

The Terrain 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 race over the surface of the 3D terrain to reach their goal first

Designed by **Gary R. Winfield** and published **Games with a Twist™** circa 1997 in Schenectady (NY) USA.

Players: 2-6

Duration: 60 mins

Ages: 7+ (12+ recommended)

Object of the game

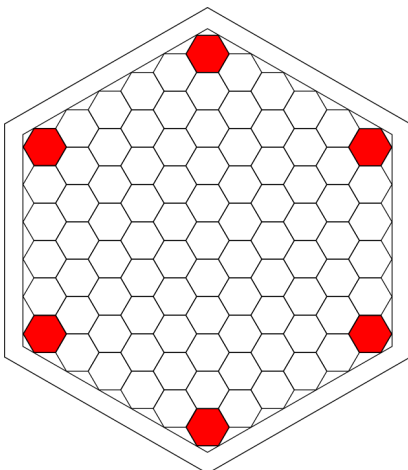
1. Create the 3D terrain.
2. Play on the created terrain where the first player who gets from his/her starting point (a corner of the board) to his/her final destination piece (placed by your opponent) wins the game.

Setup

Place the board on a flat playing surface and the remaining game components within easy reach of all players.

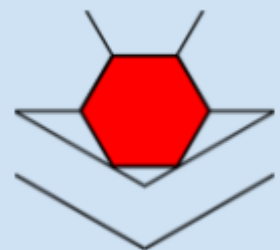
Players determine their own starting positions at any of the six corners of the board (See marked hex positions below).

Take note of the position of the terrain pieces to the notched edge of the board in the figure at the bottom. The terrain piece's corner should not be touching the board's corner.



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Creating the terrain

3. The player with the highest roll starts and play proceeds clockwise.
4. **The first hexagon placed by each player must be in their chosen starting position.**
5. 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).

6. Players then place their own player token in their starting position and then place the destination token(s) for the opponent to their right.

Destinations must be "reachable" without violating **the elevation rule** (see under Movement rules) and only one destination token per terrain piece is allowed.

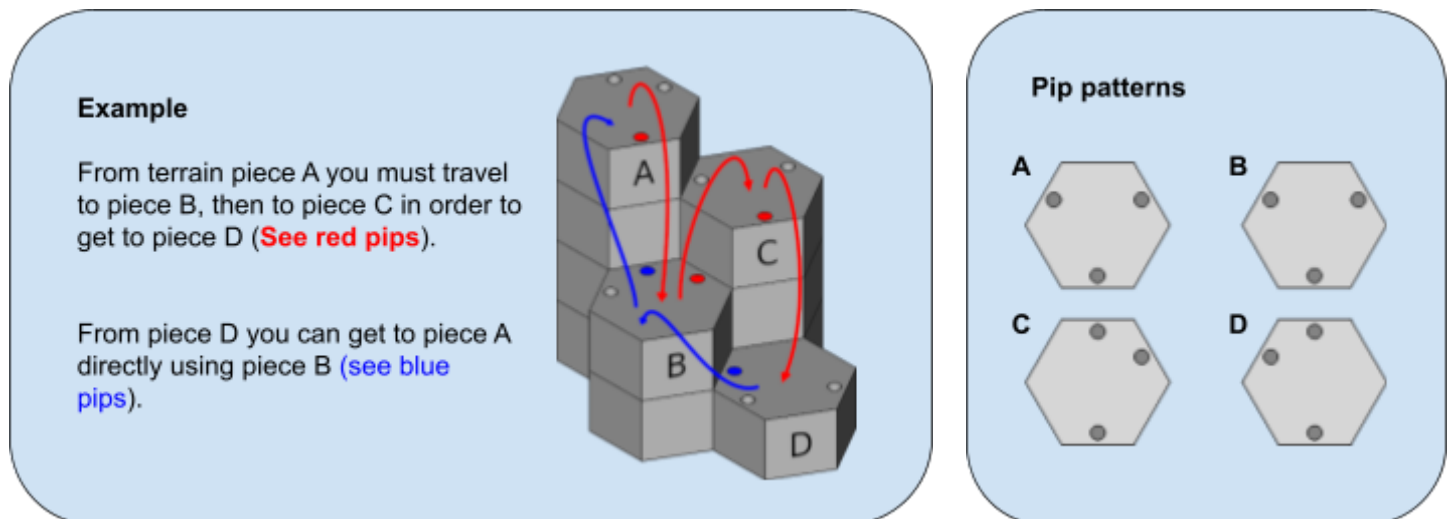
7. A destination token may be placed at an unoccupied starting location.
8. After that, you are ready to play!

Turn Structure

- **Roll** the white and red dice.
 - The **white movement die** determines the **movement points** you have for your turn.
 - The **red weather die** determines the **weather** for your turn.
 - Rolling **1,3 or 5** on the **red weather die** means **Bad Weather**, which makes it harder to move.
- **Rotate ANY terrain piece** if you roll doubles.
 - If your roll **doubles** you **MUST** rotate any single or forfeit your turn.
 - The player may rotate any terrain piece on the board, **even one occupied by a player or destination token.**
- **Move** your player token if you didn't roll doubles.
 - This is done by spending your movement points following the movement rules.
 - You **MAY NOT MOVE** with a roll of doubles!

Movement Rules

- All hex terrain pieces have 3 pips (dimples) which indicate the **exits off** that piece.
- It's not allowed to move in any direction other than the ones directed by them.
- 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.
- No players may occupy the same hex.
- A player sends another player to their original starting position if the player ends their movement on a terrain piece occupied by another player while.



The effects of terrain piece rotation

As stated before, you are able to **rotate terrain pieces if you roll doubles**, which allows you to change the direction of the pits for any terrain piece you like, changing the paths in the terrain and giving you (and your opponents) access to other parts of the board.

This rotation can be used **offensively** or **defensively** and sometimes **all players** may be affected by the rotation depending on exceptional board development

You should also consider **the elevation rule** (see below), as some exits off a hex may be blocked by the height of the terrain pieces around it.

The elevation rule

Each terrain piece has a height defined in levels from 1 to 8.

When moving, a player **CANNOT go UP or DOWN MORE THAN 3 LEVELS** from the terrain piece currently occupied.

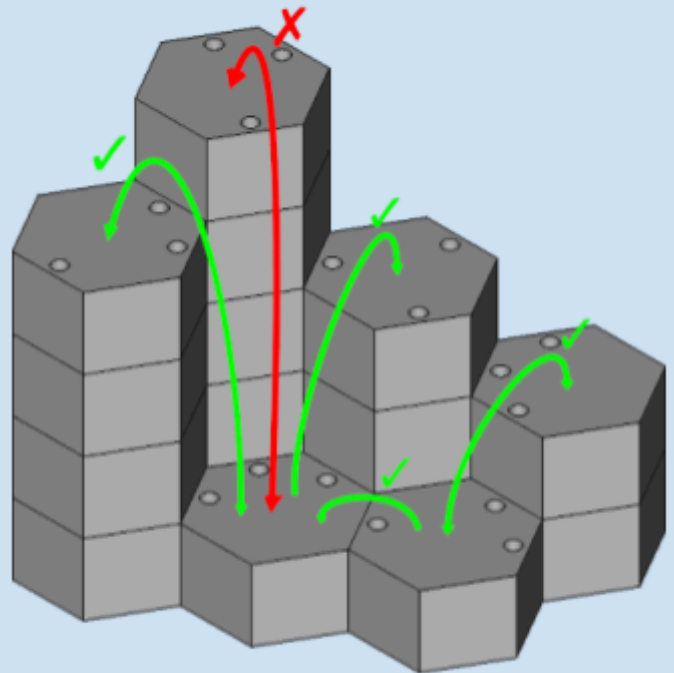
If a player places an adjacent hexagon higher than 3 levels or lower than 3 levels then **any exits between these terrain pieces are blocked**. (Think of them as cliffs.)

You can use the measuring tool to check the relative "elevation" between two terrain pieces.

Example

All the **green** arrows show legal moves which follow the pip directions without violating the elevation rule

The **red** arrow show an example of an illegal move that violates **the elevation rule** even if they would have been theoretically allowed by the pip directions.

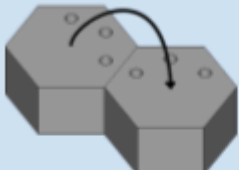


Movement point cost

- You may spend any or none of their movement points to move whatever distance they wish.
- Movement Points are lost at the end of your turn.
- **Bad weather** doubles the movement points cost to make any move on the board.
- The movement points cost of making any move is determine by the below table:

Movement Type	Good Weather Cost	Bad Weather Cost
SAME LEVEL MOVE	1 point per Hex	2 points per Hex
MOVE DOWN	1 point per level	2 points per level
MOVE UP	1 point per level AND 1 point for going UP	2 points per level AND 2 points for going UP

Example SAME LEVEL MOVE

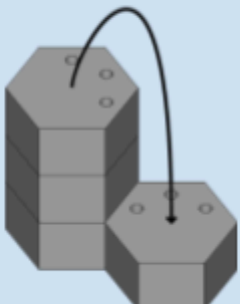


Move 1 Hex on the same level

Good Weather: 1 MP

Bad Weather: 2 MP

Example MOVE DOWN

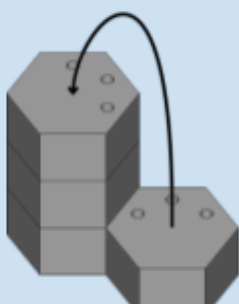


Move down 2 levels

Good Weather: 2 MP

Bad Weather: 4 MP

Example MOVE UP



Move up 2 levels

Good Weather: 3 MP

Bad Weather: 6 MP

Offense/Defense? HINTS?

- Constructing terrain with many UP-3 LEVEL paths makes traveling more difficult.
- Block paths to destinations by manipulating the pieces so that 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.

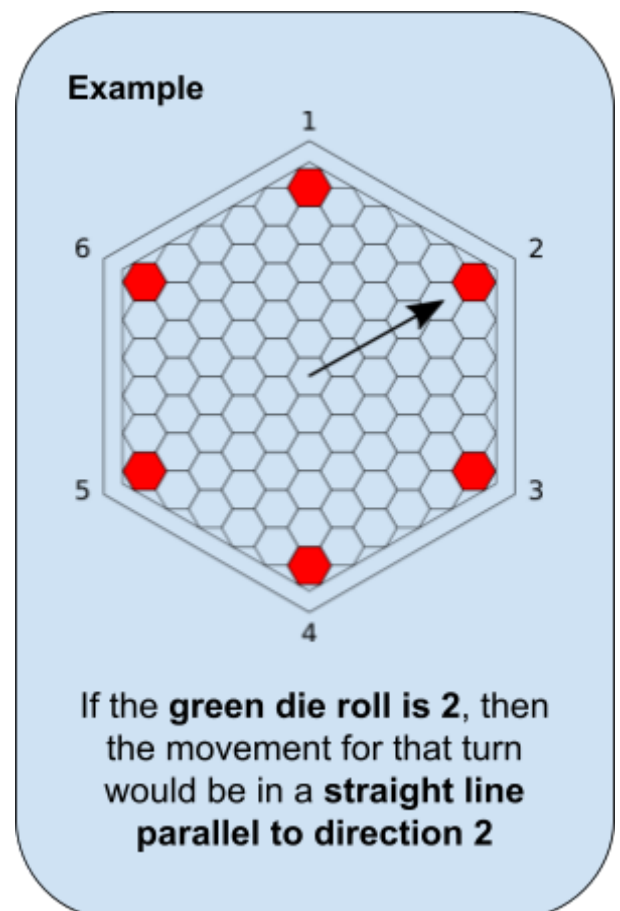
Game Variants

Terrain Piece Inversion

- Double 6s permit a player to invert (turn upside-down) any terrain piece not occupied by a player or destination marker -- permanently!
- The player may choose to do this instead of rotating a terrain piece.
- Players can't move to or through Inverted terrain pieces until the end of the game.
- All destinations must be "reachable" without violating THE ELEVATION RULE once the terrain piece is inverted.
- If the player chooses not to invert a terrain piece or it is not possible to invert any piece, then he/she must rotate a piece instead or forfeit the turn.

Green die

- In this version, The **green** die controls the player's direction of movement.
 - Pips on the terrain pieces are ignored
- Each corner of the board is designated as a direction number (1-6) Clockwise.
- The red die (weather) and white die (movement) are also used.
- Only one player may occupy a terrain piece at a time and players may **NOT** send another player to their original starting position if the player desires to end his/her movement on a terrain piece occupied by another player while.
- The elevation rule also remains in effect.



- A player who rolls doubles with the RED and WHITE DICE MUST ROLL THESE DICE AGAIN using the same direction as previously rolled.
- Players MUST move each turn but, if movement is not possible, the player ends their turn.

LOST!

LOST! is a form of the terrain game where all players start from the center of the board.

The object of the game is to **reach any terrain piece** at the edge of the board.

Only one player may occupy a terrain piece at a time and players may **NOT** send another player to their original starting position if the player desires to end his/her movement on a terrain piece occupied by another player while.

Team Play

First team to get all team mates home wins!

It is required for each teammate to follow the lead player and **no teammate may get more than 3 terrain pieces away from his/her teammate.**

Teammates may pass one another and take the lead, but must always remain within 3 terrain pieces.

Note: NO Sending back to start.

Notes for the designer

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

Game components

Component	Detail	Qty
Game board		1
Elevation tool		1
Dice	Red, White and Green	3
Player tokens	In 6 different colors	6
Destination tokens	3 for each of the player with matching colors	18
96 Hex pieces	Level-1 Hex Pieces (3 for pattern-A; 3 for pattern-B; 3 for pattern-C; 3 for pattern-D)	12
	Level-2 Hex Pieces (3 for pattern-A; 3 for pattern-B; 3 for pattern-C; 3 for pattern-D)	12
	Level-3 Hex Pieces (3 for pattern-A; 3 for pattern-B; 3 for pattern-C; 3 for pattern-D)	12
	Level-4 Hex Pieces (3 for pattern-A; 3 for pattern-B; 3 for pattern-C; 3 for pattern-D)	12
	Level-5 Hex Pieces (3 for pattern-A; 3 for pattern-B; 3 for pattern-C; 3 for pattern-D)	12
	Level-6 Hex Pieces (3 for pattern-A; 3 for pattern-B; 3 for pattern-C; 3 for pattern-D)	12
	Level-7 Hex Pieces (3 for pattern-A; 3 for pattern-B; 3 for pattern-C; 3 for pattern-D)	12
	Level-8 Hex Pieces (3 for pattern-A; 3 for pattern-B; 3 for pattern-C; 3 for pattern-D)	12