

# TERRALOGICAL

by Reinhard & Christoph Scheibelhofer

2-4



10+



30 min



*Flocks of birds fly high above the fields, meadows and forests.  
Which swarm dominates the largest habitat at the end of the game?*

## Objective

Terralogical is a **tactical tile placing game** in which players try to get their tiles onto the game board to gain as much points as possible.

At the same time they must pay attention to bring large areas of one type of landscape under their control to receive important points at the end of the game.

## Mechanism

Alternately, players place a tile on the game board and expand the landscape.

Depending on the position of the edges of a tile, they will receive points after placing it.

In addition, they put bird markers on their tiles in order to achieve majorities on areas for points at the end of the game.

## Material

- 1 game board with 8x8 fields
- 65 land tiles
- 4 x 30 bird markers

end tile

Tiles show 3 types of landscapes and clouds. They must be placed with connecting edges and suiting landscapes.

bird marker

Controlling the largest area of a landscape type grants you extra points in the final scoring.

2 0 1

Suiting edges on lighter subsoil grant you 2 points, edges on darker subsoil grant you 1 point. Edges containing clouds never grant you points.

start tile

Rules + Print & Play

[www.game-a-lot.fun/en/](http://www.game-a-lot.fun/en/)