

PHALANX

Playing Guide

Throughout ancient history, the phalanx was one of the most formidable troop formations, famously used in war by the ancient Greeks. In this formation, soldiers interlocked their shields, forming an impenetrable barrier while thrusting long spears at their enemies.

In the game *Phalanx*, use movement cards to advance your troops, land on your opponent's pieces to remove them from the game, and get four or more of your own pieces in a row to form your own formidable phalanx, which is immune to frontal assaults.

But be cautious—your opponent can still attack your flanks, or even attack from behind and break your phalanx.

Objective

The objective of *Phalanx* is to capture your opponent's home space—their *city-state* (◇).

Components

12 “Player 1” Units – Tokens that represent your troops

12 “Player 2” Units – Tokens that represent your opponent's troops

6 Barriers – Tokens that can be played to block troop movement

48 Movement Cards – Cards played to move units or to place barriers

1 Playing Field – A grid used to play on

1 Playing Guide – A helpful guide that explains how to play

Setup

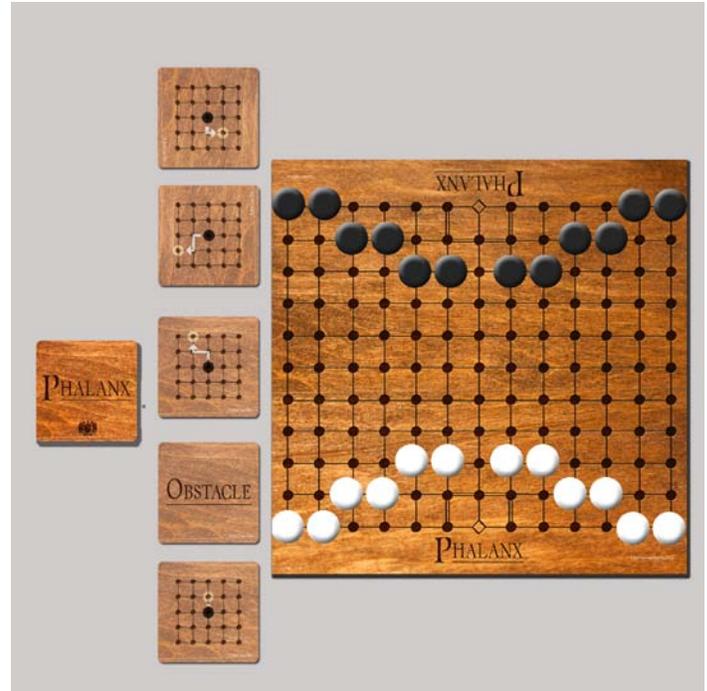
Step One: Shuffle movement cards and place them beside the playing field, face down.

Step Two: Each player draws five movement cards. (*Do not show your opponent your cards.*)

Step Three: Draw five cards and place them face up beside the playing field so that both players can see them.

Step Four: Place both players' unit pieces on the playing field in the starting formation (*see example*).

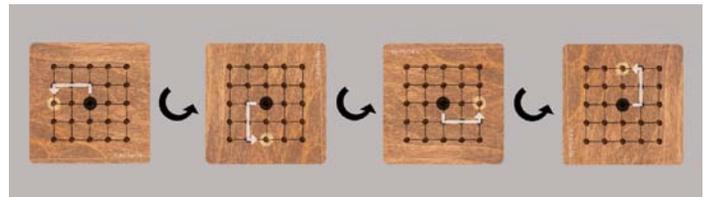
This is what the field should look like when you start the game (The five face up cards may vary).



Game Play

1st – Decide who goes first. Flip a coin, call heads or tails. Whoever makes the successful call chooses who goes first.

2nd – The player who goes first selects a movement card from their hand. They may rotate this card in any way to best suit their needs, then move any one of their units on the playing field to match the movement path shown on the card.



In order to play a card, the player must move their chosen unit the entire path without running into another unit or an obstacle.

If the movement ends on top of an opposing unit, remove the opposing unit from the playing field and replace it with your unit.

When a movement card with the word *Obstacle* is played, the player who played that card may place an obstacle on the field.

Obstacles *cannot* be played:

- on an occupied spot
- on a city-state (◇)
- adjacent or diagonal to a city-state (◇)
- adjacent or diagonal to another obstacle



Once all six obstacles have been placed, obstacle cards are played to move obstacles from one spot to another open spot (same rules apply for placing obstacles).

3rd – Place the card you played into your discard pile, and then either (1) draw a card from the face down draw deck, or (2) select one of the face up cards from the side of the playing field. If you take a card from one of the face up cards, replenish the face up cards with the top card of the draw deck.

If you deplete the draw deck, reshuffle both players' discard piles back into the draw deck to replenish it.

End Turn – The next player takes their turn.

This turn-based play continues until a player successfully moves one of their units onto their opponent's *city-state* (◇) or removes all of their opponent's units from the field.

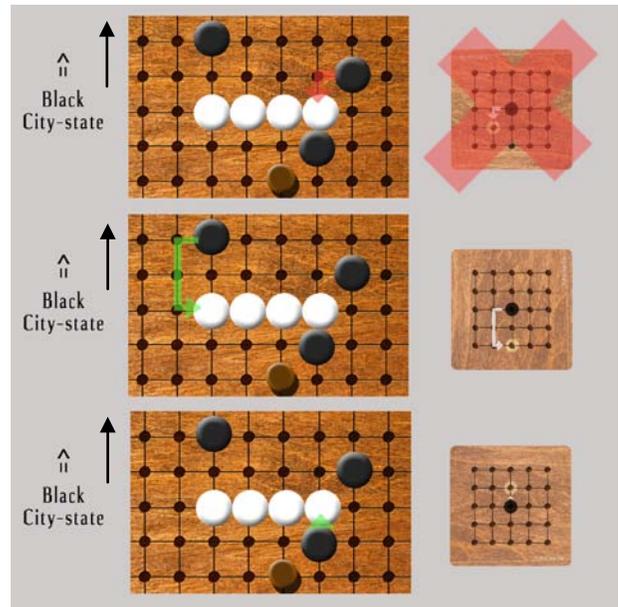
Phalanx

A phalanx is formed when a player moves four or more of their adjacent units into a row.

A phalanx has a few special abilities:

- 1) During your turn, you may move four or more units of a phalanx you control forward (toward your opponent's side of the field) one space without playing a movement card.

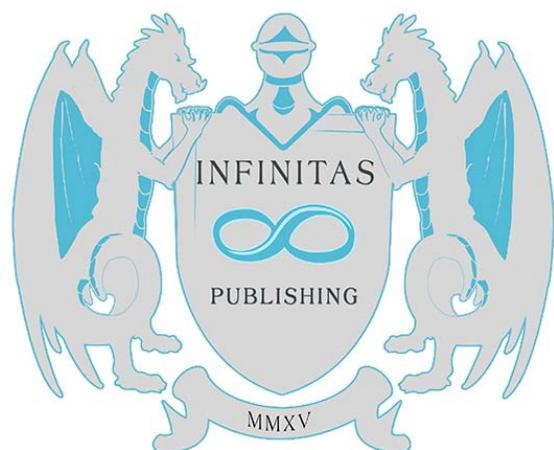
- 2) Any opposing units that a unit of your phalanx lands on in this way is removed from the field (unless they too are part of a phalanx).
- 3) You cannot remove units of a phalanx by attacking them head-on, however, you can attack the sides or rear of a phalanx.



Ending the Game

The first player to capture their opponent's *city-state* (◇) or to remove all of their opponent's units from the field wins the game.

Thanks for playing!



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