

Stratego Game Rules

Aim of Game:

Capture flags from all other teams.

Team with remaining un-captured flag wins.

How to Play:

Each team is issued a set of cards in a different colour.

Each team is designated a home base.

Boundaries are set for the playing area.

Each player is issued with a rank card, Flag card must be in play at all times.

Players chase each other in a game of tag within the play area. Flag and bombs cannot tag.

When tagged, the two involved must reveal their cards to each other.

Either the players tie, in which case they separate and continue in the game of tag.

Or one player loses his card based on the ranking (shown on backside of these rules).

The winner of the tag takes the losers card back to his teams' base.

The loser of the tag must go to his base and obtain a new card (until no further cards are available, in which case he must stay in base).

If a teams' flag is captured that team is out of the game.

The game ends when all but one flag is captured.

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Rank Order

A given rank will lose to all the ranks above except where noted.

<u>Rank</u>	<u>No. of Cards</u>
Bomb (Wins all except Miner)	4
General (Spy wins over General)	1
Colonel	2
Major	3
Sergeant	4
Miner	4
Scout	4
Spy (Loses to all except General)	1
Flag	1

NOTE:

Flag must be in play at all times and cannot tag.

A Bomb cannot tag.

Only a Miner can beat a Bomb.

Only a Spy can beat a General.

Everyone beats a Spy except the General.

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