**Suggested Strategies**

How you place your pieces at the beginning of the game can determine whether you win or lose. You may want to employ one or more of these strategies:

- **Place your Flag somewhere on the back row, so you have many pieces in front to defend it.** Place Bombs around your flag to protect it.
- Consider placing a few Bombs away from your Flag. Using Bombs as decoys can fool your opponent into moving pieces in the wrong direction.
- **Scouts can be useful in the front lines. Use them to probe the strength of your opponent’s pieces.** You might also want to keep some Scouts in the back to help you capture your opponent’s flag or Spotters once you’ve discovered their location.
- **Your Spotters are very powerful, but can be captured easily.** Protect them by moving them behind the Cruisers or higher-ranked pieces.
- Miners are important late in the game, so keep some of them in the back rows.

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**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 Marshall (1 piece)**
- **#2 Scout (1 piece)**
- **Bomb (2 pieces)**
- **#3 General (1 piece)**
- **#1 Spotter (1 piece)**
- **Flag (1 piece)**

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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**Assembly**

Apply the labels to the playing pieces. The Red labels go on the Red pieces, and the Blue labels go on the Blue pieces. Carefully place each label within the recessed area, on the opposite side of the “S” logo.

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**Winning The Game**

On a random planet, two armies clash. The Commander with superior strategy on the field of battle will capture the flag and win the day.

Do you have what it takes to lead your army to victory? As Commander, you’ll need to use strategy and deception to break through your opponent’s lines and find the Flag. Your Marshal is your highest rank, but you must advance him carefully or he will fall to the steady attacks of the Spy. Send your lightning-fast Scouts to identify enemy pieces. Use your Spotters to call in orbital laser strikes. When the time is right, move-out your mechanized Miners to defuse the bombs that protect the enemy flag.

**Ages 8+ years**

2 Players