

PHASE GATE



Phase Gate is a game for 2 or 4 players, vying for domination over a trans-dimensional battlefield. Each player takes on a role as the commander of one of these armies, where the recent creation of otherworldly gates has allowed for phasing of your troops between the worlds of fantasy and horror. Your troops take on the characteristics that you see from your dimension, but take care not to leave a weakness on another plane!

Components:

- 1 10x10 board
- 20 cardboard character pieces (red and blue)
- 12 cardboard phase gate pieces (black)
- 12 single-piece stands
- 2 4-sided dice
- 2 score markers
- 2 player aids

Setup:

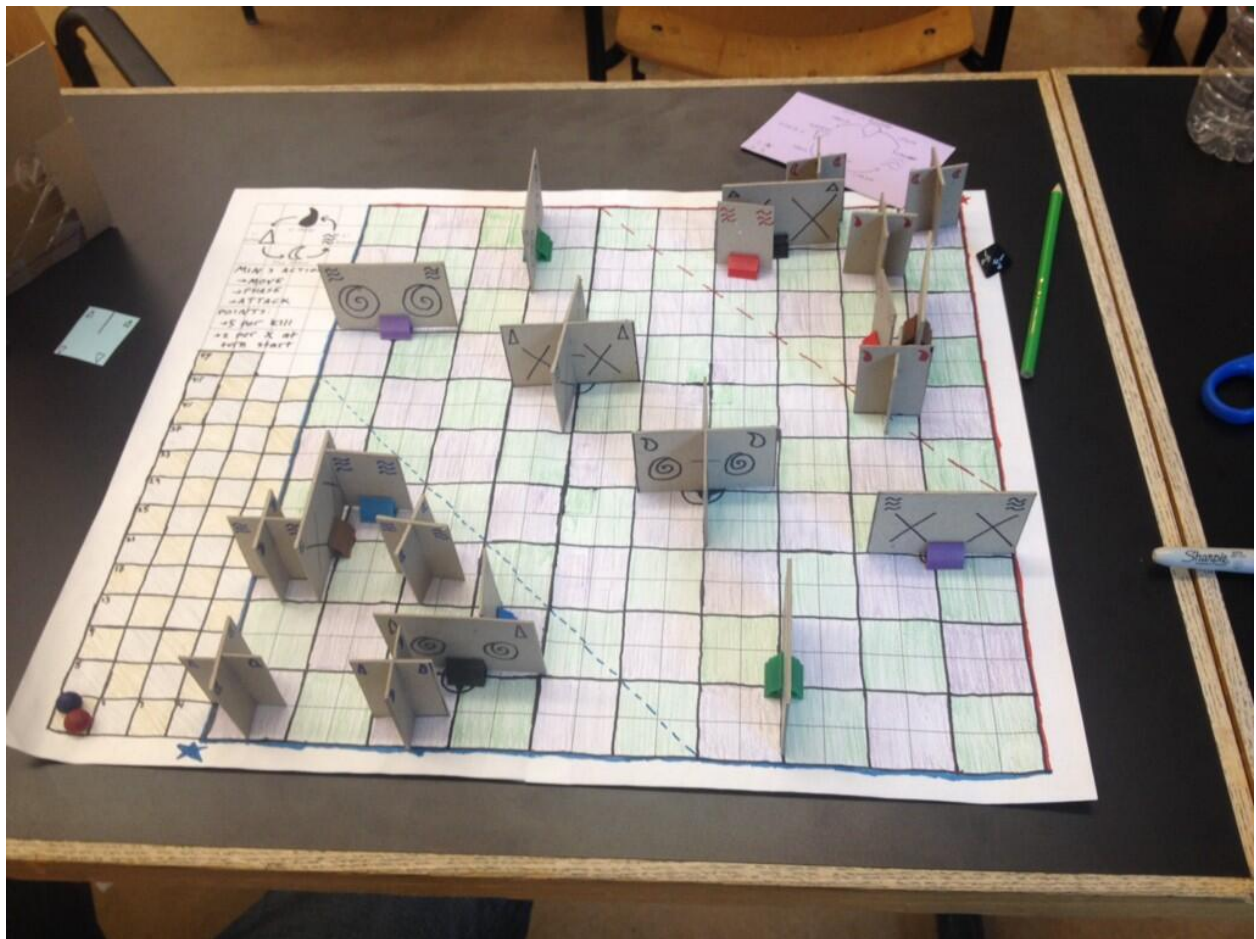
Players begin by selecting their side. In a four-player game, break into two teams of two, each sitting at a side of the board containing the same color as their teammate. For two players, each player will be on a separate team, and begin play across from their opponent.

Next, pieces are constructed. Each team then takes half of the cardboard character pieces, and constructs six troops. Fantasy characters (unicorn and fairy) may be slotted into horror characters (werewolves and vampires) to produce 4-sided troops, and remaining characters may be placed in piece-stands to round out the troops. Finally, construct phase gates by placing

any slotted phase gate pieces together.

Once all pieces are constructed, they are placed on the board, following its markings. Phase gates are placed onto the arrows on the board, with their powered, “swirly” side facing the arrows. For a beginning game, place your six troops anywhere behind the two, single-piece phase gates in the corner of the board. For an advanced game, place your character pieces anywhere behind the diagonal line dividing the team corners.

Now, place each score marker on the first square of the score tracker, located on the board. At the end of setup, your board should look something like this:



Goal:

A player or team wins when:

- An opponent cannot do anything on their turn.
- All the gates face your team.
- Your team reaches 50 points.

Gameplay:

At the start of a turn, players count the number of swirls and X's that they see on phase gates facing them. For each X, they advance their score marker by two points. For each swirl, they receive one action. Players always receive a minimum of three actions.

The actions a player receives can be used in one of three ways:

- Move a troop two spaces on the board
- Phase a troop by turning it 90 degrees
- Attack an opposing gate or troop within two squares

In Phase Gate, it is important to remember that you can always only interact with objects that you can see, and those objects always have the characteristics that you can see in your plane of vision (though you are welcome to examine the perspectives of other players as well).

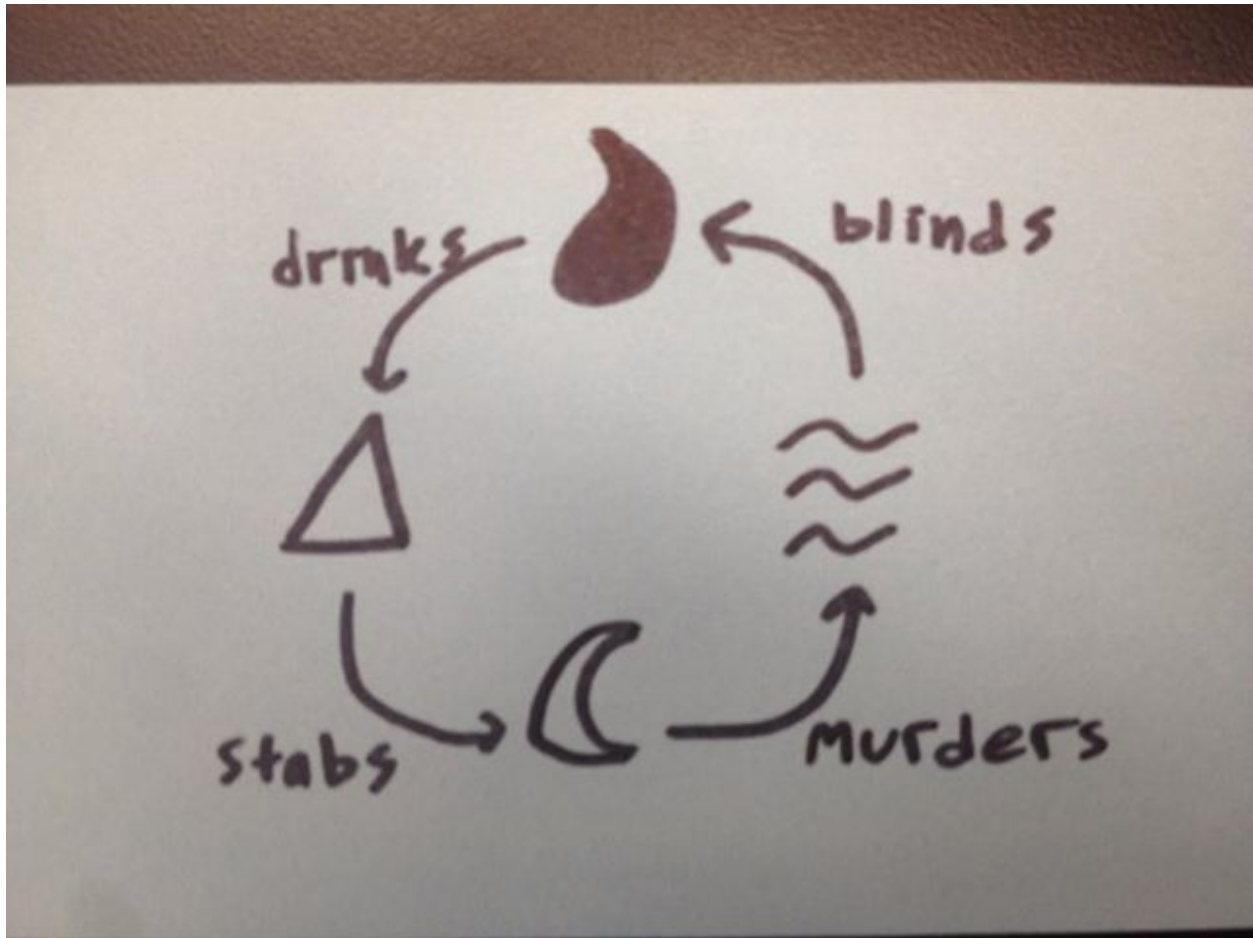
Attacking a troop:

When attacking a troop, both players roll one of the d4s and add any type advantages (described below) to the roll. If the attacking player's total is greater than the defending player's total, the defending player loses their piece permanently and the attacking player gains 5 points.

Attacking a gate:

When attacking a gate, the attacking player rolls a d4 and adds any type advantages (described below). If the total is greater than 2 plus the gate's type advantage, then the gate gets rotated 90 degrees around its center along the direction of the attack.

Type Advantages:



Each icon representing a different creature has a type advantage against another creature icon. The type advantage adds 1 to combat rolls against the icon the arrow points to (The triangle has a +1 against the moon).

Creature bonuses:

In addition to type advantages, each creature has a constant bonus.

The Vampire (blood drop) can attack up to 3 spaces away instead of 2.

The Unicorn (triangle) adds 1 to their defending rolls in addition to any type advantages.

The Werewolf (moon) can phase to the other dimension on your turn for free.

The Fairy (wavy lines) can move up to 3 spaces instead of 2.