

AGES 9 to ADULT
2-6 Players

TERAKH



A creative strategy game

WWW.TERAKH.COM



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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.

As a reminder for the continuation of pursuing enlightenment and strength, the Elders created a Victory Pendant that is passed to the winning Clan for each festive battle. This pendant symbolizes truth, wisdom, luck, and spirit; it empowers one Inka from the Clan with more confidence and strength.

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

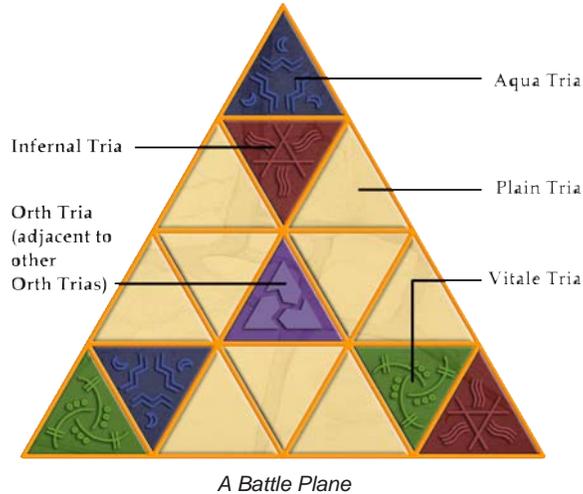
- Six (6) Battle Planes
- Six (6) sets of six (6) Inkas
- Six (6) marked Orbs
- One (1) Direction Coin
- Six (6) Spec Cards
- Twenty-four (24) Mods
- Seventy-two (72) Cast Cards
- Six (6) eight-sided dice (d8)
- Six (6) four-sided dice (d4)
- One (1) Victory Pendant

III. BACKGROUND

GAME BOARDS

There are six game boards. Each game board is referred to as a **Battle Plane**¹. **Trias** are the sixteen small triangles on each Battle Plane.

There are two types of Trias: Plain Trias and Runic Trias (Trias with runes on them).

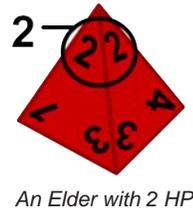


GAME UNITS

Six **clans** are distinguished by six colors. Each clan consists of seven units (six **Inkas** and one **Elder**). A young Terakh (Inka) is represented by a two-sided piece, with each side indicating one of the two modes: **Ready** or **Guard**.



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.



There are six **Orbs** whose colors correspond to a Clan. An Inka can pick up any Orb and transform into an **Idol**. An Idol can be one of the following units:

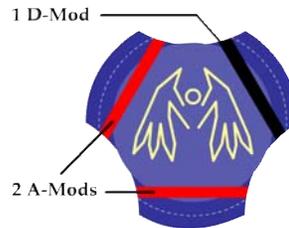


¹ Please refer to the Glossary for a definition of the terms highlighted in blue.

Mods

Mods add strength to an Idol. There are two different types: **A-mod** (red) and **D-mod** (black). When an A-mod is placed on an Idol, the Idol's **Attack Strength** is increased by 1. When a D-mod is placed on an Idol, the Idol's **Defense Strength** is increased by 1. Each Idol can have up to 3 mods in total.

When placing the mod on an Idol, simply wrap the selected band around one of the three vacant corners as shown on the Guardian.



Guardian with 2 A-mods and 1 D-mod



Bands representing an A-mod and a D-mod

DIRECTION COIN

During each round, this coin is used to determine the direction for players to take their turns.



Clockwise

Counter-clockwise

SPEC CARDS

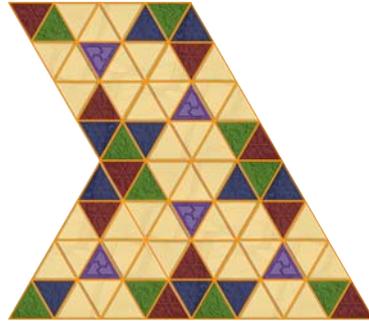
Each Orb has a corresponding Spec Card that specify the actions that can be performed by the Idol. The orange circles indicate the total number of Mods required on the Idol to access certain actions. The blue circles indicate the cost of **mana** to perform the action. So a Guardian with 1 mod has access to the following actions: Move for 1 mana, Attack for 2 mana, Shield Idol for 0 mana, and Shield Inka for 0 mana.

Orb		0 1 1 1	Move - Move to an adjacent Tria.
Mana Cost		0 2 0 0	Attack - Attack an adjacent unit.
Action Description		0 0 1 0	Shield Idol - If an attack was declared on one of your Idols, transfer this attack to an Inka adjacent to the Guardian.*
Mods Required		1 0 2 0	Shield Inka - If an attack was declared on one of your Inkas, transfer this attack to an Inka adjacent to the Guardian.*
Action Name		2 0 3 0	Defender Seal - Inkas, in Ready Mode, adjacent to Guardian receive +1 to their Defense Strength.
Notes		0 0 0 0	Shield Elder - If an attack was declared on your Elder, transfer this attack to an Inka adjacent to the Guardian.*
Idol's Name	GUARDIAN		* You can only transfer attack to an Inka from your Clan. The attacking unit does not move in the transferred attack.
Legend			Mod Mana

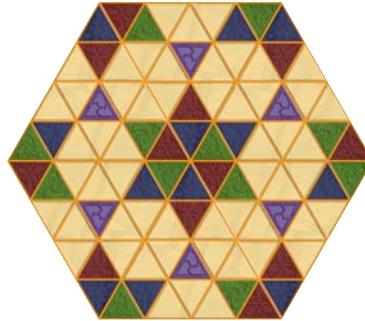
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IV. SETUP

1. Use the same number of Battle Planes as the number of players (i.e. 2-6) in the game. Pick a configuration of your choice and align the edges of the Battle Planes.



Example for five players setup



Example for six players setup

2. Shuffle the Cast Cards and place the deck face down.
3. Each player rolls any one of the eight-sided die (d8) to start – the player with the highest roll goes first. The starting player flips the Direction Coin (if there are three or more players) to determine the direction for players to take their turns.

For each of the following steps, every player takes a turn to:

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 4 HP showing on the d4.

Now you are ready to begin!



Eight-sided die (d8)

V. GAME PLAY

STEPS FOR EACH ROUND

1. Start the round with each player rolling his or her d8 – the player with the highest roll goes first. This player flips the Direction Coin (if there are three or more players) to determine the direction for players to take their turns.
2. Each player takes one Cast Card from the top of the deck.
3. Beginning with the first player, take a turn for the round.
4. Go back to step 1 for the next round.

TAKING YOUR TURN

Mana power your units to carry out actions. Mana stones aid in keeping track of the amount of mana you have during your turn.



A mana stone

Start each turn with 5 mana stones and pay the mana cost before carrying out actions. You may repeat the same action during your turn if you have sufficient mana. Your turn is over when you declare that you have no actions left to perform. The next player then starts his or her turn.

ACTIONS AVAILABLE DURING A TURN

The following are actions you can do during your turn in any order.

MOVE

Mana Cost: 1

An Inka or an Elder can move to an adjacent Tria. For Idols, refer to their corresponding Spec Card for movement range and cost. Units can only move onto a vacant Tria. If the Tria has an Orb on it, it is considered vacant; you may place your unit on top of the Orb. [Note: All Orth Trias are adjacent to each other.]

COMBAT

Mana Cost: 2

How to attack:

1. An Inka or an Elder can attack an adjacent unit for 2 mana. For Idols, refer to their corresponding Spec Card for attack range and cost. Declare which unit you are attacking with and which unit you are going to attack. [Note: All Orth Trias are adjacent to each other.]
2. Roll a d8 and determine the strength of your attack according to the following Strength Table:

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

Strength Table

How to defend:

Defending does not require any mana.

1. The owner of the unit being attacked rolls a d8 and determines the Defense Strength according to the previous Strength Table.

After rolling, compare the attacker's strength with the defender's strength. If the defender's strength is greater than or equal to the attacker's strength, nothing happens. If the attacker's strength is greater than the defender's, it is a successful attack.

After a successful attack, the defending Inka or Idol becomes a **Fallen Inka** and is taken off the Battle Planes. If the defending unit was an Idol, remove the Fallen Inka but leave the Orb on the Tria. All Mods attached to the Fallen Inka are removed. If the defending unit was an Elder, it loses 1 HP and is taken off the Battle Planes if no HP remains [see also: **Elders**].

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. However, Idols do not move after attacking. If the Tria you are about to move onto has an Orb on it, place your unit on top of the Orb.

For each successful attack declared by you, you are awarded 1 A-mod or D-mod only if you have an Idol. Mods must be placed on the Idol immediately and are not transferable between Idols. Each Idol can receive a maximum of 3 Mods [see also: **Mods**].

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

CHANGE READY/GUARD MODE

Mana Cost: **1**

An Inka in Ready mode has the strength equivalent to the die roll for attacking and defending. An Inka in Guard mode has an Attack Strength of roll minus one (Roll - 1) and a Defense Strength of roll plus one (Roll + 1).

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

SUMMON A FALLEN INKA

Mana Cost: **2**

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

TRANSFORM AN INKA TO AN IDOL

Mana Cost: ①

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.

All actions allowed by the Idols are restricted to those specified on the Spec Cards [see also: **Orbs (Controlling Other Clans' Inkas)**].

ROTATE ELDER'S BATTLE PLANE

Mana Cost: ②

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.

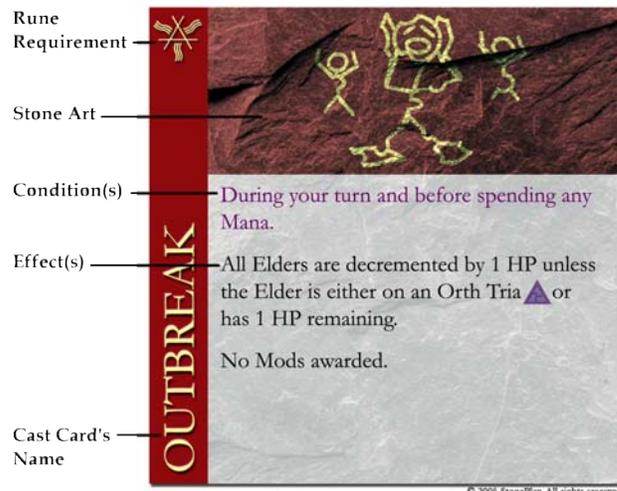
A table summarizing all the actions available is under [**X. QUICK REFERENCE**].

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. 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.

Show your card when casting and return the Cast Card to the bottom of the deck after it is cast.



ELDERS

Elders possess the Attack Strength of roll minus two (Roll – 2) and a Defense Strength of roll plus two (Roll + 2). When your Elder loses its last HP, your Cast Cards are transferred to the player who removed your Elder.

Without your Elder, you cannot rotate the Battle Plane or pick up Cast Cards; you may only have 2 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.

ORBES (CONTROLLING OTHER CLANS' 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 lead your Inkas to victory on the Battle Planes of Terakh. That is, when you (being the Elder) are the only Elder on the Battle Planes. If you win, you can use the [Victory Pendant](#) for the next game [see also: **Victory Pendant**].

VICTORY PENDANT

The Victory Pendant is awarded to the winner of the festive battle. For the next battle, the winner of the last game places this pendant on one of his or her Inkas right after the placement of the Elder. The pendant stays on the Inka for the entire game and this Inka cannot pick up Orbs. This Inka receives the Attack Strength of roll plus one (Roll + 1) and a Defense Strength of roll plus one (Roll + 1). The Ready/Guard mode of this Inka does not affect its strength.



Victory Pendant

VII. 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 casts 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. Can an Inka holding a Victory Pendant be controlled? Yes.
7. On Cast Cards, is "declares an attack" referring to combat situations? Yes.
8. 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.
9. Can you cast Neglect Spell in midst of the effects of a cast card? No.
10. Can I cast, Terakh Crisis at a more convenient time? No, it must be cast upon being picked up.
11. Is there world wrap? No, you can only move/attack Inkas on Trias that are physically connected or by means of the Orth Tria.
12. If all the remaining Elders are removed simultaneously, what happens? No one wins, and the Victory Pendant is unclaimed.
13. Are controlled Inkas part of your clan? Inkas under your control are not part of your clan.
14. If the Hydra or the Ranger dies in the midst of a multi-attack, do they get to carry out the rest of their declared attacks? No.

VIII. GLOSSARY

A-mod	A red Mod increases the Attack Strength of an Idol
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
Victory Pendant	A pendant given to the player that wins the game; it also gives Attack/Defense Strength of Roll + 1 to the Inka using the pendant

IX. CREDITS

When this adventure started...

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by the end of this adventure...

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X. QUICK REFERENCE

Actions Table

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

Strength Table

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

*Note: The Ready/Guard mode of an Idol does not affect its strength.



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