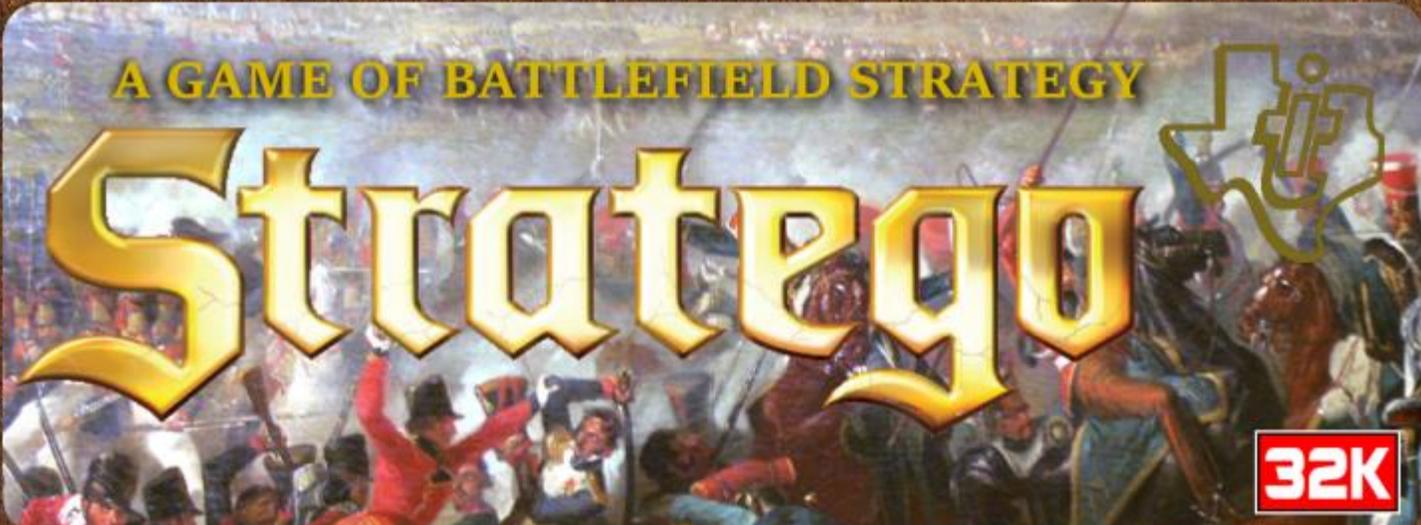




A GAME OF BATTLEFIELD STRATEGY

Stratego



June 18, 1815 – Waterloo

Napoleon Bonaparte, the newly minted Emperor of France, has escaped from exile on the island of Alba, rallied his loyal troops, and is marching towards the British and Prussian coalition army led by the Duke of Wellington. They finally meet near the town of Waterloo in Belgium.

The very fate of Europe depends on the outcome of this battle...

1. System requirements

- TI 99/4A computer
- 32K RAM expansion
- Single disk drive
- TI Extended Basic or compatible

2. Running the game

Insert the Extended Basic cartridge into the console and power up the computer. Select Extended Basic from the start menu.

At the READY prompt, insert the Stratego disk into the DSK1 drive and type RUN "DSK1.STRATEGO" including the quotation marks.

The game will now run and display a splash screen. Press **<ENTER>** to move on to the main game. While the game is loading, you will see some random characters appear on the screen. This is perfectly normal and will disappear once the game starts.

3. Objective

The object of the game is to capture your opponent's flag.

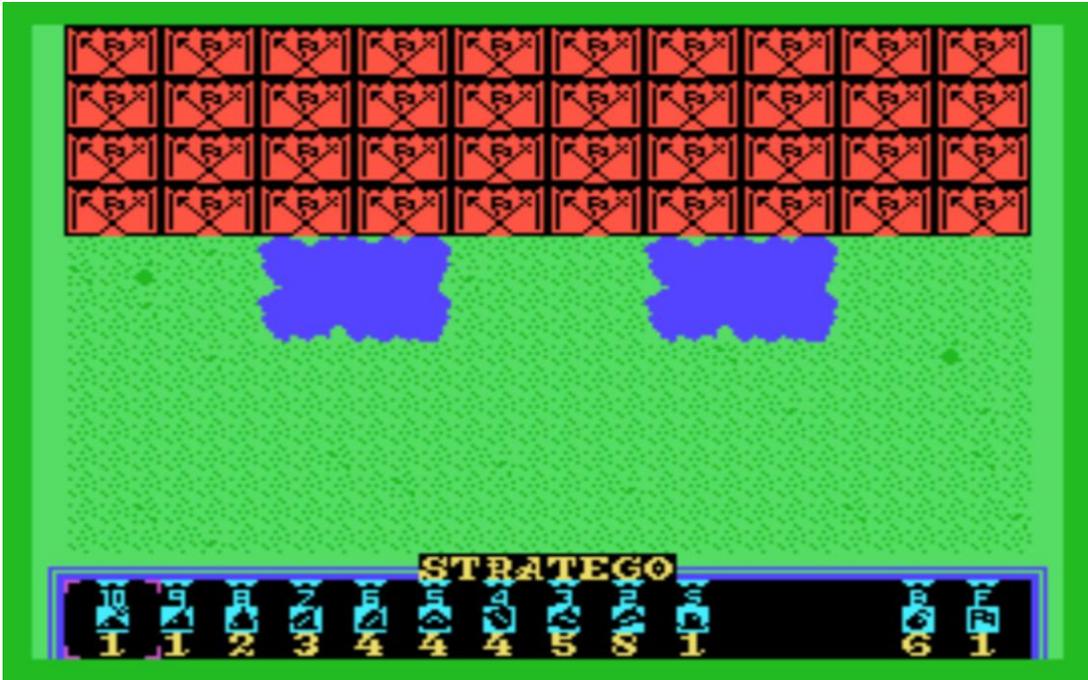
4. Setting up the battle field

You, the player, take on the role of Emperor Napoleon with your army represented by the blue units, and the computer will assume command of Wellington's army, represented by the red units.

First the battle field will be drawn, which consists of 2 central lakes which cannot be crossed, surrounded by a green plain with some vegetation. Immediately below the battle field is an informational window. The army units are restricted only to the green plain and cannot cross its borders. Each side will start with 40 units.

Once the battle field is drawn, you will be informed that Wellington is setting up his forces, and his red units will appear across the top 4 rows of the field, and their composition is initially hidden.

Now it's your turn to set up your army, which at the start of the game will occupy the bottom 4 rows of the field. The different types of units making up your army will be displayed in the window consisting of a point value, an icon, and the number of units of each type in yellow.



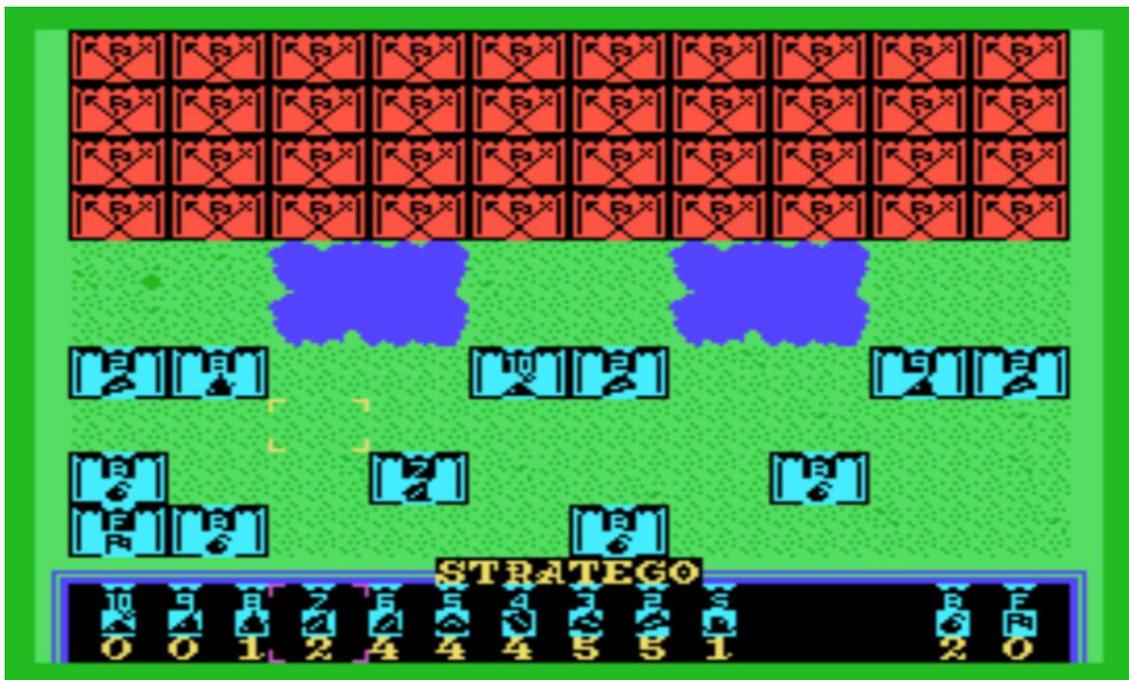
Each type of unit has a point value assigned to it as well as a rank, and the higher the point value, the higher the rank and thus attack and defense potential.

- Marshal - 10 points. [1 unit]
- General - 9 points. [1 unit]
- Colonel - 8 points. [2 units]
- Major - 7 points. [3 units]
- Captain - 6 points. [4 units]
- Lieutenant - 5 points. [4 units]
- Sergeant - 4 points. [4 units]
- Miner - 3 points. [5 units]
- Scout - 2 points. [8 units]
- Spy - 1 point. [1 unit]
- Bomb - n/a [6 units]
- Flag - n/a [1 unit]

A magenta cursor will be positioned initially around the Marshal in the window. You can move the cursor using the <S> and <D> keys left and right respectively, and the cursor will wrap around to the other

side past the edge of the window. The number below each unit indicates the number of units left of this type.

To select a unit to place on the field, position the magenta cursor over it and press **<ENTER>**. A yellow cursor will appear on the field which can be moved around the player's setup area using the **<S>**, **<D>**, **<E>** and **<X>** keys for left, right, up and down respectively. Press **<ENTER>** again and the unit will appear on the field at the location of the cursor. The number of units of that type will decrement by one. If it gets to zero, then you can no longer place that type of unit. Once a unit is positioned, the yellow cursor will disappear. Keep going through the same procedure until all your units have been placed.



If you wish to remove a unit from the field, position the magenta cursor in the information window over *any* unit and press **<ENTER>**, and a yellow cursor will again appear on the field. Position the cursor over the unit you wish to remove and press **<ENTER>** again and the unit will disappear, and its unit count number will be incremented by one in the information window. You can select it again later.

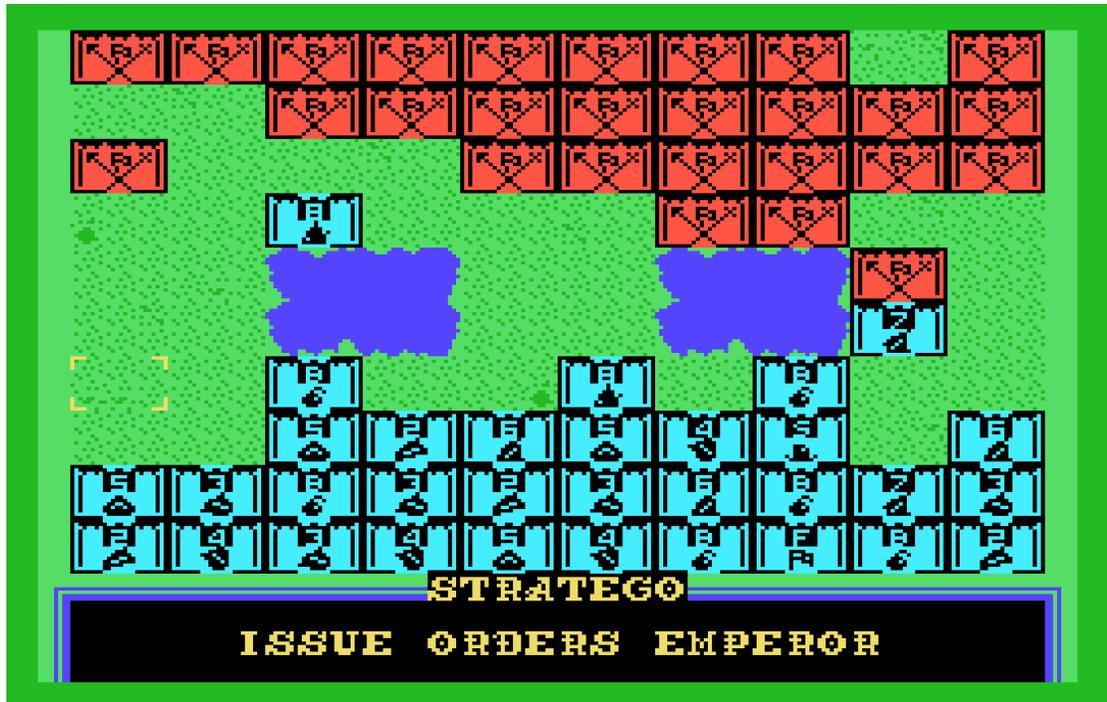
Once you have placed all of your units on the field and are satisfied with their location, press **<FCTN><6>** to initiate the battle. The

information window will display “Preparing for battle” then the computer will initiate the battle.

5. Rules of engagement

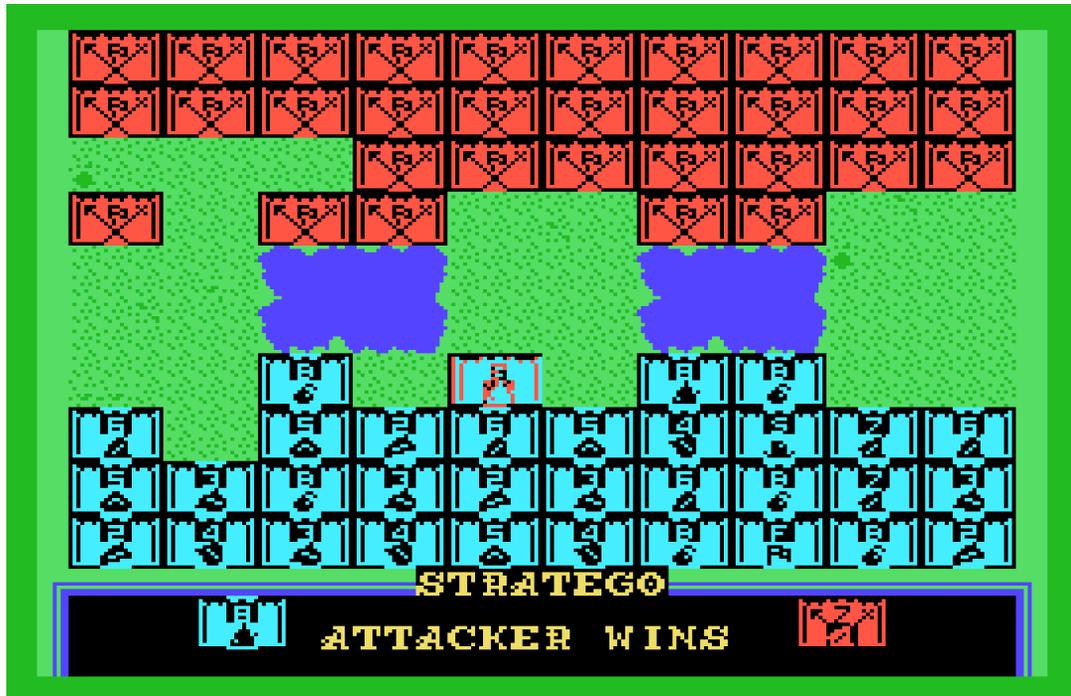
▪ Movement

- Turns alternate, *first Red then Blue*.
- A unit moves from square to square, one square at a time, with the only exception being the Scouts. A unit may be moved forward, backward, or sideways but *not diagonally*. It also may not move outside of the battle field outer edges or cross the lakes. To move a unit, position the yellow cursor which appears on the field when it is your turn over the desired unit and press **<ENTER>** and it will be overlaid with a magenta cursor. Next position that cursor over either an adjacent empty location or an enemy unit and press **<ENTER>**, at which point your selected unit will move over to the empty location or overlay the targeted enemy unit whichever is applicable. Should you decide to pick another unit to move after selecting it, just press **<FCTN><9>** and it will be deselected. *Please note that this can only be done if you have not already selected a target square.*
- Scouts may move any number of *open* positions in a straight line and land either on an empty location or over an enemy unit. They may not jump over lakes or other units.
- Two units may not occupy the same location at the same time unless they are engaged in battle.
- Only one unit may be moved each turn on either side.
- The Flag and Bomb units *cannot* be moved.



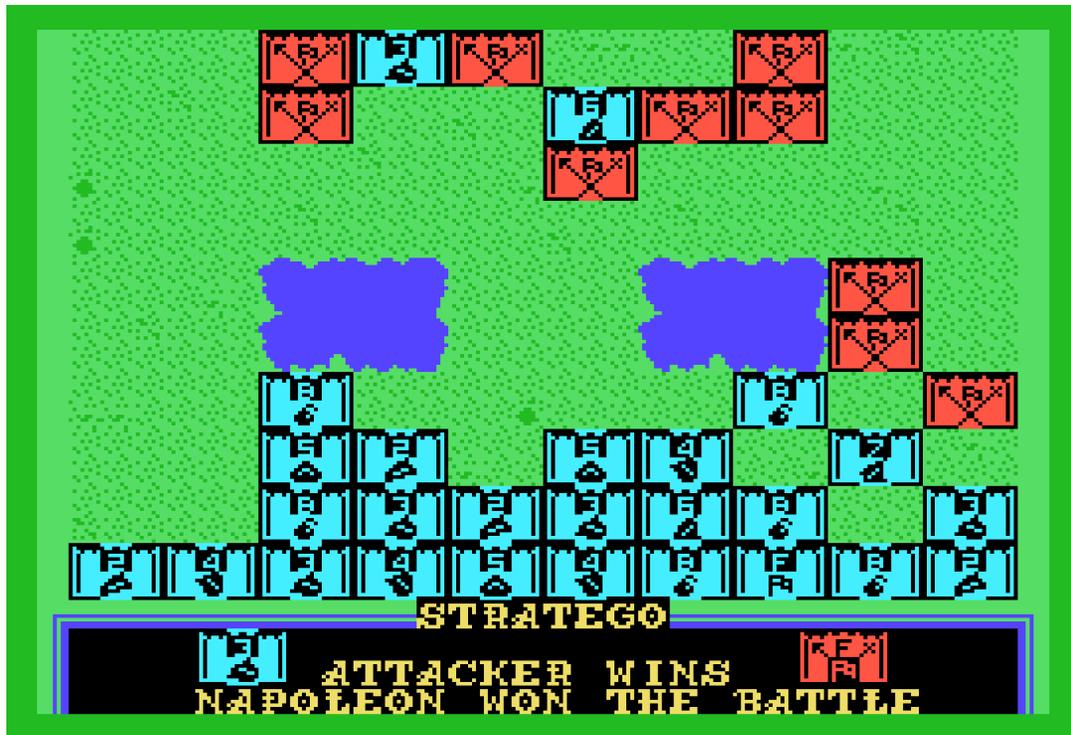
▪ Attack

- Attack is always optional.
- When one of your units moves over an enemy unit, a battle charge is initiated, and combat ensues. The rank of the attacking and defending units is compared, and the unit with the lower rank is lost for the remainder of the game and replaced by the higher-ranking unit.
- When equal ranks engage in battle, both units are lost.
- The Spy has the special privilege of being the only unit capable of killing the *Marshal* provided he strikes *first!* If the Marshal attacks the Spy first, then the latter is lost.
- When any unit except a Miner strikes a Bomb, that unit is lost but the Bomb remains in place.
- When a Miner attacks a Bomb, the bomb is defused and removed from play and the miner moves into its location.
- A Bomb or Flag cannot attack.
- Any unit can strike down the enemy Flag.



6. Victory conditions

- When a side strikes down the opposing Flag, then the battle is won by that side and the game ends.
- If all the *moveable units* on one side are lost, then that side loses the battle even if the Flag is still standing.
- The computer will resign if it does not have any good moves left if even its flag is still standing.
- At the player's discretion, the game can be considered a draw if neither side can force one of the victory conditions outlined above.
- When a victory condition is detected by the computer, then an announcement is made in the information window and the game is paused. Press any key to end the game and return to Extended Basic.



7. Play notes

The computer response time varies depending on the stage of the battle. It averages 10-12 seconds early on and will gradually get faster as the number of units on the board dwindles.

8. Credits

Coding and graphics: Walid Maalouli (aka Vorticon)

Sound effects: OLD CS1

Manual cover and disk label: Omega

Font: Sometimes99er

Programming and graphics tools:

- TidBiT TI Basic Translator (Matthew180)
- XB Compiler (Senior Falcon)
- Classic 99 TI 99/4A emulator (Tursi)
- Convert9918 image digitization program (Tursi)
- Magellan graphics program (The Codex, Retroclouds, Sometimes99er, Asmur)

Game completed on April 4th, 2019. It may be freely distributed but not modified or sold without the express consent of the author. The game is available for download on the TI Gameshelf site:

(<http://tigameshelf.net/xb.htm>)

Please address questions or comments to wmaalouli@comcast.net

