



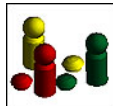
## The terrain game

This ever-changing 3-D wooden board game is nothing short of AWESOME!! This game utilizes 3-D strategies that *NEVER END!* Recommended for Ages: 12 to Adult (Note: Children as young as 7 years can play the game!) For 2 to 6 players.

A beautiful and exquisitely handcrafted wooden board game made from American Cherry by the creator of the game. This is a special limited signed-edition.



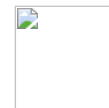
### The game includes:



a game box (13" X 16" X 4"), a canvas game bag, a small cotton game-parts bag, 96 cherry hexagon terrain pieces, a hexagonal recessed game board, 6 colored player pieces with 3 destination markers per player, 3 colored dice, an elevation tool (with additional double-stick adhesive--simply use 3M mounting squares), 2 copies of the rules (one personally signed to you from the creator of the game), a game brochure, a parts list/cost sheet, a game registration form and an order form for replacement parts.

Here is a brief description of the game.

This is a TRUE 3D board game where you and your opponents create the 3D terrain with its pathways during the FIRST phase of the game. In the SECOND phase of the game, players travel over the surface of the 3D terrain to their own unique destination which was designated by an opponent.



First player to his/her LAST destination WINS the game!

### Pathways are controlled using TWO ESSENTIAL movement rules.



#### 1. DIRECTION

PIPS (the 3 drilled holes on the top of each terrain piece) represent EXITS (the direction) OFF that hexagon. NOTE: PIPS DO NOT HAVE TO LINE-UP TO MOVE FROM ONE HEXAGON TO ANOTHER. Once you land on the next hexagon, you must use ITS PIPS to exit from your new location to the next hexagon.

#### 2. ELEVATION LIMITATIONS

Players MAY NOT move VERTICALLY more than 3 levels (i.e. 3/4"). Therefore--if a player places an adjacent hexagon higher than 3/4" or lower than 3/4" then ANY EXITS BETWEEN THESE HEXAGONS are BLOCKED. (Think of them as CLIFFS.)

3. Players now roll the RED and WHITE DICE during each turn to determine movement points and requirements. There is good and bad weather. Bad weather DOUBLES the movement points required to move. And yes, it takes more points to move UP than to move LEVEL OR DOWN.

Rolling any doubles with the Red Weather Die and the White Movement Die gives the player the opportunity to ROTATE ANY hexagon on the board--even one occupied by a player or destination piece. The player MUST rotate or FORFEIT the turn--the player MAY NOT MOVE with a roll of doubles!

This rotation can be used OFFENSIVELY OR DEFENSIVELY and sometimes ALL PLAYERS may be affected by the rotation depending on exceptional board development

For more specifics, check out the following:

[Notes from the creator of the game.](#)

[Comments from Game Reviewers](#)

[Email](#)