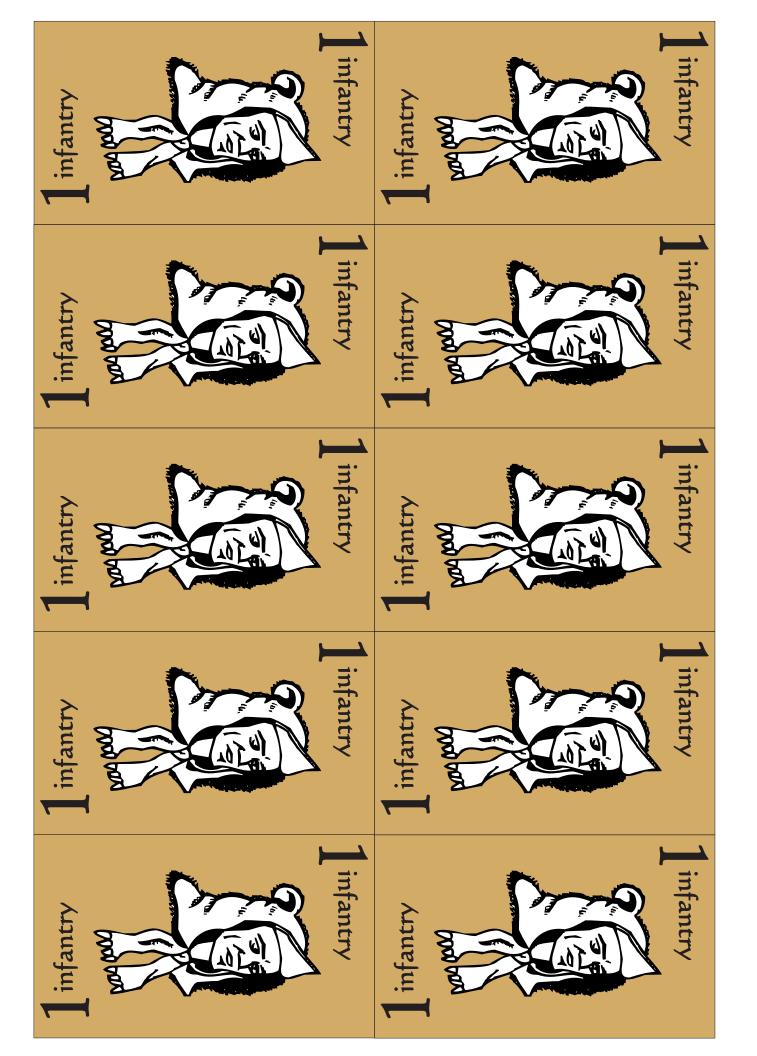
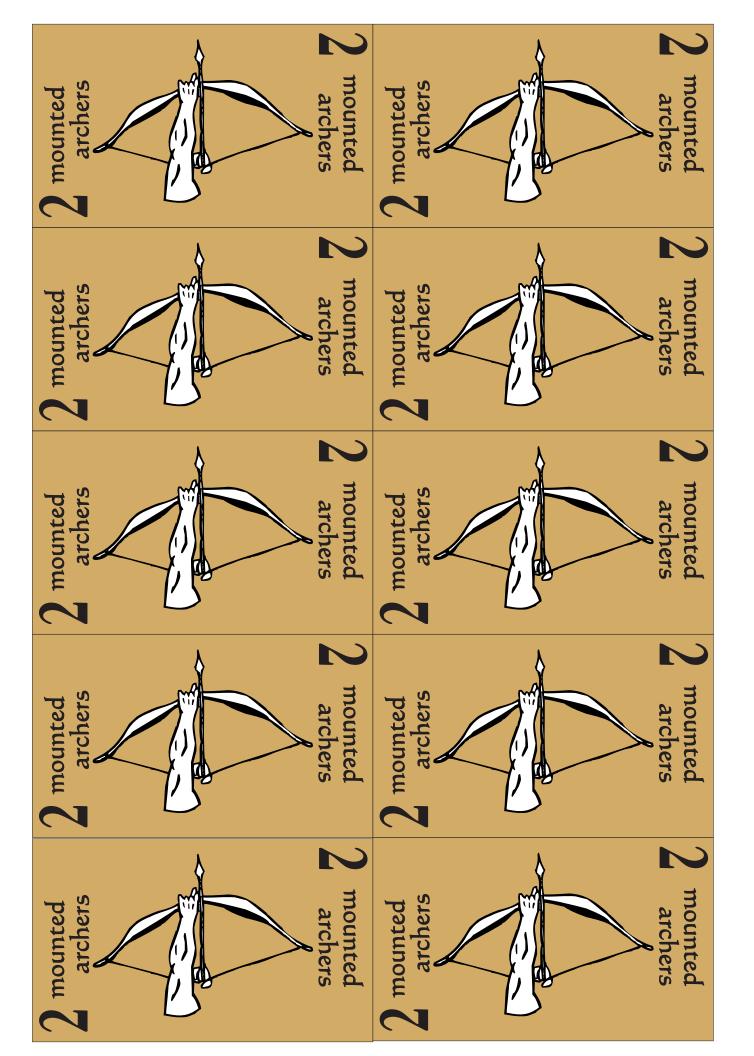


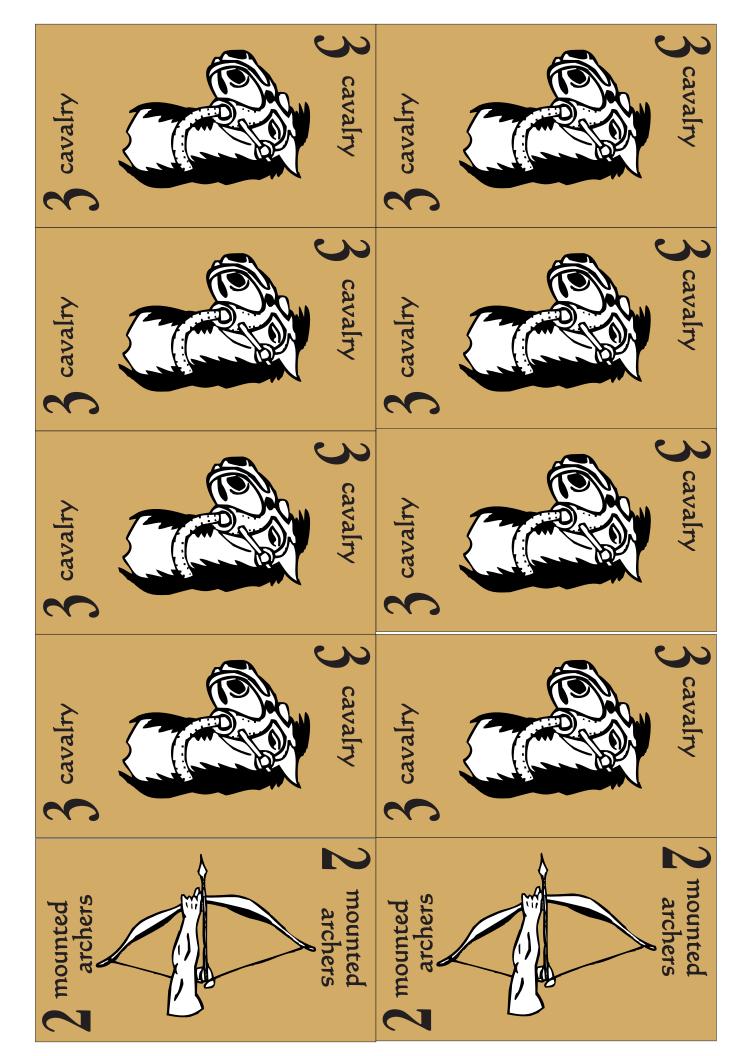
Once you have downloaded this file onto your computer, make sure you save it by pressing the small 'disk' sign to the top left. (Or however your program saves files). After this, you will need to print the file. Look through the various pages. You may choose not to print the final page. The game board does not necessarily need printing, if you simply remember the layout. Each of the other pages needs to be printed once in order to have th right number of cards. Minimum printing: Pages 2 - 12. Otherwise, print the entire file.

It is best to print the cards onto cardstock. If your printer cannot handle cardstock, then you can print onto paper and glue onto cardstock, or simply play with paper cards. The playing instructions are on page 13. The board is on page 14 and 15. Page 16 is a copy of the box cover.

We trust you enjoy this game. If you have problems, please email us at: info@canbooks.com





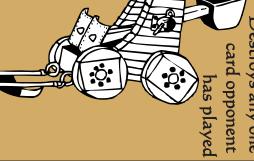


CATAPULT

Destroys any one card opponent has played

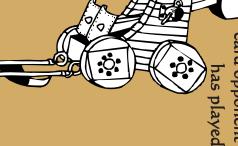
CATAPULT

Destroys any one card opponent has played



CATAPULT

Destroys any one card opponent



CATAPULT

General instills

entire hand Discard your courage.



Destroys any one card opponent has played

ASSASSIN

cohort

cohort

1 cohort

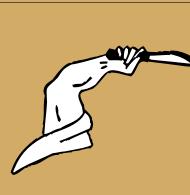
Pick any card from hand and discard it your opponent's





ASSASSIN

Pick any card from hand and discard it your opponent's





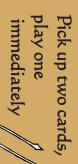


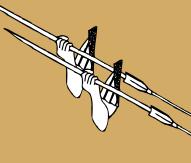




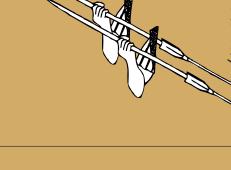
REINFORCEMENTS REINFORCEMENTS REINFORCEMENTS FORTIFICATION FORTIFICATION

play one Pick up two cards, immediately

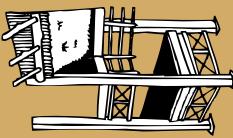




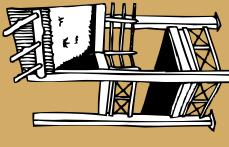
Pick up two cards, play one immediately



Doubles value of all cards played in the engagement



Doubles value of all cards played in the engagement



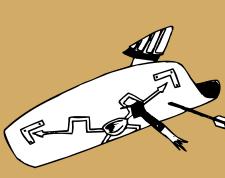


RETREAT



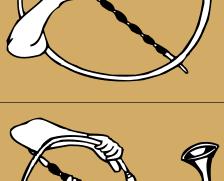
cards to your hand Withdraw all your

except this one



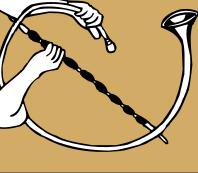
HELP ARRIVES HELP ARRIVES HELP ARRIVES

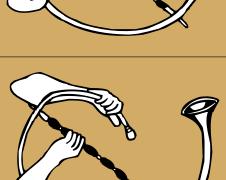
Draw two cards



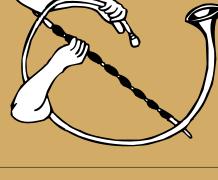
Draw two cards

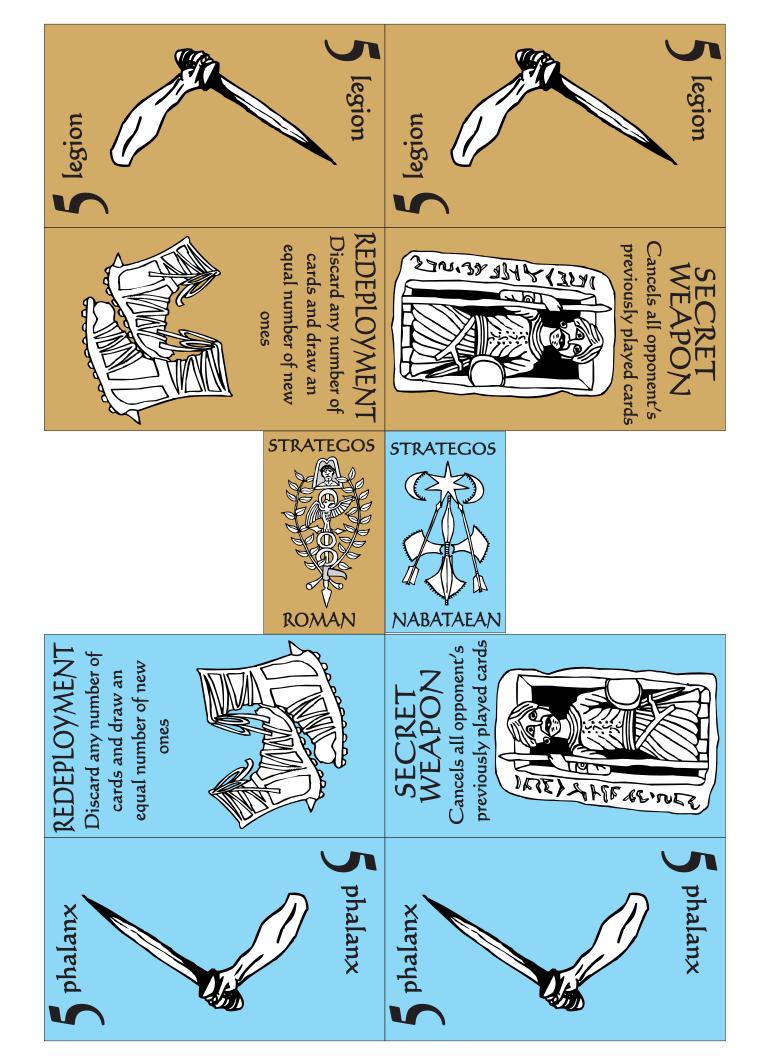
Draw two cards





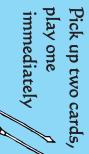


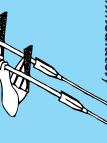




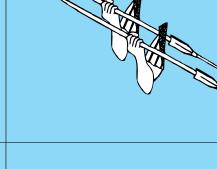
REINFORCEMENTS REINFORCEMENTS REINFORCEMENTS FORTIFICATION FORTIFICATION

Pick up two cards, play one immediately



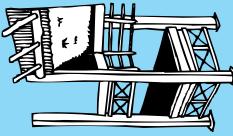


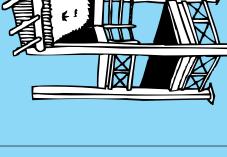
play one Pick up two cards, immediately

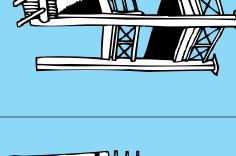


Doubles value of all cards played in the









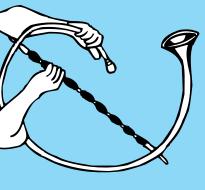
Doubles value of all cards played in the engagement

HELP ARRIVES HELP ARRIVES HELP ARRIVES

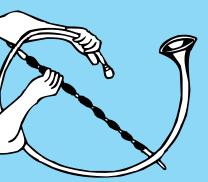
Draw two cards



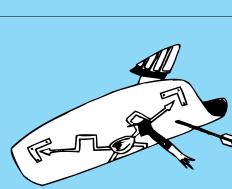
Draw two cards



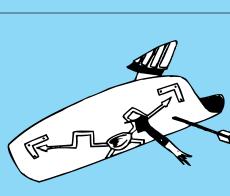
Draw two cards

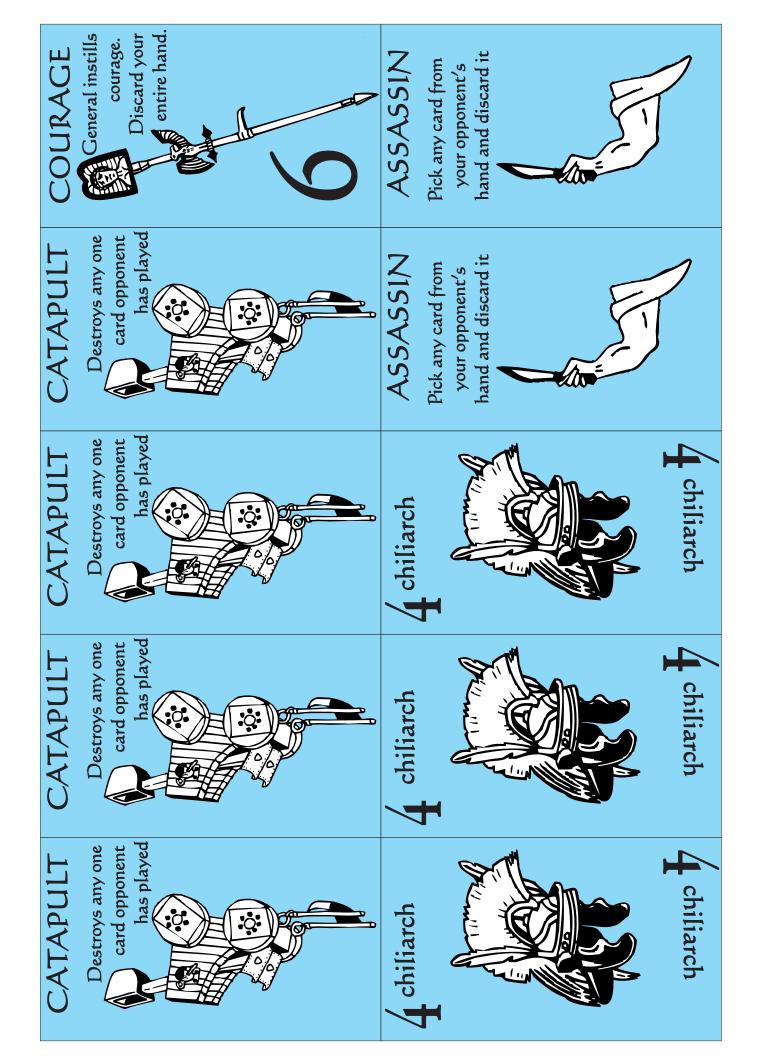


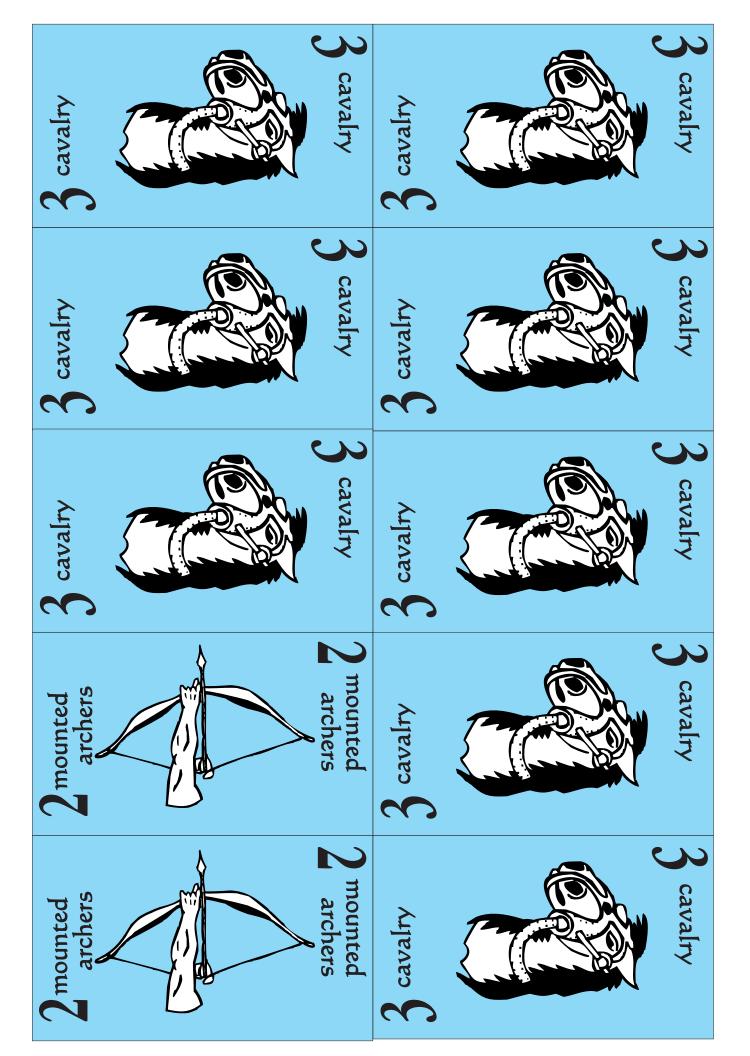
RETREAT
Withdraw all your cards to your hand except this one

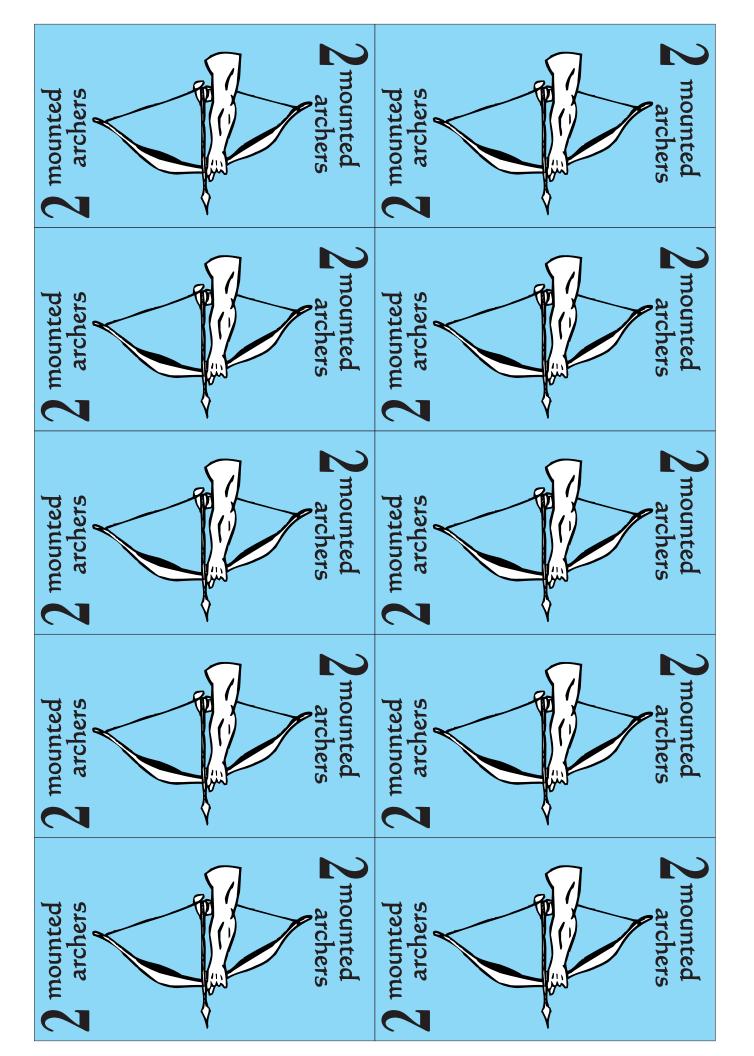


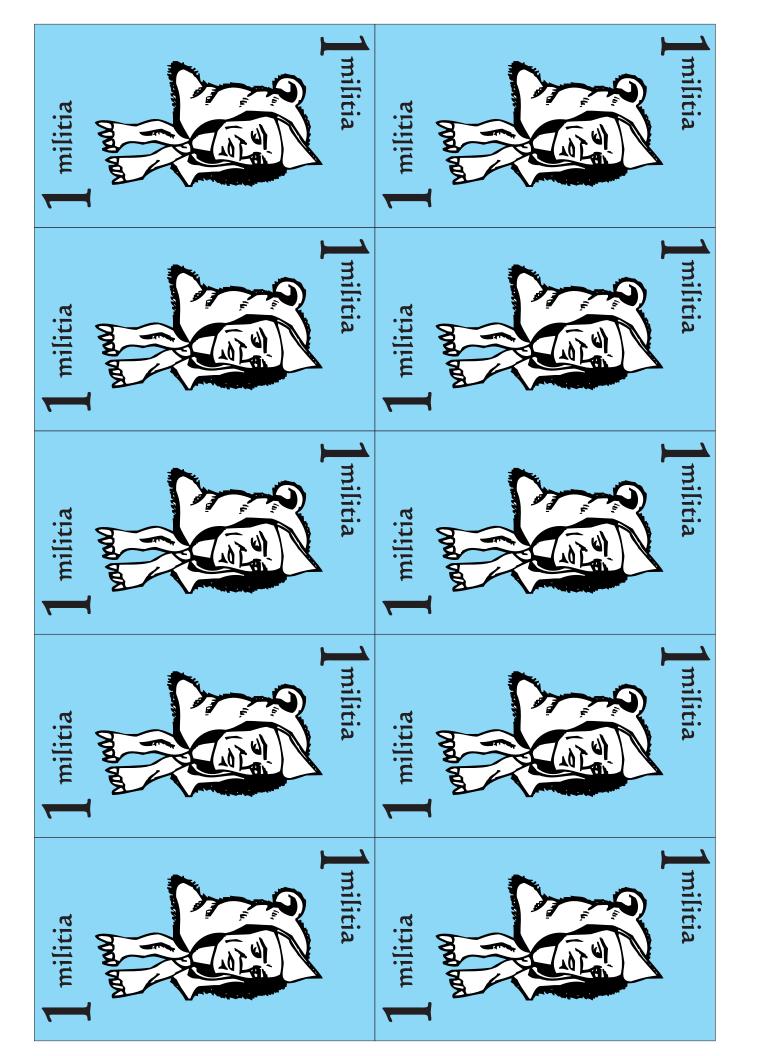
cards to your hand RETREAT
Withdraw all your except this one











STRATEGOS INSTRUCTIONS

In this game you can either play the role of a Greek Army General or a Nabataean Strategos (General) who is trying to withstand Greek occupation. Each side deploys troops into the field, and then sends in reserve troops to help wherever they are needed. Whoever wins five battles conquers wins the game. Each side has powerful military units and various ploys. Now you can develop your own strategies and pit them against those of your friends.

Playing the Game

- 1. Players shuffle their cards, and put them all down as draw files beside the playing board.
- 2. Three engagement make up one battle. In order to win a battle you must win more engagements than your opponent.
- 3. At the beginning of each battle, players draw seven cards and place three cards upside-down on the battle field.

These three cards represent three engagements. (left, center and right field) The first engagement is started by

turning over the first two opposing cards.

4. The player with the lowest attack value is considered to be losing. The losing player must match or beat hi opponent in order to continue the battle. If he hasn't matched or beaten his opponent's attack value, after his card

is played, he has conceded that engagement. His cards are discarded.

- 5. At any point, if a losing players doesn't think he can win an engagement he can chose to concede.
- 6. When the players are matched, they must each lay a card down at the same time.
- 7. After the engagement on the right is finished, the players move on to the other engagements.
- 8. If a player has cards left in his hand after a battle is completed, he may use them in the next battle.
- 9. Any time two action cards are played against each other, they cancel each other out, and neither of their instructions are carried out. This includes the two card turned over at the beginning of each engagement.
- 10. If a losing player plays an action card he follows the instructions on the card. If, after his play he still has not

matched or beaten his opponent, he is considered to have conceded.

The Action Cards

all

1. When a player plays a fortification card, then his troops dig in and build fortifications, and all cards played

before and after are doubled in strength.

2. Each army has a secret weapon. The Nabataeans built water dams all over their empire, and when a battle

was desperate, they could open the flood gates and flood the attacking army. The Romans, on the other hand, had special siege weapons that threw burning tar on their enemies. When these cards are played,

of the opponents units on that part of the battle field are wiped out.

- 3. When a catapult is played, it destroys one card that is already on the battle field.
- 4. When an assassin card is played, the opposing player holds up his cards so the player can pick a card that the

assassin destroys. This card is discarded.

- 5. When a retreat card is played, the player concedes the battle, taking back all his played cards from that engagement into his hand, and discarding the retreat card.
- 6. The courage card is worth an attack value of six. When it is played, all the cards in the player's hand must be

discarded.

7. The Army Shuffle card, allows the player to discard any number of cards in his hand and draw an equal number of new ones.

NABATAEAN

NABATAEAN

NABATAEAN

Battle #1

Battle #2

Battle #3

Battle #4

Battle #5

ROMAN

ROMAN

ROMAN

Battle #1

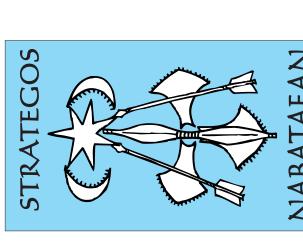
Battle #2

Battle #3

Battle #4

Battle #5

STRATEGOS Family Card Game Nabataean War Game



STRATEGOS



An exciting military card game for the whole family.

Ages 8 and up. Two players.

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Family Card Game