random orientation on the corner field with the flower.



start tile



end tile

Shuffle the remaining land tiles and set them as different facedown stacks.

Each player draws 3 random land tiles to their hand.

## Turn

Terralogical is played in clockwise order. Starting with the first player the current player does one of the following actions:

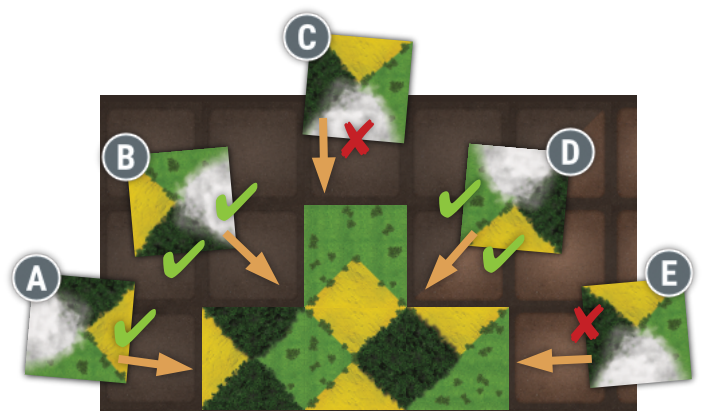
- place exactly 1 land tile faceup to continue the landscape and draw 1 tile if the placed tile was your last
- or draw 1 land tile from a stack to your hand

Land tiles show 3 different landscapes on their edges: meadows, fields, and woods. They also show clouds which can be used as any of the three landscapes.

You always have to place land tiles neighboring an other land tile vertically or horizontally. The connecting edges must show the same type of landscape.

Connecting edges may have a cloud on one or two sides as long as the just placed land tile has at least one regular connection (meadows, fields, woods) to another land tile.

Put one of your cubes on the just placed land tile.



A: 1 regular connection → YES

B: 1 regular connection + 1 cloud connection → YES

C: 1 cloud connection without a regular connection → NO

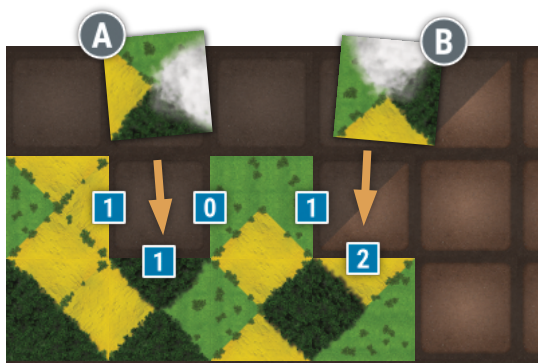
D: 2 regular connections → YES

E: no regular connection → NO

## Scoring

Only regular connections with no clouds involved will give you points:

- each connection where the edges are on the lighter subsoil grants you 2 points
- each connection where the edges are on the darker subsoil grants you 1 point
- each connection with a cloud on any side of the connecting edge grants you 0 points



A: 2 connections on dark subsoil + 1 cloud connection  
 $\rightarrow 1 + 1 + 0 = 2$  points

B: 1 connection on dark subsoil + 1 connection on light subsoil  
 $\rightarrow 1 + 2 = 3$  points

Move your scoring cube along the scoring track after counting your points.

## End of game

Terralogical ends immediately after the turn of the player who placed first a tile on one of the flower fields in the opposite corner of the start field.

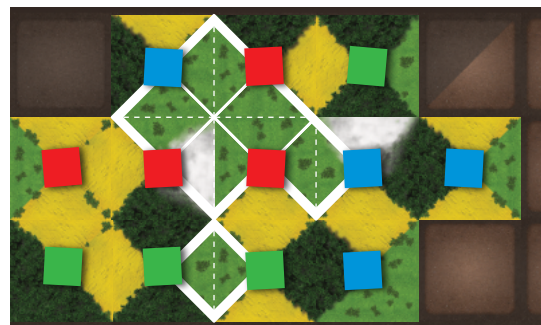


The game also ends immediately if no player has placed a land tile within a round.

## Final scoring

Find your largest flock of birds per landscape type (meadow, field, forest) by counting your horizontally or vertically connected cubes on each landscape area.

A landscape area consists only of connected entire fields. An entire field consists of two neighbouring triangles of the same type, with clouds always complementing their neighbouring triangle.



Red: 3 neighbouring cubes on meadows  $\rightarrow 4$  points

Green: 2 neighbouring cubes on meadows  $\rightarrow 2$  points

Blue: no neighbouring cubes on meadows  $\rightarrow 0$  points

The following applies to every landscape type:

- the highest cube count grants you 4 points each
- the second highest cube count grants you 2 points each in a 3 or 4 player game
- the third highest cube count grants you 1 point each in a 4 player game

Each unplaced land tile in your hand grants you -1 point.

Move your scoring cube along the scoring track after counting your final points.

## Winner

The winner is the player with the most points.

## Authors

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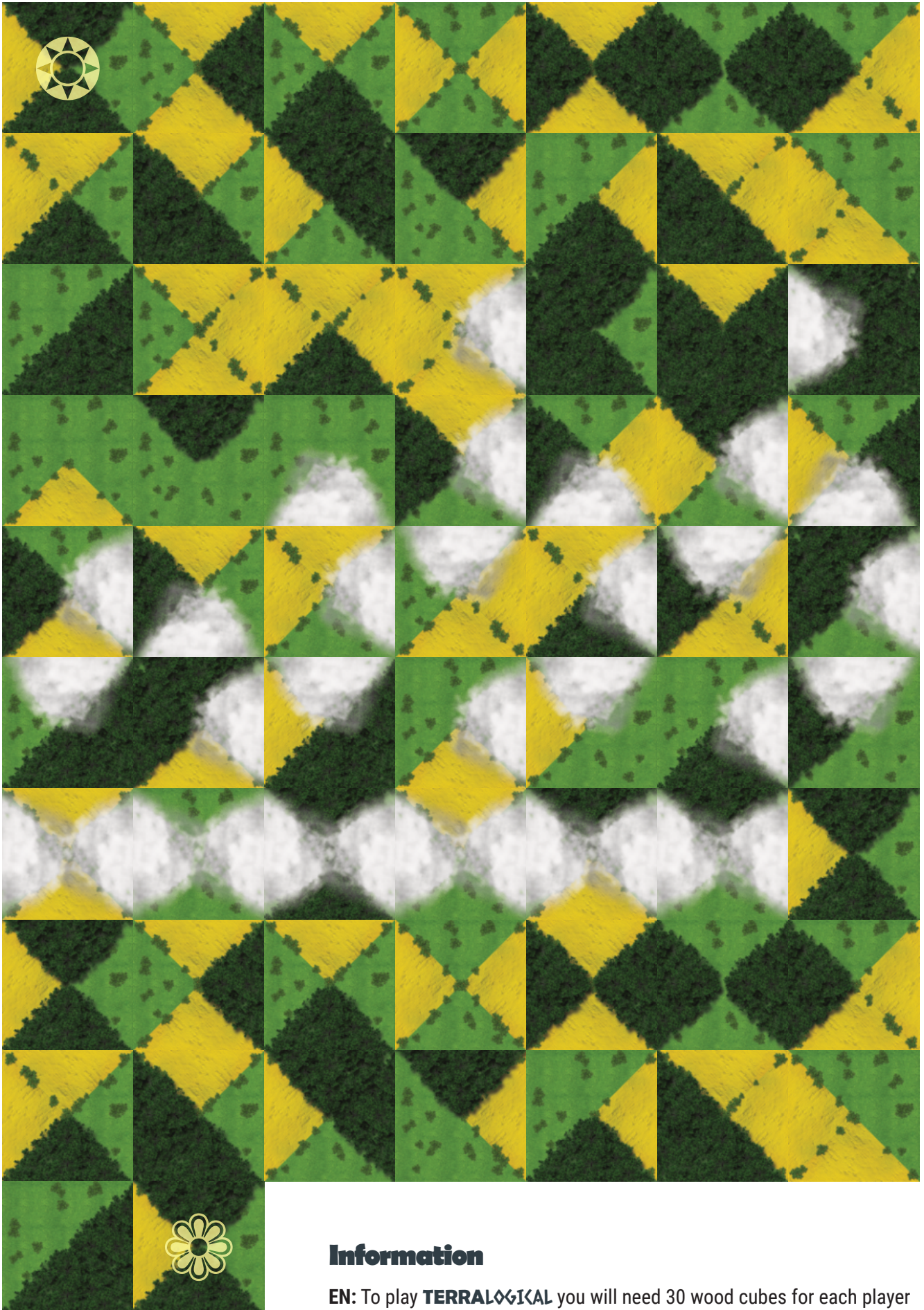
## Contact

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### **Information**

**EN:** To play **TERRALOGIKAL** you will need 30 wood cubes for each player in its own color.

**DE:** Um **TERRALOGIKAL** zu spielen benötigt ihr pro Spieler 30 Holzwürfel in einer Farbe.



