



## The terrain rules

Object of the terrain game?

1. Create the 3-D terrain game board.
2. Play on the surface where the first player

who gets from his/her starting point (a corner of the board) to his/her final destination piece (placed by your opponent) WINS the game

Player Piece

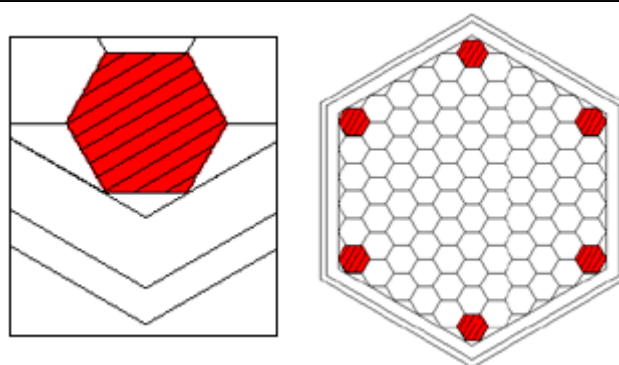


Destination Piece

-- Who goes first? ...the highest roll --

### Where to Start?

**CLEAR THE BOARD.** Players determine their own starting positions at any of the six corners of the board (red-shaded hexagons; figure at the right). The FIRST hexagon placed by each player MUST be one of the 6 starting positions. Note the position of the terrain piece to the notched edge of the board in the figure at the bottom.



### Creating terrain?

Each player alternately places a terrain piece NEXT to pieces already on the board until the board is completely filled. You should have 5 extra pieces (91 fit on the board). Players then place OPPONENT'S destination piece(s).

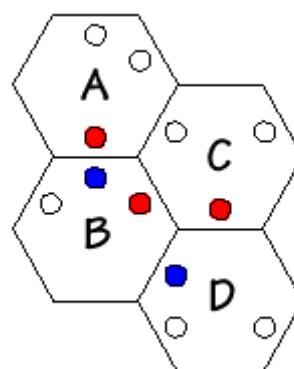
### Which Way to Go?

Pips Tell the Way! The 3 pips (dimples) are the EXITS OFF the terrain piece. Example: From terrain piece A you must travel to piece B, then to piece C in order to get to piece D (See RED PIPS).

**Note:** from piece D you can get to piece A directly using piece B (SEE BLUE PIPS).

>> Up or Down? THE ELEVATION RULE You CANNOT go UP or DOWN MORE THAN 3 LEVELS. Each level is 1/4 of an inch (6 mm). Use the elevation TOOL for measuring and rotating pieces.

>> For Each Turn Roll the Red Weather Die and the White Movement Die. The RED die determines the WEATHER. Even Numbers (2, 4, 6) mean Good Weather. Odd






Numbers (1, 3, 5) mean Bad Weather. The WHITE die determines the number of MOVEMENT points.

Players MAY use ANY or NONE of their movement points to move whatever distance they wish.

**Movement Points? -- (White Die)**

### Movement Rules

<u>Good Weather Points</u>	<u>Movement Requirements</u>	<u>Bad Weather Points</u>
(2, 4, 6) Even Numbered Red Die	Note: Bad weather DOUBLES movement points NEEDED to move.	(1, 3, 5) Odd Numbered Red Die
1 point per hex Here: 1 point	TO MOVE LEVEL One hex 	2 points per hex Here: 2 points
1 point per level Here: 2 points	TO MOVE DOWN 2 levels 	2 points per level Here: 4 points
1 point per level AND 1 point for going UP Here: 3 points	TO MOVE UP 2 levels 	2 points per level AND 2 points for going UP Here: 6 points

### Where to Finish?

Opponent to either the LEFT or RIGHT (arbitrary) determines the destination location(s) -- (either 1, 2, or 3 destinations) -- of the player's color.

Note: Destinations must be "reachable" without violating the ELEVATION RULE and only one destination piece per terrain piece. A destination piece may be placed at a corner location.

>> Other Movement Rules? AGREE BEFORE PLAYING the Optional Rule. When a player rolls DOUBLES, he/she MUST ROTATE ANY SINGLE terrain piece or forfeit the turn. OPTIONAL RULE: Double 6s permit a player to INVERT (turn UPSIDE-DOWN) ANY terrain piece NOT occupied by a player or destination marker -- permanently! A player sends another player to the original starting position if the player lands on another player while traveling across the board. NO PLAYERS MAY OCCUPY THE SAME HEX.

>> Offense/Defense? HINTS? Constructing terrain with many UP-3 LEVEL paths makes traveling more difficult. Also block paths to destinations where pips DO NOT point in the proper direction. Placing terrain level changes of MORE THAN 3 LEVELS next to pip exits RESTRICTS travel to the remaining pip exits.