



On one end of the frozen world of Everwinter, the Ice Army readies its forces. Across the landscape, beyond the forbidden fire and ice zones, the Fire Army from the molten realm of Volcandria prepares to invade and conquer. Which army will you command in this mighty contest of swords, sorcery, and strategy? And when the battle is over, who will capture the enemy flag to claim victory?

Choose your army, then place your warriors strategically on your side of the gameboard. Advance your soldiers with skill, and attack the enemy with courage. Send your wolf Scouts to identify enemy pieces, your Dwarves to disarm traps, and your Slayer to defeat the Dragon. If your opponent reveals a piece, remember where it is; then attack it with a stronger piece to capture it. Battle your way to your opponent's Flag, then capture it to win!

CONTENTS

- Gameboard • 30 Volcandria (red) Army Pieces
- 30 Everwinter (blue) Army Pieces • Label Sheet

OBJECT

Capture your opponent's Flag before he or she captures your Flag.

THE FIRST TIME YOU PLAY

Remove the game parts from their wrappings. Discard the wrappings.

Apply a label to each piece as directed on the label sheet. Apply labels as shown in Figure 1.

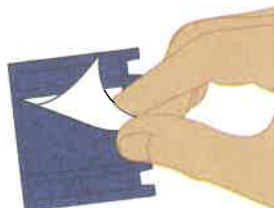


Figure 1

THE GAMES

Choose the game you want to play. There are two to choose from:

Game 1: Classic Stratego

This is classic Stratego: higher-ranked pieces capture lower-ranked pieces. Only Scouts, Dwarves and Slayers have special movement and attack privileges.

Game 2: Special Powers

This game plays the same as Game 1, except that now *all* pieces possess special privileges or powers. Scouts, Dwarves and Slayers have the same privileges as in Game 1, and the other pieces gain special powers. Special powers are explained in detail on pages 7 and 8, and are printed on each end of the gameboard for reference.

GAME 1: CLASSIC STRATEGO

Game Setup

1. Hide a red piece in one hand and a blue 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 logo facing each of you. Make sure the pictures on the end of the gameboard match the pieces in your army. *Note:* In Game 1, the pieces ranked 3 (Dwarf), 2 (Scout) and S (Slayer) have the special privileges listed under their pictures on your end of the gameboard. Ignore the Special Powers listed under pieces ranked 10-4; they are used in Game 2 only.

3. Place each of your pieces on a gameboard square in the first three 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.

VOLCANDRIA ARMY

FORBIDDEN ZONES

EVERWINTER ARMY



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 leading the Volcandria Army goes first.

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.

MOVEMENT RULES

The only pieces that you cannot move are your Flag and your Traps. Move your other pieces according to the rules below.

- Move only one piece on a turn.
- Move your pieces one square at a time 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, on page 4.
- 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 Forbidden Zones (see Figure 2).
- You cannot move a piece back and forth between the same two squares on three consecutive turns.

Special Scout Movement

These wild wolves may act as fast-moving eyes and ears for your army. Scouts (pieces ranked 2) have special movement rules. A Scout can move any number of open squares forward, backward or sideways in one direction. Scouts cannot move diagonally, nor can they pass over or move onto the two Forbidden Zones. 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.)



ATTACK RULES

The only pieces that cannot attack are your Flag and your Traps. Attack rules are as follows:

Attack Position

When a Fire piece and an Ice piece occupy adjacent squares (back-to-back, side-to-side or face-to-face), they are in Attack Position (see Figure 3, below).

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 lower-ranked piece is captured and removed from the board. If the pieces are of equal rank, both are captured and removed from the board. See Captured Pieces on page 5. *Note:* Pieces not ranked by number have special rules; see Slayers and Traps, 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.

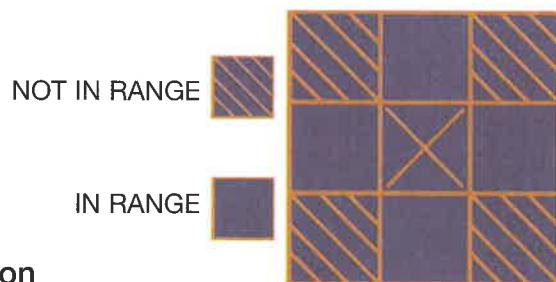


Figure 3:
Attack Position

Captured Pieces

Any piece that is captured is immediately removed from the board. 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 them 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.

STRATEGY HINTS

Flag/Trap Placement

When setting up your pieces, place your Flag in the back row, and place Traps around it for protection. Another strategy is to place Traps 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 Traps in the front row, or in any other place where they can block your pieces.

Protect Your Dwarves

If your opponent's Flag is surrounded by Traps, you'll need a Dwarf to open a pathway to the Flag.

Scout Placement

Place some of your Scouts in the first two rows, and use them to reveal enemy pieces that are moving toward you. Keep some Scouts safe, then use them 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.

Do not move your highest-ranking pieces into unknown enemy territory. You don't want to lose them to Traps.

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 keep track of which pieces move, and be wary of those that don't: those pieces are probably the Traps and the Flag.

Slayer Strategy

Try to keep your Slayer near your Mage. If the enemy Dragon is nearby, you may be able to lure it over to your Mage, then attack with your Slayer to capture it!

SPECIAL ATTACK AND DEFENSE RULES

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

Slayers

The pieces ranked S are the Slayers—warriors who are specially trained and equipped to hunt dragons and slay them. A Slayer 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) An attacking Slayer can capture a Flag; and 2) An attacking Slayer can capture a Dragon.



Traps

If a Trap is attacked, the attacking piece is captured. *Exception:* see Special Dwarf Attack Privilege, below.

Special Dwarf Attack Privilege

Dwarves (pieces ranked 3) are the only pieces that can disarm Traps. When a Dwarf attacks a Trap, the Trap is removed from the gameboard. The Dwarf then moves onto the square that was occupied by the Trap.

Special Scout Attack Privilege

This privilege applies only to the Scouts (pieces ranked 2). 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.

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: SPECIAL POWERS

Listed below are the special powers that pieces ranked 4-10 possess in Game 2. Along with the special movement and attack privileges of the Scouts, Dwarves and Slayers, these powers add a whole new level of strategy to your game!

Follow these guidelines for using special powers:

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

The Special Powers

In Game 2, you may use the powers and privileges of all of the pieces in your army (listed on the ends of the board, for reference.)

Flight—“Flight” gives the fire-breathing Dragon, Emberheart, and the arctic Dragon, Frostbite, the ability to glide over any number of adjacent pieces in a straight line and land on the first empty square. Flying must be done horizontally or vertically (not diagonally) in one direction. Once the Dragon has landed on an empty square, it may then go on to make a conventional attack against an enemy piece in an adjacent square.

Detect Enemy—Due to their magical powers, the Ice Mage, Shadazir, and the Fire Mage, Lavamir, have the ability to sense the presence of nearby enemy forces. To use “Detect Enemy,” reveal the location of your Mage. Then force an enemy piece up to 2 squares away, horizontally, vertically, diagonally, or any combination, to reveal its location. Mages may use Detect Enemy across Forbidden Zones.

Quickness—Riding proudly upon their Warhorses, Snowbeasts, or Warlizards, Knights and Beast Riders can move 2 squares vertically, horizontally, or any combination, but not diagonally. If the first square is occupied by an opponent's piece (causing an attack), it forfeits its second move. It may not jump over pieces or pass over Forbidden Zones. It may end its move on a square occupied by an opponent's piece, thereby attacking it immediately.

Rampage—When a fearsome Yeti or Lava Beast goes on a rampage, it is unstoppable. When you attack with “Rampage,” you must reveal your piece, then move it one square into an unoccupied square. The piece then simultaneously attacks all adjacent pieces, including *friendly pieces*, and pieces that are diagonally adjacent. To resolve a Rampage, the ranks of all adjacent pieces are revealed. If any attacked pieces are of equal or lower rank than the attacker, they are captured and removed from the board. If any attacked pieces are of equal or higher rank than the attacker, the attacker is *also* captured and removed from the board. *Note:* Flags and Traps are not vulnerable to a Rampage.

Enchant—The Sorceress may Enchant enemy pieces to join her side. To Enchant an enemy piece, reveal the location of your Sorceress, then declare “You are under my power!” Then choose one enemy piece within 2 squares of your Sorceress, horizontally, vertically, diagonally, or any combination. Your opponent must then reveal the targeted piece. If it is of equal or higher rank than your Sorceress, nothing happens.

If it is of a lower rank than your Sorceress, it is turned completely around on its square, and immediately comes under your control. This piece remains in your army for the rest of the game; it cannot be enchanted again to join the enemy army. It moves and attacks as a member of your army, and retains any special powers that it had before becoming Enchanted. Your opponent may now attack and capture that piece as if it were any other enemy piece. A Sorceress may Enchant over Forbidden Zones, as long as the targeted piece is within range. *Note:* Slayers may be Enchanted, but Traps and Flags cannot be Enchanted.

Arrow Strike – Using their legendary bows and arrows, Elves may attack an opponent's piece without moving onto the opponent's square. To use "Arrowstrike," first reveal the location of your attacking Elf. Then command any enemy piece up to 2 squares away horizontally, vertically, diagonally, or any combination, to reveal itself. If the revealed piece is ranked lower than the attacking piece, the revealed piece is captured. If it is ranked higher than the attacking piece or has the same rank, nothing happens. *Note:* By aiming their arrows skyward, Elves can attack over Forbidden Zones and other pieces, so long as the targeted piece is within range.

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.

Koninklijke Jumbo B.V., part of JumboDiset. P.O. Box 2224, 1500 GE Zaandam, the Netherlands. © Koninklijke Jumbo B.V., all rights reserved.

The HASBRO, MILTON BRADLEY and MB names and logos are ® & © 2009 Hasbro, Pawtucket, RI 02862. All Rights Reserved. TM and ® denote U.S. Trademarks.

1014437501

