

Stratego

BY THE 18th RED DEER VENTURERS

Stratego is a game similar to Capture the Flag. We learned the game from a Scout who joined our group from Europe. We have cards printed (you can download off the internet) to play

and the game can be played indoors or outdoors, in any weather. There are a variety of ranks from spy up to the flag itself. The flag must always be in play and once captured, the game ends.

Every player is given three cards. They go into the field to find and tag a player from the other team. If a player is tagged then he must show one card. The person with the highest rank or number then wins and the losing card is handed over to the person with the winning card. There are also bomb cards that can be put into play. The person who carries the bomb card blows up whoever touches him, except for the engineer (bomb disposal person) but is not allowed to tag anyone.

As we had about 40 persons with all sections and leaders at the Goldeye Camp (see page 6), we used four sets of cards to keep the game going a little longer. Another way to keep the game going longer is to do what we call a prisoner exchange. The Gamemaster takes captured cards and trades them to the other team for the equal card that they had captured, returning the cards back into the game to continue playing.

The Game:

You are trying to capture the cards from the opposing team. You are also trying to gain points for your team by “capturing” other players. A “capture” begins when one

player TAGS another. Tackling is NOT allowed! When you tag a player from another team, both players show each other one of their cards. The person with the lower card rank has to give up their card.

“Capture” Rules:

The higher number “captures” the lower number EXCEPT for the following:

Any player except the FIELD MARSHALL can “capture” the SPY.

The SPY “captures” the FIELD MARSHALL.

The BOMB “captures” anyone except the ENGINEER.

The ENGINEER “captures” the BOMB.

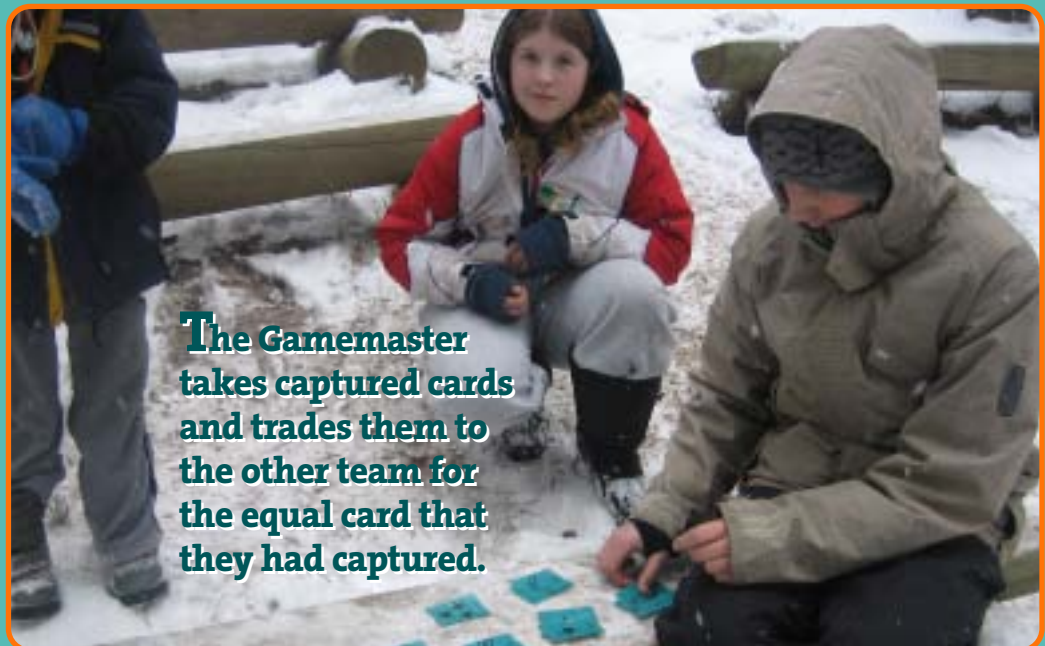
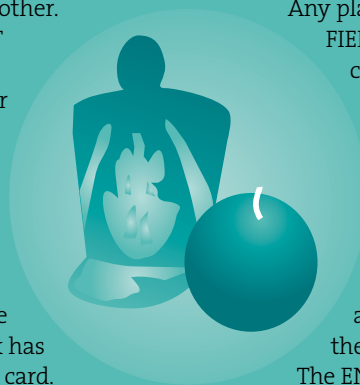
When you are “captured”, you give your card to the other player. You DO NOT give up any cards you have “captured”.

You cannot chase other players while you do not have a card (although you CAN allow them to waste time by chasing you).

If you capture another team’s Flag:

You take the Flag to the Gamemaster immediately and the game is over. (You have to have one of your own cards to be eligible to “capture” the Flag.)

You are NOT allowed to put the Flag in a pocket. You MUST carry the Flag in your hands. ^



The Gamemaster takes captured cards and trades them to the other team for the equal card that they had captured.

Photo: Mike Corpe Illustrations: Richard J. Petsche