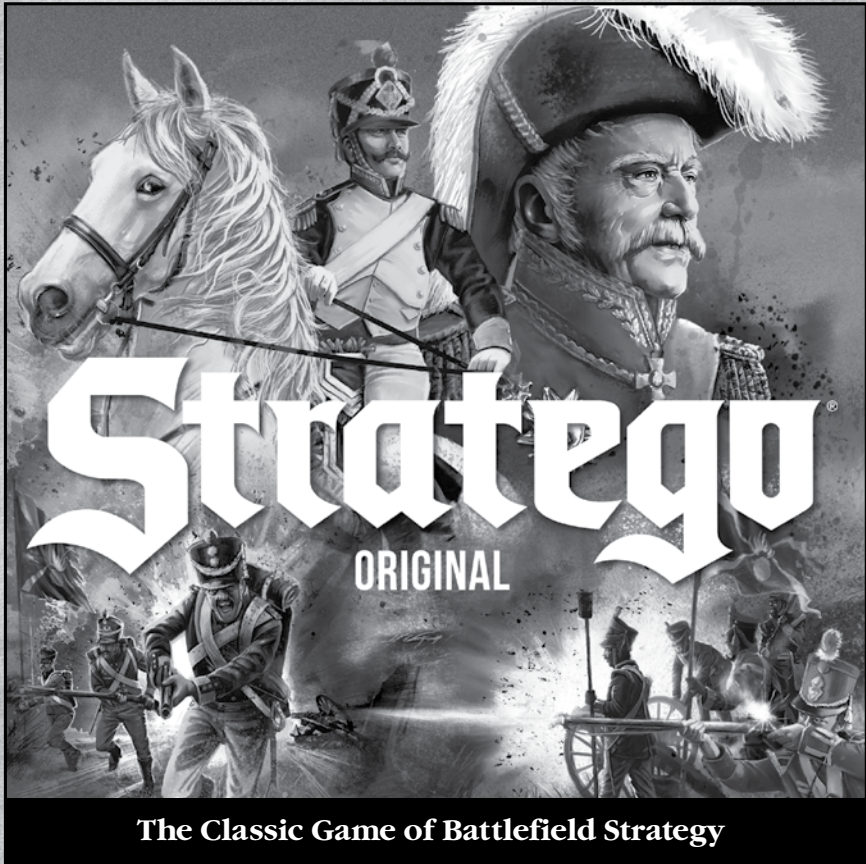


RULES OF THE GAME

as told by the Bluecoat Lieutenant



The Classic Game of Battlefield Strategy

Day 43

Let us not beat about the bush: I am fearful for tomorrow.

We shall engage in the decisive battle at first light. Goodness me! I can already catch the smell of freshly baked bread wafting from the mess tent! Although the village of Meerbeeck is but a few hundred yards away from our position, it feels further from our grasp than ever...

Our numbers have been depleted over the past few days. It is this cursed war, but also the result of hunger and disease. Only a few dozen men remain! We can count ourselves lucky that our efforts have weakened the enemy as well. Nevertheless, the Redcoats are stronger than we thought.

I fear this could very well be the last time that I shall have to deliberate over the deployment of our troops. Yesterday's attack from the right flank brought us little success. Our left flank was left gravely exposed! The Redcoats came within a whisker of capturing our **flag**. The game was so nearly up...

But, never underestimate the Bluecoat army!



First, we have our **Marshal**: Baron Chaussée holds the highest rank. He is the first Marshal directly appointed by the Emperor. The man has countless battles to his name. I really hope that the Marshal will keep his head in the game tomorrow! A couple of days ago, I accidentally stumbled upon a love letter in his army tent, sent by one **Mademoiselle Siducia**. She hails from Corsica, just like our Emperor... yet I don't trust her. She is desperate to be reunited with our Marshal – tomorrow of all days! In the midst of battle!

I hope the **General** keeps his eyes peeled. General Lauréat is a tough customer. I like the man. Everybody respects him, even those **two Colonels** who no one can ever understand. Quite a challenge for the **three Majors** who are supposed to follow their orders!

One thing is clear: one should definitely not mess with the **four Captains** one rank above myself. One of them, a short fellow, is constantly bossing us about. Of course he is our superior, but there are limits! For instance, yesterday, the fellow...

...Well, perhaps now is not the time to fall prey to agitation. I have to decide on our deployment first.

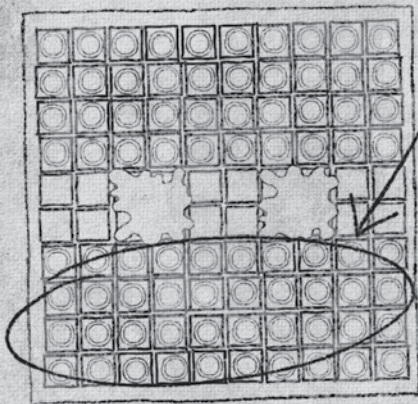
The **four Lieutenants** on horseback, myself included, give direct orders to **four Sergeants** and five bomb disposal experts; this gang of daredevil **Miners** hail from my part of the country. Unbelievable how these boys have the courage to get rid of all those **bombs!** They wouldn't fear the devil himself!

Finally, we have our infantry: **eight Scouts** on foot, everyone a veteran. That is all that is left of our Grande Armée. Oh! I almost forgot about our secret weapon: Mademoiselle Joséphine, **our Spy!** She will risk everything tomorrow in order to outflank the Redcoats' Marshal!



THE DEPLOYMENT

Tomorrow, our formation will be the same as the enemy's: **four lines of ten**. We shall deploy as follows:



- 32 men + 1 spy + 6 bombs + 1 flag = 40 Bluecoats.
- This is where the 40 Redcoats will be standing.
- We will line up over the four lines at the rear.
- The enemy cannot see who we are and neither can we see their formation because our men are positioned with their backs to each other!
- We shall place a temporary screen between our armies in the middle of the battlefield as the armies are being deployed in order to ensure utter secrecy.

The Redcoats will make the first move. I always say: "If red initiates, blue will not capitulate!"

10



THE OBJECTIVE

We will win the battle if:

- A. We capture our opponent's flag, or
- B. Our opponent can no longer move any of their troops on their next turn.

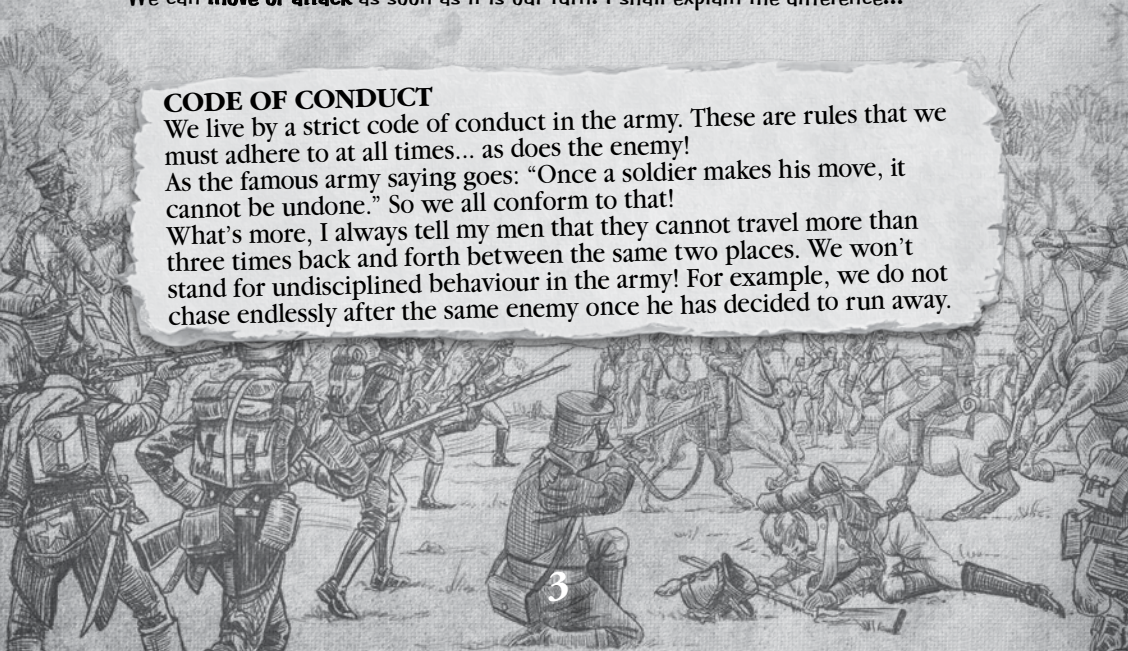
We can **move or attack** as soon as it is our turn. I shall explain the difference...

CODE OF CONDUCT

We live by a strict code of conduct in the army. These are rules that we must adhere to at all times... as does the enemy!

As the famous army saying goes: "Once a soldier makes his move, it cannot be undone." So we all conform to that!

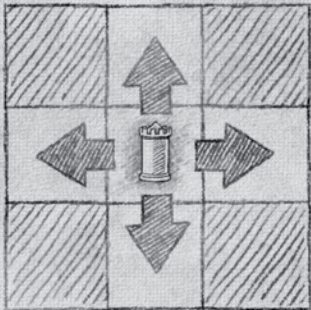
What's more, I always tell my men that they cannot travel more than three times back and forth between the same two places. We won't stand for undisciplined behaviour in the army! For example, we do not chase endlessly after the same enemy once he has decided to run away.



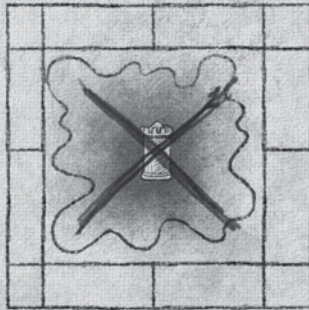
MOVING

First we shall **move**. This is done as follows:

One of us takes one step: forward, backward, to the left or to the right. Be clear, we cannot march diagonally! Neither do we jump over troops or swim in the water. We only take one step to a position where no one else is standing. Under **NO** circumstance must the flag and the bombs be moved... far too dangerous! Then it is the enemy's turn.

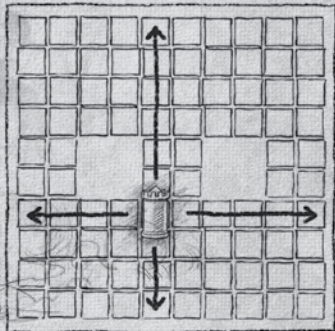


We do not march diagonally!



We will not swim or jump;
we must march around.

Only the **Scouts** can move forward, backward or sideways for an unlimited number of spaces — as long as there is no one in the way. After all, it is their task to check ahead and survey the area. The enemy will have no difficulty spotting our Scouts right away. To confuse the enemy, our men can choose to only take one step at a time!



2



Our Scouts can move or attack over an unlimited number of empty places on one turn.



ATTACKING

Is there a Redcoat standing beside, behind or in front of me? Yes? Then I shall **attack!** This is done as follows:

5



Lieutenant

I am victorious over the Sergeant because he has a lower rank!

4



Sergeant

I shall tap the enemy and call out my rank, in this case: Lieutenant, fifth in rank.

- If I am lucky, the enemy will be lower in rank: a Sergeant (4), Miner (3), Scout (2) or Spy (1). I have no problem defeating them! I remove them from the battlefield and take their place.
- However, if I'm unlucky, the enemy will be higher in rank: a Marshal (10), General (9), Colonel (8), Major (7) or Captain (6). These will all defeat me easily and I will have to leave the battlefield. My attacker stays put.
- If the enemy is of the same rank, such as a Lieutenant in my case, we both have to leave the field of battle.
- If I tap a bomb... aaargh. I won't survive! The blast sweeps me clean off the battlefield!
- Did I reach the flag? We Bluecoats are victorious!

As you can see, it is very risky to attack the enemy. And therefore we should determine for ourselves if we attack or not, when it is our turn.



While on the subject of **bombs**: these are devastating explosives! They stay in the same place throughout the battle and can explode again and again every time they are touched.



Only a **Miner** can diffuse a bomb by tapping it. He will remove the bomb from the field of battle and take its place. These men are un-be-lie-vably courageous!



And let us not forget about our brave **Scouts**. They precede our men in the field of battle. On his turn, a Scout can move across several empty spaces to attack an enemy directly.



As I said before: the **Marshal** holds the highest rank... but he is not invincible! He can stumble upon a bomb just like the rest of us. And the Marshal of the Redcoats faces an even greater danger...



We have hired a **Spy**... a-ha! And she has only one mission: to eliminate the enemy's Marshal! She does this by tapping him, as in any conventional attack. But if he (or anyone else) attacks her, our Mademoiselle Joséphine is lost.

TACTICS

The lower ranks have to protect our **two Colonels**, the **General** and the **Marshal**. The battle is as good as lost if we lose these men. Unless we manage to capture the red flag in the nick of time...

STRATEGO DUEL: FOR NEW PLAYERS

If this is your first time playing Stratego, you may want to play with the Stratego Duel Rules. In Stratego Duel, you play with fewer pieces so that you can quickly learn how each piece is used. All rules are the same as in Stratego, except each player only plays with these 10 pieces:

#10 Marshal (1 piece) #3 Miner (2 pieces) Spy (1 piece) Flag (1 piece)
#9 General (1 piece) #2 Scout (2 pieces) Bomb (2 pieces)

Players can set up these 10 pieces anywhere in the 30 squares of their first three rows. For example, you could set up your Flag in a corner, with the other pieces surrounding it. (However, the other player will immediately know where to look for your flag!) Try different locations and variations on placement to find the best formation for yourself.



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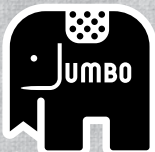
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