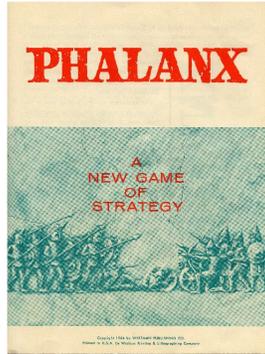
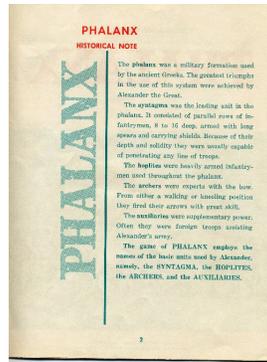


PHALANX

Rules and Components (Scanned and Reduced in Size)





RULES FOR PLAYING PHALANX
THE PHALANXBOARD AND OPENING POSITION OF PIECES

Phalanx is played on a board composed of 128 isosceles triangles. There are 64 pieces or Phalanxes.

GREEN	NAME OF PIECE	RED
 KING/QUEEN	
 HORSE	
 ARCHER	
 AUXILIARY	

Each player has 16 pieces. The player of the Green pieces is known as GREEN, the player of the Red pieces is known as RED. Pieces move alternately. Neither player can ever make two consecutive moves. GREEN always moves first. The opening position of the pieces is shown in Fig. 1.

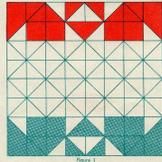


Fig. 1

3

HOW THE PHALANXEN MOVE

From a stationary position, a piece may be moved along a straight path in the direction of any of its sides or corners, that is, horizontally, vertically, or diagonally forward or backward, along as many spaces as desired provided no piece blocks its move and that it comes to rest on a configuration or design on the board whose lines match its own outline or design. See Figures 2, 3, 4, and 5.



Figure 2 SYNTAGMA

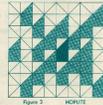


Figure 3 HOPITE

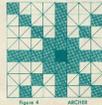


Figure 4 ANCHIS

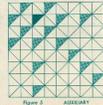


Figure 5 AEGLEBY

HOW THE PHALANKMEN CAPTURE

In the game of Phalank, captures or Phalankmen are made by jumping over the captured piece and by occupying the place of the piece at the time of its capture or Phalank.

A piece is said to be captured or Phalanked when any 2 of its sides are completely bordered by any one or more of its opponent's pieces. The word "Phalank" is defined above by the player as he moves in the last place required for the Phalank. This enables the player who is about to lose a piece to see that a valid Phalank has been made. Then the defender of the Phalank removes the Phalanked piece from the board, leaving his own pieces where they were when he completed the Phalank. See Figure 6.

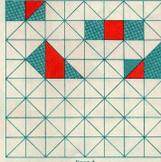


Figure 6

A "double," "triple," or "quadruple" Playmate is declared when an attacker completes 2, 3, or 4 Playmates in a single move of one of his pieces. The attacker so declares which of the multiple Playmates it is, and removes ALL the pieces thus Playmated in that one move. See Figure 7.

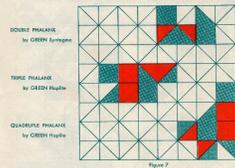


Figure 7

Player to gain an ultimate advantage in position or in exchange of pieces, a player may Phalanx himself, that is, so move that at the conclusion of his move one or more of his own pieces is already Phalanxed without his opponent having had to move any pieces. In this case, since no movement of a piece would be necessary, the opponent simply declares "single, double, etc. Phalanx," removes the piece(s) in question, thus completing his turn.

A piece Phalanxed must always be removed from the board when the Phalanxing occurs. If a Phalanx has been inadvertently overlooked, it must be declared at the next turn of the one whose piece form that Phalanx.

A move may be made in either of two ways:

- (1) The moving of a piece, regardless of whether this terminates in a Phalanx or not.
- (2) The removal of a piece or of pieces Phalanxed when no moving of a piece was necessary as happens in the case of the opponent of one who Phalanxes himself, and in the case of the Phalanx inadvertently not declared.

The GOAL or OBJECT of the game is to capture and remove from the board any 14 of an opponent's 15 pieces to make of the Phalanx. The first player to accomplish this wins the game. The game ends after 14 pieces are Phalanxed because a player with but one piece is incapable of Phalanxing his opponent further, and hence can make no further progress.

TIED OR DRAWN GAMES

The winner of a tied or drawn game is determined by the player who has the highest total of points for his pieces yet remaining on the board. Points are assigned according to the scale:

Syngma	20 points
Engliss	15 points each
Archers	10 points each
Auxiliaries	5 points each

SHORTER OR TIME-LIMIT GAME

This game is played for the length of time the players agree on. If at the end of the time determined neither player has won according to the regular rules, the winner is determined by the point system indicated above. All other regular rules apply.



