

Stratego®



Manual for the
Apple Macintosh



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A SPY'S SOJOURN

At the request of our army's Marshal, I have ventured into enemy domain. My path has taken me across woods and lakes under the cover of darkness, and around black mines looming like markers of death before me.

The enemy's war councils are at a frenzied pitch; messengers scuttle between the camps. Scouts prepare to unearth our most precious secrets. I have seen Captains and Colonels in bivouac, their plumed helmets circling the night fire. I have eavesdropped on Majors, and watched Miners practice defusing bombs.

I once approached the fire where our enemy's Marshal sat with his General, wrapped in overcoats of winter. Focused on the great map, their eyes gleamed confidently as the smoke rose high. Their voices were mere whispers as they drew up the final plans.

Had I been detected, the execution of my fate would surely have been swift. Yet, I worked in the absence of undue haste, knowing the value of my report. Nothing would sadden me more than to have returned flush of cheek, yet bearing but a sketch in the sand, to be washed away in the incoming tide.

If our forces be sure in the execution of our plans, the enemy's doom is surely sealed.

Stratego

OVERVIEW

Stratego, adapted from the popular board game of the same name, is a contest of wills between two evenly-matched armies meeting on a rugged battlefield. The game emphasizes careful planning, thorough deception, and well-timed boldness. The object is to capture the opponent's flag before he captures yours.

Skillful play depends upon the application of memory. At first, guesswork prevails. Each side probes the other's defenses, seeking to reveal the identity of key pieces, uncover mines, locate spies, and discover likely attack routes.

When you reveal an opponent's piece, you mentally record its location. Memory plays an increasingly important role as a game progresses and as your opponent shuffles his pieces to and fro. Move matches countermove as the battle unfolds to its necessary climax.

Each battle is different — even those which feature similar army formations. Each demands your full attention, and presents new challenges. To capture your opponent's flag, you must have an adventurer's spirit and a tactician's mind. This is the essence of *Stratego*.



GETTING STARTED

In this section, we describe the nuts-and-bolts of getting started: system requirements, installation, disk backup, booting, and copy protection.

System Requirements

Stratego runs on any member of the Macintosh family of computers with at least 1MB of RAM and 128K of ROM. The game requires System 4.2 or later.

Note: We recommend that you play the game from a hard drive, if you have one. Follow the directions in the **Installation** section on page 2.

User Requirements

Before you start playing the Macintosh version of *Stratego*, you should know how to:

- Use the icons on the Macintosh desktop.
- Open and close Macintosh documents and folders using the Finder.
- Point and select with the mouse, and understand basic Macintosh terms and techniques such as click, double-click, and drag.
- Scroll in a window or list box using the scroll bars and the scroll box.
- Pull down menus and choose commands.
- Find files in the hierarchical file system.

You should also understand Macintosh terms such as dialog box, list box, folder, and button. For information on any of these items, see your Macintosh owner's guide.

Stratego

Installation

Stratego comes with two disks. If you're playing in **Black & White**, you only need Disk 1. If you're playing in **Color**, you'll need *both* disks.

To install *Stratego* to your hard drive:

- 1 Create a new folder on your hard drive.
- 2 Insert *Stratego* Disk 1 in the disk drive.
- 3 Double click on the *Stratego* disk icon to open a display of the disk's contents.
- 4 If you're playing in Black & White, drag these game files — **Stratego**, **Stratego Help** and **Stratego Sounds** — from the *Stratego* disk to the new folder.

If you're playing in **Black & White**, you're ready to boot the game from the hard disk. If you're playing in **Color**, read on:

- 5 Drag the **Color Data 1** game file from Disk 1 to the new folder.
- 6 Now eject Disk 1, and put Disk 2 in the disk drive.
- 7 Double-click on the *Stratego* disk icon to display the disk's contents.
- 8 Drag the **Color Data 2** game file from Disk 2 to your *Stratego* folder.

Backup

We recommend that you back up your copy of *Stratego* before beginning play. Copy the game files to a blank, formatted and labelled 3.5" disk. (For disk copy procedure, consult your Macintosh owner's guide.) When you're done, place your original disk in a safe place.

Starting *Stratego*

If you have a hard drive system:

- 1 Turn on your computer.
- 2 Open the folder that you created containing the *Stratego* files. (See **Installation** above.)



- 3 Double-click on the **Stratego** application icon.
- 4 When the "Spy's Secret Report" appears, consult your codewheel to decode it (see **Spy's Secret Report** below).
- 5 The title screen appears, and *Stratego's* theme music plays. When the game board appears, begin Game Setup (see the **Game Setup** section for more).

If you have a floppy disk drive system:

- 1 Put your system disk in the disk drive and turn on your computer.
- 2 Put Disk 1 into the disk drive and double-click on the *Stratego* disk icon to open a display of the disk's contents.
- 3 Double-click on the **Stratego** application icon.
- 4 When the "Spy's Secret Report" appears, consult your codewheel to decode it (see **Spy's Secret Report** below).
- 5 The title screen appears, and *Stratego's* theme music plays. When the game board appears, begin Game Setup (see the **Game Setup** section for more).

Note: To use on-line help during play, select **Help** (from the Apple Menu). This will display a list of Help Topics with accompanying text. For a full listing of all menu items, see **Appendix: Menu Overview**.

Spy's Secret Report

Stratego uses the "Spy's Secret Report" and a codewheel as copy protection. When the Spy's Report appears, your screen will show four elements — two icons, two words — and a box to type in.

- 1 Match the left-most icon on the screen to the same icon on the **outer** ring of the codewheel.
- 2 Now find the second icon from the left on the screen, and match it to the same icon on the **middle** ring of the codewheel.

Spy's Secret Report (continued)

- 3 Rotate the middle ring so the second icon lines up under the first icon.
- 4 Next, find the left-most word on the screen, and match it to the same word on the *edge* of the **inner** ring of the codewheel.
- 5 Rotate the inner ring so the word is lined up under the two icons (which are already matched and lined up).
- 6 Look for the second word on the *interior* of the inner ring; there is a number in the cut-out window immediately above the word.
- 7 Type in that number and press **Return**. The game will now load.

GAME SETUP

Stratego begins with two armies of forty pieces facing each other on a square field of battle. Two lakes in the center of the board divide it into halves. The computer's pieces occupy the top half, while your half is empty until you choose a setup for your army.

Your pieces occupy the piece box at screen right, which empties when you complete your setup procedure. During play, pieces lost are returned to the piece box.

Choosing Board, Background and Piece Sets

Both the Black & White and Color versions of *Stratego* let you choose from among several different boards, backgrounds and piece sets. Just pull down the Options menu and choose the following:

Board...

The **Board...** option lets you change either the *Board Type* or the *Background Fill*.

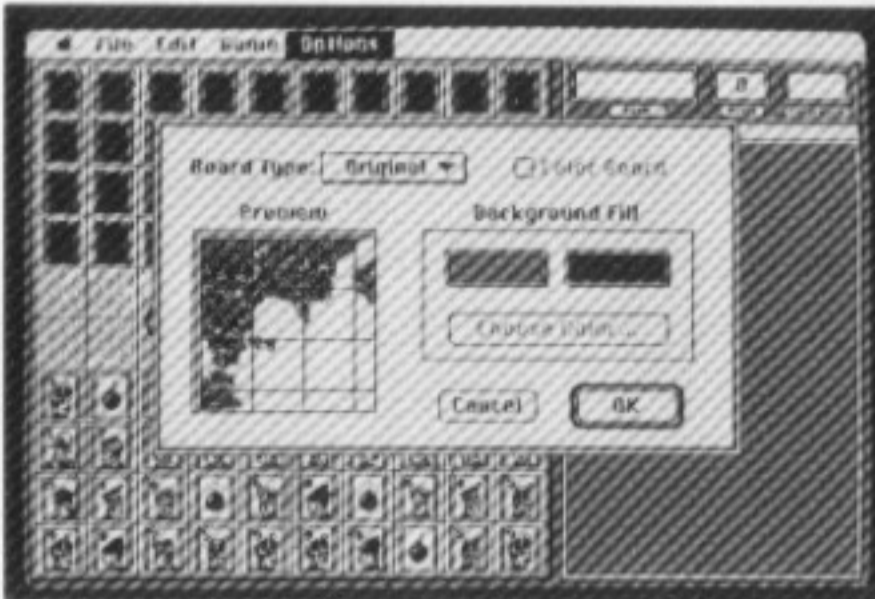


Fig. 1. Choose Board/Background Screen

- To change the *Board Type*, click & hold on the box that lists the current board type; this displays a pop-up menu that lists other available board types. While still holding down the mouse button, move the cursor arrow to the board type you want, then release the mouse button. A portion of the new board will appear in the Preview Box.
- To change the *Background Fill*, click & hold on the box that displays the current piece box background pattern/color; this displays a pop-up palette that shows other available patterns/colors. While still holding down the mouse button, move the cursor arrow to the background you want, then release the mouse button.

Color Macintosh owners may also modify the color of the Background Fill by clicking on **Choose Color...** and then adjusting the color using the color circle.

After either choice, you must click on **OK** to enact the change, or **Cancel** to return the board/background settings to what they were before you opened the **Board...** dialog box.

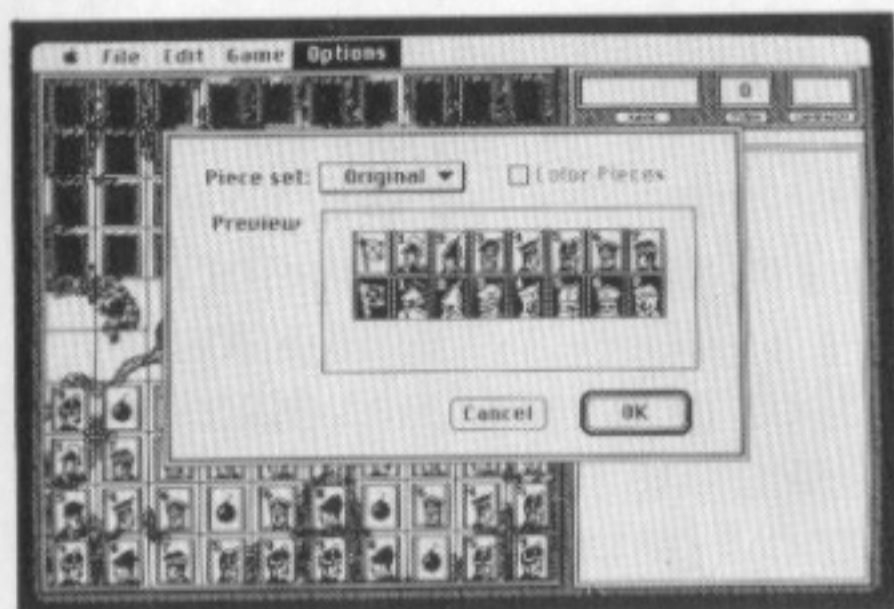


Fig. 2. "Choose Piece Set" Screen

Piece Set...

The **Piece Set...** option lets you change piece sets for game-play. Just click & hold on the box that lists the current piece set; this displays a pop-up menu that lists other available piece sets. While still holding down the mouse button, move the cursor arrow to the piece set you want, then release the mouse button. Samples of the new set will appear in the Preview Box.

Color Macintosh owners may also click on the **Color Pieces** box to enable selection of black & white pieces.

Choosing a Setup

You can set up your army's pieces in any of the following ways:

- Click and drag individual pieces from the piece box to empty squares on your half of the game board. Continue until all pieces have been placed on the game board.

Note: You can save game setups you've created. Simply select **Save** from the File Menu, and type in a name for your setup.

- Select **Open** from the File Menu to select a saved setup you've previously created.



- Select a “packaged” game setup by choosing **Use Setup...** from the File Menu. Scroll to view the available setups, and select one. Choose the **Flag Orientation** (left or right). All forty pieces are placed automatically on the board.
- Choose either **Use Setup...** or **Open**, then modify an existing setup by redistributing individual pieces. To replace a piece (let’s call it piece “A”) with another piece (piece “B”), do the following:
 - 1 Move piece “A” to the Piece Box.
 - 2 Move piece “B” to the empty square left by the removal of “A”.

You can move any number of your pieces from the board to the Piece Box in the course of modifying an existing game setup.

Opponent Level

You can set your opponent’s skill level before starting a Single Game or the first game of a Campaign. The default selection is Sergeant, a good choice if you’ve never played *Stratego* before. As your own skill increases, you may want to use Opponent Level to raise the level of your opposition.

To set your opponent’s level:

- 1 Pull down the Game Menu and highlight **Opponent Level**.
- 2 When the adjacent pull-down menu appears, select one of the five skill levels. In order of increasing difficulty, they are:

Sergeant
Major
Colonel
General
Marshal

Opponent Level (continued)

- 3 During play, your opponent's skill in tactics and strategy will reflect the level selected.
- 4 The Opponent Level you select remains in effect for ensuing games. You can raise or lower the level before the start of any new game.

Note: You cannot change the opponent's level once a game begins.

Pieces and Ranks

You begin play with forty pieces in your army. 33 of these are moveable, and are ranked from #1-9/Spy. Of the remaining seven, six (6) are Bombs, and one (1) is your Flag. These seven pieces cannot be moved once play begins.

Each moveable piece is ranked. Powerful pieces (e.g., the Marshal) are assigned low number ranks, while those with less clout have higher number rankings.

The moveable pieces, their names, quantity and ranks are:

Piece	Quantity	Rank
Marshal	1	#1
General	1	#2
Colonel	2	#3
Major	3	#4
Captain	4	#5
Lieutenant	4	#6
Sergeant	4	#7
Miner	5	#8
Scout	8	#9
Spy	1	S



Rules of Rank

The rules of rank are as follows:

- *Order of Rank.* A Marshal (#1) outranks a General (#2), and so on. A Spy is the lowest-ranking piece.
- *Special Miner Privilege.* A miner defuses a bomb by striking it. All other pieces are lost when attacking bombs. The miner then occupies the bomb's former square.
- *Special Scout Privilege.* Scouts can move any number of available open squares (in any direction but diagonally). When you select *Move & Attack* (see **Preferences...** in the **Playing Stratego** section), the Scout can cap a multiple-square move by attacking an opponent's piece. But remember: Moving a Scout more than one square immediately discloses its identity.
- *Special Spy Privilege.* Since the Spy lacks numerical rank, any piece attacking it causes the Spy's removal from the game board. However, the Spy can remove a Marshal from play *if* the Spy attacks first.

PLAYING STRATEGO

Once you've chosen a setup, you're ready to match wits with your opponent on the field of battle. **Play begins when you move one of your front-row pieces towards the opponent's ranks.** The first player to capture the opponent's Flag wins the game.

Note: Once play begins, you may not modify rules or opponent level.

During play, you alternate turns with your computer opponent. When it's your turn, you either (1) **move a piece into an empty square**, or (2) **attack an opponent's piece**.

If you're new to the game, we recommend that you play a Single Game using Standard Rules (both found in the Game Menu). Once you've gained a measure of experience, proceed to Campaign and Tournament play. Use the Game Menu to change the type of play.



Standard Rules

You'll typically use the Standard Rules (the Game Menu) when playing *Stratego*. The standard rules are faithful to the *Stratego* board game's rules for movement, attack and so on.

At other times, you may want to use special Preferences or Tournament Rules; see the **Preferences...** and **Tournament Rules** sections at the end of **PLAYING STRATEGO** for more information on activating these rules options.

Moving Pieces

During each turn, you move one of your pieces one square at a time—with the exception of the Scout.

These specific rules apply to movement in a Standard Rules game:

- You can move a piece forward, backward, or sideways — but not diagonally. Pieces cannot move onto or jump over either of the “lakes” in the center of the board.
- Two pieces may not occupy the same square simultaneously.
- No piece (including Scouts) may move through or jump over an occupied square.
- The Flag and Bombs cannot be moved during play.
- A piece cannot move back and forth between the same two squares in three consecutive turns.
- No player can “pass” a turn; a player unable to move any of his pieces forfeits the current game.

Attacking the Opponent

Your piece can attack an opponent's piece when they occupy adjacent squares. However, a piece bordering on an enemy's piece is not *required* to attack.

To attack your opponent, simply move your piece onto the enemy-occupied square.



Note: Since all diagonal movement is forbidden, diagonal attacks are not possible.

When you attack an opponent's piece, the ranks of both pieces are revealed. The higher-ranked piece (bearing the lower number) wins the engagement, and the loser is removed from the board and placed in the Piece Box. When equals collide, both are eliminated from play.

In Standard Rules, a victorious attacker occupies the square of his vanquished foe, while a triumphant defender stays in his square. (See **Preferences...** below for an exception to this rule).

Winning a Game

When one of your pieces moves onto the square where the opponent's flag sits, you win the game. You lose if the opponent captures your flag.

Another victory condition ensues when the opponent is unable to move any pieces, though you have yet to capture his flag. Should you find yourself in the same predicament, you lose.

Preferences

You can vary the Standard Rules by selecting **Preferences...** from the Game Menu.



Fig. 3. Game Preferences Dialog

Preferences (continued)

To set special game or rule preferences:

- 1 Pull down the Game Menu and select **Preferences....**
- 2 When the Game Preferences window appears, view the default selections.
- 3 Change game or rule preferences by clicking on the button next to the preference you want to choose.
- 4 When you're satisfied with the new preferences, click on **OK**.

Here are the rule preferences you can choose:

- **Scout's special move.** If you choose *Move & Attack*, your Scout can make a multiple-square move and attack on the same turn. *Move Only* lets your Scout make multiple-square moves, but he cannot attack at the end of such moves. He can only attack in the same manner as other pieces, by moving *one* space during a turn onto an adjacent enemy-occupied square.
- **When defender wins.** When a piece is attacked, and wins the encounter, Standard Rules dictate that it stays in its own square (the default setting). But you can also choose the *Move to Attacker's* variation — if the defender wins an encounter, it automatically moves into the attacker's square.

You can also use the **Preferences ...** option to change game preferences:

- **Player army.** Lets you change the color of player armies.
- **Sort pieces by ...** Choose *Capture Order* to place captured pieces on the Piece Board in the order they were defeated in battle. Choose *Rank Order* to display captured pieces in order of their rank, from highest to lowest.

Selected rule preferences apply for the duration of the ensuing game. However, you *can* change piece colors during a game.



Tournament Rules

When you're ready for the extra challenge which experience demands, you can select one or more of three tournament rule variations (only available when playing a single game).

To activate tournament rules:

- 1 Select **Tournament Rules** from the Game Menu.
- 2 When the Tournament Rules dialog appears, click on the box adjacent to the rule(s) you wish to apply to play.

You deactivate tournament rules before the start of any game by deselecting any of the rules in the Tournament Rules dialog, or by selecting **Standard Rules**. Once you begin play, the rules are set for the duration of the current game.

The Tournament Rules options are:

Aggressor Advantage. When activated, awards victory to the attacking piece when equally-ranked pieces do battle.

Silent Defense. When selected, Silent Defense conceals the identity of the piece attacked. The rules for winning the engagement do not change. Exception: When a Scout attacks, the rank of the defending piece is revealed.

Rescue. When Rescue is active, you can rescue a captured piece by moving onto a square in your opponent's back row. Now, select a piece from the piece box and place it in an empty square on your half of the game board. These restrictions apply:

- Scouts cannot rescue other pieces.
- You can't rescue bombs.
- You may rescue a maximum of two pieces during a game.
- If you make two rescues during a game, two different pieces must execute the rescues.

Campaign

Unlike a Single Game, a Campaign consists of five “battles” — individual games whose combined results determine the outcome of the campaign. Naturally, each successive battle in a campaign is more taxing; each battle also uses different Tournament Rules (see **Tournament Rules** on page 13).

To win a campaign, you must win each individual battle. When you lose any game, the campaign is over.

To start a campaign:

- 1 Pull down the Game Menu and select **Campaign**.
- 2 Choose **New Game** or **Use Setup...** from the File Menu to begin the campaign's first battle.

If you choose Single Game while a Campaign is in progress, you'll be prompted to save the current campaign.

Here are the Tournament Rules that apply to each game within a Campaign:

First game	Standard Rules
Second game	Aggressor Advantage activated
Third game	Silent Defense activated
Fourth game	Rescue activated, plus randomly activates either Silent Defense or Aggressor Advantage
Fifth game	Aggressor Advantage, Silent Defense, Rescue activated



The Statistics Box

The Statistics Box displays various bits of information that you may find useful in the course of the game. Pull down the Options Menu, then use the Display Windows sub-menu to show or hide the Statistics Box at any time.

Important Note: *If you have a 9" monitor, the Piece Box and the Statistics Box will overlap! To see either box in full, just click on open space in the one you want to see.*

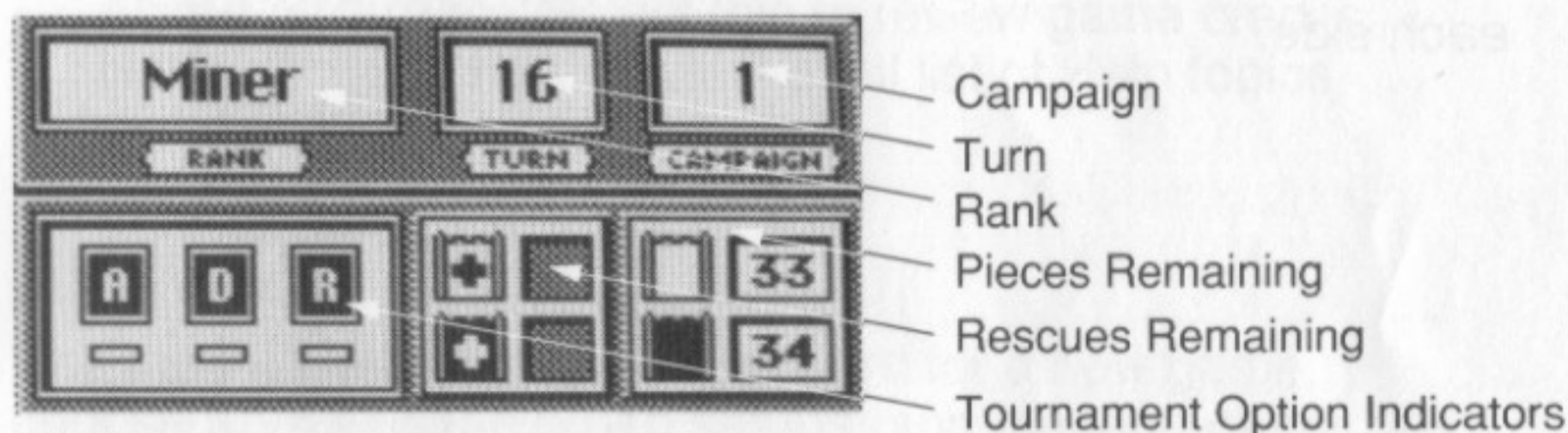


Fig. 4. Sub-Screen Shot of Statistics Box

Rank

Displays the rank of the piece you are moving.

Turn

Indicates the number of turns taken thus far in the game. (A "turn" includes both your move and your opponent's matching move.)

Campaign

If you are playing in Campaign Mode, this indicator tells you where you are in the 5 game series.

Tournament Option Indicators

The small indicator boxes below **A**, **D** and **R** (see **Fig 4**) light up whenever the corresponding Tournament Rule is active:

A = Aggressor Advantage

D = Silent Defense

R = Rescue

Rescues Remaining

The number (see **Fig 4**) indicates how many rescues each side has left.

Pieces Remaining

Shows the number of pieces still active (see **Fig 4**) for each side.



APPENDIX: MENU OVERVIEW

There are five menus in the *Stratego* menu bar: the Apple Menu, File Menu, Edit Menu, Game Menu, and Options Menu. Each contains one or more items or commands relevant to game play.

The individual menus and the options applicable to the game are:

Apple Menu

You use the Apple Menu to get information about aspects of *Stratego*.

- **About *Stratego*:** Select this to review game credits.
- **Help:** Choose Help to view a full list of Help topics during play.

File Menu

Use the File Menu to reset the board for a new game, choose from existing board setups, and manage game files.

- **New Game:** Select **New Game** to reset the pieces and the game board for a new game. If a game is in progress, you are prompted to save the current game.
- **Use Setup...:** Choose **Use Setup...** to view a list of *Stratego*'s preset setups for your army. (The computer sets up its side independently.) When you choose one of these setups, your pieces are placed automatically.
- **Open...:** Select **Open...** to return to previously saved games or setup files you've created. Play resumes from the point where you saved the selected file.
- **Save:** Choose **Save** to save the current game or setup to disk. Saved setups are represented by a Spy icon, and saved games by the Flag icon.
- **Save As...:** Select **Save As...** to save the current setup or game to disk under a different name, and create a backup file.
- **Quit:** When you choose **Quit**, you end the current game and exit to the Finder.

Edit Menu

You use the Edit Menu to undo moves during play.

- **Undo Move:** Select **Undo Move** to erase your last move. If your opponent has made a subsequent move, selecting **Undo Move** takes back both moves. The option is disabled when **Undo Move** is not appropriate.

Game Menu

Use the Game Menu to choose modes of play, your opponent's skill level, game rules, and preferences:

- **Demo Game:** Runs a demonstration game in which the computer controls the pieces of both sides.
- **Single Game:** Sets play to a single-game mode. Until you change to another mode, Single Game prevails each time you re-start play.
- **Campaign:** Sets play to Campaign Mode.
- **Opponent Level:** Allows you to set the playing ability of your computer opponent.
- **Standard Rules:** Select to apply Standard Rules to play.

Note: Rules may not be changed during play.

- **Tournament Rules:** Displays a dialog to let you select rule variations for tournament play.
- **Preferences:** Select to specify game and rule variations (see the **Preferences** section under **PLAYING STRATEGO** for more information).



Options Menu

Use the Options Menu to select options affecting sound, piece movement and board display, and special items such as Instant Replay.

- **Instant Replay:** Select **Instant Replay** to review your opponent's last move.
- **Start Game Over:** Restores the current game to its initial setup, so you can replay it.
- **Reveal All Pieces:** Reveals the rank of all opponent's pieces. When you select this option, you forfeit the current game.
- **Sounds:** Toggles game sounds and music on and off.
- **Messages:** Toggles error messages on and off; when selected, displays message in response to any illegal move.
- **Drag Moves:** If selected, releasing the mouse button when a moved piece is over a designated square confirms the move; otherwise, you must click the button to set a piece in a square.
- **Display Windows:** Displays or hides the various game windows.
- **Clean Up Windows:** Restores any moved windows to their default position.
- **Board...:** Displays a dialog to let you change the game board and background pattern.
- **Piece Set...:** Displays a dialog allowing you to select a different piece set.



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DO YOU WANT TO BACK-UP YOUR DISK?

We know you're concerned about disk damage or failure. So feel free to make a back up of the game. See your computer manual for details about saving disks. If you lose the off-disk copy protection scheme, please send us \$15 and we'll send you a new one. If it's destroyed, send us the remains, and we'll give you a replacement.



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