Phono Tactics!

A Tactical Game of Cluster Battles

Rules of Play

- Each player places one token on either P1 or P2 and takes their Cheat Sheet showing the correct route of their opponent.
- The first player to reach the Finish (marked "F" in the middle of the board) wins the game!
- Players take turns to move their tokens **one field** at a time in **any direction**. But beware not all fields lead to the Finish!
- To move your token, roll the die and move to the nearest field according to the movement restrictions.

Dice Roll	Movement Restrictions									
⊡ / ⊡	You must move to the nearest licit consonant cluster appearing in syllable onsets.									
⊡ / ∷	You must move to the nearest licit consonant cluster appearing in syllable codas.									
∷ / ∷	You must move to the nearest licit consonant cluster appearing in syllable onsets or codas.									

- Let your opponent check if your move was correct by referring to the **Cheat Sheet**. If it was wrong, go back to your previous square.
- Consonant clusters that appear in **propers nouns** or include a **syllabic consonant** are **not allowed**.
- The board is a maze, so use a pen or pencil to leave a breadcrumb trail behind you otherwise you might get lost!

pm		pw		gf	<u></u>	gs		θz	\rightarrow	$p\theta$		kz	<u></u>	gj		P2
	gf	\rangle	$\langle mj \rangle$	\rightarrow	pz	\rangle	$\langle $ lft \rangle	\rightarrow	lt	\rangle	(\mathbf{bz})	\rightarrow	bs	\rangle	bd	
tf	\rightarrow	spr		(fr	>	ðs	\rightarrow	ns	\rightarrow	bl	\rightarrow	dz	\rangle — \langle	stw	/ `	str
	$\langle sl \rangle$	\rangle	dst	\rightarrow	pl	>	$\langle nt \rangle$	\rightarrow	SW	\rangle	(fr	\	gz	\rightarrow	gd	\longrightarrow
tj	\rightarrow	lts	/	mpt	\rightarrow	dsd		tw	\rightarrow	VS	\rightarrow	skj	>	(nk)	\rightarrow	pj /
	$\langle d \rangle$	\rightarrow	spw	/	br	\rangle	mz	_	$g\theta$	\rightarrow	ŋtʃ	\longrightarrow	\mathbf{lf}	\setminus	vd	
pr	\rightarrow	sr	\rightarrow	nst	\rightarrow	kθ	\rightarrow	kr	\rightarrow	ŋt	\	sj	<u> </u>	ksp		$\langle spl \rangle$
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bl	/	ndz		ŋkt		ŋdʒ	1_1	stj	\	3 t		$\langle \mathbf{kl} \rangle$	\rightarrow	gs	\\	tr
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	skr) 	gs	1	$d\theta$	120	(kj	\nearrow	sn	mn	$b\theta$		kst		nt∫	\\
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CD	$\int \mathbf{k} \mathbf{t}$		tz		be	X 7.77	$\left\langle \mathbf{vj}_{/}\right\vert$	/ ct	\ \sqrag{r}	nd	dsd	<u></u>	ldz		$\left\langle \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \$	alzzaz
sp	nt	ds		VS		VZ		st	1	nd) Ac	skl		$\sqrt{1}$ k	•	skw
P1	pt	fxaz	ŋt	hc	ŋtʃ		mps		lp	__\	ðs	$\sqrt{c+1}$	fl	cm	nj	af
PI		fw		bs		θz		ls		gs		stl		sm		gt

Player 1 Cheat Sheet

Onset	Example	Onset	Example	Coda	Example	Coda	Example
/bj-/	beauty	/sm-/	small	/-bd/	robbed	/-ntʃ/	lunch
/bl-/	blue	/sf-/	sphere	/-bz/	robes	/ - pθ/	depth
/kl-/	cloud	/spl-/	splash	/-dz/	goods	/ - tʃ/	watch
/kr-/	cry	/skw-/	squad	/-d3d/	judged	/-ts/	oats
/fj-/	few	/stj-/	stew	/-kst/	next	/-vd/	loved
/fl-/	fly	/str-/	strong	/-lb/	bulb	/-ðd/	smoothed
/fr-/	fry	/sj-/	suit	/-ld3/	bulge	/-ns/	lens
/gl-/	glue	/sw-/	sweet	/ - 1f/	self	/-ŋst/	amongst
/nj-/	new	/tr-/	track	/-1k/	elk	/ - gd/	dragged
/pj-/	pure	/tw-/	tweak	/-lpt/	sculpt	/ - gz/	rags
/skl-/	sclerosis	/tj-/	tune	/-lt/	bolt	/ - ʃt/	wished
/skj-/	skew	/tʃ-/	chin	/-mz/	dreams	/-0s/	baths
/s1-/	slow			/-nt/	paint	/-θt/	toothed

Player 2 Cheat Sheet

Onset	Example	Onset	Example	Coda	Example	Coda	Example
/bl-/	blue	/s1-/	sleep	/-dst/	midst	/-nd3/	change
/br-/	bring	/sm-/	smile	/-d0/	breadth	/-nst/	against
/kj-/	cute	/sn-/	snail	/-ft/	soft	/-ps/	pops
/f l- /	fly	/spj-/	spew	/-ks/	ахе	/-pt/	apt
/fr-/	fry	/spr-/	spring	/-kt/	locked	/ - sp/	wasp
/gr-/	green	/sp-/	spy	/-1d/	fold	/-st/	best
/hj-/	huge	/st-/	stable	/-lp/	help	/ - tθ/	eighth
/mj-/	mute	/θr-/	three	/-ls/	pulse	/-vz/	loves
/pl-/	play	/tj-/	tune	/-ltʃ/	belch	/-zd/	dazed
/pr-/	prey	/tw-/	tweak	/ - mp/	lamp	/ - ŋk/	rink
/kw-/	quick	/vj-/	view	/-mps/	mumps	/-ŋkt/	instinct
/skr-/	scream			/-mpt/	tempt	/-ʃt/	wished
/ʃr-/	shrink			/-nd/	band	/-0t/	toothed