

Boy Scout Stratego

Introduction

Boy Scout Stratego is a game that covers a wide area and can be played with two or more teams. Each player has a TOKEN that identifies who he is in the game. Get to know the game rules before you play.

Please follow all instructions.

The Setup

All areas of the designated zone are fair play zones with the following exceptions:

- Buildings are out of bounds.
- Campsites and tents are out of bounds.
- Parking areas and equipment storage areas are out of bounds.

You will be given a FLAG for your team that the other teams will be attempting to capture. This FLAG will be placed wherever your team decides to place its Headquarters (HQ). (You don't want the other teams to know where this is.)

Two adults will supervise your HQ. They will have a bag of tokens for your team. Each bag will include 40 tokens consisting of:

Stratego Tokens					
Token	Rank Value	Quantity	Token	Rank Value	Quantity
Marshal	1	1	Sergeant	7	4
General	2	1	Engineer	8	5
Colonel	3	2	Scout	9	8
Major	4	3	Spy	**	1
Captain	5	4	Bomb	**	6
Lieutenant	6	4	See capture rules below.		

The Game Leader will give you a start command. From this point you have five minutes to hide your HQ along with the two adult administrators. The flag has to remain in the HQ area within 20 feet of the administrators. You are not allowed to move the location of your HQ. As soon as your patrol is in position, each patrol member will reach into the bag of tokens provided by your administrators and obtain their first token. The token is an individual's rank badge. They are worth points when captured from the opposing team. Low numbers defeat high numbers. See "Capture Rules" below. You can use any spare time to come up with a strategy for finding the other team(s) HQ.

The Game Leader will blow a whistle once. This is your signal that the game will begin in two minutes. When the whistle blows again, the game begins.

Playing the Game

You are trying to capture the flags from opposing teams. 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 their tokens.

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

- Any player except the FIELD MARSHALL (1) can “capture” the SPY.
- The SPY “captures” the FIELD MARSHALL (1).
- The BOMB “captures” anyone except the ENGINEER (8).
- The ENGINEER (8) “captures” the BOMB.
- If you each have the same number, then play a quick game of ‘rock, paper scissors’ to find out who wins.

If you are “captured”, you must give your token to the other player. You DO NOT give up any tokens you previously “captured”. You must then return to your HQ for another token.

You are NOT allowed to try to find another team’s HQ while you do not have a token from your own team. Also, you are trying very hard not to let anyone from another team know where your HQ is, so sneak back accordingly. You are out of play until you have another token from your team in hand. This means that you cannot chase other players while you do not have a token (although you can allow them to waste time by chasing you).

When you return to your HQ, turn in any “captured” tokens to your administrators. Get a new token and go out again. Remember that other teams will be trying to find your HQ by looking for the area everyone is coming from. Plan your route back into play accordingly.

If your administrators are out of tokens, you are required to sit quietly in your HQ until the game is over. If it gets to that point, the game will probably end very shortly.

If you find another team’s HQ and Flag:

- You take the Flag to the Game Leader immediately. (You must have a token from your own team to be eligible to “capture” the Flag.)
- You MUST carry the Flag in your hands.
- The Flag is NOT to be folded, rolled up, or hidden in any way.
- If you are “captured” while holding the flag, the flag must be given up along with your token.
- If you “recapture” your own team’s flag, you need to return it to your HQ immediately. Again, you MUST carry it in your hands in plain sight.
- If you “capture” someone who is carrying the opposition Flag, you are allowed to take it to the Game Leader immediately.

The Game Leader will blow the whistle two times (two long blasts) to signal the end of the game. When this happens, all players and administrators return to the game start area immediately (on the run!)

























The Game Leader will end the game if:
















- You are not playing by the rules (A Scout is Trustworthy, and cheating will not be tolerated.)
- One of the Team Flags is turned in.
- The game's time limit is reached.

When everyone has returned to the game start area, all team members are required to turn over the tokens they have "captured" along with their own token to the Game Leader.

All of a team's "captured" tokens are counted up to arrive at that team's total score for the game. Capturing and turning in the opponent's flag to the game leader will result in additional predetermined points. Once the scores have been figured out, all of a team's tokens will be returned to their administrators and the game can be played again! The more time you dally, the less time you will have to play!

Game Tokens: Print on different color of cardstock for each team and cut out.

1  MARSHAL	2  GENERAL	3  COLONEL	3  COLONEL	4  MAJOR	4  MAJOR	4  MAJOR	5  CAPTAIN
5  CAPTAIN	5  CAPTAIN	5  CAPTAIN	6  LIEUTENANT	6  LIEUTENANT	6  LIEUTENANT	6  LIEUTENANT	7  SERGEANT
7  SERGEANT	7  SERGEANT	7  SERGEANT	8  ENGINEER	8  ENGINEER	8  ENGINEER	8  ENGINEER	8  ENGINEER

9  SCOUT	9  SCOUT	9  SCOUT	9  SCOUT	9  SCOUT	9  SCOUT	9  SCOUT	9  SCOUT
5  SPY	 BOMB	 BOMB	 BOMB	 BOMB	 BOMB	 BOMB	