



The terrain game

Some major points about "the terrain game" from the creator of the game, Gary R. Winfield

1. The first phase of the game is the creative, imaginative yet strategic part. The construction of the terrain and pathways can be very complex or merely random.

- a. The less sophisticated boards generally result in less difficult pathways for opponents to get to their destinations. Lucky dice rolls usually determine the winner. When the game was play-tested in Colorado among 6th graders, students were concerned less with pip positions and more with vertical terrain features.
- b. The strategic boards use the "rules of movement" to the player's advantage and make dice rolls less significant in traversing the board. Great boards have very specific terrain pieces whose rotation can create severe consequences to perhaps ALL players and impose paths with many UP-3 level jumps.
- c. Every time I play the terrain game it reveals new and exciting 3D techniques to make pathways more difficult. When first playing the game, do not "over-think" board strategy--let the game reveal to you what terrain works and doesn't work. You will be amazed at the variations

2. Players start at one of the six corners of the hexagonal board. Since all paths originate from this critical origin, players more easily can follow the emerging pathways and blocks as they develop geometrically. **BOARD DEVELOPMENT IS EVERYTHING!!** I stress again that the movement phase can be only as good as the board development phase can make it.

3. When the board is complete, ALL pathways are VISIBLE for each player to merely observe, follow and use for the MOVING portion of the game; unlike chess where no one knows what the board will look like in 5 more moves. Players who do not pay close attention DURING the building of the board may still find all essential pathways with an additional 5 minutes of following paths from the opponent's starting piece AFTER the board is completed. Are you a "thorough" game player?

4. 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. **This rule is AWESOME in its implications.**

- a. The rotation can be used OFFENSIVELY OR DEFENSIVELY and sometimes ALL PLAYERS may be affected by the rotation depending on exceptional board development.
- b. The offensive or defensive use of a rotation move requires players to be equally concerned and aware of ALL PLAYER'S paths. **Consequently, a unique player interaction develops with players helping and pointing out limited or alternate routes for OTHER players AND AT NO REAL DISADVANTAGE to their own play--even kibitzers can become involved.** As a result, the game plays exceptional well for players of different ages and ability levels where pointing out routes is essential for the inexperienced player.
- c. Younger players often DO NOT pay particular attention to the orientation of the pips in path development--they mostly focus on the 3D (UP-DOWN) LOOK of the board. DOUBLES ALWAYS makes it possible for them to reach their destination.

The game therefore DOES NOT IMPOSE its board development strategies on younger or less proficient players UNTIL THEY ARE READY and SEE IT.

5. The good/bad weather point requirements, for UP, DOWN and LEVEL movement, are ingeniously simple and intuitive. The statistical limitation of NOT MOVING UP THREE LEVELS IN BAD WEATHER (81% chance of NOT MOVING) dramatically emphasizes the player's need to make difficult paths UP/DOWN rather than just WINDING! "Trial and error" is usually the manner in which this tactic is learned.

6. Each game can be played in a variety of ways and "LOST" permits the same terrain to be traveled using TOTALLY DIFFERENT PATHS (i.e. the pips are NOT used). This version of the game involves NO SKILL merely LUCK--a game for the younger or more timid players.

In closing, I apologize for the elaborate explanation but the game is so remarkably different and exciting as a REAL 3D CREATIVE EXPERIENCE that other accomplished game players do not immediately grasp ALL of the concepts that come to play in the game. My hope is that you will EITHER have your own game OR have the chance to play with a friend who does own one.

Enjoy the game!

Gary R. Winfield

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