

TERAKH™



... be the last to remain ...

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I. INTRODUCTION

It is the year 78 SD (Since Development of the Battle Planes). In a galaxy far, far away, a simple race exists on the planet Valgor: the Terakh race. They are a poor race that relies on the planet's limited renewable supply of mana to exist. Within this race, only a small fraction of the young (Inkas) and eleven of the oldest and wisest (Elders) survived the last chronic war.

On the brink of the Terakh's extinction, the Elders stumbled across stone drawings found on the cavern walls of their ancestors' tombs. By deciphering the drawings, they were able to unlock the secrets of magic and used them to drive the enemy away. Determined never to go into hiding again, the simple and weak Terakh vowed to improve their abilities and strength. For if history were to repeat itself, war would be upon the Terakh within the century. In an effort to increase strategic thinking and overall knowledge of magic and luck, the Elders built the Battle Planes of Terakh for their festive battles.

The Inkas were separated into clans, each led by an Elder to pursue their own enlightenment before exchanging their knowledge on the Battle Planes. The Elders chose different habitats for their clan. Five of the Elders decided not to participate in the festive battles and led the remaining Inkas to rebuild their world and to continue their study of the walls at their ancestors' tombs.

Each Elder created an Orb from the essence of the habitat to lead and unite the Inkas. The Elder infused the Orbs with the powers of the habitat. With shared knowledge on the Battle Planes, Inkas learned to transform into complex idol-like beings with the Orbs over time. Soon after, the Orbs were also capable of controlling the Inkas due to their devotion to the Orb.

The next festive battle is about to begin and you have been appointed to take the role of an Elder. As the Elder of the Clan, strategically lead your clan to victory with Inkas, Orbs, and magic casting. What you show the Inkas may be the key to their survival for the next chronic war on Valgor.

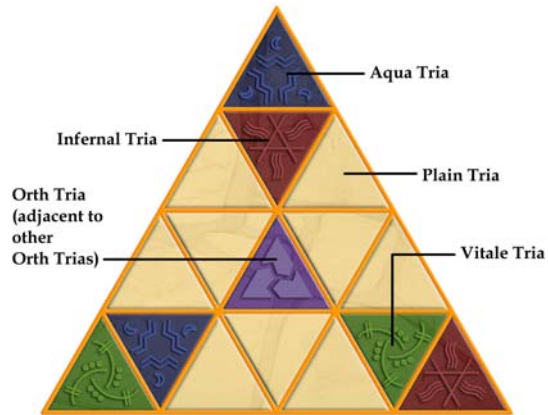
II. GAME CONTENTS

- Six (6) Battle Planes
- Six (6) sets of six (6) Inkas
- Six (6) marked Orbs
- One (1) Direction Coin
- Six (6) Spec Cards
- Twenty-four (24) Mods
- Seventy-two (72) Cast Cards
- Six (6) eight-sided dice (d8)
- Six (6) four-sided dice (d4)

III. BACKGROUND

GAME BOARDS

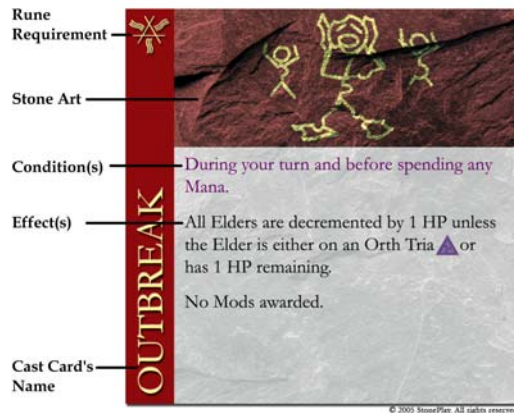
A **Battle Plane**¹ is shown on the right. **Trias** are the 16 small triangles on each Plane that allows 1 unit to be placed on. Runic Trias contains runes and are important for Cast Cards.



A Battle Plane

CAST CARDS

Cast Cards can have striking effects on your luck and strategy throughout the game. The text on each Cast Card tells you when and how to use it.



Cast Card

CLAN

Six **clans** are distinguished by six colors. Each clan consists of seven units (six **Inkas** and one **Elder**).

INKA

A young Terakh (Inka) is represented by a two-sided piece, with each side indicating one of the two modes: **Ready** or **Guard**.



Inka in Ready mode



Inka in Guard mode

ELDER

The aged and wise Terakh (Elder) is represented by a four-sided die (d4) which serves as an endurance indicator. The remaining **hit points (HP)** the Elder has corresponds to the number on the top of the d4.



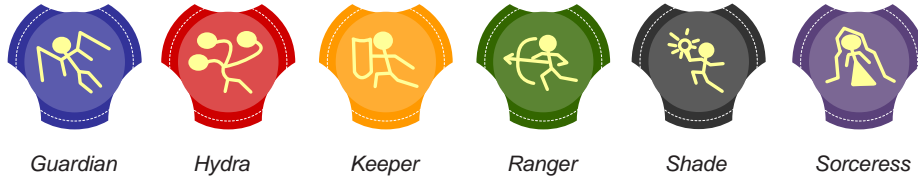
An Elder with 2 HP

¹ Please refer to the Glossary for a definition of the terms highlighted in blue.

**** Skip this page when playing for the first time to keep the game simpler**

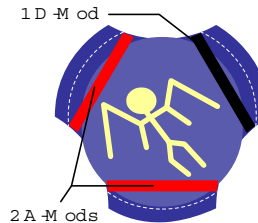
ORBS AND IDOLS

There are six Orbs whose colors correspond to a Clan. An Inka can pick up any Orb and transform into an Idol as shown below:



MODS

Mods can only be attached to an Idol. When an A-mod (red) is placed on an Idol, the Idol's Attack Strength is increased by 1. A D-mod (black) increases Idol's Defense Strength by 1. Each Idol can have up to 3 mods in total.



Guardian with 2 A-mods and 1 D-mod

Simply wrap the band around one of the three vacant corners as shown on the Guardian.

SPEC CARDS

Spec Card specify the actions that an Idol can perform. The orange circles indicate the total number of Mods required on the Idol to access certain actions. The blue circles indicate the cost of mana to perform the action. E.g. a Guardian with 1 mod can: Move for 1 mana, Attack for 2 mana, Shield Idol for 0 mana, and Shield Inka for 0 mana.

Orb	
Mana Cost	<ul style="list-style-type: none"> ① Move - Move to an adjacent Tria. ② Attack - Attack an adjacent unit. ① Shield Idol - If an attack was declared on one of your Idols, transfer this attack to an Inka adjacent to the Guardian.
Action Description	<ul style="list-style-type: none"> ① ① Shield Inka - If an attack was declared on one of your Inkas, transfer this attack to an Inka adjacent to the Guardian.
Mods Required	<ul style="list-style-type: none"> ② ① Defender Seal - Inkas, in Ready Mode, adjacent to Guardian receive +1 to their Defense Strength.
Action Name	<ul style="list-style-type: none"> ③ ① Shield Elder - If an attack was declared on your Elder, transfer this attack to an Inka adjacent to the Guardian.
Notes	* You can only transfer attack to an Inka from your Clan. The attacking unit does not move in the transferred attack.
Idol's Name	GUARDIAN
Legends	<ul style="list-style-type: none"> ● Mod ● Mana

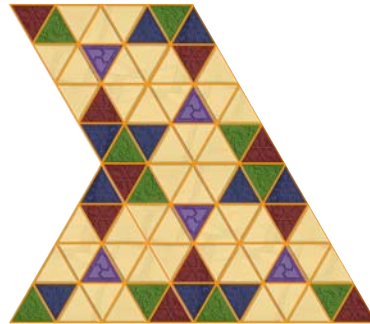
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Guardian Spec Card

**** Skip all red text if playing for the first time**

IV. SETUP

- A. Use the same number of Battle Planes as the number of players in the game.
- B. Shuffle the Cast Cards and place the deck face down.



Example for five players setup

Every player takes a turn and performs each of the following steps:

- 1. Choose a colored Clan and take the matching Inkas, Elder, eight-sided die (d8), **Orb and Spec Card**.
- 2. Place one Inka on a vacant Tria. Taking turns, continue placing one Inka until all are placed. Inkas must start in Guard mode.
- 3. **Place the Orb on one of your Clan's Inkas (transforming that Inka into an Idol).**
- 4. Place the Elder on any vacant Tria. Each Elder begins with 2 HP (**4 HP for a full game**) showing on the d4.

V. GAME PLAY

STEPS FOR EACH ROUND

- 1. Each player rolls (d8) and the highest roller tosses the Direction Coin.
- 2. Each player draws 1 Cast Card.
- 3. Take turns according to Direction Coin starting with the highest roller.
- 4. Repeat above steps as needed



Eight-sided die (d8)



Direction Coin: Clockwise

Counter-clockwise

TAKING YOUR TURN

Start each turn with 5 **mana stones** and pay the mana cost before carrying out actions. Your turn is over when you declare that you have no actions left to perform.



A mana stone


ACTIONS AVAILABLE DURING A TURN

You can carry out the actions listed in the following Action Table in any order:

ACTION	MANA COST
MOVE	1
CAST A CAST CARD	0
ROTATE ELDER'S BATTLE PLANE	2
CHANGE READY/GUARD MODE	1
TRANSFORM AN INKA TO AN IDOL	1
COMBAT	2
SUMMON A FALLEN INKA	2

Action Table

MOVE

Units can only move onto a vacant Tria (empty or with an Orb). An Inka or an Elder can move to an adjacent Tria. For Idols, refer to their corresponding Spec Card. [Note: All Orth Trias  are adjacent to each other.]

CAST A CAST CARD

Show your card when casting and return the Cast Card to the bottom of the deck after it is cast. Some cards have a rune image on them. If this is the case, you must have at least one unit from your clan on a matching Runic Tria when casting the card.

ROTATE ELDER'S BATTLE PLANE

Your Elder must be on the Battle Plane that you wish to rotate. You may rotate the Battle Plane as long as the configuration of the Battle Planes stays the same.

CHANGE READY/GUARD MODE

To change Ready/Guard mode of your Inka, flip the Inka to display either the Ready or the Guard symbol.

TRANSFORM AN INKA TO AN IDOL

If your Inka is on an Orb of any color, you have the choice to transform your Inka into the Idol of that Orb. Simply place the Orb on top of your Inka and take the Spec Card matching the Orb. Your Inka is now an Idol.

COMBAT

An Inka or an Elder can attack an adjacent unit for 2 mana. **For Idols, refer to their corresponding Spec Card.**

1. Declare the units involved in the combat.
2. Roll a d8 and determine the strength of your attack according to the Strength Table below.
3. The defending unit's player rolls a d8 and determines the Defense Strength according to the Strength Table. Defending does not require any mana.

UNIT TYPE		ATTACK STRENGTH	DEFENSE STRENGTH
INKA	READY	1d8	1d8
	GUARD	1d8 - 1	1d8 + 1
ELDER		1d8 - 2	1d8 + 2
*IDOL		1d8 + A-mod(s)	1d8 + D-mod(s)

Strength Table

If the defender's strength is greater than or equal to the attacker's strength, nothing happens. Otherwise, on a successful attack, the defending Inka becomes a Fallen Inka and is taken off the Battle Planes. If the defending unit was an Elder, it loses 1 HP and is taken off the Battle Planes if no HP remains.


Upon a successful attack, the Inka or Elder must move (no cost) onto the defender's Tria if the defender is removed from the Battle Planes.

Idols do not move after a successful attack. If an Idol is defeated, it becomes a Fallen Inka and is taken off the Battle Planes. The Orb remains on the Tria. All Mods attached to the Fallen Inka are removed.

If you have an Idol, each successful attack declared by you earns 1 A-mod or D-mod. Mods must be placed on the Idol immediately and are not transferable between Idols. Each Idol can receive a maximum of 3 Mods.

***Note: Since an Idol is no longer an Inka, the Ready/Guard mode does not affect the Idol's strength.**

SUMMON A FALLEN INKA

A Fallen Inka can only be summoned on a vacant Orth Tria , which may have an Orb on it. The Fallen Inka returns as an Inka once it is placed on the Battle Planes. The mode of the summoned Inka can be Ready or Guard.

ORBS (CONTROLLING OTHER CLAN'S INKAS)

If one of your Inkas holds another clan's Orb, you can control that clan's Inkas during your turn to: change mode, move, attack and transform. Simply pay the same mana cost for their actions as you would with your own Inkas.

Example: Your red clan acquired a blue Orb. On your turn, you can control the blue Inkas to change mode, move, attack or transform.

VI. WINNING THE GAME

You win when you, being the Elder, are the only Elder left on the Battle Planes.

When your Elder loses its last HP, your Cast Cards are transferred to the player who removed your Elder. You may only have 3 mana instead of 5 mana at the start your turn to carry out any actions. You can still use your Inkas and Idols until only one Elder remains on the Battle Planes.

Although Elders have greater endurance, an Elders' HP cannot be replenished. However, if your Elder is removed, you can bring back your Elder on any vacant Tria at 1 HP by removing another clan's Elder.

VII. CUSTOMIZE THE GAME

A. Shortening the game

1. Use lower HP for the Elders when starting the game.
2. The game ends as soon as an Elder is eliminated. The winner is the Elder with most HP. The most Mods followed by most units on the board are used for tie-breakers.

B. Rolling Less

1. In a clockwise fashion, players take turns to go first. The first player tosses the Direction Coin to determine the turn order for the round.
2. For Blasphemy, Pestilence, Maelstrom, Time Crisis, Detonate, Havoc and Mass Summon, the caster rolls a die. All players use this roll to determine the Defense Strength for their unit(s).

C. Generating Chaos

1. Allow the following Cast Cards to be cast anytime with only the Runic Tria as a requirement: Fate, Birthright, Switch Roll, Demotion, Weakness, Berzerk, Deplete, Penetration, Peace, Reflect and Mana Boost/Drain.

VIII. FAQ

For a wider range of questions and answers, please visit: www.terakh.com

1. When can a player use the Guardian's Shield actions? Whenever, even if it is not during the player's turn.
2. Can an Idol move/attack like an Inka? Not unless the Idol's Spec Cards allows the actions.
3. Does the Shade maintain its own abilities after it transforms into another Idol? No, it becomes the transformed Idol until the end of the turn.
4. How do you deal with multiple players casting the Recycle card? The player that rolls higher gets the card.
5. If a player's Elder is removed from the game by a Cast Card, what happens to his/her Cast Cards? They are given to the player responsible for removing the Elder unless the caster dies as well. If so, all the cards are returned to the bottom of the deck and no Elders are brought back to the game.
6. On Cast Cards, is "declares an attack" referring to combat situations? Yes.
7. Can I control other clan's Idols or Elders? No. Also, once you transform your opponent's Inka into an Idol, it is no longer under your control.
8. Can you cast Neglect Spell in midst of the effects of a cast card? No.
9. Can I cast, Terakh Crisis at a more convenient time? No, it must be cast upon being picked up.
10. Is there world wrap? No, you can only move/attack Inkas on Trias that are physically connected or by means of the Orth Tria.
11. Are controlled Inkas part of your clan? Inkas under your control are not part of your clan.
12. If the Hydra or the Ranger is eliminated in the midst of a multi-attack, do they get to carry out the rest of their declared attacks? No.
13. After losing your Elder do you still receive Cast Card each round? Yes.

IX. GLOSSARY

A-mod	A red Mod increases the Attack Strength of an Idol
Adjacent Trias	Triangles that have a common edge
Attack Strength	Refer to the Strength Table to calculate the Attack Strength
Battle Plane	Any one of the triangular boards
Clan	A single colored set of units which include six Inkas and one Elder (d4)
Combat	A battle between two or more units where mana was spent
Defense Strength	Refer to the Strength Table to calculate the Defense Strength
D-mod	A black Mod increases the Defense Strength of an Idol
Elder	A four-sided triangular pyramid representing the leader of the Clan with 4 hit points
Fallen Inka	A defeated Inka removed from the Battle Planes
Guard Mode	A state where an Inka can increase its Defense Strength to Roll + 1 but decrease its Attack Strength to Roll – 1
Idol	A new being transformed from an Inka with an Orb. An Idol is no longer an Inka unless it loses its Orb
Hit Point (HP)	The endurance number remaining on the Elder
Inka	A young Terakh represented by a piece where one side depicts the Ready Mode and the other side depicts the Guard Mode
Mana	Pays for actions that your units can carry out
Mana Stones	Blue pieces that track the amount of mana remaining
Mod	A red or black band that increases the Attack or Defense Strength by 1. It can also increase the number of abilities that an Idol can carry out
Orb	A circular disc with a symbolic drawing
Ready Mode	An Inka in Ready Mode has an Attack/Defense Strength equal to its roll
Round	A sequence where each player takes one turn
Runic Tria	Any one of the sixteen triangular locations on the Battle Plane that is colored and contains a rune
Tria	Any one of the sixteen triangular locations on a Battle Plane
Turn	In the frame where a player carries out his/her actions



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