

1)Board & Setup

The board has 9 horizontal and 8 vertical tiles, forming the gameplay grid.

Player A's area: first 2 rows. Player B's area: last 2 rows.

Each player has 3 Phantom, 3 Specter, 3 Wraith, 2 Oracle, 1 Sovereign piece.

During setup, Oracles and the Sovereign are secretly placed in the first row, then revealed. Phantoms, Specters, and Wraiths are placed in the second row, also in secret. Once both players finish, the full setup is revealed and the game begins.

Phantom T

Specter V

Wraith (Knight)

Oracle (Pawn)

Sovereign (King)

2)Pieces movements

The Phantom moves one or two spaces forward or to the sides.

The Specter moves one or two spaces diagonally forward.

The Wraith moves in an L-shape, two spaces in one direction and then one perpendicular, but only in the forward direction.

The Oracle moves one space in any direction.

The Sovereign moves one space in any direction but must remain within the player's area and cannot return to a space it has previously occupied.

The Phantom, Specter, and Wraith gain the ability to move backward following their forward movement rules when they land on an opponent's space. This ability is lost once they leave the opponent's area.

3)Phase Rules

The game alternates in phases: one player gets 4 turns, the other 3. In the next phase, they switch.

Each phase begins with both players secretly documenting their moves, based on their allotted turns for that phase. Once finalized, both reveal and execute their moves in turn order.

- In Phase 1, Player 1 starts and players alternate until Player 1 finishes their fourth move.
- In Phase 2, Player 2 starts with four moves, followed by Player 1 with three.
- This pattern alternates each phase and continues until the game ends.

During a phase, each piece may only be moved once—no repeated moves within the same phase.

The Sovereign can't move during a phase and may only be repositioned between phases.

No piece may bypass another during movement, except the Wraith. The Sovereign can be bypassed when needed.

Stacks formed by captures can be bypassed by other pieces.

You cannot move a piece into a space occupied by your own piece.

4)Capture

A capture occurs when you successfully stack your piece on top of an opponent's piece.

A capture is officially counted at the end of the phase.

Before a capture is finalized, the captured piece may escape by moving on a later turn within the same phase.

The stacked-upon piece cannot move. The top piece can move, but doing so forfeits the capture point.

Capturing a stack is not allowed.

The Sovereign may stand on your capturing piece (stack in which the capturing piece is your piece), preventing it from moving. He remains capturable and cannot return once he leaves the space.

5)Winning the game

To win the game, you must either capture five of your opponent's pieces or capture their Sovereign.

If both players meet the winning condition in the same phase, the player who met the condition first is declared the winner.

"If a player has no legal moves available during their turn, they must forfeit that turn. If a player has no legal moves available for the entire phase, they lose the game."