

# Stratego®

## DUEL MASTERS™

Five Civilizations Face Off in this Battlefield Strategy Game

FOR 2 PLAYERS / AGES 8 TO ADULT

### CONTENTS

- Gameboard
- 40 Beige Pieces
- 40 Black Pieces
- Label Sheet
- Display Tray

### OBJECT

Capture your opponent's Flag before he or she captures your Flag. In this classic strategy game, five civilizations face off across the battlefield. On one end, in a fragile, uneasy alliance, the Forces of Water, Light and Nature gather. On the other end are fearsome warriors and creatures from the worlds of Fire and Darkness.

Choose your army, arrange your creatures strategically, then advance them into battle. Your mission: find and capture your opponent's Flag by strategically moving and attacking the enemy. Decide which creatures to move, and where to move them. Avoid the forbidden Barrier Zones, and beware of Natural Snares and Terror Pits. If you can battle your way to your opponent's Flag and capture it, you win!

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### THE FIRST TIME YOU PLAY

Remove the game parts from their wrappings, and discard the wrappings. As directed on the label sheet, carefully apply the labels to the pieces. See Figure 1.

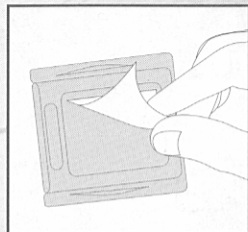


Figure 1

## THE ARMIES

The beige pieces represent the Water, Light and Nature Army; the black pieces represent the Fire and Darkness Army. Below are the names and numbers of each army's pieces. The higher the number, the more powerful the creature is in battle. *Note:* Spies, Natural Snares, Terror Pits and Flags are not numbered; they have their own special rules.

### THE WATER, LIGHT AND NATURE ARMY (BEIGE)



Gran Gure, Space Guardian



Aqua Sniper



Roaring Great-Horn



Urth, Purifying Elemental



King Ripped-Hide



Forest Hornet



Fear Fang



Mighty Shouter



Aqua Soldiers



Hanusa, Radiance Elemental



Natural Snare



Flag

### THE FIRE AND DARKNESS ARMY (BLACK)



Deathliger, Lion of Chaos



Gigaberos



Zagaan, Knight of Darkness



Bolsback Dragon



Draglide



Rotbus, the Traveler



Skeleton Soldier, the Defiled



Super Explosive Volcanodon



Deadly Fighter Braid Claw



Gigagiele



Terror Pit



Flag

## THE TWO GAMES

*Stratego: Duel Masters Edition* features Duel Masters creatures in a classic battle for ultimate power. There are 2 versions of play:

### GAME 1. CLASSIC STRATEGO.

This game plays the same as the classic game of Stratego.

### GAME 2. ELEMENTAL POWERS.

This game plays the same as Classic Stratego, but certain creatures have elemental powers (printed on each end of the gameboard).

## GAME 1. CLASSIC STRATEGO

### GAME SETUP

1. Hide a beige piece in one hand and a black piece in the other. Your opponent chooses a hand, and takes the color army of the piece in that hand. The other army is yours.

2. Place the gameboard on a level surface between you and your opponent, with the *Stratego Duel Masters* name facing each of you. Make sure the pictures on the end of the gameboard match the creatures in your army. Ignore the powers listed for these creatures; they are used only in Game 2.

3. Place each of your pieces on a gameboard square in the first four rows in front of you (see Figure 2). Make sure that the labeled side faces you and is hidden from your opponent. Your opponent sets up his or her pieces the same way.

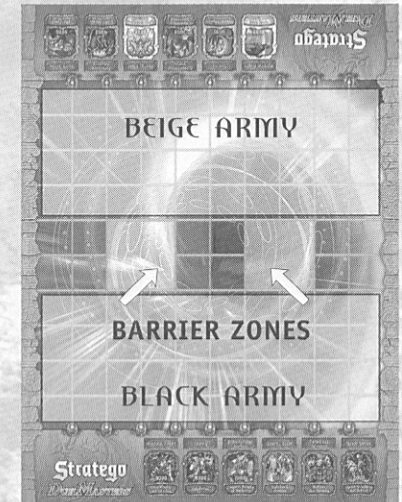


Figure 2: Game Setup

Placing your pieces strategically is an important part of the game. After you've played a few times, you'll form your own strategy and have a better idea of where to place your pieces. For now, take a look at the rules for moving and attacking, and read the Strategy Hints on page 5. They'll help guide your decisions.

### HOW TO PLAY

You and your opponent alternate turns. The player with the black army takes the first turn.

#### On Your Turn

On each of your turns, you *must* do one of the following:

- Either move one of your pieces; *or*
- Attack one of your opponent's pieces.

In a case where you cannot move *or* attack, the game is over and your opponent wins.



## RULES FOR MOVEMENT

The only pieces that you cannot move are your Flag and your Natural Snares or Terror Pits. Move your other pieces according to the rules below.

- Move only one piece on a turn.
- Move a piece to an open adjacent square (a square next to it). Pieces can move forward, backward or sideways, but not diagonally. *Exception:* See **Special Scout Movement**, below.
- You cannot jump over other pieces, or move a piece onto an occupied square. *Exception:* See **Special Scout Attack Privilege**, on page 6.
- You cannot jump over or move onto the two Barrier Zones (see Figure 2).
- You cannot move a piece back and forth between the same two squares on three consecutive turns.

**Special Scout Movement:** Creatures ranked 1000—the Aqua Soldiers in the beige army and the Deadly Fighter Braid Claws in the black army—have special movement rules. As Scouts, they can move any number of open squares forward, backward or sideways in one direction. They cannot move diagonally, nor can they pass or move onto the two Barrier Zones.

### Special Scout Movement



Aqua Soldier



Deadly Fighter  
Braid Claw

Before moving a Scout more than one square, you must reveal it to your opponent. (You may wish to move a Scout only one square at a time, to confuse your opponent.)

## RULES FOR ATTACK

The only pieces that cannot attack are your Flag and your Natural Snares or Terror Pits. Attack rules are as follows:

- **Attack Position:** When a beige piece and a black piece occupy adjacent squares (back-to-back, side-to-side or face-to-face), they are in *Attack Position* (see Figure 3).

- **How to Attack:** Take your attacking piece and lightly tap your opponent's piece. Reveal your attacking piece; your opponent then reveals his or her defending piece. The piece with the lower rank is captured and removed from the gameboard. If the pieces are of equal rank, *both* are captured and removed from the gameboard. See **Captured Pieces**, below. *Note:* Pieces not ranked by number have special rules; see **Spies** and **Natural Snares and Terror Pits**, on page 6.

- If the attacking piece wins, it moves onto the square formerly occupied by the defending piece.
- If the defending piece wins, it stays on its square.

- **Captured Pieces:** Any piece that is captured is immediately removed from the gameboard. Players can either place captured pieces near the gameboard, or they can fit them into the notches provided in the display tray (shown in the **Storing Your Game** section on page 8). Before the game begins, both players should agree on how captured pieces will be treated. The options are as follows:

**Open Play:** New players may want to place all captured pieces where *both* players can see them. This will help the players keep track of which pieces are still in play.

**Prisoner Play:** The player who captures a piece takes it and keeps it secret from the other player.

**Secret Play:** The player whose piece was captured takes it and keeps it secret from the capturing player.

**Stealth Play:** All captured pieces are kept facedown, hidden from *both* players. This forces *both* players to try to keep track of *all* captured pieces.

## STRATEGY HINTS

- **Flag/Natural Snare/Terror Pit placement:** When setting up your pieces, place your Flag in the back row, with your Natural Snares or Terror Pits around it for protection. Another strategy is to place Natural Snares or Terror Pits in the back corners as decoys, and hide your Flag in the middle of the back row with a high-ranking piece near it, for protection. *Important:* It's not usually a good idea to place Natural Snares or Terror Pits in the front row, or in any other place where they can block your pieces.

- **Protect your 2000-ranked pieces!** If your opponent has surrounded his or her Flag with Natural Snares or Terror Pits, you'll need a 2000-ranked piece to open a path to the Flag.

- **Scout placement:** Place some of your Scouts in the front two rows, and use them to reveal enemy pieces that are moving toward you. Keep some Scouts safe, to use later in the game to capture your opponent's Flag!

- **High-ranking pieces:** Place some high-ranking pieces in the front row, to capture Scouts and other low-ranking pieces early in the game.

Don't move your highest-ranking pieces into unknown enemy territory, or you may lose them to Natural Snares or Terror Pits.

If you know that you own the highest-ranking piece on the board, you *also* know that you can capture any piece that moves! Try to notice which pieces move during the game, and be wary of those that don't: they are probably the Natural Snares or Terror Pits, and the Flag.

- **Spy strategy:** Try to keep your Spy near your 8000-ranked piece. If the enemy 9000-ranked piece is nearby, you may be able to lure it over to your 8000-ranked piece, then attack with your Spy to capture it!

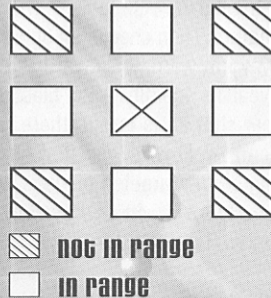


Figure 3: Attack Position



## SPECIAL ATTACK/DEFENSE RULES

Some pieces have special attack or defense rules. Using these pieces strategically can mean the difference between victory and defeat!

**Spies:** The pieces ranked S—Hanusa, Radiance Elemental in the beige army and Gigagiele in the black army—are the Spies. A Spy has no defense power, so it is captured by any piece that attacks it. Likewise, it is captured by any piece that it attacks, with two important exceptions: 1) A Spy can capture a Flag; and 2) Because of its craftiness, a Spy can capture a 9000-ranked piece! For example, if Hanusa attacks Deathliger, Hanusa captures this powerful creature—a huge loss for the Forces of Fire and Darkness!

**Special Scout Attack Privilege:** This privilege applies only to the Scouts (pieces ranked 1000). They can move any number of open squares forward, backward or sideways. A Scout using this special movement may end its move on a square occupied by an opponent's piece, then immediately attack it.

**Natural Snares and Terror Pits:** If a Natural Snare or a Terror Pit is attacked, the attacking piece is captured. *Exception:* see **Special 2000 Attack Privilege**, below.

**Special 2000 Attack Privilege:** Pieces ranked 2000—Mighty Shouters in the beige army and Super Explosive Volcanodons in the black army—are the *only* pieces that can capture Natural Snares or Terror Pits. When a 2000-ranked piece attacks a Natural Snare or Terror Pit, the 2000-ranked piece captures it. The attacking piece then moves onto the square that was occupied by the Snare or Pit.

## HOW TO WIN

The first player to capture the opponent's Flag wins the game. If all of your movable pieces have been captured and you cannot move or attack on your turn, you must surrender and declare your opponent the winner.

## game 2. elemental powers

This game plays like *Classic Stratego*, and has the same goal: to capture the opponent's Flag. However, some pieces have elemental powers, which add a whole new level of strategy. The

### Spies



Hanusa, Radiance Elemental



Gigagiele

### Special Scout Attack Privilege



Aqua Soldiers



Deadly Fighter Braid Claw

### Natural Snares and Terror Pits



Natural Snare



Terror Pit

### Special Attack Privilege



Mighty Shouter



Super Explosive Volcanodon

creatures and their elemental powers are shown on each end of the gameboard. When setting up the game, make sure the creatures on your side of the gameboard match those in your army.

Follow these guidelines for using elemental powers:

- Pieces with elemental powers may *either* make a standard move, *or* use one of their powers.
- Always reveal a piece to your opponent before using its power.

## THE ELEMENTAL POWERS

**Mystical Flight:** Creatures ranked 9000—Gran Gure, Space Guardian in the beige army and Deathliger, Lion of Chaos in the black army—have the ability to fly. Using this power, they can jump forward, backward or sideways (but not diagonally) *in a straight line* over any number of adjacent friendly or enemy pieces and/or Barrier Zones, and end their move on the first open square. *Mystical Flight* cannot be used to attack.

**Seeing:** Both creatures ranked 8000—Aqua Sniper in the beige army and Gigaberos in the black army—can sense the presence of enemies nearby. To use *Seeing*, reveal your creature and say, "Seeing." Then choose an opposing piece up to 2 squares away (forward, backward, sideways, diagonally, or any combination of these) to reveal itself. *Seeing* cannot be used to attack.

**Dimensional Vortex:** Using this power, you may teleport a 7000-ranked creature—Roaring Great-Horn in the beige army, and Zagaan, Knight of Darkness in the black army—to any open square up to 2 spaces away (forward, backward, sideways or diagonally, or any combination of these). When using this power, you must first reveal your creature. *Dimensional Vortex* cannot be used to attack.

**Energy Blast:** Any piece with a 6000 rank—Urth, Purifying Elemental in the beige army and Bolshack Dragon in the black army—can use this awesome elemental power. To use *Energy Blast*, first reveal the creature. Then choose an opposing piece up to 2 squares away (forward, backward, sideways or diagonally) to reveal its identity. Your blasting creature must have a clear shot at its target (there can be no pieces between them). An *Energy Blast* may shoot over a Barrier Zone, as long as the targeted piece is within the 2-square range. See Figure 4. An *Energy Blast* does not affect Natural Snares, Terror Pits or Flags.

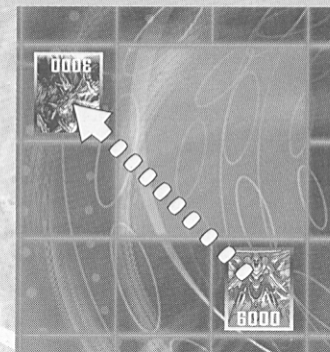


Figure 4. Urth, Purifying Elemental, fires an Energy Blast 2 squares diagonally across a Barrier Zone.

If the target is of a lower rank, it is captured; if it is of an equal or higher rank, it survives the attack and neither piece is affected.

**Ferocious Advance:** Using the *Ferocious Advance* elemental power, you may move each 4000-ranked creature in your army—Forest Hornet in the beige army and Rothus, the Traveler in the black army—as a group forward, backward, or sideways. Move each piece one by one, revealing it before it moves.



The *Ferocious Advance* power has its strategic rewards, but you must use it carefully: any piece that would move into a Barrier Zone, or off the battlefield, is immediately captured. Also, any piece that moves onto an occupied square must attack that piece, even if it's one of your own! (This is the only time that a creature can attack another piece in its own army.) Most important, if you accidentally capture your Flag, the game ends and your opponent wins!

**Quick Strike:** Any creature ranked 3000—Fear Fang in the beige army or Skeleton Soldier in the black army—can move 2 squares on a turn. First reveal the creature, then move it 2 squares forward, backward or sideways (but not diagonally), or in any combination. It may not move into a Barrier Zone.

If the first square is occupied by an enemy piece, your creature must attack it and forfeit its second move. If your creature ends its move on a space occupied by an enemy piece, it must attack that piece.

## STOPPING YOUR GAME

Done playing for now? For easy storage, fold the gameboard and place it (and these rules) under the display tray. Then fit each piece into a notch provided in the display tray, as shown in Figure 5.

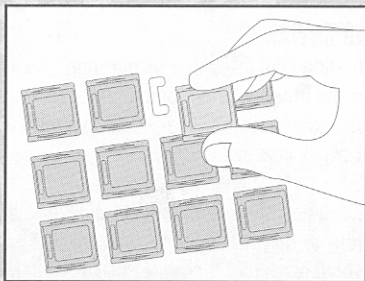


Figure 5.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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