

World War V

A game of Human Stratego

Object of the game: The object is to get the most points by capturing the game pieces of the opposing teams before the time limit runs out.

Equipment needed: Small orange traffic cones to mark the bases, tables with paper to draw maps and strategize on, stopwatch, whistle, 2 bandana flags.

At the beginning of each round, each Team Captain distributes one card to each person on his team. All players begin at the base. The play begins on the whistle as players attempt to tag a player on the other team. Once tagged, they reveal and compare the numbers on their cards with each other, and the player with the higher number wins and the player with the lower number is wounded. The wounded man gives his card to his attacker and returns to his home base (holding his hands above his head) where he is then assigned a new card by whoever distributes cards for his team. Without the card, a person may not move or go anywhere in the playing field. Anyone caught walking around without a card is out of the game for the remainder of that round. If one player tags another player and their numbers are the same, both players walk away unharmed. When a player "attacks" another player, he takes only that player's card and not any cards that person may have collected from people he has attacked. The round ends at the whistle when eight minutes expires. Points will be awarded at the end of the round for each card taken from the other team that is turned in at headquarters. Points are then tallied.

General #1: Can kill anyone except bombs and spies; can only be killed by bombs and spies

Colonel #2: Can kill all numbers over 2; can only be killed by Generals & bombs

Major #3: Can kill all numbers over 3; can be killed by all numbers less than 3 as well as by bombs

Lieutenant #4: Can kill all numbers over 4; can be killed by all numbers less than 4 as well as by bombs

Sergeant #5: Can kill all numbers over 5; can be killed by all numbers less than 5 as well as by bombs

Private #6: Can kill all numbers over 6; can be killed by all numbers less than 6 as well as by bombs

Bomb Squad #7: Can kill all numbers over 7 *and* can kill bombs; can be killed by all numbers less than 7 and cannot be killed by bombs

Spy/Assassin #8: Can only kill Generals; can be killed by everyone else as well as by bombs

Bomb: Cannot tag anyone, but can kill anyone who tags it except a Bomb Squad

Note: A person may not trade cards with another player on their team after a round begins. You may, however, return to your team headquarters and ask your Team Captain if you can swap your card (Generals are not permitted to ever swap cards).

Flag must be visible from 3 sides, cannot be continuously guarded, and must be able to be easily accessed.

Round ends when:

- (1) A General is killed & their tag is placed on the table, or
- (2) A flag is discovered & placed on Team Captain's table, or
- (3) 8 minutes of the game has passed

Scoring: When the whistle blows, ending a round, the only things which can contribute points are any cards and/or flag which are on each Team Captain's table at that exact time. You will receive five (5) points for every person on the other teams you kill (based on the number of cards you collect; this includes bombs and soldiers regardless of what their rank number was).

Bonus points:

100 *extra* points for each flag

75 *extra* points for each general

50 *extra* points for a spy/assassin

35 *extra* points for a bomb squad member