

For 2 – 4 Players
Ages 8 & Up



Conquest Stratego®

Rules of the game

www.stratego.com

CONTENTS

Intro.....	3
Contents.....	4
Assembly	
Aim of the game	
Preparations	
Place your units	
Draw	5
Move	
Rules for moving	
Combat	
Cursed Land	6
Flag	
Winning the game	
Unit ranks	
Special units	
Scout	
Spy Master	
Occupying territories	
The action cards	7
Reinforcements	
Surprise Attack	
Blitz!	
Regroup	
Secret Information	
Traitor	
New Spy Master	
Strategy tips	

Conquest Stratego®

There is war in the land of Westeria. For years, the great kingdoms of Stronghelm, Warstone, Courage and Dredd have maintained an uneasy peace. But times have changed. Now, their soldiers deploy, their spymasters plot and their sorceresses curse the land. Take care, great general! Beware of traitors; use every ounce of cunning you possess!

The conquest of our world begins.



Contents

- Game Board
- 42 Special Action Cards:
 - 6 x Reinforcements,
 - 13 x Blitz!,
 - 4 x Surprise Attack,
 - 11 x Regrouping,
 - 5 x Secret Information,
 - 1 x Traitor,
 - 2 x New Spy Master
- 24 Territory Tokens (one for each territory)
- 72 Shielded Unit Markers (18 of each in 4 colors)
- 4 Opaque Reserve Bags
- Sheet of Ranked Cards

Assembly

Place all ranked cards into the unit markers of the corresponding color.

Aim of the game

Defeat your opponents' armies by capturing their Flags.

Preparations

Open the game board and place each territory token on its respective territory. The board has 24 territories, each divided up into three zones.

Eight of the territories contain cities with a bonus as described later. The city territories include North Hold, Rocky Wild, Lookout Ledge, Keyfort, Ravenfall, Castleburg and Mammoth Bay.



There are several mountain ranges on the board that are impassable to all units. The units cannot cross these mountains or attack across them.

Remove the Traitor card from the special action deck, shuffle the deck and then place the Traitor card at the bottom. Place the special action deck in the Draw area on the board.



The players sit around the game board so that each player occupies one side. Each player chooses a color and puts all of his or her unit markers in his or her reserve bag. To determine the starting player, each player draws a unit from their reserve bag without looking. The player who draws the unit with the highest rank starts (a Cursed Land counts as 0, the Flag counts as 11, and the Spy Master beats the King).



Beginning with the starting player, the players choose a territory token from the board. The last player may then choose a second token first, and then so on back to the starting player, who may then be the first to choose a third token until all the territories are evenly distributed. All the territories must be controlled by a player at the start of the game. The territory tokens are all placed in front of the player who controls that territory.



Place your units

Place your units across the territories you control. The unit markers are designed so that only their owners can see their identity. To make sure that all the territories have an "owner," each player should place at least one unit in each of his or her territories. The players may then move their units around as much as they like. Only one unit may be placed in each zone, with a maximum of three in each territory. The zones or territories may also be left empty. The game begins once everyone has finished placing all of his or her units. The starting player goes first.

On **EACH TURN** a player must do two things:
First **DRAW** then **MOVE**.



Draw

Begin your turn by counting how many territory tokens you have. You get a territory token if you control that territory. You control a territory if you are the only player with one or more units in that territory. Divide the number of territory tokens you have in half and draw that many action cards from the Draw pile (face down). Place the drawn action cards face up on the table and make a decision as to which of them you want to play. After choosing one card, do what it says and then place all of the cards face up in the Discard area. Everyone can always know how many cards are left in the Draw pile. Once the Draw pile is depleted, shuffle the Discard pile (include the Traitor card) to create a new Draw pile.



Move

Move one of your units to an adjacent zone. If that zone contains an enemy unit, combat ensues. You also get an additional move for each city territory you control at the beginning of your turn.

At the end of your turn, check to see if control of any territories has changed (see "Occupying territories" on the next page).

Rules for moving

- 1 You get at least one move each turn, no matter what your situation is in the game**. This move is compulsory. Units can only move from one zone to another adjacent zone during a turn (except Scouts, see "Special units"

on the next page). Units can move to any adjacent zone as long as it shares a border with the unit's originating zone.

- 2 Two units of the same color cannot occupy the same zone at the same time. Units of different colors can occupy the same zone only for the purpose of combat, and then only until combat is resolved. Up to three units of any colour may occupy a territory, one for each zone.
- 3 Units cannot jump over other units or move through occupied zones. The Flag and Cursed Land cannot move. These units remain where they are and cannot move.

** You cannot move if you only have a Flag or Cursed Land.

Combat

If you move one of your units into a zone occupied by an enemy piece, combat ensues. Both players reveal their units to all the players.

- If your unit's rank is **HIGHER** than your opponent's rank, you defeat that unit. Your opponent places the defeated unit in his or her reserve bag.
- If your unit's rank is **LOWER** than your opponent's rank, your unit is defeated. Place the defeated unit in your reserve bag.
- If your unit's rank **MATCHES** your opponent's rank, both units are defeated. Each player places the defeated unit in his or her reserve bag.



Zone occupied

Move one and...

...combat!

Cursed Land



If a unit attacks a Cursed Land, the attacking unit is defeated and must be placed in the reserve bag. Only a Sorceress can attack and defeat a Cursed Land.

Flag



Any unit can capture a player's Flag. If your Flag is captured, you may no longer draw action cards, even if you occupy multiple territories. The captured Flag is placed in front of the player who captured it. To recapture your Flag, you must capture that opponent's Flag (which is still on the board) with one of your remaining pieces. If you manage to do this, you may return your Flag to any open zone on the board and place your opponent's Flags in front of you.

A player cannot capture an opponent's Flag if he or she does not have a Flag. If you don't possess your own Flag, and you capture an opponent's Flag, possession of the captured Flag goes to the player who possesses your Flag.

Winning the game

The player with the only remaining Flag on the board wins the game; all of the other Flags will then have been captured.

Unit ranks

Here is a list of all the units in the game. They are listed in order of rank, with the Spy Master being the lowest and the King being the highest.

Special units

Scout



Special move: The Scout can move across any number of unoccupied zones. Using this special move will reveal the Scout's identity. You may choose to move your Scout only one zone each turn to conceal its identity.

Spy Master



Special attack: The Spy Master is the only unit that can defeat a King. If the Spy Master attacks a King, the King is defeated. However, if the King attacks the Spy Master, the Spy Master is defeated.

Occupying territories

A territory is considered occupied if it is occupied solely by units belonging to one player. The controlling player keeps that territory's token as long as he or she has control of the territory.

A territory is considered contested if it is unoccupied or occupied by units belonging to more than one player. Place that territory's token in the Contested Zone (at the bottom of the game board) as long as it is contested.

10
King



9
Queen



8
Prince



7
Duke



6
Count



5
Knight



4
Baron



3
Sorceress



2
Scout



1
Spy Master



Cursed Land

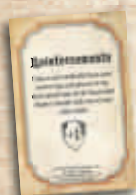


Flag



The Action Cards

Reinforcements



Draw a unit randomly from your reserve bag and place it in any unoccupied zone on the board that shares a border with one of your other units. This card cannot be played if a player's reserve is empty.

Surprise Attack



Draw a unit randomly from your reserve bag and place it in any unoccupied zone on the board. This card cannot be played if a player's reserve is empty.

Blitz!



You can make two additional moves during this turn. Additional moves are optional.

Regroup



Choose any three of your units and switch their locations. The three units chosen can be moved between the three spaces in such a manner that opponents don't know if all three, or none of the units switched locations. The Flag and Cursed Land units may be regrouped. Regrouping is helpful if you are trying to conceal the position of a unit whose identity has been discovered such as a Flag or Cursed Land.

Secret Information



You must have your Spy Master on the board to play this card (show the units in your reserve to prove it is still in play). Pick two adjacent units on the board and look at them. You cannot reveal any information about the identity or location of such units to the other players.

Traitor



Guess the identity of any unit on the board and then look at that unit. If you guess correctly, the unit is immediately defeated and placed in that player's reserve bag (or captured if it is a player's Flag). If you're wrong, return the piece to its location. As with the information card, you cannot reveal the unit's identity to the other players. Whenever the Traitor card is played (or discarded) all the cards in the Discard pile must immediately be shuffled to form a new pile.

New Spy Master



This card allows you to retrieve your Spy Master unit from your reserve and place it in any empty zone on the board.

Strategy tips

- Try putting Cursed Lands on city territories to help hold them.
- Use a Scout or Surprise Attack to move a unit closer to enemy units. Use a Regrouping card to attack during subsequent turns with a more powerful unit.



We want your comments about our games, puzzles and toys.

Contact us at:

Customer Service, 1400 E. Inman Pkwy., Beloit, WI 53511

patch@patchproducts.com • 1-800-524-4263

For more fun, visit patchproducts.com.



www.stratego.com

© Royal Jumbo, Stratego® is a registered trademark owned by Royal Jumbo B.V.
Manufactured by Royal Jumbo B.V. Distributed by Patch Products, LLC

Copyright © 2015 Patch Products, LLC. All rights reserved. Patch Products, LLC,
1400 E. Inman Pkwy., Beloit, WI 53511 USA.

Made in the Netherlands from China and the Netherlands parts.
Parts and colors may vary from those shown.

7474