

VLAADA CHVÁTIL

# TASH-KALAR

## ARENA OF LEGENDS

*From the frozen lands of never-ending winter, from the snowy plains and glacier-capped mountains of the North, from splendid palaces of crystalline ice comes Tash-Kalar's newest school: Everfrost.*

Everfrost is a player deck that can be used like any of the player decks in the base game. If you are playing the Everfrost school, you get its 18 being cards and its set of pieces. There is also a score board for deathmatch melee.

Many of the Everfrost beings have frozen ❄️ effects that can be stored for later use. These tactical options make Everfrost challenging to play. The strength of the deck lies in your ability to choose the right time to strike.



# Frozen Effects



If a card has a frozen effect, it will be written in italics and preceded by the ❄️ symbol. Some Everfrost cards have only a normal effect. Some have only a frozen effect. Some have both.

A frozen effect does not occur during the summoning. It is stored for later use. Once any normal effect of the summoning is resolved, place the card face up in front of you instead of discarding it. The card can stay there until its frozen effect is used.

## THAWING A FROZEN EFFECT

You can thaw the frozen effect on any of your turns, even the turn in which the being was summoned. The timing is the same as for a flare – before or after any action. (You can also use it before or after any flare, and a flare can be used before or after any frozen effect.) As with flares, you cannot thaw a frozen effect while another effect is being resolved.

Thawing a frozen effect does not use up any of your actions.

When you thaw a frozen effect, resolve the effect according to the usual rules and discard the card.

The frozen effect is not affected by what happens to the being or the piece that the being becomes. Even if the being is destroyed as part of its normal effect, the frozen effect will be placed on the table for later use.

## ONLY 1 FROZEN EFFECT

You can have only 1 frozen effect on the table at a time. If you summon another being with a frozen effect, you must either discard the effect you already have on the table or discard the card with the new frozen effect – your choice.

*Note: It is not possible to avoid this discard rule by using a being's frozen effect "right away". Choosing which frozen effect to keep in play is part of the summoning action. The frozen effect cannot be thawed until the action is done.*

## TEAM PLAY

Frozen effects are not shared between teammates. If you summoned the being, you are the only one who can use the frozen effect and you can only do it on your turn (not when your teammate passes control to you). However, because it is possible to pass control during an effect, you can choose to thaw your effect and then pass control to allow your teammate to resolve it.

## New keywords:

**Frozen effect:** an effect preceded by the ❄️ symbol, or a card with a frozen effect.

**Put a frozen effect into play:** Put the card with the frozen effect in front of you on the table. If you already have a card with a frozen effect in play, you must discard one of these two cards without evaluating its effect.

**Remove a piece from the game:** At the end of the turn, instead of returning the piece to its owner, set it aside for the rest of the game. The player's supply of that type of piece is thus reduced by 1.

**Each other player's or team's next turn:** This means each other player's next turn if you are not playing a team game. In a team game, this applies only to the other team's next turn, so only the player who plays next will be affected.

**Mirror-image square:** Each yellow-marked square has a corresponding blue-marked square. To see the correspondence, imagine a mirror in the middle, reflecting the yellow side onto the blue. The mirror-image of a yellow-marked square is the blue-marked square in the same row, the same distance away from the line between yellow and blue.

**Convert to an enemy color:** To convert your piece to an enemy color, replace it with an enemy piece of the same rank, unless a different rank is specified. (This would count as destroying your own piece, but none of the tasks require you to keep track of that.) If no enemy piece is available, nothing happens.

# A GAME BY VLAADA CHVÁTIL

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For more details about the game check [www.tash-kalar.com](http://www.tash-kalar.com)

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