



## Disney Stratego Junior

With your favourite Disney characters!

**It's time for Disney's best loved heroes to take on Disney's most iconic villains. Secretly set up your team. Will they prove strong enough to find the treasure chest and win the game?**

**Play two different games ! 'Stratego Quest' is a game for players aged 4 and over. 'Stratego Triumph' is for players aged 6 and up.**

### Contents

- 32 Small castles (16x red and 16x blue) • 6 Big towers (3x red and 3x blue)
- Game board • 38 Cardboard characters • 1 Dice

### The first time you play

Take a good look at Figure 1 on page 2 to see how you assemble the game pieces. Slide each hero card (with the right side up) into the 3 blue towers and 16 small castles. Make sure you place the bottom 3 hero cards in the blue towers. Do the same for the villain cards with the remaining red castles and towers.

### Aim of the game

The object of the game is the same for 'Stratego Quest' as it is for 'Stratego Triumph': the first player to reach the last row and capture their opponent's treasure chest is the winner!



### Disney Stratego Quest! (For players 4 years and up)

#### Setting up:

Place the game board on a flat surface (preferably at the centre of the table). The player to have last seen a Disney movie begins by choosing the Hero or Villain pieces.

Both players take all their pieces and place them on their side of the game board. The blue side is for the heroes and the red side for the villains. Make sure that the pictures on your game pieces can't be seen by the other player.

Each player secretly sets out their pieces as follows: place your 3 towers on the three front spaces shown on your side of the board. You can decide which tower goes on which of the three spaces. Then place your 16 castles on the four rows in front of your towers. You'll see that the four spaces in the middle of the board stay empty. Make sure you place all of your castles so that you can see the character pictures and your opponent cannot. Have a look at Figure 2 on page 3. This is what your board should look when you're ready to play.

#### Playing the game:

All the towers and castles will stay on the spaces where you put them throughout the game. The red player goes first. During your turn, roll the dice. It will show a colour and a symbol:



The Little Mermaid	The Lion King	Sleeping Beauty	101 Dalmatians	Jungle Book	Rapunzel
					

Now choose one of your opponent's castles in the front row, pick it up, turn it around and have a look at the hidden character.

- If it's a character that matches the colour on the dice, remove that castle piece from the board.
- If it's not a match, place the castle piece back on the board, as you found it. Try to remember which character it was, as later in the game, you may roll that colour with the dice!

The other player goes next and the game continues with players taking turns.



*Remember! There are rules for which castle you can choose.*

1. At the start of the game, you can only pick up the 4 castles in the front row.
2. As soon as you remove one or more castles, you can pick up any castle that is exposed during your next turn.
3. If you remove a castle from the last row, you can choose one of the 3 towers during your next turn.



If a player picks up a character marked with an (X), their path will be blocked. These do not appear on the dice and can never be removed from the board. Keep that in mind when you set up your next game! Think of a clever place to hide them!

### **Capturing the treasure:**

As soon as you have removed any castle from your opponent's back row (Row 4), you can choose during your next turn to pick up and look at one of the towers. It doesn't matter where your path finished on the back row; you can pick any one of the 3 towers:



If you pick the tower with one of these characters you can remove it from the board and during your next turn, you can pick one of the two remaining towers.



Bad luck! If you pick the tower showing one of these characters, it is removed from the board AND any previously removed castles must be placed back (by your opponent) onto the board as you have to start all over again.



If you pick the tower with the **treasure chest**, you win the game!

### Who wins?

The player to first pick up their opponent's tower with the treasure chest wins the game!

## Disney Stratego Triumph! (For players 6 years and up)

'Stratego Triumph' is ideal for players who have already played 'Stratego Quest'. The rules are closer to the Stratego Original rules. 'Stratego Triumph' is an ideal stepping-stone towards learning how to play Stratego Original. You will play 'Stratego Triumph' using the same pieces as 'Stratego Quest', except for the dice which is not required. In this game, you get to move your pieces around. Your mission is to outflank your opponent in battle and reach the back row. Once there, try to discover where the treasure chest is hidden, just as you did in the 'Stratego Quest' game.

### The first time you play

Preparation and set up are the same as for the 'Stratego Quest'.

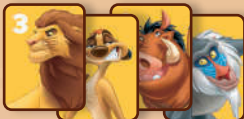
### Playing the game

You can only move your castles around. All except the ones marked with an **(X)**, which must stay on the spaces where they were placed at the start. During your turn, move one of your castle pieces to an adjacent free space. You can move forwards, backwards or sideways. You cannot move diagonally. You can challenge one of your opponent's pieces. Here's how: look carefully at the illustrations on your playing pieces. You'll see that most of them have a number (**1 - 6**). This tells you their strength.

The object is to knock your opponent's castles out of the game: when you are on a space adjacent to one of your opponent's castles, you can challenge it (but you don't have to). Compare the two castles ranks:



The characters with an **(X)** cannot be moved. They must stay on the space where they were placed at the beginning of the game. Any piece that tries to challenge either of them will lose and be removed from the game. There is one exception:



Characters marked with a **(3)** are not the strongest characters on the game board. However, they are cunning and the only ones that can defeat a character marked with an **(X)**.



Characters marked with a **(1)** are weak to non-magical attacks. That's why they will lose almost any encounter. But being magical characters, they have the ability to defeat the strongest character marked with a **(6)**.

This is what could happen if you chose to challenge your opponent's castle:

- If the challenging castle wins, it moves onto the space left free by the defeated castle.
- If both strengths on the castles are the same, both are removed from the game.
- If the challenging castle loses, it's taken from the board and the winning pieces stays put.

*Remember! You can challenge a castle on a space next to you, in front of you or behind you, but not diagonally.*

### **You cannot move the same castle repeatedly back and forth**

Imagine this situation: you make a move. During your next turn, you move back to the space you started from. The turn after that, you will not be able to repeat the same move. Try moving in another direction if you can, or move another playing piece.

### **Capturing the treasure**

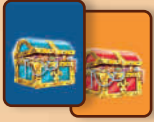
If you reach the last row of your opponent's half of the board after a long battle, then during your next turn, you can take on one of the big towers:



If you pick the tower with one of these characters you can remove it from the board and during your next turn, you can pick one of the two remaining towers.



Bad luck! If you pick the tower with one of these characters, it is removed from the board, and so is your castle piece. You will have to reach your opponent's last row with another one of your castles and try again



If you find the **treasure chest**, you've displayed great gallantry and skill and you win the game!

### **Who wins?**

The player to first pick up their opponent's tower with the treasure chest wins the game.