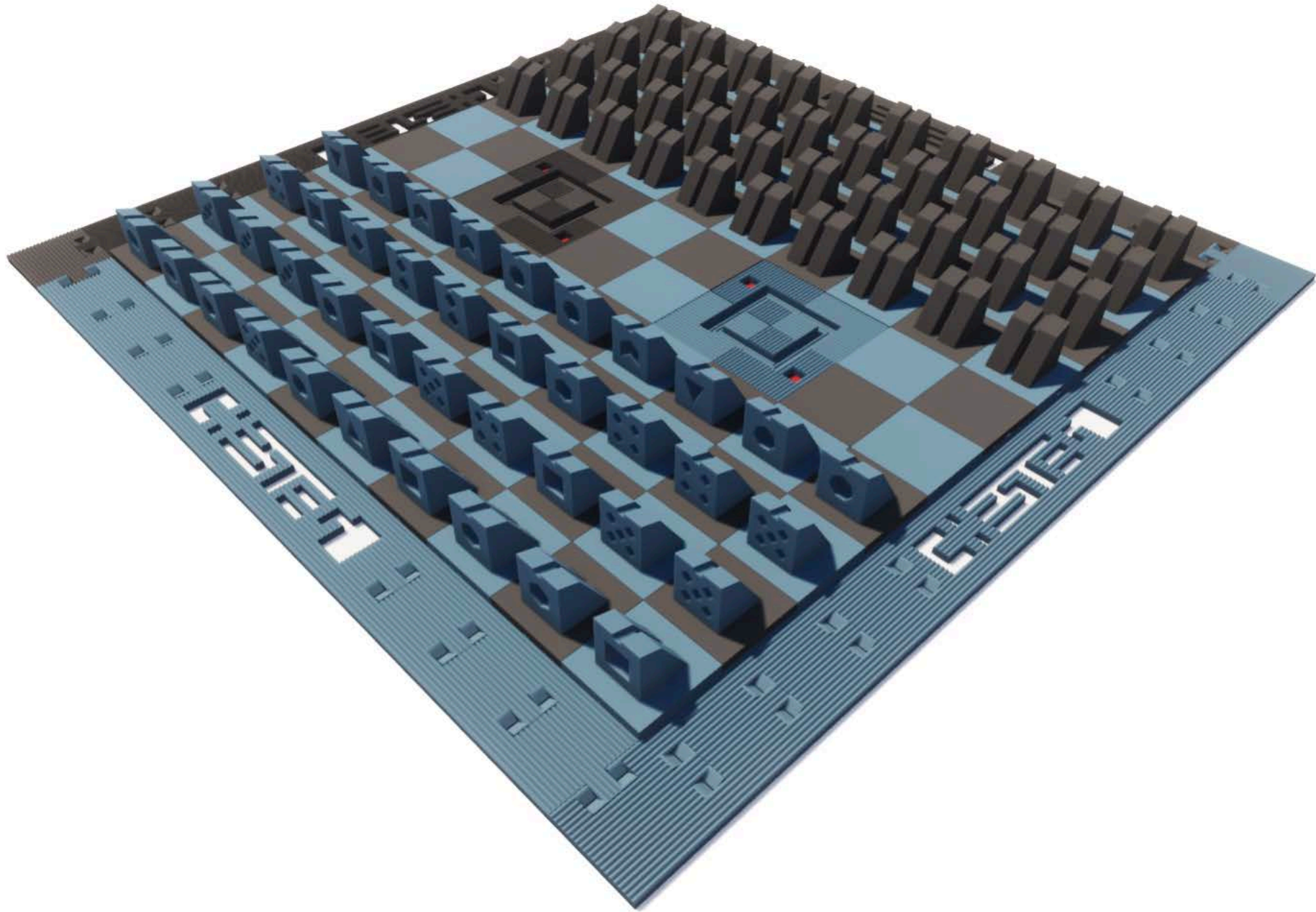




TEGO

An add-on which will give a full 80 piece Stratego variation.



Not your standard Stratego with some special new pieces. An additional 21 pieces per color to bring the piece total to 40 per color. 18 new pieces and 3 additional Traps (Squares).

RULES AND OBJECTIVES:

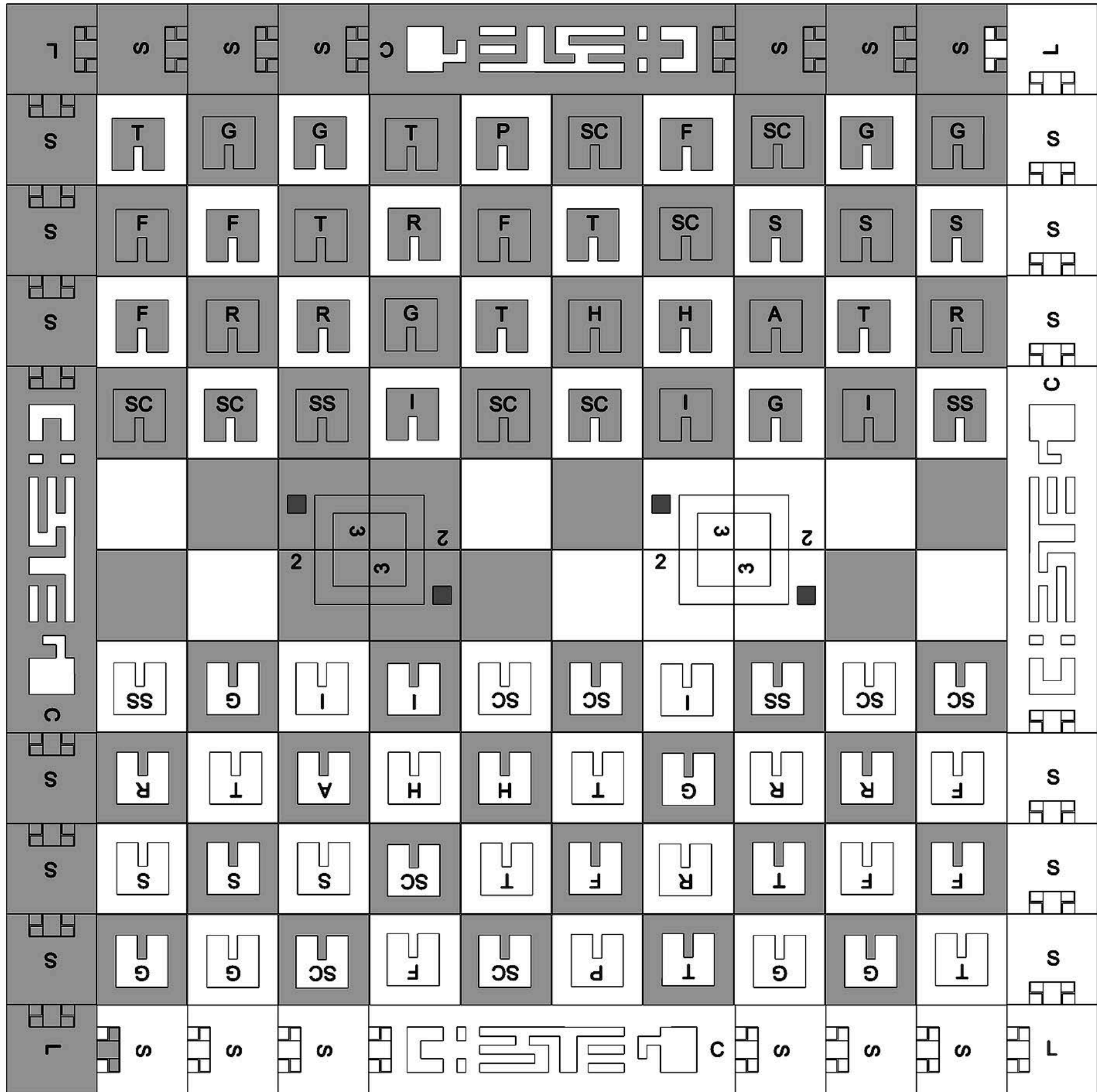
- All pieces move one space in any Orthogonal direction . (See special movement conditions)

WIN CONDITION:

- Find the hidden injured Princess

BOARD SETUP

- See special board setup below



PIECE RULES

P PRINCESS 1



- **Princess** can not move and is the objective of the game.

AS ASSASSIN 1



- **Assassin** can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.

H HUNTER 2



- **Hunter** can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.
- Can kill an **Assassin** if he attacks 1st.

S SOLDIER 3



- **Soldier** can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.

R RANGER 4



- **Ranger** can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.
- Can disarm **Traps** if they call disarm before attacking.

F

FIGHTER

5



- **Fighter** can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.

G

GOBLINS

6



- **Goblin** can move orthogonally 1 space in any direction.
- **Goblin** can kill **Imps** and **Shapeshifters** if they attack 1st.
- Otherwise they have a power of 6.

SC

SCOUT

7



- **Scout** can move any number of spaces in a straight line.
- Can only kill other **Scouts**
- Have a power of 7

I

IMP

2



- **Imp** jumps over the enemy to kill and has a 4 power
- Kills the the enemy if he is equal or higher.
- If the enemy has a lower power nothing happens to the Imp nor enemy.
- Cannot attack without jumping.
- Can also jump friendly units.

T

TRAP

6

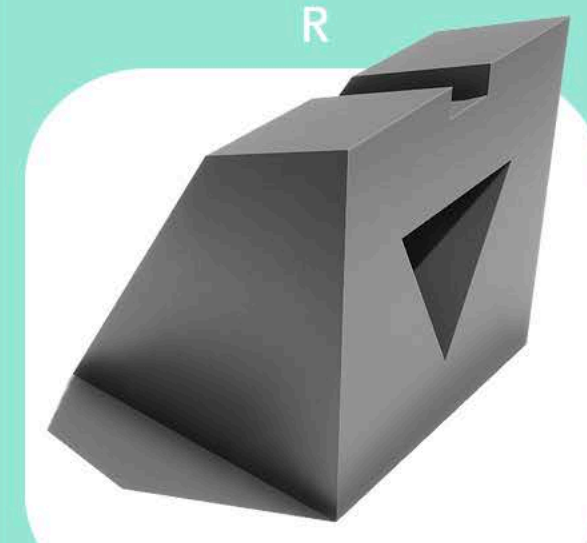


- **Trap** cannot move
- Can be disarmed from a **Hunter** if they call disarm before attacking.

SS

SHAPESHIFTE
R

3



- **Shapeshifter** can change into the enemy he attacks or is attacking if that piece has been removed from the board by the enemy.
- The enemy is also removed from the board.
- Otherwise, he has the power of a 4.