Stratego

Trevor Morris

COLLABORATORS

	TITLE : Stratego		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Trevor Morris	October 30, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Stratego

1.1 Stratego Guide 15-March-1998

S · T · R · A · T · E · G · O the computer version

1996-98 by George Hornmoen & Trevor Morris —————————————————————————————————————— T H E P R O D U C T T H E G A M E

THIS GAME IS EMAIL-WARE !

1.2 Introduction

——— I N T R O D U C T I O N —————————————————————————————————————

Stratego is a completely multi-tasking game which requires very little CPU time! The game can be run in either 16 (ECS/OCS) OR 256 colors (AGA/RTG). Stratego's screen is 640x400 and may be run on its own screen OR in a window on the default public screen! See Requirements .

The game board is your battlefield; you have an army of 33 men, and 6 bombs which you must use to capture your enemy's flag while protecting your own. Both you and your adversary will secretly layout your respective pieces to build a good defence as well as an incisive attacking strategy. Once both you and your opponent have your armies in place, it is time to advance and conquer in an attempt to capture the enemy flag!

1.3 Requirements

——— R E Q U I R E M E N T S —————————————————————————————————————

Minimum Requirements

· An Amiga with at least one megabyte of chip RAM · OS3.0+

Suggested System

· An Amiga with at least one megabyte of CHIP RAM & one megabyte of FAST RAM · A multisync monitor · RTG Graphics board with Picasso96 or CyberGraphX · OS3.1 · A 68030 processor (or higher) · A Web Browser such as IBrowse, AWeb, Voyager, etc. (to read the HTML dox ;-) · MUI 3.8 (for StrategoPrefs - a ToolType preferences program by Chris Page)
——

NOTE: You are also required to email us if you like this game!

1.4   Installation

Although the final distribution version of Stratego will have an install icon (which will use the standard Amiga Install program), currently you must install it manually (but don't worry, it is dead easy ;-)). Simply extract the contents of this archive wherever you wish. Yep, that is all! All fonts, graphics, sounds, etc. are used from within the Stratego directory!

1.5   Preferences

Stratego has several configurable aspects: the screen depth and placement, the rules, and the sounds are but a few of the many things that you can adjust to suit you needs or system specifications. The preferences are explained in the various sections below.

Stratego comes complete with sounds for all events, but should you wish to change them you need to copy them into the Stratego:Samples directory with one of the following names:

· Intro.iff - played when Stratego starts up · NewGame.iff - for when new game is selected · EndTurn.iff - tells the other player to go · Button.iff - for button clicks · Rescue.iff - when a piece is rescued · GameWon.iff - played when game is won · MoveHorse.iff - plays when the Scout moves · MoveFoot.iff - for piece moved (ex: Scout) · RemoveBomb.iff - when Bomber defuses a bomb · Explosion.iff - when a piece steps on a bomb · Fight1.iff - 1 of 2 random fighting sounds · Fight2.iff - 1 of 2 random fighting so · KilledMarshall.iff - plays when Marshall dies · SpyKilledMarshall.iff - when Spy kills Marshall · SpyKilled.iff - plays when Spy is killed · MarshallDefense1.iff - 1 of 3 random for defending · MarshallDefense2.iff - 1 of 3 random for defending · MarshallDefense3.iff - 1 of 3 random for defending · MarshallAttack1.iff - 1 of 3 random for attacking · MarshallAttack2.iff - 1 of 3 random for attacking · MarshallAttack3.iff - 1 of 3 random for attacking · War1.iff - 1 of 3 random sounds during game play · War2.iff - 1 of 3 random sounds during game play · War3.iff - 1 of 3 random sounds during game

NOTE: Make sure the names are spelled correctly, or obviously Stratego will not find the sound(s) and simply ignore that/those sound(s) and play nothing for the respective event(s). Similarly, if you do not want to hear a particular sound you may delete it from the Stratego:Samples directory (or all of them if you do not wish to hear any sounds).

ALSO NOTE: The Intro.iff sound sample will only play once Stratego is done remapping all of the graphics and game play is ready to commence (the mouse pointer will remain busy during remapping as well).

──Preferences Editor──

The Stratego Preferences Editor was programmed by Chris Page . The latest version (and a more comprehensive AmigaGuide explanation of StrategoPrefs' features) can always be found in aminet/game/board/StrategoPrefs.lha

StrategoPrefs is an interface which simplifies the configuration of Stratego's icon tooltypes via a MUI interface. The various options are:

Stratego Setup - Sound

Sound: Turns the sound on (checked) or off (unchecked). Default is on. Fog of War: Turns random background samples on (checked) or off (unchecked) while playing the game. Default is on.

Stratego Setup - Initial Rules

Aggressor Advantage: Turns Rules - Aggressor Advantage on (checked) or off (unchecked). Default is off. Silent Defence: Turns Rules - Silent Defence on (checked) or off (unchecked). Default is off. Rescue: Turns Rules - Rescue on (checked) or off (unchecked). Default is off.

Stratego Setup - Display

Display: This argument may be cycled between Workbench (Stratego will open in a window on Workbench) and Own Screen (Stratego will open on its own screen - this is the default). Colours: Stratego comes with two sets of graphics (ECS-16 colours and AGA/RTG-256 colours). Use this cycle gadget to choose the desired option (see Requirements . Deafult is ECS (16 Cols).

Stratego Setup - TCP Setup

TCP Enabled/Disabled: Quite simply, turns Stratego TCP link on or off. Default is off. Server Name: This field contains the DNS entry/IP address of the server which Stratego will attempt to contact. Port Number: Defines the port Stratego will attempt to use. Default is 21000.

NOTE: You may also use the Server List (accessed via the Pop-up gadget on the right side of the Server Name field).

Stratego Setup - TCP Setup: Server List

Add: Add a server to the server list. Brings up the Server Edit Window to allow you to edit the server entry. Edit: Brings up the Server Edit Window and allows the currently selected server to be edited. Delete: Deletes the selected server entry from the list. Sort: Sorts the servers on the TCP Entry/IP address. Select: Use the currently selected server.

Stratego Setup - TCP Setup: Server Edit Window

Alias: Short name provided as a quick reference. If you type this in as the server on the TCP Setup page it will be replaced by the full address. Server Name: Full DNS Entry/IP address of the server. Port Number: Port number to use. Description: Provided for you to type some text meaningful to yourself (such as a comment). This field has no effect on the server settings.

——— CLI Arguments ——

AGGRESSOR/S - switch initial state of Rules - Aggressor Advantage on. RESCUE/S - switch initial state of Rules - Rescue on. SILENT/S - switch initial state of Rules - Silent Defence on.

R=RTG/S - switch RTG (ie, 256 colours) mode on. W=WORKBENCH/S - run Stratego on WB.

WARNING: Due to datatypes remapping of the image files, this may take a while on anything under an 030/040. The reason for the delay is the datatypes library must remap all of the graphics to the WB palette. Before complaining, remember how slow WB Patterns can be in the wrong situations.

NOTE: Users of a RTG board should create a 640x400 x 8bit screenmode for the optimal graphics resolution.

NOTE: With Workbench on, updates after dragging the window are somewhat slow. This is Intuitions BitMap buffering, there is nothing we can do to significantly improve the speed. If you find it too slow, please run it on its own screen.

NOTE: Unless you have an high-end Amiga with a graphics card, we do not recommend RTG mode and WB mode both be switched on.

S=SOUNDOFF/S - switch sound effects OFF. F=FOGOFF/S - switch "Fog of War" effects OFF. If SOUNDOFF is specified, this has no immediate effect. —— ToolTypes ——

DISPLAY = OWNSCREEN | WORKBENCH [or WB] - instructs Stratego to either open on the WB window, or on a custom screen. Default is OwnScreen. AGGRESSOR = ON | OFF - switch the starting state of Rules - Aggressor Advantage . Default is off. RESCUE = ON | OFF - switch the starting state of Rules - Rescue . Default is off. SILENT = ON | OFF - switch the starting state of Rules - Silent Defence . Default is off.

GFXMODE = ECS | RTG - will switch between 16 and 256 colour gfx when they are ready. Default is ECS. SOUND = ON | OFF - switch sound either off or on in the game. Default is on. FOGOFWAR = ON | OFF - switch off the random FogOfWar samples. Only effective if <B>SOUND</B> is not turned OFF. Default is on.

1.6 Authors

——— A B O U T T H E A U T H O R S ——

Name : Trevor Morris Address: 25 Burton Evergreen Dr. EMail: trevor@jot.nb.ca Burton, NB E2V 3E4 Canada

Here is what I use to create the graphics -> Trevor's system

Also the Author of: aminet/pix/mwb/MWB_Stuff.lha (1 -> 5 removed from aminet) aminet/pix/mwb/MWB_Stuff_52.lha aminet/pix/mwb/MWB_Stuff_6.lha aminet/pix/mwb/MWB_DOpus_#.lha (1 -> 5 removed from aminet) aminet/pix/mwb/MWB_DOpus_6.lha aminet/pix/mwb/MWB_DOpus_7.lha aminet/pix/mwb/MWB_DOpus8c.lha aminet/gfx/3dobj/Ent1701D.lha aminet/gfx/3dobj/Ent1701 aminet/docs/hyper/MCPGuide.lha (removed from aminet) aminet/pix/wb/Opus55Preview.lha aminet/pix/wb/Opus56Preview.lha aminet/game/data/MirageWorms.lha and others which I have long since forgotten.

——

Name : George Hornmoen Address: 339 York St., Apt 16C EMail: George.Hornmoen@asg.unb.ca Fredericton, NB deimos@fundy.net E3B 3P5 Canada HTTP : http://www.deimosdesign.home.ml.org Stratego was programmed with SAS C 6.58 on the following -> George's system

Also the Author of: aminet/game/demo/SGrabs.lha aminet/util/boot/SoundJunkie.lha aminet/util/cli/ReqReboot.lha

1.7   Trevor's system

––T R E V O R ' s S Y S T E M––

Machine: A3000 CPU: 68030 25MHz/33Mhz 882 FPU Memory: 2M Chip, 16M Fast. Gfx: CyberVision64 4M (Picasso96 V1.28) OS: OS3.1 (Kickstart 40.62, Workbench 40.42) HD: Quantum 50MB (SYS) & Quantum 270MB (WORK), & iomega Zip100 Misc: 1960 multisync monitor, 14.4k GVC fax/modem WB: DOpus Magellan (WBR), CyberVision: 8Bit 800x600 (Prolite16 locked)

Patches: KingCon, FullPalette, VisualPrefs, PatchControl, FastIPrefs, NewIcons, Birdie Cxs: MCP 1.32, Directory Opus Magellan, KeyReq, SoundJunkie, ClipHistory, SwazInfo, MagicMenu Misc: MUI3.8

1.8   George's system

––G E O R G E ' s S Y S T E M––

Machine: A4000 CPU: CS PPC 604e @ 200MHz / 68040 25MHz Memory: 2M Chip, 48Fast Gfx: Picasso IV 4Mb (Picasso 96 RTG) OS: OS3.1 (Kickstart 40.68, Workbench 40.42) HD: 1.7GB IDE HD, 125Meg IDE HD, x12 SCSI-2 external CD-ROM Misc: NEC MultiSync 3D monitor, DSS8+ sampler, 14.4k GVC fax/modem, SCSI-II controller WB: DOpus Magellan (WBR), PicassoIV: 800x600, 16bit (ProLite/NewIcon palette)

Patches: PatchControl. NewIcons, VisualPrefs Cxs: MCP 1.30, KeyReq, SoundJunkie, ScreenTab Misc: CShell, MUI3.8

1.9   DISCLAIMER

––D I S C L A I M E R––

STRATEGO was obtained from the Board Game by Chieftain Products, Inc. 265 Champagne Dr., Downsview, Ontario M3J 2C6, CANADA. However, all source code written for the computer version of STRATEGO is copyright ©1996-98 by George Hornmoen & Trevor Morris and therefor may not be diasassembled, decompiled, re-sourced, or reverse- engineered by any means without prior written consent from it's authors .

1.10   Distribution

————————————————————————————————— D I S T R I B U T I O N ——————————————————————————————————

STRATEGO (the computer version) may be freely distributed and reproduced by any means (solely for Amiga computers) provided no more than a minimal fee (of $2US) is charged.

The related documentation, icons, and any other files related to the digital (Amiga) version of STRATEGO provided by the authors may ONLY be reproduced or distributed as a complete and unmodified archive as provided by the authors . The original archive should contain the following files:

Stratego

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SYSOPS: If you post this archive, it MUST be named Stratego.lha. This is to avoid anyone downloading the same archive repeatedly. Thank-you for your cooperation.

See DISCLAIMER !

1.11   files

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The related documentation, icons, and any other files related to the digital (Amiga) version of STRATEGO provided by the authors may ONLY be reproduced or distributed as a complete and unmodified archive as provided by the authors . The original archive should contain the following files:

HTMLdocs (dir) a.gif attack.htm authors.htm back.gif backgrnd.gif bullet.gif credits.htm disclaim.htm distrib.htm fonts.htm game.gif george.htm history.htm home.gif hotkeys.htm INDEX.htm INDEX.htm.info install.htm intro.htm mailware.htm menus.htm newgame.gif next.gif open.gif play.htm prefs.htm prefs1.gif prefs2.gif require.htm rules.gif samples.htm save.gif screen.htm setup.htm stratego.htm stratego.jpg tips.htm trevor.htm

Samples (dir) EndTurn.iff Explosion.iff Fight1.iff Fight2.iff GameWon.iff Intro.iff KilledMarshall.iff MoveFoot.iff MoveHorse.iff NewGame.iff RemoveBomb.iff Rescue.iff SpyKilled.iff SpyKilledMarshall.iff War1.iff War2.iff War3.iff

Fonts (dir) Stratego (dir) 8 Stratego.font

Graphics (dir) about16.gfx about256.gfx bluesetup16.gfx bluesetup256.gfx bluewins16.gfx bluewins256.gfx boardcursor16.gfx boardcursor256.gfx def_Stratego.info endbutton.gfx panelcursor16.gfx panelcursor256.gfx pieces16.gfx pieces256.gfx redsetup16.gfx redsetup256.gfx redwins16.gfx redwins256.gfx replaybutton.gfx request16.gfx request256.gfx screen16.gfx screen256.gfx start-button.gfx waiting16.gfx waiting256.gfx

Saves (dir) rescue.game test.blue test.game test.red

HTMLdocs.info sound.support Stratego Stratego.info Stratego.guide Stratego.guide.info

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1.12   History

———————————————————————————————————— H I S T O R Y ————————————————————————————————————

V1.3 (21/03/1998) - Small Update. - Fixed stupid bug in auto-win feature which allowed blatant cheating. Thanks to Morten Svanes from Norway for reporting this one!

V1.2 (15/03/1998) - Small Update. - Significant improvement to Stratego.guide. - First version on Aminet, due to uploading problems. - Changed minimum version of required locale.library to 38 from 39. (It seems that the 3.0 distribution did not have all library versions as 39+).

V1.1 (10/03/1998) - Initial public preview release. V1.0 (31/10/1997) - CU Amiga preview release.

1.13   Thanks to...

——————————————————————————————————— T H A N K S T O . . . ———————————————————————————————————

· Malcolm Harnden - for being an inspiration and strong supporter of this project since it's initial screen shots were posted! Thanx a million for all you have done!! · Leo Davidson - many thanx for the installation script and ß-testing (what do all those numbers in the enforcer hits mean? ;-). · Darrell MacRae - for the incredible title and background graphics in the web page and for the help with the 256 color graphics. · Chris Page - for making the Stratego Preferences Editor ! · Uwe "Hoover" Schuerkamp, Dave Clark, Neil Sedger, Jernej Pecjak, David Spain, Richard Bylard, Sven Teuber, and Paul Lyon for ß-testing. · Our friends on the Amiga scene: Jester :-), Roman Patzner, Mario Cattaneo, Mark Helm, Tom Mersereau, Steve Praught, Dave Zwicker, and Ben Steeves. · Cléo Saulnier - who actually started the programming for this game in 1994.

1.14   The Screen

——————————————————————————————————— T H E S C R E E N ———————————————————————————————————

Stratego is a completely multi-tasking game which requires very little CPU time! The game runs on a 4-bit-plane (16 color) 640x400 screen (ie. hi-res and interlaced on OCS/ECS and double-NTSC on AGA machines). Should the screen not appear, or in the event of an error, make sure your machine fulfills the minimum requirements .

The screen consists of the game board, the display panel, some pull-down menus , and two buttons (Begin/End Turn and Replay Last). The display panel is where all game requesters are displayed. The game board is a 10x10 playfield with two 2x2 areras upon which the game pieces are not allowed to be placed or moved. The two buttons near the bottom right of the screen are:

Begin/End Turn: Fairly self-explanatory - push this button to begin each turn including the initial game setup. The button will then read End Turn, which you push to end your turn. You may also use the RETURN key to Begin and End your turn. See HotKeys .

Replay Last: In two player mode on a single machine, each player must look away while the other player executes his/her move so as not to see the other's setup; therefore you may replay your opponent's last move to see what occurred. This option does not reveal your opponents setup, just which piece was moved and where it was moved to.

1.15   The Menus

——————————————————————————————————— T H E M E N U S ———————————————————————————————————

The main screen has two pull-down menus which are accessible via the menu button (right mouse button):

Game Menu Rules Menu

New Game » Aggressor Advantage Restart Game R Silent Defence Open » Rescue Save » Chat... C Prefs... P -------------- About... ? -------------- Iconify I Quit... Q

1.16 New Game...

—————————————————————————————————— N E W G A M E . . . ——————————————————————————————————

This menu item contains a sub-menu with the following options:

Same Amiga: begins a two player game in which you and your opponent share the same computer. See How to Play the Game .
See also Amiga is Red/Blue.

TCP/IP...: begins a two player game via a network connection.

Amiga is Red: this option makes the computer go first in a one player game.

Amiga is Blue: opposite of above - allows the human player to make the first move in a one player game.

1.17 Restart Game

—————————————————————————————————— R E S T A R T G A M E ——————————————————————————————————

This restarts the game in progress - a requester will prompt you to verify wether or not you really wish to restart.

1.18 Open...

—————————————————————————————————— O P E N . . . ——————————————————————————————————

This menu option contains a sub-menu with the following entries:

Open Setup...: load a previously saved setup of your side of the board. See Save/Setup .

Open Game...: load a previously saved game in progress. See Save/Game .

1.19 Save...

—————————————————————————————————— S A V E . . . ——————————————————————————————————

This item contains the following sub-options:

Save Setup...: save the layout of your side of the board. See Open/Setup .

Save Game...: save a game in progress. See Open/Game .
——

NOTE: you can only save the setup if game play has not yet commenced! The computer will not allow you to save your setup if
you have moved any of your pieces.

1.20 Chat

—————————————————————————————————— C H A T . . . ——————————————————————————————————

Doesn't do anything yet ;-).

1.21 Prefs...

—————————————————————————————————— P R E F S . . . ——————————————————————————————————

This option will launch StrategoPrefs (by Chris Page) .

1.22 About...

─── A B O U T . . . ───

Some info about the game, and it's authors .

1.23 Quit...

─── Q U I T . . . ───

This menu option quits STRATEGO. A requester will prompt you to verify wether or not you really wish to quit. Using either the ESC key or SHIFT- A -Q will exit the game without a confirmation requester. See HotKeys .

──

NOTE: you do not have to quit STRATEGO to preform another task, as it is completely multi-tasking, and uses very little CPU time.

1.24 iconify

─── I C O N I F Y ───

Use this option to iconify (minimize) STRATEGO into an icon on the Workbench.

1.25 Aggressor Advantage

─── A G G R E S S O R A D V A N T A G E ───

This option means that when pieces of the same rank attack , the defending piece is removed from the board, and the aggressor wins the square upon which the battle occurred.

The default is OFF - if two pieces of equal rank battle, they are both removed from the playing field.

1.26 Silent Defence

─── S I L E N T D E F E N C E ───

If you select this option, the defender's rank is not revealed (unless a Scout/9 is the attacker), but instead the computer simply removes the lower ranking piece from the board.

The default (Silent Defence OFF) implies that the defending piece is revealed upon attack .

1.27 Rescue

─── R E S C U E ───

This option allows you to rescue a lost piece (with the exception of Bombs) if one of your pieces (except the Scout/9) makes it to the opposite side of the game board (ie. your opponent's back row). Once your piece reaches the opposite side, a flashing square will appear on the display panel over the first piece available for retrieval. Simply click on the desired piece or cycle through them with the SPACE bar (or click the LMB anywhere on the red-to-blue dithered area of the screen - see HotKeys) and then click on any square on your half of the board. The desired piece and location will flash until you end your turn. Once you choose End Turn , the piece will be rescued.

Only two rescues are allowed per game and they cannot both be made by the same piece.

The default is OFF - no rescues are granted.

1.28 Setting up the Board

——————————————————————————————————— S E T T I N G U P T H E B O A R D ———————————————————————————————————

First of all, the red player always moves first. If you are playing against the computer, you may select wether or not the computer makes the first move by selecting either Amiga is Red or Amiga is Blue .

The whole object of the game is to combat the opponents army until you discover the whereabouts of, and capture the opponents Flag.

Push the Begin Turn button to begin setting up your side of the board (the screen is color coded - the red side of the board is where the red player will set up his/her pieces, and the blue player on the blue side of the board - don't worry, the computer will not let you make a mistake ;-).

The setup panel displays all of the game pieces and the number of pieces remaining out of the total number for each piece (ie. 3/4 means that there are three pieces left to place on the board out of a total number of four - implying one has already been placed on the board). The white number in the upper right corner of each piece indicates their rank (with the exception of the Bombs, and the Flag which cannot move, and the Spy which is indicated by the letter S). The lower the number the higher the rank of the game piece. The flashing square on the top left (on the Marshal/1 indicates the currently selected piece to be placed on the board.

To place a piece on the board, select the piece you want from the display panel with the left mouse button (the piece will be highlighted by a flashing square). Now select the square on the board where you wish the piece to appear (anywhere in the top four rows for red, and anywhere in the bottom four rows for blue). Alternatively, you may select a piece at any time by cycling the selection square through the remaining pieces by clicking the menu button (the right mouse button). See HotKeys . This feature allows you to set up your pieces on the board without ever having to go to the display panel to pick a piece.

If you wish to move a piece which you have placed on the board, simply click on the piece with the left mouse button (again the piece will be highlighted), then click on the piece's new destination. The piece will "jump" to the new square. If another piece occupies the selected piece's destination, the pieces will swap places. Once a move is complete, you may highlight the next piece to place on the board by pressing the menu button or by clicking on the piece in the display panel. To cancel a move, click again on the piece same piece, or select a piece in the display panel. Once all pieces of a certain type are placed on the board, the highlight square will automatically cycle to the next available piece.

Once you have your entire side of the board set up to your liking, you may end your turn by pushing the End Turn button on the main screen (you will not be allowed to end your turn until all of your pieces are on the board). Upon ending your turn, all of your tiles will flip (so that your opponent does not see your setup) and an intermediate screen will be displayed. Now player two may set up their side of the board.

1.29 How to Play the Game

——————————————————————————————————— P L A Y I N G T H E G A M E ———————————————————————————————————

After both players have set up their respective sides of the board, the pieces screen in the display panel becomes a record of pieces lost (i.e. 3/4 would now indicate that you have lost three out of four pieces, and that there is one remaining on the board).

To make a move, left click on the desired piece (except for the Flag and Bombs which remain stationary) and then select an adjacent square (either forward, backward, left or right of the piece's current position - diagonals are not allowed). With the exception of the Scout/9, all moveable pieces can only move one square per turn. The Scout/9, however, can move anywhere along a row or column as long as you do not jump over another piece. Remember though, if you do move a Scout/9 more than one square, your opponent will know the piece's identity. So, sometimes you may wish to move the scout just like any other piece (ie. one square at a time) to trick your oponent into thinking the piece is of a higher rank. Pieces may not move diagonally, jump another piece, or move between the same two squares for more than three consecutive turns. Again, the computer will prevent you from making an illegal move - if you find that the piece will not go where you want, or that you can not end your turn, it is because you have not preformed a legal move. Note that you may not move onto the two 2x2 squares in the center of the board.

If the square which you select as your destination contains an opponents piece, then you will be Attacking that piece.

The first player to attack the opponents Flag is the winner. You may also win if your opponent no longer has any moveable pieces on the board, or if s/he cannot move them (ie. they are surrounded by Bombs).

1.30   Attacking

————————————————————————————————— A T T A C K I N G ——————————————————————————————————

When you attack your opponent, the computer will reveal the identity of the defending piece, and both the attacker's square and the defender's square will be highlighted. The computer then waits for you to end your turn, upon which the piece with the highest rank (lowest number) will remain, and the piece with the lower rank (higher number) is removed from the playing board. If the defending piece is of the same rank (same number) as the attacking piece, then both pieces are removed from the board (unless Aggressor Advantage is enabled).

Normally, when a piece attacks a Bomb, the piece is removed from the board, regardless of rank (ie. it is blown up ;-), however, the Miner/8 has the ability to "disarm" Bombs. Therefore when a Miner/8 attacks a Bomb, the Bomb is removed from the board, and the Miner/8 then occupies the square where the Bomb used to be.

Although the highest ranking piece is the Marshal/1, he may be removed from game play if he: attacks a Bomb; attacks, or is attacked by the opponent's Marshal/1; or, is attacked by a Spy/S. The Spy/S has the lowest rank and is always the removed from the board when it is attacked. However, it's unique ability to outrank the Marshal/1 if it is the aggressor makes it very valuable.

1.31   Tips and Tricks

——————————————————————————————— T I P S A N D T R I C K S ———————————————————————————————

There are many ways to set up a good defence: usually you will place Bombs around the Flag to protect it, however, Bombs are quite valuable and you only have six of them. So, by placing the Flag in a corner you will only need two Bombs to protect it, and you will still have four left to randomly cause havoc :-). You might even set the Bombs in the front row so that many of the first opponent's pieces are eliminated quickly (be careful not to cover all six squares beside the 2x2 squares with Bombs or you will not be able to move, and you will lose the game before it even begins! ;-)

You may wish to distribute your men so that you have some high-ranking pieces in the front lines as well as around your Flag (be careful though, because you do not want to lose all your highest ranking pieces in the beginning, or you will have nothing left to defend your Flag!). Also, place your Miners/8 behind the front line and in the back rows, so that when your front line finds a Bomb you can then send the Miners/8 to disarm them. Distribute the Scouts/8 near the front line to determine your opponents strength and setup early in the game and to find Bombs for your Miners/8 to defuse.

1.32   Hot Keys

————————————————————————————————— H O T K E Y S ——————————————————————————————————

ESC - Quit Game without confirmation (same as SHIFT- A -Q). RETURN - Begin/End Turn SPACE - Begin/End Turn - Cycle through available pieces in setup mode.

A -? - About A -1 - New Game - Amiga is Red A -2 - New Game - Amiga is Blue A -3 - New Game - Same Amiga A -4 - New Game - TCP/IP... A -C - Chat... A -I - Iconify A -G - Open - Open Game... A -O - Open - Open Setup... A -P - Prefs... A -Q - Quit... A -R - Restart Game A -S - Save - Save Setup A -W - Save - Save Game

LMB - Select, swap, attack , etc. - Clicking on the screen background (ie the red to blue dithered areas of the screen) toggles piece selection during setup (same as SPACE key). - Clicking on the background while the pieces panel is active cycles through the available pieces (same as SPACE key). MMB - Acts as Begin/End Turn during game play
 - Cycle through available pieces in setup mode. RMB - Menu button.

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NOTE: If you use Stratego with a language catalog, the hot keys (for the menu items) are configurable from within the catalog file. This is useful for catalog translators who wish to assign meaningful hotkeys to the menu items.

1.33   This software is E-Mailware!

———————————————————————————————— T H I S S O F T W A R E I S E M A I L W A R E !
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If you play this game more than once, you are required (please) to email either George or myself (or both if you like). The main reason for this request is that we want to get an idea of how popular (if at all) the game is, and so we can keep a record of which machines and configurations the game works on. We will also notify "registered" users when new versions become available. Mailing us also provides you with the opportunity to express your likes and dislikes with the game, make suggestions as to how to improve it, and report any bugs.

Currently the game has been tested on the following configurations: George's machine , and Trevor's machine .
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NOTE: Magazine publishers are NOT required to contact us before including this game on coverdisks (if you choose to do so) provided we are accredited for our work.

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