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You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO STRATEGO ONYX EDITION 16853. You'll find the answers to all your questions on the HASBRO STRATEGO ONYX EDITION 16853 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

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Manual abstract:

You must plan the battle, advance your army and capture the enemy Flag. Every time you play, the battle is different. Place the board between the players so that the name STRATEGO is facing each contestant. 2. One player takes the Red and the other the Blue playing pieces. Red starts first. 3. Each player gets an army of 40 pieces, in order of rank from high to low, consisting of these moveable pieces: 1 Marshal 1 General 2 Colonels 3 Majors 4 Captains 4 Lieutenants 4 Sergeants 5 Miners 8 Scouts 1 SPY Note that the moveable pieces have a number in the upper left corner to designate the order of rank. Thus, the Marshal is ranked 1 (highest), the General 2, the Colonels 3, and so on to the Spy who is marked with an "S". Each army also has 6 Bombs and 1 Flag, which are not moveable. 6 Bombs 1 Flag 4. The players place one piece in each square on their half of the board. All squares are to be filled from each end. That is, 10 per row, 4 rows deep.

The two middle rows are left unoccupied at the start of the game. 5. Turns alternate, first Red then Blue. 2. Pieces must move around lakes and cannot move where there is no square. 4. Two pieces may not occupy the same square at the same time. 5. A piece may not move through a square occupied by a piece nor jump over a piece. 6. Only one piece may be moved in each turn. 7. The Hag and the Bomb pieces cannot be moved. Once these pieces are placed.

At the start of the game they must remain in that square. 1. The Scout may move any number of open squares forward, backward, or sideways in a straight line if the player desires. The Scout may not move and strike in the same turn.

1. RULES FOR STRIKE OR ATTACK 1. No diagonal strikes can be made. (See diagram.) 2.

A player may move on his/her turn or strike on their turn. The strike ends the turn. The opponent answers by naming the rank of his/her piece. 6.

The piece with the lower rank is lost and removed from the board. 9. That is, if the Spy strikes the Marshal on his/her turn, the Marshal is removed. However, if the Marshal strikes first, the Spy is removed. All other pieces remove the Spy regardless of who strikes first. 10. When any piece (except a Miner) strikes a Bomb (Bang!) that piece is lost and is removed from the board. The Bomb does not move into the empty square, but remains in its original position at all times. Miners are very important near the end of the game so it is good strategy to place some in the rear ranks.

ADDITIONAL TOURNAMENT RULES Here are three rule variations included for the STRATEGO game player who wants an added challenge.

Feel free to add one or any combination of these rules to your game: Aggressor Advantage When pieces of the same rank battle, the attacking piece wins. Silent Defense When a strike is made, the attacker is the only player who has to declare the rank of his/her piece. The defender does not reveal the rank of his/her piece, but resolves the strike by removing whatever piece is lower ranking from the gameboard. Players keep their own captured pieces.

Restrictions: Scouts cannot make a rescue. You cannot rescue a Bomb. Each player can make only two rescues. Please write to: Hasbro Games, e Consumer Affairs Dept., P.O.

Box 200, Pawtucket, RI 02862 U.S.A. Tel: 888-836-7025 (toll free). OHausemann en Hotte BV 1975, 1997, 2002, 2004, 2005, 2009.

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