



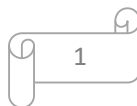
Dear commander in chief,

Welcome to your very first live Stratego tournament. To ensure everything goes well, the most vital ISF (International Stratego Federation) tournament and game rules will be used and explained in this document. The ISF rules are an addition to the basic game rules. We wish you a pleasant tournament.

Most important tournament rules

- **When questions or disputes arise, please call the arbiter as soon as possible. You can do so by raising your hand clearly.**
- Who plays with what colour is decided by drawing in case the players can not come to an agreement. **Blue** decides on which side of the board the clock will be placed on..
- Should both players agree to play without a clock, this is ok.
- The clock must be pressed with the hand used to make a move.
- There are 5 minutes set up time. Should both players be finished before this period has expired, the match may begin, alternatively, the players can decide to wait until the last second of the set up phase. Should the set up phase be expired and one of the players has not yet finished setting up their pieces, the opponent is entitled to start the opponent's clock. The remainder of the pieces may be placed nonetheless. (This also applies should your opponent arrive late)
- It is not allowed to take or use notes during a game. During the set up phase this is allowed.
- If you trip over one of your pieces, this is unfortunate and the game must go on, even if the piece is visible to the opponent. If you trip over a hostile piece, the piece may be switched around – please call the arbiter when this happens. (or if your opponent does this to you)
- Each captured piece must be put in the graveyard, so that the rank is visible to both players. It is not required to use a specific order in the graveyard.
- If your personal time exceeds that of the general playing time, you may claim a draw on your own turn if you could make atleast one legal move.
- Once your personal time on the clock reaches 0, the game is lost, but only if the opponent notices it before the end of the game. (Also vice versa). Referees or observants may not make a remark about this.
- A game can also be lost when you can no longer make a legal move when it's your turn to do so while the opponent can make one.
- You are responsible for putting back all the opponent's pieces back into the graveyard after the game (Including the not defeated pieces).
- After the game, the result is reported, preferably by the winner.
- It is not allowed to watch games of other participants.
- Full rules can be found at: <http://www.kleier.net/isfstratego/rulreg.html> In case of any contradictions between this document and the link provided, the link provided (official, full rules) prevail.

Create your own Stratego diagrams at: <http://members.chello.nl/dbaas/boardeditor/boardeditor.html>



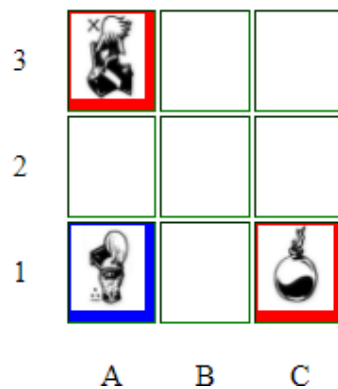
Addition to basic game rules

The most important two additions are the two repetition rules:

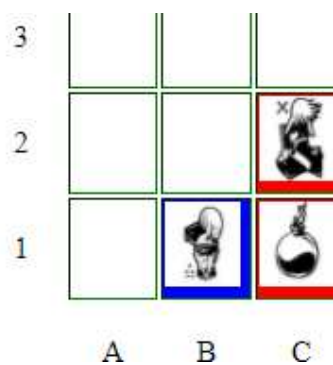
1. **The three move rule**
2. **Multiple square rule**

These rules will be explained on this and the following pages.

The three move rule says that it is not allowed to move in between two fields consecutively

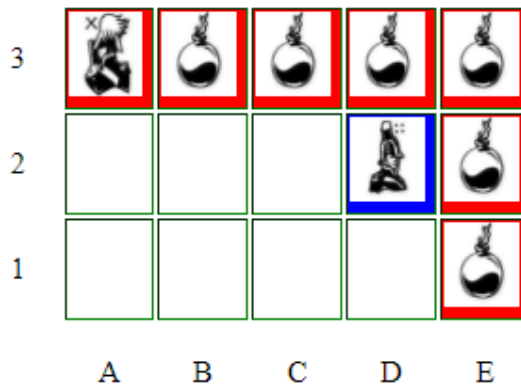


In the situation above, the red marshal will move from A3 to A2. The blue colonel will now move between the A-B fields first (A1 → B1). The red marshal will mirror its move. After three times, the blue colonel can no longer avoid being captured.

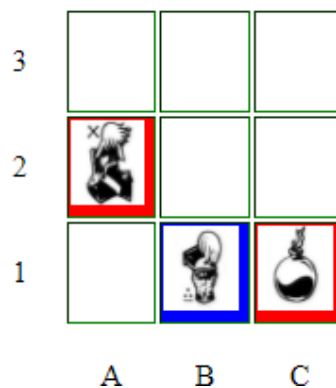


In the situation above, the red marshal will move from C2 to B2. While moving to towards the left first, again, the blue colonel is the first to move in between A-B and again, will be lost. The blue colonel will be the first one to have moved between two fields (B1, A1) three times, assuming the red marshal will mirror its moves also.

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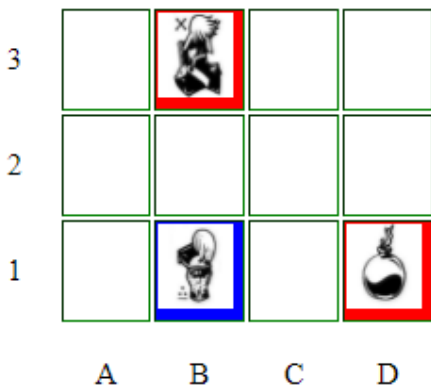


This situation may look similar to the previous one. The red marshal will move from A3 to A2. Regardless whether the blue general tries to avoid the marshal right now or later, as long as the red marshal keeps mirroring its moves, the general will be lost. The general will be the first to move in between the 2-1 column.

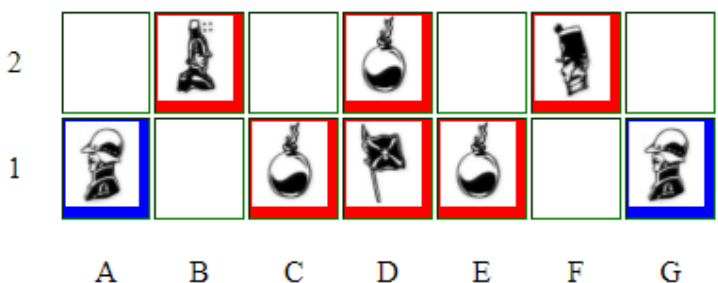


In this situation, the red marshal will move from A2 to B2. The blue colonel will then move from B1 to A1. In case the red marshal keeps attacking, it will have to stop after three times as the red marshal is the one moving in between the respective fields first. The marshal may not (repeatedly) attack B1 → B2 and alternate by attacking A1 → B2 (see multiple square rule)

The **multiple square rule** says that it is not allowed to attack one or more pieces without giving the opponent one move where it does not avoid a threat. An other move must be made before the same situation occurs twice on the board during a chasing sequence.



In this situation, the red marshal will move from B3 to B2. The blue colonel can choose whether to move to A1 or C1. The blue colonel chooses to move to A1. The red marshal will follow to A2. The blue colonel moves back to B1. The red marshal moves back to B2. The blue colonel has the same choice once again, but should he move to A1, he will be lost if the marshal mirrors its move. The blue colonel will have moved three times between B1 – A1. Should the colonel instead move to C1, the multiple square rule now gets applied (A-B-C columns) and it is safe from the marshal's threats. It is wise to use the three fields as soon as possible to avoid being trapped



In this situation, red will bet he one to attack first on B2-B1 or/and F1-F1. Also here the multiple square rule applies. It is not allowed for red to keep threatening the blue pieces endlessly. Eventually red will lose its flag. This also applies to triple, quadruple or more chasing.

Any other questions? Ask one of the participants or/and arbiter(s). Good luck!
