



Stratego®

ONYX EDITION

FOR 2 PLAYERS · AGES 8+

THE CLASSIC GAME OF BATTLEFIELD STRATEGY

On a lonely battlefield you meet your opponent for a skirmish that will decide the fate of your army. You must plan the battle, advance your men, attack and capture the enemy Flag.

Your Marshal is your strongest man but vulnerable if not protected from the Spy. Your Scouts are weak but mobile and effective in discovering your enemy's manpower. You need the skills of Miners to disarm enemy Bombs, so don't lose them all early in the battle. Plant your Bombs skillfully. They will protect the most precious piece on the gameboard, your Flag.

In the STRATEGO game, you'll use skillful planning, clever deception and good memory work to defeat your opponent. Every time you play, the battle is different. And now, Tournament Rules can give you more variety than ever.

CONTENTS

- Gameboard • 40 Red army tokens with silver printing
- 40 Blue army tokens with silver printing • Display tray

RULES FOR THE STRATEGO GAME

The object of the game is to capture your opponent's flag.

TO START THE GAME

1. Place the board between the players so that the name STRATEGO is facing each contestant.
2. One player takes the Red and the other the Blue playing pieces. Red starts first.
3. Each player gets an army of 40 pieces, in order of rank from high to low, consisting of these **moveable** pieces:



1 Marshal



1 General



2 Colonels



3 Majors



4 Captains



4 Lieutenants



4 Sergeants



5 Miners



8 Scouts



1 Spy

Note that the moveable pieces have a number in the upper left corner to designate the order of rank. Thus, the Marshal is ranked 1 (highest), the General 2, the Colonels 3, and so on to the Spy who is marked with an "S".

Each army also has 6 Bombs and 1 Flag, which are **not moveable**.



6 Bombs



1 Flag

4. The players place one piece in each square on their half of the board. All squares are to be filled from each end. That is, 10 per row, 4 rows deep. The two middle rows are left unoccupied at the start of the game.

5. The pieces are placed with the notched ends up and the printed emblem facing the player in such a way that the opponent does not know the arrangement of the pieces.
6. Read the rules for **Movement** and **Striking** in order to plan placement of the pieces.

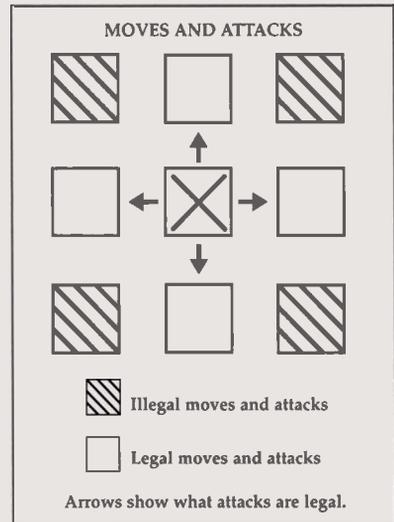
RULES FOR MOVEMENT

1. Turns alternate, first Red then Blue.
2. A piece moves from square to square, one square at a time (Exception: Scout – see rule 8). A piece may be moved forward, backward, or sideways but **not diagonally**.
3. Note that there are two lakes in the center of the board, which contain **no squares**. Pieces must move around lakes and cannot move where there is no square.
4. Two pieces may *not* occupy the same square at the same time.
5. A piece may *not* move through a square occupied by a piece nor jump over a piece.
6. Only *one* piece may be moved in each turn.
7. The Flag and the Bomb pieces **cannot** be moved. Once these pieces are placed at the start of the game they **must remain in that square**.
8. The Scout may move any number of **open squares** forward, backward, or sideways in a straight line if the player desires. This movement, of course, then reveals to the opponent the value of that piece. Therefore, the player may choose to move the Scout only one square in his turn, so as to keep the Scout's identity hidden. The Scout is valuable for probing the opponent's positions. The Scout may **not move and strike** in the same turn.
9. Once a piece had been moved to a square *and the hand removed*, it cannot be moved back to its original position in that turn.
10. Pieces **cannot** be moved back and forth between the same 2 squares in 3 consecutive turns.
11. A player **must either move or strike** in his turn.



RULES FOR STRIKE OR ATTACK

1. When a red and a blue piece occupy adjoining squares either back to back, side to side, or face to face, they are in a position to strike. **No diagonal strikes** can be made. (See diagram.)
2. A player may **move** on his/her turn or **strike** on their turn. **He/she cannot do both.** The strike ends the turn. After pieces have finished the strike move, the player who was struck has his/her turn to move or strike.
3. It is *not* required to strike when two opposing pieces are in position. A player may decide to strike, whenever he/she desires.
4. *Either* player may strike (on his/her turn); not only the one who moved their piece into position.
5. To strike (or attack), the player whose turn it is takes up his/her piece and lightly strikes the opponent's piece while at the same time declaring their piece's rank. The opponent answers by naming the rank of his/her piece.
6. The piece with the *lower* rank is lost and removed from the board. The winning *higher*-ranking piece is then **moved immediately into the empty square formerly occupied by the losing piece.**
7. When equal ranks are struck, then **both** pieces are lost and removed from the board.
8. A Marshal removes a General, a General removes a Colonel, and a Colonel removes a Major and so on down to the Spy, which is the lowest ranking piece.
9. The Spy, however, has the special privilege of being able to remove only the *Marshal* provided he/she strikes **first**. That is, if the Spy strikes the Marshal on his/her turn, the Marshal is removed. However, if the Marshal strikes first, the Spy is removed. All other pieces remove the Spy regardless of who strikes first.



10. When any piece (except a Miner) strikes a Bomb (Bang!) that piece is lost and is removed from the board. The Bomb does *not* move into the empty square, but remains in its original position at all times. When a Miner strikes a Bomb, the Bomb is lost and the Miner moves into the unoccupied square.
11. A Bomb cannot strike, but rather must wait until a moveable piece strikes it.
12. Remember, the Flag also can never be moved.

TO END THE GAME

When a player strikes his/her opponent's Flag, the game **ends** and he/she is the **winner**.

Note: If a player cannot move a piece or strike in his/her turn, they must give up and declare their opponent the winner.

SOME SUGGESTIONS FOR STRATEGY

From the above it is clear that the original placement of the pieces can determine the outcome. It is therefore good defensive tactics to surround the Flag with a few Bombs. However, to mislead the opponent, we recommend that you place a few Bombs at some distance from the Flag.

A few high-ranking pieces in the front lines is a good plan, but the player who rapidly loses his/her high officers stands in a weak position.

Scouts in the front lines are useful to probe the strength of the opposing pieces.

Miners are very important near the end of the game so it is good strategy to place some in the rear ranks.

ADDITIONAL TOURNAMENT RULES

Here are three rule variations included for the STRATEGO game player who wants an added challenge. Feel free to add one or any combination of these rules to your game:

Aggressor Advantage

When pieces of the same rank battle, the attacking piece wins.

Silent Defense

When a strike is made, the attacker is the only player who has to declare the rank of his/her piece. The defender does not reveal the rank of his/her piece, but

resolves the strike by removing whatever piece is lower ranking from the gameboard. Players keep their own captured pieces. Exception: when a Scout strikes, the defender must reveal the rank of his/her piece.

Rescue

When you move onto a square in your opponent's back row you have the option of rescuing one of your captured pieces. Immediately pick any piece from the pieces your opponent has captured and return it to the gameboard. Place your rescued piece on any unoccupied space on your half of the gameboard and your turn is over.

Restrictions:

Scouts cannot make a rescue.

You cannot rescue a Bomb.

- Each player can make only two rescues.
The same playing piece cannot make both rescues.

We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 U.S.A. Tel: 888-836-7025 (toll free).

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