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# Panoply

## rulebook







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## Introduction

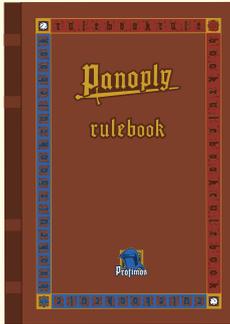
Panoply is a strategy board game for two players. Players take part in a medieval struggle, playing as the armies of England and France, who fight for control of the battlefield. At your command are different military units, typical for the time period, each one with unique abilities.

In order to win, you will have to outsmart, outmaneuver and outplay your opponent, because in the end, only one of you can emerge victorious...



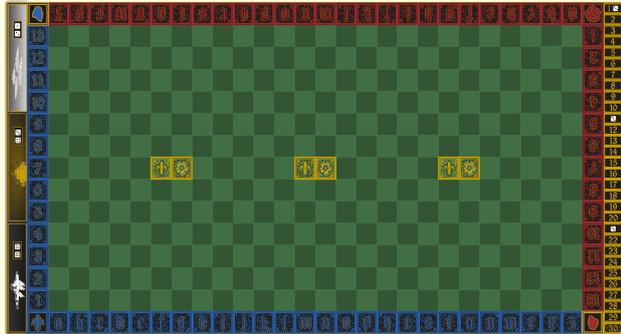
# Components

## Rulebook



1 rule book  
(28 pages)

## Game board



1 game board  
(six fold)

## Units



60 pieces  
(Spearmen)



40 pieces  
(Knights)



20 pieces  
(Cavalry)

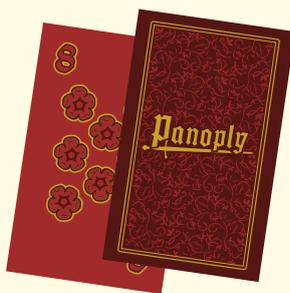


20 pieces  
(Bowmen)

## Cards



1 blue card deck  
(28 cards)



1 red card deck  
(28 cards)

## Die



1 die  
(D6)

## Halma tokens



2 Halma tokens  
(1 red & 1 blue)



# Setting up the game

## Step 1 - Game board

Place the game board on a suitable surface, preferably large enough to leave some room along the sides of the board to roll the die and to place cards and eliminated units.

## Step 2 - Tokens

Place game tokens on the board, see "Set up", pages 4 & 5.

## Step 3 - Weather

Determine the weather by throwing the die, then place the blue Halma figure on the corresponding weather box on the game board, see "Weather" page 9.

## Step 4 - Turn order

Choose your faction to play as, then decide who plays first, see "A Game Round", page 13.

## Step 5 - Cards

Create two separate card decks; one deck per player, (blue cards for France and red cards for England) then shuffle each card deck.

## Step 6 - Ready

You are now set up and ready to play!  
For further instructions, see "A Game round", page 13.



# 5 et up

A weather box

The game tokens at the start of the game are placed in accordance with the illustration below.



Round counter

The board is a 30x13 grid. The top row contains letters W, I, K, J, I, G, G, J, A, Q, J, Q, U. The bottom row contains letters n, o, p, q, r, s, t, u, v, w, x, y, z. The right side features a round counter with numbers 2 through 30. A red box highlights the number 1, and a red arrow points to a square on the board labeled '1 control post'.

W	I	K	J	I	G	G	J	A	Q	J	Q	U	1	2
		⚔	⚔	⚔					♠	♠	♠		2	3
		♠	♠	♠					♠	♠	♠		3	4
	♠	♠	♠	♠	♠			♠	♠	♠	♠	♠	4	5
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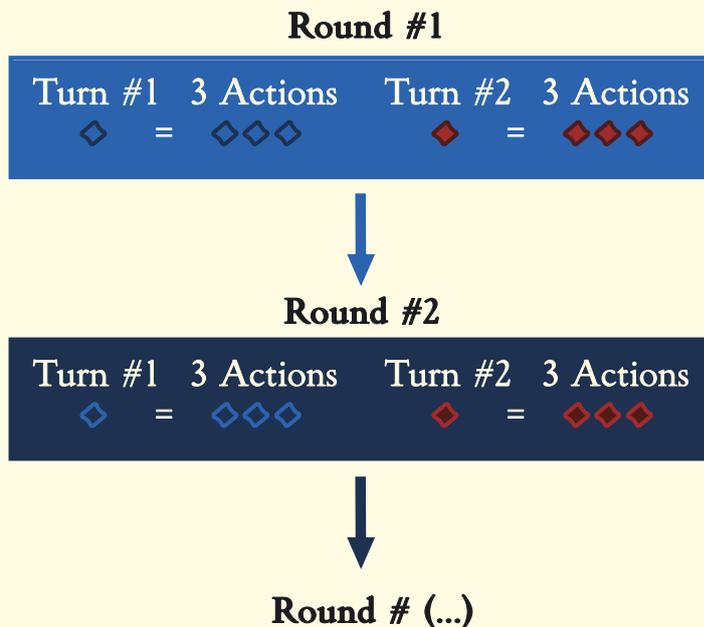
# How to play

## Overview

**Panoply is a game for 2 players**, one playing England (red) and the other playing France (blue). **The game is played over a series of rounds, turns and actions.** **In order to win**, one has to **eliminate enemy units** and **control pairs of control posts**. To do that, players move their units and/or attack across the game board, using either cards or a die.

## Rounds

Panoply is played in Rounds, each Round consisting of 2 Turns with each Turn consisting of 3 Actions.



When the first player has made their action(s) the turn ends and the other player's turn starts. When the other player has made their action(s), their turn ends and the round is over. Then a new round starts.

Action = Move and/or attack



## How to win

The game continues until one player has done one of the following:

- ◆ **Maintain control of all six control posts for the duration of 2 turns.**
- ◆ **Eliminate all enemy units before 30 rounds are over.**

If neither has occurred after 30 rounds, the player who controls the most control posts wins. If none of the players control a control post, or if both players control an equal amount of control posts, the game is tied and therefore ends with neither winning.



Example: A unit moved to one of the six control posts, and is therefore in control of it.

## Cards

In Panoply, **cards are used when attacking and defending against attacks.** Some cards are dealt before the first round, see "A Game Round", page 13, but most are dealt as follows:

- ◆ When your turn ends, you receive one **(1)** card for every action in which you have **not** made an attack.
- ◆ When your turn starts, you receive two **(2)** cards for every **pair** of control posts you control. There are 3 pairs of control posts in total.

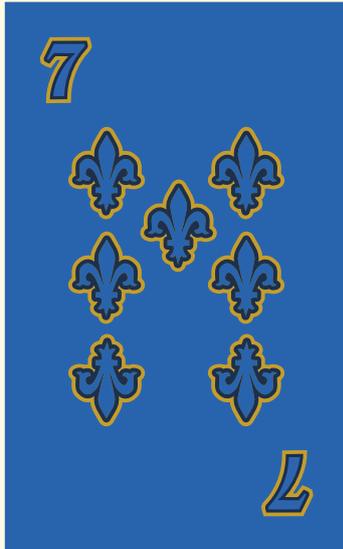


Example: 2 units in control of a pair of control posts.

2 adjacent control posts = 1 pair

- ◆ **The maximum number of cards you can have on hand** at any time is nine **(9)**. If you are entitled to draw cards but already have 9, you must discard one **(1)** card per new card you wish to draw. You may choose not to draw.

## Numbered Cards



The vast majority of cards in Panoply are numbered cards. **These are used whenever a card attack has been initiated.** The value of the numbered cards ranges between 1 and 13 – the higher the number, the stronger the card.

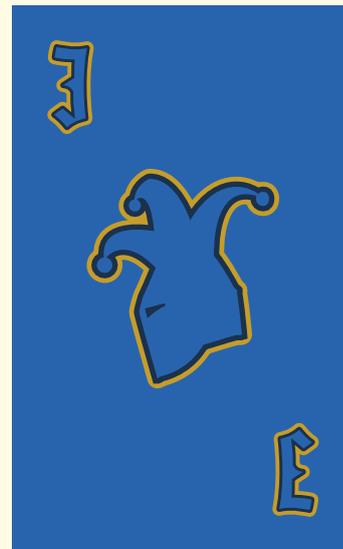
The numbered cards are used alongside joker cards (see below) to attack or defend from your opponent; see “**Card attack**” page 12, for further instructions and an example.

## Joker Cards

**Joker cards are played like any other card, but they have no value attached to them** (i.e, in a card attack these cards are worth zero (0) points). Instead, whenever a joker card has been revealed in a card attack, the player playing the joker card is allowed (but not required) to play one additional card from their own hand.

A joker card can also be played in a coordinated attack (for more information about coordinated attacks, see “**Knights**” page 16). For example, if two knights are involved in a coordinated attack, the attacking player may play any one number card and one joker card. When the cards are revealed to the defending player the attacking player may play one additional card from their

**If both players play a joker card simultaneously** in a duel, the joker cards are discarded and the player who initiated the attack decides whether to continue the duel by playing one (1) new card from the player’s deck on hand. If so, the defending player also plays one (1) card from their own deck on hand (if possible) and the duel is resolved as an ordinary duel. However, if the attacking player decides **not** to play another card, the duel ends with neither of the players’ units taking a hit.



## Weather

Before round one, the weather is determined by rolling a die. Once the weather is decided (1-2=foggy, 3-4=sunny, 5-6=rainy), the blue Halma figure is then placed on top of the corresponding weather box on the board.



Each weather changes the units' movement or attack range, see table below.

## Round-counter

The red Halma figure is placed on the round-counter at the start of the game, and is then moved one step up each round. Every 10 rounds, a weather die-roll is made, as indicated by a picture of a die on the round-counter. 



*The round-counter*

## Units

There are four unit types in Panoply, each one with different strengths and weaknesses. They are summarized in the table below.

Unit type	 Spearman	 Bowman	 Knight	 Cavalry
Specialty	Enemy cavalry may not move over any squares surrounding a spearman.	Can perform long range attacks	Can perform coordinated attacks	Can disperse knights and bowmen
	Maximum Movement range / Maximum Attack range			
Sunny	2/1	2/6	2/1	5/1
Rainy	2/1	2/6	1/1	3/1
Foggy	2/1	2/3	2/1	5/1



# Movement

In Panoply, every unit type can move in all directions: forward, backward, side-ways and/or diagonally. A unit can move in multiple directions during the same action as long as it has enough movement points, see "Unit Types", pages 12-15.



Units can move either individually or in a group. If moved in a group they must be of the same unit type and stand in a single horizontal, vertical or diagonal line with no empty squares between the units.



When moving a group of units, they must all move in the same direction. A group of units is allowed to move in multiple directions during the same action (just as individual units can).



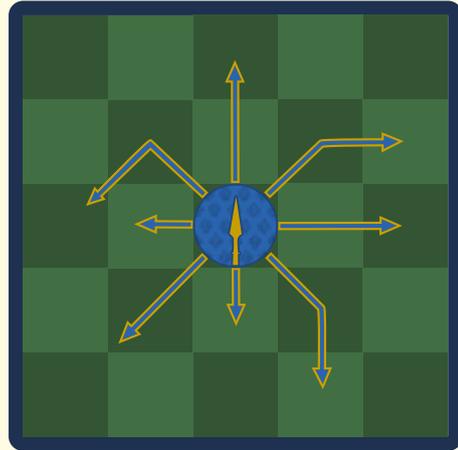
A single unit/group of units is allowed to move only once per turn



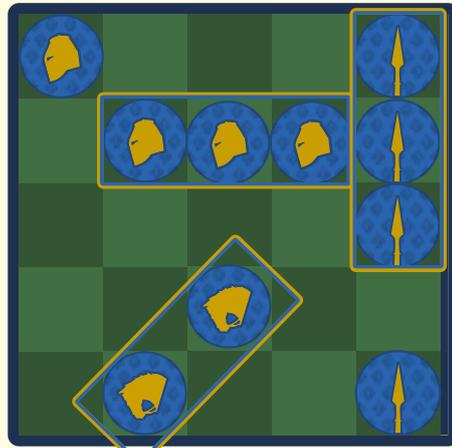
Units cannot jump over another unit, and units cannot stand on top of one another. Cavalry units may however disperse bowmen and knights, see "Cavalry" page 17.



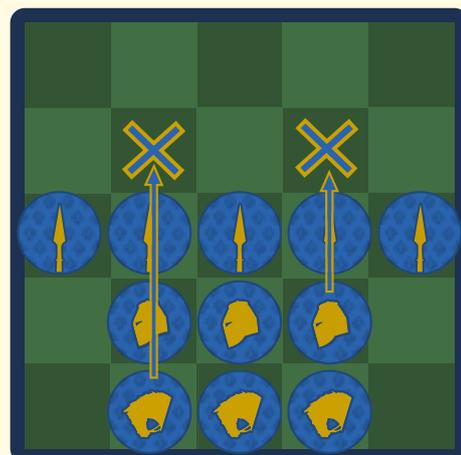
Movement does not require cards. Cards are used only when units attack or defend from an attack.



Movement



Grouping



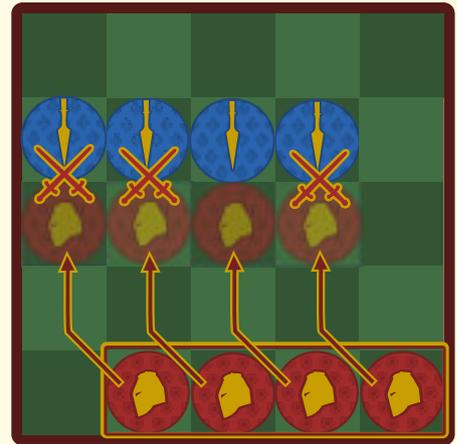
Placement

# Attack

- ◆ In Panoply, **every unit type can attack in all directions**: forward, backward, sideways or diagonally. **A unit can attack in only one (1) direction during the same action.**

**Units can attack either individually or in a group.** If attacking in a group, your own units must be of the same unit type and stand in single

- ◆ horizontal, vertical or diagonal lines with no empty squares between your units. They must all attack in the same direction. A group of units is not allowed to attack in multiple directions.



**Group attack**

**Attacks are made against one (1) unit at a time.** When a group attack is executed, a card duel or a die roll is performed for each unit the player

- ◆ wishes to involve in the attack. For example, if four units are moved but you only wish to attack with three of them, three card duels or die rolls are executed in that action, depending on the unit type. A unit can attack only one enemy unit in a single action.

- ◆ Every unit type is allowed to **move and attack** in a single action but is allowed to move and/or attack only once per turn. You may choose to do either of below:

- ◆ First move and then attack.
- ◆ First attack and then move.
- ◆ First move then attack, and move again.

- ◆ **If making a group attack** and one or more of the attacking player's units are eliminated in the attack, the group is divided and may not proceed to move as a group within the same action.

- ◆ **It is possible to move in one direction, then attack in another direction**, i.e. you move a unit/a group of units forward, then attack diagonally.

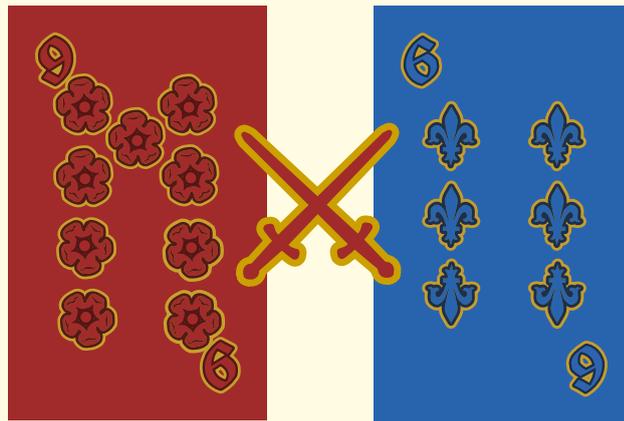
- ◆ **An eliminated unit** is taken away from the game board and may not be reused.

- ◆ **To initiate an attack**; inform your opponent which unit(s) you intend to attack with and in what direction. This will trigger either a Card attack or a Die attack, depending on the unit. See **page 12 for more information regarding card attacks and die attacks.**

## Card attack

When one player initiates an attack with spearmen, knights or cavalry and informs which unit they choose to attack, both players pick one (1) card from their own hand and keep it a secret from the other player. When both players have decided which card to play, they show their respective card. The player who played the card with the highest relative value wins and the losing unit takes a hit and is either eliminated or wounded. See "Unit Types" for exceptions, pages 14-17.

*If the red player plays a 9 and the blue player plays a 6, then the red player wins as 9 is a higher number than 6.*



If both players have cards on hand as an attack has been initiated, they must **engage in a fight**. However, if the defending player has no cards left on hand, the player initiating the attack may discard any one (1) card from their hand and hit/eliminate their opponent. If both players choose the same number both units take a hit.

The cards that have been used are then discarded in two separate discard piles to the side of the board until the players' respective decks of cards have been used up, whereby the discard piles are flipped and shuffled to be reused as the players' deck from which to pull cards.

## Die attack

- ◆ When attacking with Bowmen, a die is used instead of cards. One die is rolled per unit involved in the attack.
- ◆ A group of Bowmen must not only attack (shoot) in the same direction but also shoot at the same distance for the attack to be considered one action.
- ◆ A die attack can never be defended from as the defender does not throw a die.





## game round

### Start

**The game is started by the roll of a die** to determine the weather and the blue Halma figure is placed on top of the corresponding weather box on the board. Then the die is rolled to determine who plays first. This only happens before the first round. The player who gets the highest number decides who will start. If both players have the same number, the die is rolled again until one player has a higher number. The red Halma figure is finally placed on round 1 on the round-counter.

**All blue and red cards are then gathered into two separate decks** (one consisting of blue cards and the other consisting of red cards) and the cards are then shuffled. **The player who starts receives zero (0) cards, the other player receives six (6) cards** from their own deck and keeps them secret from the other player. The remainder of the cards are placed facedown beside the board, within reach.

### Round one

**The first round begins by the starting player making all of their actions** which may include attacking and/or moving their units on the board. After they have made all of their actions and cannot make any further actions, their turn is automatically over and the player checks if they have won the game. If not, **they draw cards (if possible) from their deck and the turn passes over to the other player.**

Now, the other player makes all of their actions until they cannot make any further action, then their turn is automatically over and they check if they have won the game. If not, they draw cards (if possible) from their deck and now **when each player's turn has ended, round one is over** and the red Halma figure is moved one step forward on the round-counter to round two.

The description above is repeated in the second round and all further rounds until the game is over, with the addition of rolling a die at the start of round 11 and 21 to determine the weather.

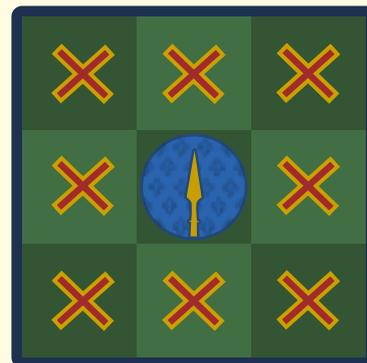
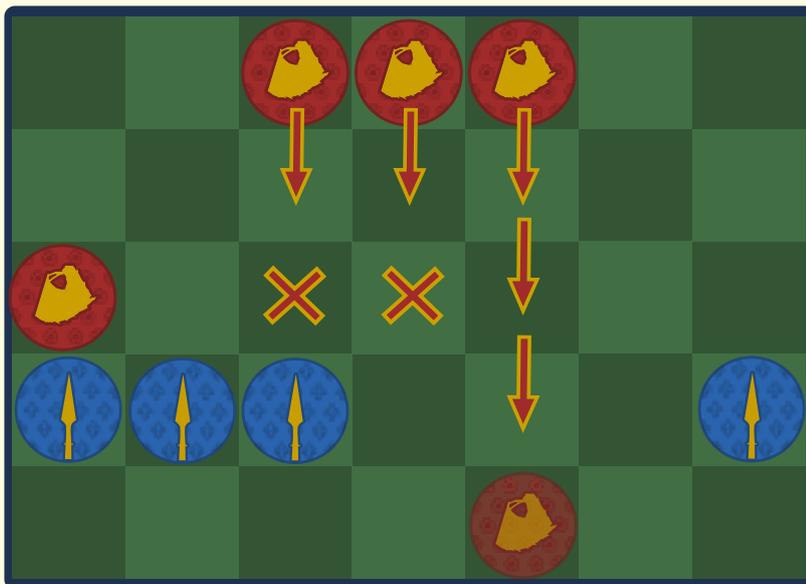
# Unit Types

## Spearmen



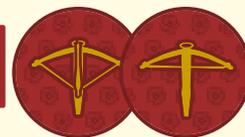
- ◆ **Movement** - Can move up to 2 squares (regardless of the weather).
- ◆ **Attack** - Can attack one square away

**Specialty** - Enemy cavalry may not be placed on or pass through any of the surrounding squares of a spearman's unit or the spearman unit itself. Spearmen may however move towards any cavalry unit and may proceed to attack. Any enemy cavalry unit that remains within one square away of a spearman after a spearman has moved towards an enemy cavalry unit may stay in place but cannot move to any of the surrounding squares of the spearman (i.e., must retreat if moved). A cavalry unit already within one square away at the start of an action is allowed to attack the spearman.



*One of the cavalry units can move in between the spearmen but must first move two squares away.*

# Bowmen

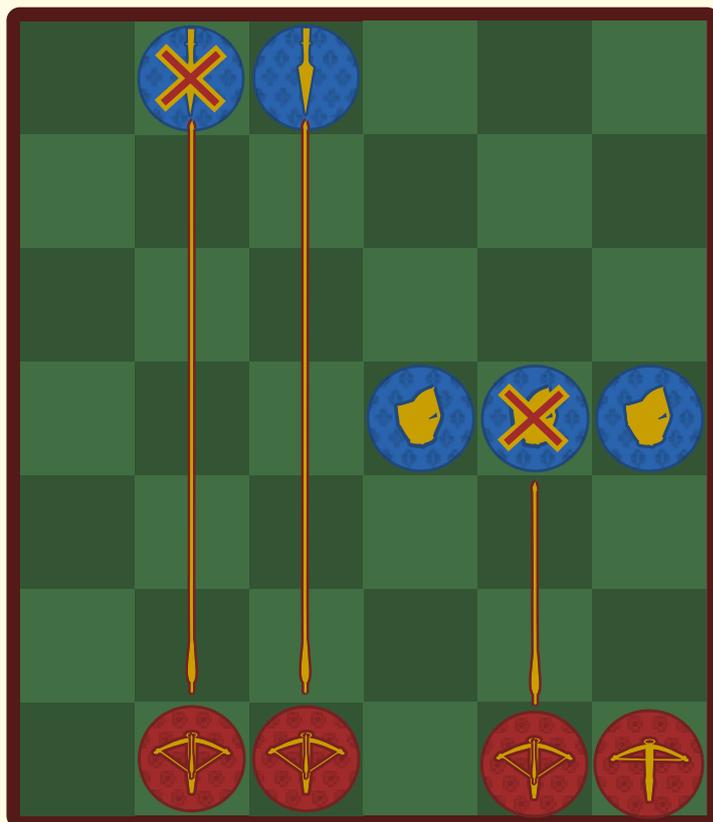


- ◆ **Movement** - Can move up to 2 squares (regardless of the weather).
- ◆ **Attack** - Can attack up to 6 squares away. In foggy weather, bowmen can attack only up to 3 squares away. Bowmen can never attack an enemy unit only 1 square away.
- ◆ **Defence** - If attacked by an enemy unit, **bowmen can never defend themselves**. If hit by a card attack, it is therefore automatically eliminated.

**Specialty** - Bowmens' attacks are long range (shooting arrows) and **hits are determined by a die roll**. When standing more than 3 squares away from an enemy unit, a 5 or 6 on the die is a hit. When standing 3 squares or less away, a 4 or 5 or 6 is also a hit. When a bowman has made an attack, it has to reload and is flipped over to indicate it is reloading. The unit cannot make a new attack until after the same player's next round.

*Two individual actions; one group attack is performed by two bowmen firing off a round of arrows six squares away straight upwards and another bowman to the right is firing off a round of arrows straight up three squares away. The French spearman who got hit is removed from the battlefield and the knight who got hit is flipped over to indicate the unit is wounded.*

*All three bowmen who fired off arrows in these two attacks are flipped to indicate they're reloading for the duration of one round (i.e., if firing off round 2, they can fire again in round 4). The unloaded bowman to the furthest right is currently reloading and will be flipped over to indicate it's loaded and ready to fire during the following round.*



Loaded

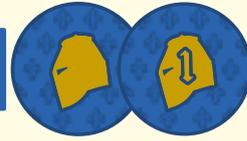
Unloaded



Can attack

Cannot attack

# Knights



- ◆ **Movement** - Can move up to 2 squares (in rainy weather, knights can move only one square away.)
- ◆ **Attack** - Can attack one square away
- ◆ **Hit points** - Can take two hits in total. When this unit has received a hit, it is turned over to its other side (where a “1” is displayed) to indicate that the unit is wounded.

**Specialty** - Multiple knights can be used to attack one single enemy unit in a coordinated attack. **You are then allowed to use as many cards as the number of attacking knights** (up to 3). The value of the cards are combined (i.e. if a player plays a 6 and a 7, the combined strength is 13).

One knight counts as one action in a coordinated attack, meaning a maximum of three knights may participate in such an attack per turn.

**If the attacking player wins the fight**, they draw a number of cards from their deck equal to the number of attacking knights, minus one. (For example, if two knights are involved, they draw one card; if three knights are involved, they draw two cards). These cards are drawn immediately after the fight is resolved.

**If the defending player wins, or if the fight ends in a draw**, the attacker receives no cards. Instead, the defending player chooses which of the attacking knights suffers a hit. Finally, if the fight ends in a draw, both players' units each receive a hit.

*A group of two knights making a coordinated attack. One of the knights moves diagonally to the right in order to reach the enemy unit while the other knight attacks from where it stands.*

Full health

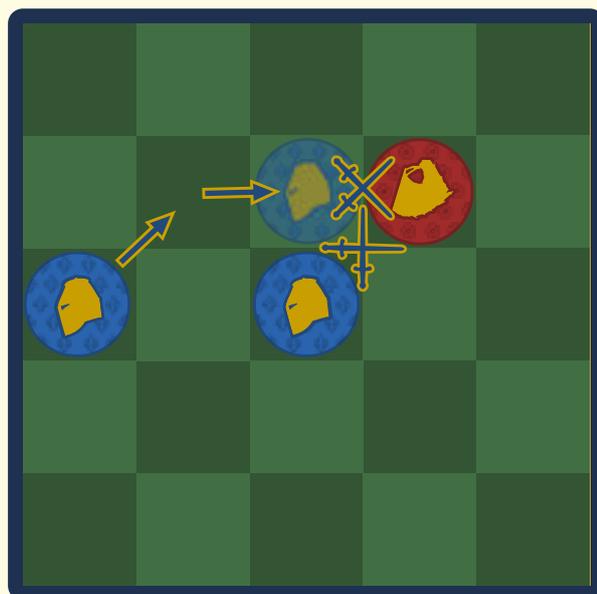


2 hit points

Wounded



1 hit point



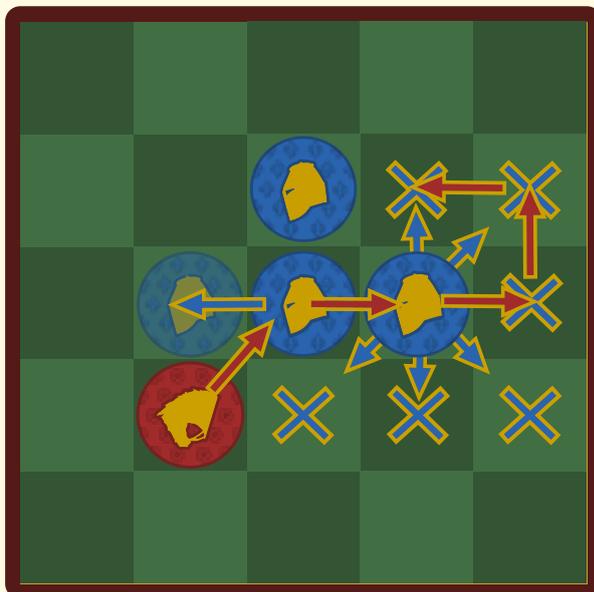
# Cavalry



- ◆ **Movement** - Can move up to five steps in sunny or foggy weather. In rain, they can move a maximum of three squares.
- ◆ **Attack** - Can attack one square away.
- ◆ **Hit points** - Can take two hits in total. When this unit has received a hit, it is turned over to its other side (where a "1" is displayed) to indicate that the unit is wounded.

**Specialty** - Cavalry can disperse knights and bowmen by running over one or multiple of these units. Overrun units must retreat either sideways or backwards (they cannot retreat forward, i.e., towards the opponent's side of the board), and not end their retreat on any square the cavalry unit/s moved through in their action and not where friendly units are (friendly units that are not dispersed cannot "make way for overrun units to retreat"). It is the defending player that decides where their units will retreat. The overrun units cannot retreat further than one square. **Units that cannot retreat are immediately eliminated** regardless if wounded or in full health.

Retreat = Move sideways and/or backwards and/or diagonally backwards



*The cavalry unit moves diagonally to the right and runs over the knight, then the cavalry unit moves further right, running over another knight. The knight to the left can retreat whereas the knight to the right cannot, and thus is eliminated.*

Full health



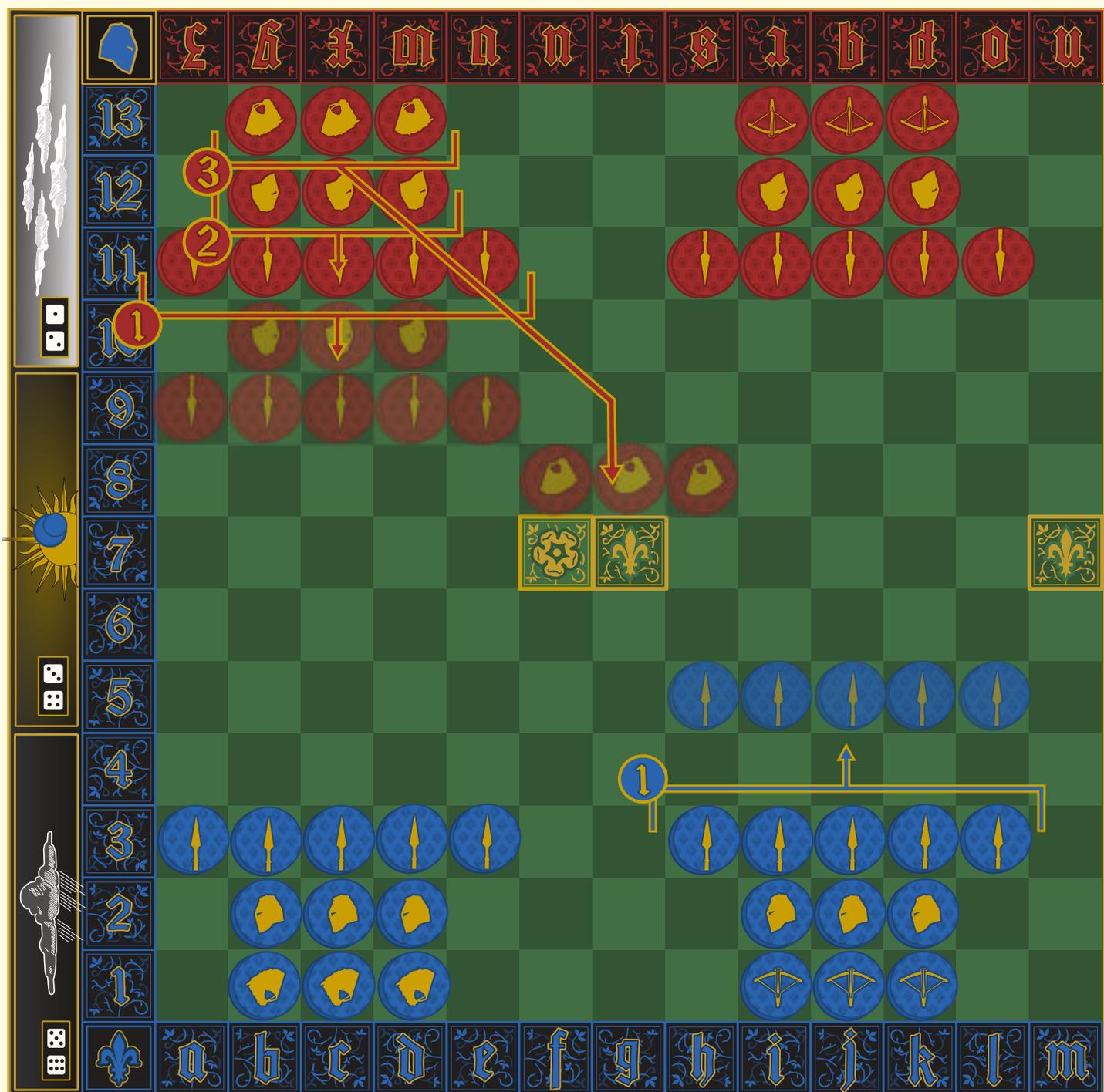
2 hit points

Wounded

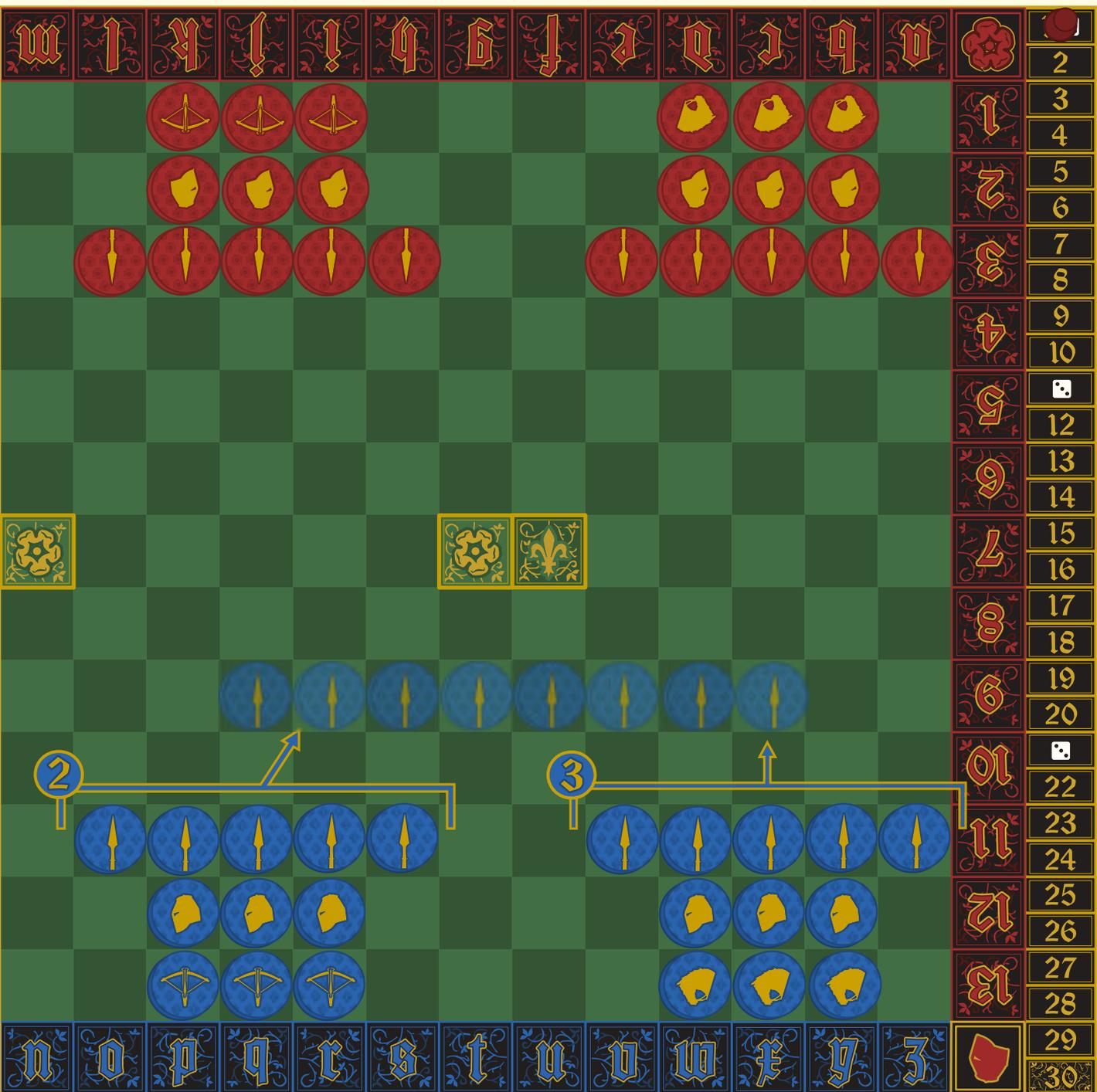


1 hit point

# Example play



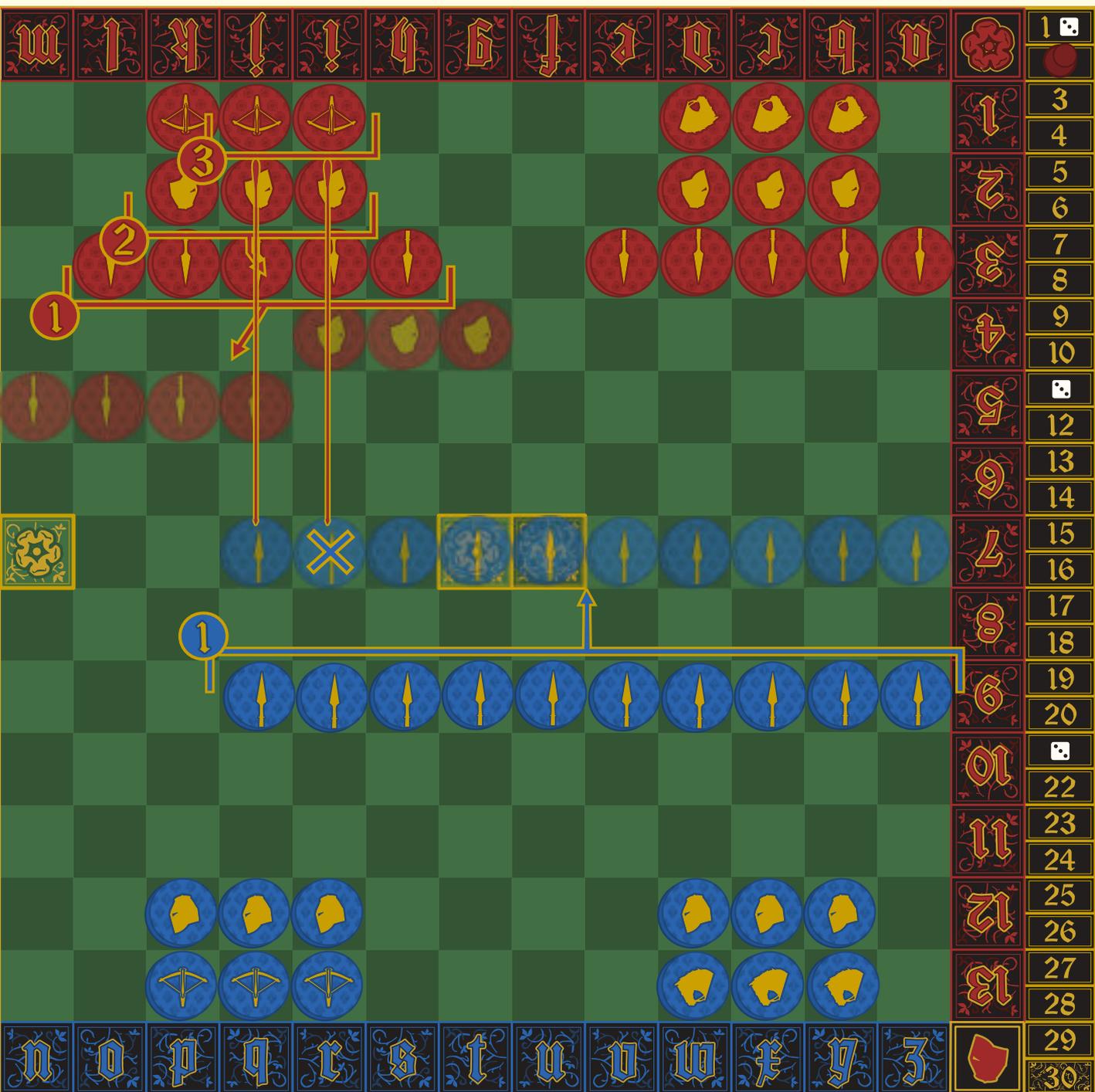
Here is a hypothetical first round of a game of Panoply, where the player of the French army (henceforth the blue player) begins the game. The weather condition is sunny. Therefore, the blue Halma figure is placed onto the sunny weather box to designate this. The player of the English army (henceforth the red player) takes six cards from their own deck. The blue player decides to move one group of spearmen two steps forward (action ①), then moves another group of spearmen two steps diagonally (action ②) and finally moves a third group of spearmen two steps forward to join the other group (action ③). No attacks were initiated, which means that the blue player receives three (3) cards from their deck.



The red player responds by moving a group of spearmen two steps forward (action ①). The red player then moves a group of knights behind the spearmen two steps forward (action ②) and lastly moves the cavalry towards the pair of control post (action ③). No attacks were performed, thereby the red player receives three (3) cards from their deck. With these actions performed the first round of the game is concluded and the red Halma figure is moved one step



The blue player now moves one group of spearmen two steps forward to seize control of the pair of control posts on the right flank (action ①). Then a group of knights are moved two steps forward (action ②). Lastly a group of bowmen are moved two steps forward (action ③). No attacks were initiated; therefore, the blue player receives three (3) cards from their own deck, having now a total of six (6) cards on hand by this point. The red player now starts off their round by moving a group of spearmen two steps diagonally (action ①). The red player proceeds to move a group of knights two steps diagonally (action ②).



Lastly, a group of bowmen are firing off a round of arrows six squares forward, targeting two of the blue player's spearmen (action ③). One spearman is hit and is taken away from the battlefield (game board) and the two bowmen who fired off arrows are flipped to indicate they are reloading and therefore may not attack until round 4. Since one attack was initiated, the red player only receives two (2) cards from their deck. By this point since the red player already has the maximum limit of nine (9) cards on hand, the red player can decide whether to discard one or two cards from their hand and pull one or two new ones from the player's deck, one card at a time. With these actions performed, the second round of the game is concluded and the red Halma figure is moved one step up the round-counter.



The blue player starts off the round by collecting two cards from their deck because they own a pair of control posts at the right flank, having a total of eight (8) cards now on hand. The blue player decides to move a group of spearmen two steps diagonally towards the center, seizing control of another pair of control posts (action ①). Then the blue player moves a group of knights one step forward and one step diagonally (action ②). Lastly the blue player uses a group of bowmen to fire off a round of arrows six squares diagonally towards three of the red player's spearmen (action ③).

Two of the spearmen are hit and therefore taken away from the battlefield, and the blue player's bowmen are flipped to indicate they're reloading for one round. Since the blue player initiated an attack, they may only pull two cards from the player's own deck. Having already eight (8) cards on hand by now, the blue player pulls one card to fill the maximum limit of nine (9) cards on hand and then decides whether to discard one card to pull another one from the player's deck or not.



# Summary

## Set up

- ◆ Place game tokens on the board, see "Set up", pages 4 & 5.
- ◆ Roll the die to determine the weather then place the blue Halma figure on the corresponding weather box. Roll the die to determine who starts, then place the red Halma figure on round 1 on the round counter.
- ◆ **The player starting the game starts without cards on hand, whereas the second player pulls six (6) cards from their own deck.** The remainder of the cards are placed facedown beside the board, within reach.

## How to win

Maintaining control of all six control posts for the duration of two (2) turns.

or

Eliminate all enemy units before 30 rounds have passed

## How to achieve this

- ◆ Panoply is played in Rounds, each Round consisting of 2 Turns with each Turn consisting of 3 Actions.

### A Round

Turn #1	3 Actions	Turn #2	3 Actions
◆	=	◆◆◆	◆◆◆

- ◆ You play your rounds by moving your units and attack your opponent. At your disposal are four different unit types. All units can move and attack in all directions. **When moving and attacking in the same action**, units either: first move and then attack *or* first attack and then move *or* first move then attack, and move again.
- ◆ **Movements do not require cards.** Cards are used only when attacking and defending against attacks. Maximum nine (9) cards are allowed on hand at any one time.

◆ You acquire cards in principle in two ways:

At the start of your turn, you receive two (2) cards per pair of control posts you control.

and/or

At the end of your turn, you receive one (1) card for each movement you've performed without an attack having been initiated.

## Units

There are four unit types in Panoply, each one with different strengths and weaknesses. They are summarized in the table below.

Unit type	 Spearman	 Bowman	 Knight	 Cavalry
Specialty	Enemy cavalry may not move over any squares surrounding a spearman.	Can perform long range attacks	Can perform coordinated attacks	Can disperse knights and bowmen
	Maximum Movement range / Maximum Attack range			
Sunny	2/1	2/6	2/1	5/1
Rainy	2/1	2/6	1/1	3/1
Foggy	2/1	2/3	2/1	5/1



## Form your own army

Panoply is primarily meant to be played with a standard formation when setting up the game, see "Set up", pages 4 & 5. However the game includes more pieces than are included in the standard formation which allows players to form their own army to their preference.

It is up to both players to decide how to buy and how to set up each army. As a suggestion, the purchasing and initial placement of units should be made simultaneously. This is in order to avoid one player adjusting their army with the knowledge of the units purchased by the other player and therefore gaining an unfair advantage. Following rules apply:

- ◆ Both players have a total number of 130 credits to "buy" units for.
- ◆ Units must be placed in the three rows closest to the player.
- ◆ Cavalry must be placed on the row furthest back to the player.

### Spearmen



2 credits  
/unit

### Knight



3 credits  
/unit

### Bowmen



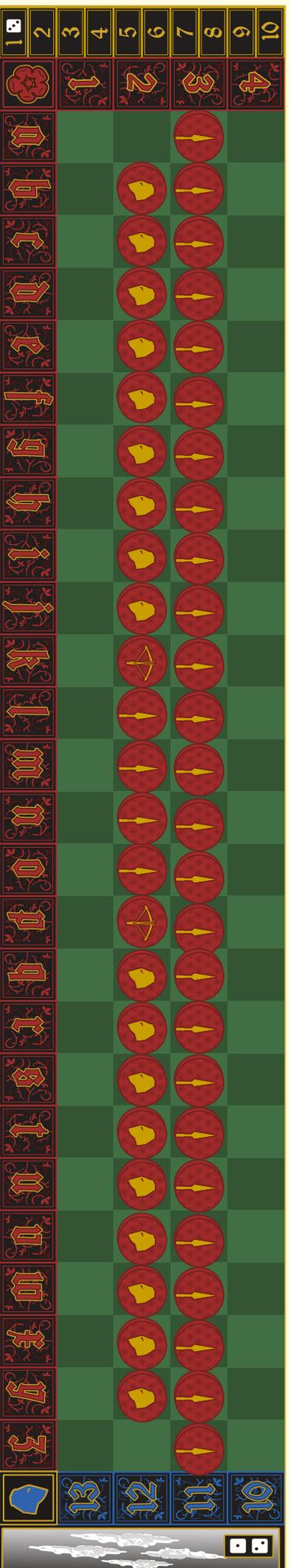
3 credits  
/unit

### Cavalry



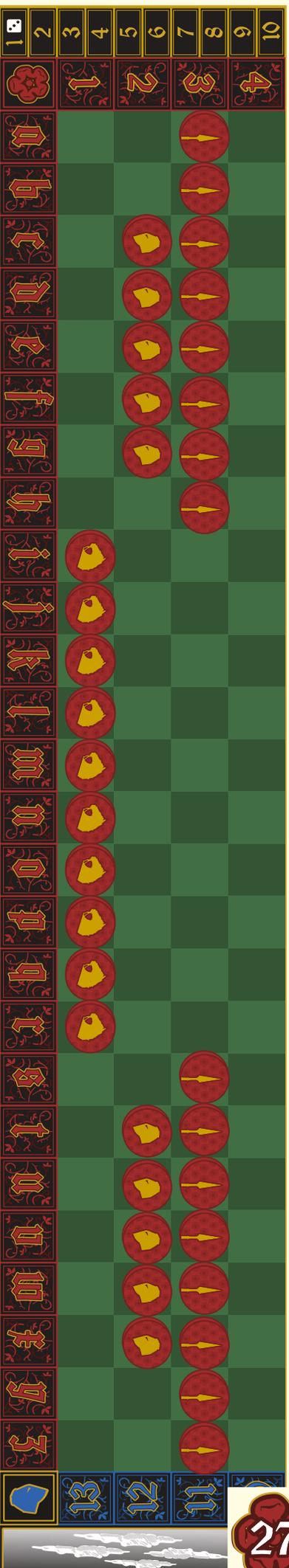
6 credits  
/unit

Both players see the alphabet and the numbers in an ascending order, which means that every square has two different coordinates (i.e. the blue player's A1 equals the red player's Z13). It's therefore important to note from which player's perspective a certain square is seen. This is made intentionally from our end not to indicate that one side is always starting the game and therefore has the "correct" side.



Spearmen's storm

An example with a maximized amount of spearmen, utilizing quantity over quality. This army's strength lies in that it's nearly unaffected by the weather and will be effective in keeping enemy cavalry at bay. This army will be weak against an opponent heavy on bowmen.



Cavalry's carnage

An example with a maximized amount of cavalry units, ready to trample down enemy units. This army's strength lies in being fast and deadly without utilizing cards. This army may be weak in rainy weather conditions and in that there are fewer units in total.





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**Graphic design:** Anton Andersson

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# Nonoply