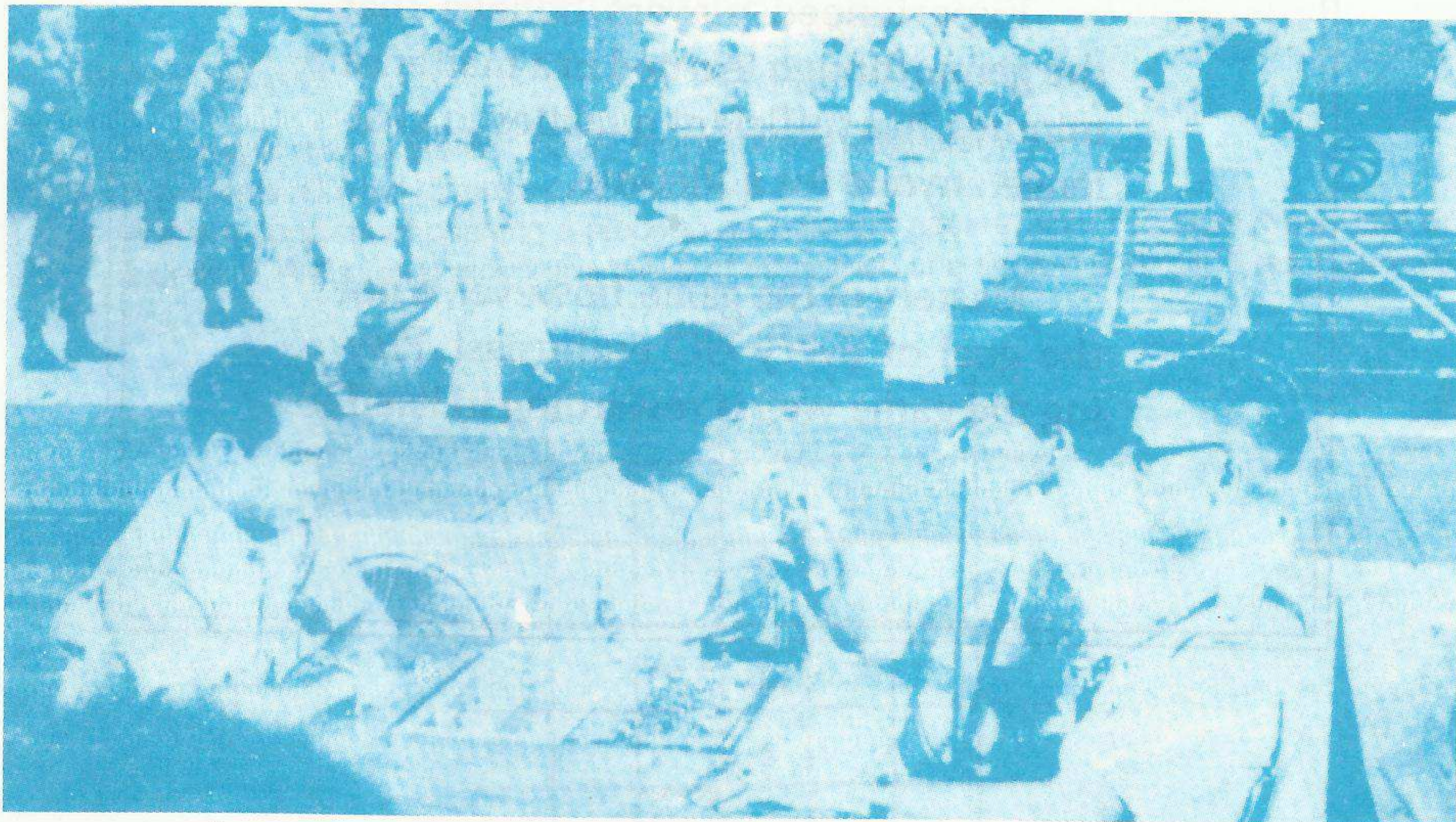


HOW TO WIN
WITH
GAME
OF THE
GENERALS[®]

A primer based from over 10 years
experience with the most suspense-
filled and most psychological game
of the century.



by: RONNIE PASOLA
Game of the Generals INVENTOR

FOREWORD by Julius Torress

Those who have played the game twice or thrice postulate rather hastily, that the Game of the Generals is merely or largely a game of chance.

Fortunately enough, this erroneous view is easily dispelled with a deeper analysis of the game's merits and intricacies.

Experienced players believe that the game, though learned in a matter of minutes, has sufficient qualities to challenge anyone for a lifetime.

Mastery of the game, however, is not the goal of every GG enthusiast. Playing the game well is rewarding in itself.

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THE GAME OF THE GENERALS' STORY

by Ronnie Pasola

HOW IT ALL BEGAN

(No other board game has caught the fancy of Filipinos the same way the Game of the Generals did. In a short span since its public introduction in 1973, this award-winning Philippines invention has been played by millions. No less than 2,500 GG clubs have now been formed and the game has been introduced in 33 other countries. We recall the humble beginnings of the game.)

Conceived and born out of two devastating floods, mistaken as subversive material, frowned upon by the country's chess lords and snubbed by the All-Filipino Sports Awards, the Game of the Generals has quixotically survived.

I invented it August of 1967 in Barrio Palanan, Makati, while Greater Manila was choking through a big flood. Stranded with unprogrammed leisure in my hands, I was deep in the study of chess having just won a tournament the week passed when I thought about the game.

The idea first floated by and then lingered, longing for action. Why not something different from chess? Why not a game patterned after modern-day combat? Something everybody could identify with? After all, chess is of ancient origin – hardly relevant to battle tactics of today.

My father chanced into my room as I was cutting out cartolina soldiers, marking them with ranks of generals, middle officers and privates and pushing them around on a chessboard.

"I am inventing a game," I said with the proud intonation of one at the verge of discovery. Quizzically, quietly he left.

As I worked onto the third day, I had sadly succeeded in putting together a mere variation of chess.

The fourth day was still one of frustration. With the movements and starting formation I had developed, the pieces may well have been pawns, rooks and bishops.

Two days later was D-day.

Calling on the systems used in mahjong and card games, I tried setting up the pieces so that they were unseen by the enemy. It was drastic departure from chess, followed still by another – this time taking off from the way generals prefer to fight. This meant allowing a player the free hand at deploying his forces, in contrast to the chess method of forcing a player to start from one single formation.

Then came the tedious process of finalization.

Experimentation . . . tryout games with my father . . . flanking movements . . . guerilla tactics . . . territorial coverages . . . All these brought in the balance and hierarchy of soldiers, the number of playing squares on the board and the various ways of winning games.

Iwo Jima with its victorious marines, provided the heroic angle for ending a game – the symbolic raising of the flag signaling the capture of enemy territory.

James Bond and Mata Hari reminded me to put in a pair of spies, with the introduction of the arbiter between two players securing their cloak-and dagger maneuvers.

Finally, the movie “Night of the Generals” wrapped it up inspiring the dramatic touch needed and people.

Thus, the Game of the Generals was born, conceived from a smorgasbord of events, principles and people.

Except for a few games with friends at Philippine Advertising Counselors where I was then employed, the game generally hibernated for five years until another devastating flood, circa 1972, flushed it out.

Actually, it was pushed into the public eye by enterprising journalist Iking Gonzales. He insisted on writing the GG story as his contribution to the Times Journal’s maiden issue. It was with reluctance that I allowed details of the game to be released for fear of misimpressions, martial law having just been declared the month before.

Nevertheless, with the birth of the Times Journal on October 21, 1972, the country woke up to the Game of the Generals.

Gonzales wrote: "Although the pieces stand for military person-ages, the game – which is a cross between chess and cards – is as thrilling as it is educational for both young and old.

"In chess you use cold logic. Here in the new game your move sometimes defies logic. Putting in all the details of a battle plan on the board sharpens your memory and psychological insight. The rules of the game can be understood in less time that it takes to learn chess."

"It is safe to say that the Kings and his court will have their hands full against the Generals and his men in the near future."

GG vs. CHESS

With the promise of romanticism ala Genghis Khan, Napoleon and Rommel, the Game of the Generals promptly caught on with Manila's elite crowd. As quickly as a steamroller offensive, GG started to outsell chess immediately after its formal public introduction: This was February 28, 1973 at FNCB, Makati with then Information Secretary Francisco S. Tatad as guest of honor. It was the opening of the first tournament in GG history.

The Secretary, speaking at the FNCB launching of the game, predicted: "Millions around the world will be playing this game, which has the qualities of a Sherlock Holmes thriller."

Shortly after, the game still relatively unknown outside Greater Manila, was causing a few trying moments for some provincial folk.

Iloilo sportsman Tony Hechanova, general manager of Negros Navigation, reported: "It was funny. I was delayed at Mactan airport when a companion was detained and questioned for possession of a Game of the Generals set. With all those military pieces in a box, the airport security detail thought we were up to something subversive."

But with media publishing photos of sports personalities and Philippine beauties at play and Secretary Tatad endorsing the game "for those who need an intellectual massage," charges of subversion dwindled to isolation as even the guardians of peace and order began to enjoy the game.

Perhaps threatened by the sudden accident of this local upstart intruding into the world of thinking sports, even drawing the interest of sponsors and chess enthusiasts themselves, the local lord of the

game of kings mounted his own quiet offensive against the Game of the Generals.

Big prize-laden chess tourneys were organized and grandmasters were imported. When even the GMs' started to show interest in the generals, the chess official clamped down on this writer's incursions which mainly dealt with giving sets to grandmasters and getting them to grace GG events and pose for photo releases.

"I can have you banned from the premises of this event (the grandmasters' tilt at Philippine Village Hotel) if you don't stop promoting your game through my grandmasters," the chess lord heatedly threatened. There was even a move in the Philippine Chess Federation to ban its players from joining a GG-Chess tournament, which fortunately petered out. Nevertheless, chess players have reported that they are still frowned upon for involving themselves with the local game.

To date, the cold war between chess and the Game of the Generals continues but has somehow thawed with the quiet diplomacy of chess organizers.

Bloodied but unbowed from skirmishes against the powerful chess drive, the Game of the Generals plods on.

WORLD SERIES EYED

Roads are always long and lonely, crowds sometimes cynical and callous for those who seek to pioneer. But GG's volunteers struggle on, painstakingly carving out a place in the world of sports, staking this generation's claim on the game and the country of its birth.

It is a tribute to their fighting heart that the Game of the Generals benefactors now include the San Miguel Corp, Marlboro, Paper Mate-Kilometrico, RCBC, Shakey's, Philamlife Insurance, Liberty Commodities Corp., Levi-Strauss Inc., International Country, Metrobank, Cuisine International, the Ayala Corp., Insular Life, Keg Room Makati, Max's Inc., Citibank, DMG Inc., Philippine Refining Co., La Tondeña Inc., the National Press Club, the Ministry of Education and Culture, and the Ministry of Public Information, the Kabataang Barangay, and the Ministry of Youth and Sports Development.

In its first three years, three million Filipinos tried the game. It has been introduced to 33 other countries. It has inspired the forma-

tion of more than 2,500 GG clubs and, with its success, caused a rash of 28 other new Filipino game inventions.

GG is the only board game to have outsold chess at local bookstores and supermarkets. It also holds the distinction of being the only award-winning game. In 1973, it was adjudged the second most outstanding invention in the general category of the Inventors Week contest organized by the Philippines' National Science Development Board.

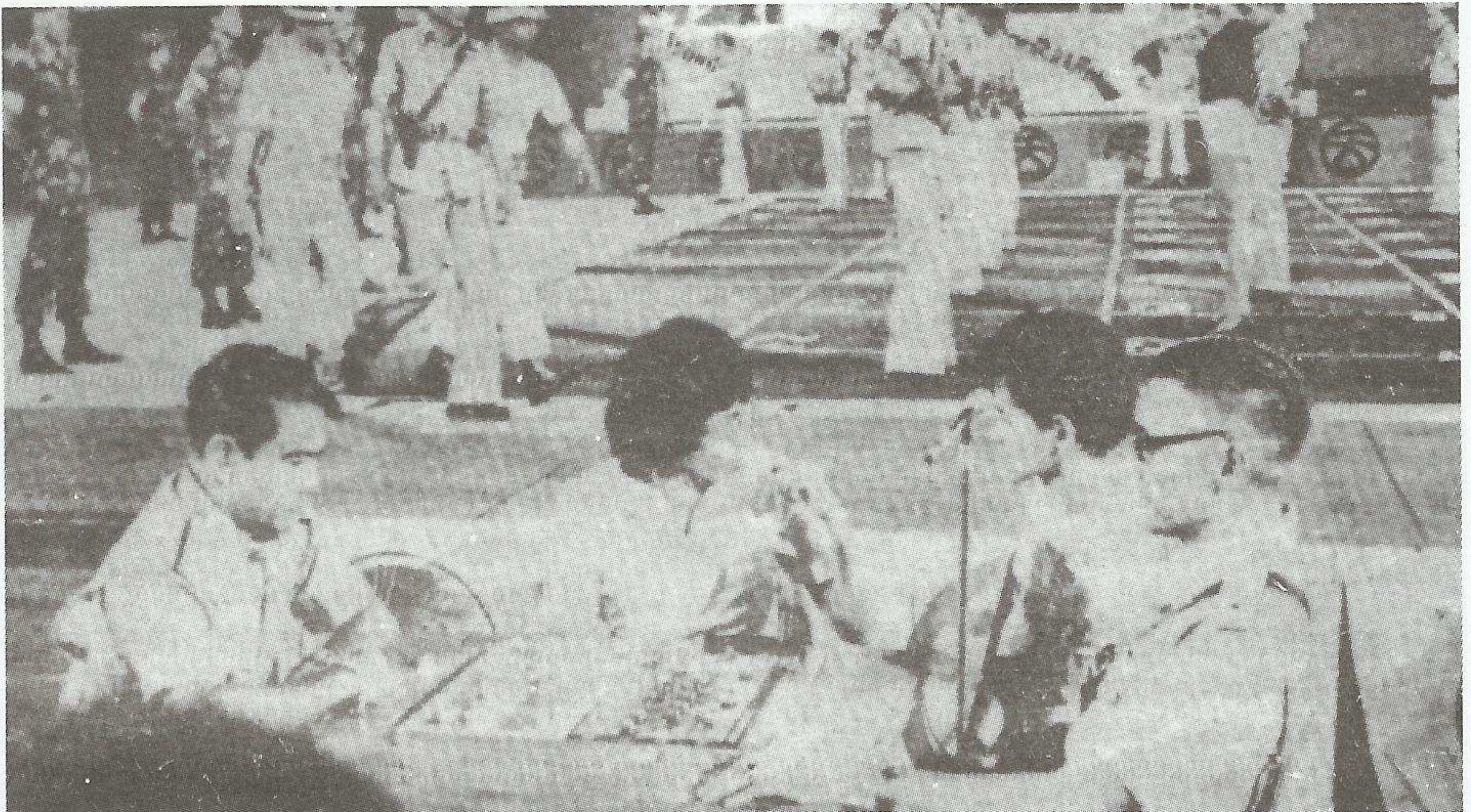
Today, it also holds the distinction of being the only electronic board game in the world. The invention of the electronic arbitek, which replaces the third person or arbiter in a match, also won the award for the 3rd most outstanding electronics invention of the year in the 1978 Philippine Inventors Festival. It has been manufactured under license in the United States and other licensing agreements are still in the works.

It is with a mixed feeling of historical pride and hope that GG pioneers look back to these achievements. Says one rabid fan: "to have been with it from the start is priceless . . . we now dream of a world Game of the Generals championship series"

(Originally in THE TIMES JOURNAL issue of APRIL 21, 1976)

THE BASIC STRATEGY OF WINNING IN THE GAME OF THE GENERALS

(tips from 20 years with the game,
by the inventor himself)



THAT'S THE GENERAL IDEA

Live soldiers acted as pieces in a game played in 1977 by real Philippine generals in connection with the ASEAN games folk arts festival. Game inventor (center) acted as arbiter while ladies in shorts acted as spies or agents.

“BEST PLACE” FOR THE FLAG

By experience, it has been observed that the conservative “best place” for the Flag has always been the back row, flanked either by the two spies or the 5-star general and a spy. A large number of players do this. However, some players inclined toward counter-psychology, have sometimes placed the Flag on the front row maneuvering it later through the game to the second row protected by the spies and the 5-star general. The 1975 and 1976 National Philippine Champion, Santi Fernando III, used this maneuver when he dethroned 1974 National Champion Michael Ng.

Placing the Flag on the second row is generally regarded as a double-edged strategy. It is poised to make a breakthrough in case of a weakened enemy flank or to allow I to retreat to the back row in case of a long, hard struggle.

Some radical players have been noted to place the Flag in a weak or almost unprotected flank, hoping to throw off a conservative opponent's thinking, “where the strong forces are, there lies the Flag”.

In general, the “best place” for the Flag is where it is least likely to be detected or if detected, where it is in a most unassailable spot.

DEPLOYMENT OF FORCES

First of all, it must be noted that you have a choice of over 7 septillion ways (a 25-digit number) of setting up a formation and the player is free to set up his own formula of deployment.

When deploying your forces, it is best to know that you have the following classes of soldiers:

- Class A – 3 major pieces composed of two spies and the Five-Star General.
- Class B – 6 pieces composed of lower-ranked generals, the Colonel and Lt. Colonel.
- Class C – 5 pieces composed of those ranked from Major down to the Sergeant;
- Class D – 6 pieces composed of privates.

In general, players prefer to dissect his side of the board into 3 equal flanks – the left flank, the center flank and the right flank – with

each flank composed of 9 squares each.

The conservative player usually prefers to equally distribute the responsibility of one flank each to his 3 major pieces, supporting them with an equal amount of Class B and D pieces. The Class C pieces are usually assigned the role of "diversionary pieces". They are deployed according to the type of diversion the player wishes to create, i.e., making them react like generals, spies, privates of the flag.

Players who go into the psychological intricacies of the game, have been noted to employ the double spy formation, which means placing both spies on one flank, or the usually ineffective blitz formation where all the major pieces are concentrated on one flank.

The conservative position of the spies and the 5-star general are on the second row. Placing them on the front row has the advantage of a strong front but the disadvantage of early detection of these major pieces, which the opponent can capitalize on the disastrous ends.

On the other hand, placing these major pieces on the back row has the disadvantage of weakening your front lines but the advantage of a psychological surprise in case of enemy incursions into your rear lines.

In general, it is best to deploy your forces so that you can mount an aggressive offensive towards any flank or quickly mobilize them to repulse sudden enemy incursions.

In tournaments, it is also good to "innocently" talk to your opponent for hints of an aggressive or defensive player. This will help you assess the kind of formation suited for your opponent's character.

OPENING STAGE

In contrast to chess, the Game of the Generals opening moves are characterized by probing missions to check out or test the strength of your opponent's flanks. Remember that in this game, the deployment of your opponent's forces is camouflaged and kept hidden from your view.

There are two ways of probing-one is by confrontation and the other is by direct challenge.

Probing by confrontation is a tactic designed to know how the enemy will react in a face-to-face situation. No challenge or "blood shed" is intended. This tactic is to find out the relative or general strength of a piece or group of pieces. If weak, the confronted piece will retreat, if strong, it will hold its ground and if confidently powerful, it will challenge and attack your probing piece. (However, when faced with a player familiar to the psychological nuances of the game, this norm of reaction does not necessarily follow.)

Probing by direct challenge is the tactic used to determine the strength of a piece that seems vital to the opponent or to identify the rank of a piece.

In general, the lower-ranked Class B and Class C pieces are utilized for probing efforts.

MIDDLE GAME STAGE

You are in the middle game stage when through your probing missions you have more or less located at least one for two major pieces of the enemy, or established the strength or weakness of one or two flanks.

This is the time for serious assessment when you must bank on your **MEMORY** and **PSYCHOLOGICAL PROWESS** to defeat the enemy.

The **THINGS TO REMEMBER** at the time of assessment are:

- A) The original position of all 21 enemy pieces, those that have been eliminated and those still remaining in play.
- B) The enemy pieces which you have challenged and are still on board and which of your pieces they have eliminated.
- C) Which among your pieces on board have been challenged or identified by your opponent.
- D) Which among your enemy's unchallenged pieces have shown signs of weakness and which show signs of strength,

BASED ON WHAT YOU CAN REMEMBER, YOU MAY START APPLYING PSYCHOLOGICAL OR PSY-WAR TACTICS, WHICH IS THE HEART OF WINNING:

- A) For instance, you can immobilize an opponent's weak piece with a weaker piece, if you can move one of your untested weak pieces with the confidence of a strong or superior piece.
- B) You can also neutralize an opponent's tested strong piece (e.g. a five-star general), if you can maneuver an untested piece the way a spy moves against a high-ranking officer.
- C) You can halt the advance of a strong enemy offensive, if you can move any of your untested pieces into the area of battle the way you would with the real "McCoy"; you may also penetrate a weakened enemy flank with the same tactic.

END GAME STAGE

At this stage of the game, you must have been able to identify all if not most of your opponent's remaining pieces, or you are in deep trouble.

At this crucial stage of the game, it is imperative that you have preserved enough strength to mount a final offensive or repulse the enemy's last ditch effort.

Veteran players usually keep at least two other untested pieces aside from the flag to act as decoy flags. When the opponent's two spies are still alive, it is best that at least two privates are kept on hand to cut down the power of the spies.

It is also at this stage that the game gets most difficult because of the many combinations of movements and the many "past incidents and situations" that you must recall to memory in order to have full control of the game.

SPOTTING AND STOPPING THE BLITZ

The Blitz or blitzkrieg is a formation designed to ram through your ranks and bring your opponent's flag across in the quickest possible time.

This type of formation or offensive is characterized by the heavy concentration of generals and spies on one side of the board.

When your opponent uses this against you, you should be able to immediately spot it. Normally, your opponent would mount up a

quick-paced attack on one side of the board. When a series of consecutive moves are concentrated on one side of the board, most often than not, he is poised for a blitzkrieg offensive.

Another way of confirming that your opponent has a blitz in mind, is when your higher-ranked pieces continually get wiped out by his onrushing forces, and when his spy goes for a "split" against your spy.

Stopping the blitz is carried out by a combination of the following tactics.

- a) Hold your ground but do not attack. Wait for your opponent's pieces to challenge and if possible maneuver your pieces to avoid being challenged.
- b) Never let go of the corner. Post a piece at the corner square and defend it at all costs, because the corner is usually where the opponent's flag comes across.
- c) While involved with the above operation, simultaneously send a marauding force (preferably, a high-ranking general) down your opponent's center flank and work it up to the rear of his blitzkrieg force to hunt down your opponent's flag. The flag is usually immediately behind his blitzing forces.
- d) Engage the opponent in talking tactics. The subject of which is to communicate to him that you have spotted his blitz attack and you are prepared for it. Another psychological weapon is to openly verbalize your analysis by pointing out your opponent's spies, generals and flag, whenever you are able to confirm their respective locations.

THE TALKING TACTIC

Unlike other board games, the Game of the Generals is a highly psychological game. In tournaments, you are allowed to talk to your opponent or exchange repartees. Your choice of comments or your ability to draw out remarks from your opponent is part of a player's arsenal of weapons and psy-war tactics.

In the classic match between two-time champion, Santi Fernando III and then reigning national champion Michael Ng, it was this "talking tactic" that wrapped up the game for Santi.

It was also the same maneuver that senior strategist Noel Basilio (2nd ranked in the Philippines) used to turn the tables over national chess master Ricardo Bandal in the 1974 national open. The hard-pressed Boy Sales, 1976 all-students champion, also did the same trick in a flag-across situation over 1975 Freedom Games runner-up Renato Mauricio.

Adroitly timed, your own comments should work to your advantage, specially if they are meant to throw off your opponent's assumptions and analyses, or weaken his resolve.

On the other hand, openly verbalizing you're own analysis of what you believe your opponent's maneuvers reveal can be used against you.

CONTROL OF YOUR OPPONENT'S MIND

In chess, the heart of the game is control of the center. In the Game of the Generals, it is control of your opponent's mind. This spells victory.

Controlling your opponent's mind is the psychological ability to maneuver pieces on the board with the objective of leading your opponent to believe assumptions, which you desire him to believe.

For instance, when you want your opponent to believe that your flag is not your flag, you calculatedly mobilize this piece to the front line where the action is.

Another example is when you lead your opponent into thinking your 5-star general is a spy, when after having eliminated an officer, you obviously retreat your 5-[star when confronted by a private or untested piece, accompanied by a comment that you are playing safe.

THE MATHEMATICS OF A NEW GAME

By **Januario C. Aliwalas**

(Reprinted from the US Science Journal)

The game of the generals has crept into the hearts of many students in the same pace, if not faster, as it does in other circles. Its success can be attributed to several factors. First and foremost is the fact that it is a mind-mastering game, which has a totally different style and concept than any other board game. The second factor, though not as known as the first, is a convincing achievement for the

fast rising game. The Filipino invention, which was entered in the general category of 1973, NSDB Inventors Week Contest won the award for the second most outstanding invention of the year. These, plus the relentless campaign put up by a non-profit, non-stock entity called the Game of the Generals Federation under the leadership of the inventor himself, Mr. Ronnie Pasola, are all reasons why the game is gaining popularity.

In an attempt to make game enthusiasts believe that GG (as the game is fondly called) requires more than chance, mathematical computations and figures might be of some help. You play with exactly 72 squares on a board made up of 8 rows and 9 columns. This means 8 squares more than the 64 chessboard squares. That additional variations come from these additional squares is very evident. To start with, you have 21 pieces at your disposal, each of which could occupy any square among the first three rows of the player's side of the board. The fact that there are 27 possible squares for the 21 pieces on play leads us to an interesting figure, the number variations there are before the first move is made. This would mean 27 squares taken 21 at a time or in more technical terms, permuting 27 objects taken 21 at a time. Substituting in our familiar permutation formula $P(n, r) = n! / (n-r)!$ we have:

$$P(27, 21) = \frac{27!}{(27-21)!} = 27! \div 6!$$

$$27 \times 26 \times 25 \times 24 \times 23 \times 22 \times 21 \times 20 \times 19 \times 18 \times 17 \times 16 \times 15$$

$$\times 14 \times 13 \times 12$$

$$\times 11 \times 10 \times 9 \times 8 \times 7 \times 6 \times 5 \times 4 \times 3 \times 2 \times 1 \div 6 \times 5 \times 4 \times 3 \times 2$$

$$\times 1$$

7, 163,729,901,591,021,158,400,000 a gigantic 25 digit number.

A game which requires skill, this award-winning game also engages one's psychological prowess, sharpens one's memory and deductive thinking. It develops awareness of organization since one could outsmart and outmaneuver the other player by proper strategy and proper guarding. A strong indication that the game is suited to one who knows how to evaluate his strength is the possibility of assigning arbitrary values to the pieces involved.

For this we prepared the table below. A discussion on how the values are obtained and what they stand for follows the table.

Three Star General Officers by rank	No. of Pieces in Play	No. of Pieces It can Eliminate	No. of Pieces It Meets	Assigned Value	Actual Value
Five-Star General	1	18	20	0.900	7.80
Four-Star General	1	17	20	0.850	6.95
Three-Star General	1	16	20	0.800	6.15

Two-Star General	1	15	20	0.750	5.40
One-Star General	1	14	20	0.700	4.70
Colonel	1	13	20	0.650	4.05
Lt. Colonel	1	12	20	0.600	3.45
Major	1	11	20	0.550	2.90
Captain	1	10	20	0.500	2.40
1 st Lieutenant	1	9	20	0.450	1.95
2 nd Lieutenant	1	8	20	0.400	1.55
Sergeant	1	7	20	0.350	1.20
Private	6	3	15	0.200	1.37
Spy	2	10	19	0.684	7.50
Flag	1	10	10	*****	****

The table contains six columns. Each column gives different information yet each column depends on the others. The first column gives the different pieces at play arranged in the order of rank. The second column gives the number of officers each side has. The third column contains the number of pieces the officer can eliminate. This column makes use of the rule that an officer cannot eliminate a hostile officer of the same rank without suffering elimination himself. Thus, for example, the five-star general could eliminate 18 pieces out of 20. This is due to the rule that this officer can't eliminate either of the two spies plus the flag out of (21-6) non-privates. The spy can eliminate all the officers save the six lowly privates. As such, he has 13 major pieces to spy on out of his (21-2) opponents. The fourth column gives the number of pieces an officer may meet on the battle board save an officer of exactly the same rank as his. The fifth column gives the assigned value, which is the quotient obtained by dividing column 3 by column 4. The last column gives the actual value of the piece. The actual value of a piece, an important value obtained by summing the assigned values of the pieces it could eliminate, is a figure based on the kind of officers a piece has the power to eliminate. This is differentiated from the assigned value, which is based on the number, not on the kind of officers a piece can expel from the board. From this last column arises many interesting facts about the game. The five-star officer is obviously the strongest and most important piece on the board if we consider its high actual value of 7.80. A very close second is the spy. One can therefore exchange a spy for the five-star general with a slight advantage. On the other hand, it is worth sacrificing two pieces from the captain down to the private if one is sure that the prize is an attacking spy or a starred officer.

PREPARING FOR A SERIES OF GAMES

When preparing for a tournament or a series of games, it is best that you have in handy at least six formations each with a different philosophy. The idea is to constantly keep your opponent off-bal-

ance by launching against him a variety of styles.

Note that a right-handed opponent usually has his best flank on his right side and is very fluid when maneuvering with the right flank. Your selection of formation must therefore take this into consideration.

Aside from this, you must have an anti-blitz formation. Specially watch out for beginners since they are usually players who prefer to blitz their way through a game. The other types of formation can include one geared for an aggressive offensive on all flanks or one that is designed for highly defensive maneuvers.

Practice each of these different styles until you have mastered the maneuvers and inter-related movements of your flanks. When preparing for a tournament, it is usually enough to play at least 5 games a day for 10 consecutive days.

It is also advisable to continually play games daily even when not preparing for tournaments. By experience, even a one-week lay-off can remove the edge from your game. On the other hand, a daily regimen upgrades your game immensely to a point where you can predict and "see through" the pieces with uncanny precision.

Competition Rules

- | | |
|--------------------------|---|
| GGF RULES | 1. All games shall be conducted under GGF competition and playing rules. |
| WHO CAN COMPETE | 2. Only officially registered players may compete |
| SCHEDULE | 3. a) Game start per time schedule set or if revised, per time schedule announced by the tournament director. It will be the player's responsibility to note down any changes in schedule. |
| POSTPONEMENTS DELAYS | b) The tournament committee shall not allow any postponements or delays for whatever reason. Entry into a GG tournament means that the player is willing to adjust his time to the play schedule. |
| GRACE PERIOD | 4. Players who are not in their respective tables by official starting time shall be given a grace period of 30 minutes. Players who are not seated at their assigned tables at the end of the grace period automatically by default even if their opponents wish to play or waive the penalty of default. |
| NO STEPPING OUT | 5. Players present at the tournament site are required to enter the official tournament playing area as announced by the tournament director. Unreasonable delay will be penalized with a deduction of one point from the player's score. Once inside the tournament area, no player will be allowed to step out unless with the express permission of the tournament director and the player's opponent. |
| OUT 5-MINUTES FOR PIECES | 6. A player shall be given 5 minutes to arrange his pieces from the time when both players are present. |

- COMPLETE 7. a) A player is said to have made a move upon release of a piece on an adjoining square.
b) A player is required to move the piece he has touched. In cases where the player touches several pieces, he must move the first piece he has touched provided it shall not constitute an illegal move.
- TIME LIMIT PER MOVE 8. A player is allowed a maximum of 2 minutes per move. A player over-stepping this limit three times, automatically loses the game by technicality the arbiter is under no obligation to warn the player of the approaching time limit.
- EXPOSURE OF FLAG 9. A player may expose his own Flag at his own risk.
- EXPOSURE OF PIECES 10. a) Exposing one's own piece(s) either intentionally or unintentionally cause the player to lose his next move. (This means that if it is his next move.)
b) A player who causes the exposure of his opponent's piece either intentionally or unintentionally automatically causes the offending player to lose the game.
c) The exposure of piece(s) caused by nature, e.g. wind falling objects, etc. shall mean the automatic replay of the game.
- REMOVAL OF PIECES 11. No player is allowed to remove his opponent's pieces(s) from the board. A player who removes his opponent's piece(s), intentionally or unintentionally, automatically loses the match by technicality.
- 30-MOVE RULE 12. If no challenge is made after 30 complete moves from the start of the game, the player with more pieces past the mid-point of the board wins the match. If no piece has gone beyond the mid-point or if there is an equal number of pieces beyond the mid-point, the game is automatically declared a draw.
- 5-MOVE PERPETUAL 13. A 5-move perpetual position results in a drawn game. This happens when an attacked piece, which faces immediate challenge, moves 5 consecutive moves by the same attacking piece.
- 16-MOVE PERPETUAL 14. A 16-move perpetual position results in a drawn game. This happens when an attacked piece, which faces immediate challenge, moves 16 consecutive times through more than 2 squares in order to avoid being challenged on the next move by the same attacking piece.
- DRAW FOR RESPECT 15. Games deliberately drawn "out of respect" will only be allowed between two players of equal rank or title. Should two players agree to draw for respect, both must play at least 10 complete moves and sign the record slip as having both agreed to draw for respect.
- COLLUSION 16. Players found guilty of obvious or surreptitious collusion with each other shall be banned from further participation in the tournament and future tournaments. Collusion includes signals, deliberately losing a game or the purpose of helping the other player move up in standings, or any other similar form of dishonesty.
- ARBITER'S DECISIONS FINAL 17. As a general rule the arbiter's decision is final and carries a heavier weight. Protests regarding an arbiter's mistake must be brought immediately to the attention of the tournament director. Confirmations of the arbiter's mistake shall mean the automatic replay of the game. No protest, however, will be entertained if the game concerned has already been concluded.
- APPEALS AND FINAL 18. Appeals and protests, other than those regarding an arbiter's mistake must be referred to the Tournament Committee in writing within 24 hours of the questioned incident and submitted to the Tournament Director.
- TOURNAMENT 19. The tournament director shall have absolute authority over the conduct of the tournament. He may change or modify the rules, in consultation with the Tournament Committee, whenever necessary to preserve the integrity of the event. His decision is final.

ADJUDICATION

20. The time limit per game will be 2 Ω hours, 1 Ω hours or one hour depending on the Tournament Director's discretion. Games not finished after the period specified may be terminated and decided by adjudication settled by the Tournament Director accordingly. The arbiter and Tournament Director are under no obligation to warn the players of the approaching time limit.

ADJUDICATION PROCESS

21. The basic rules in adjudication games as formulation by the GGF are as follows:
- a) At the end of the time limit, the tournament director or the arbitrator shall turn face down all pieces still in play as they appear on the board.
 - b) Both players will be requested to "read" or analyze the ranks of the pieces still in play within a time limit of 15 minutes.
 - c) Two points per piece will be awarded a player who correctly reads the rank of his opponents piece(s). A player who fails to read his opponent's piece(s) correctly shall suffer a 1- point deduction per piece. A player may abstain from reading one or more pieces. The total number of points earned shall be known as the Net Readership score (NRS).
 - d) A player can only read and indicate one piece as a flag or the piece per officer, 2 piece for 2 spies and six pieces for six privates. Pieces or ranks that are obviously out of the game, as in the case of spies and privates, reduces the player's option to what is still play.
 - e) For analysis, the player concerned will be provided by Tournament Director or arbiter with an adjudication form on which he must write the identity of his opponent's piece still in play.
 - f) In addition. The actual value of a player's piece still in play will be added. The NRS points plus the total Aliwalas Value of piece (AVP) will constitute the player's Total Adjudication Score (TAS) and the player with the higher score wins the adjudicated match.
 - g) (Basis for the AVP shall be value computed by Januario Aliwalas as published in the Sept.-Oct. 1973) issue of the College of Science Journal of the University of Santo Tomas).

PIECES	VALUE	PIECES	VALUE
5-Star General	7.80	Lt. Colonel	3.45
Spy	7.50	Major	2.90
4-Star General	6.95	Captain	2.40
3-Star General	6.15	1 st Lieutenant	1.95
2-Star General	5.40	2 nd Lieutenant	1.55
1-Star General	4.70	Private	1.37
Colonel	4.05	Sergeant	1.20
		Flag	

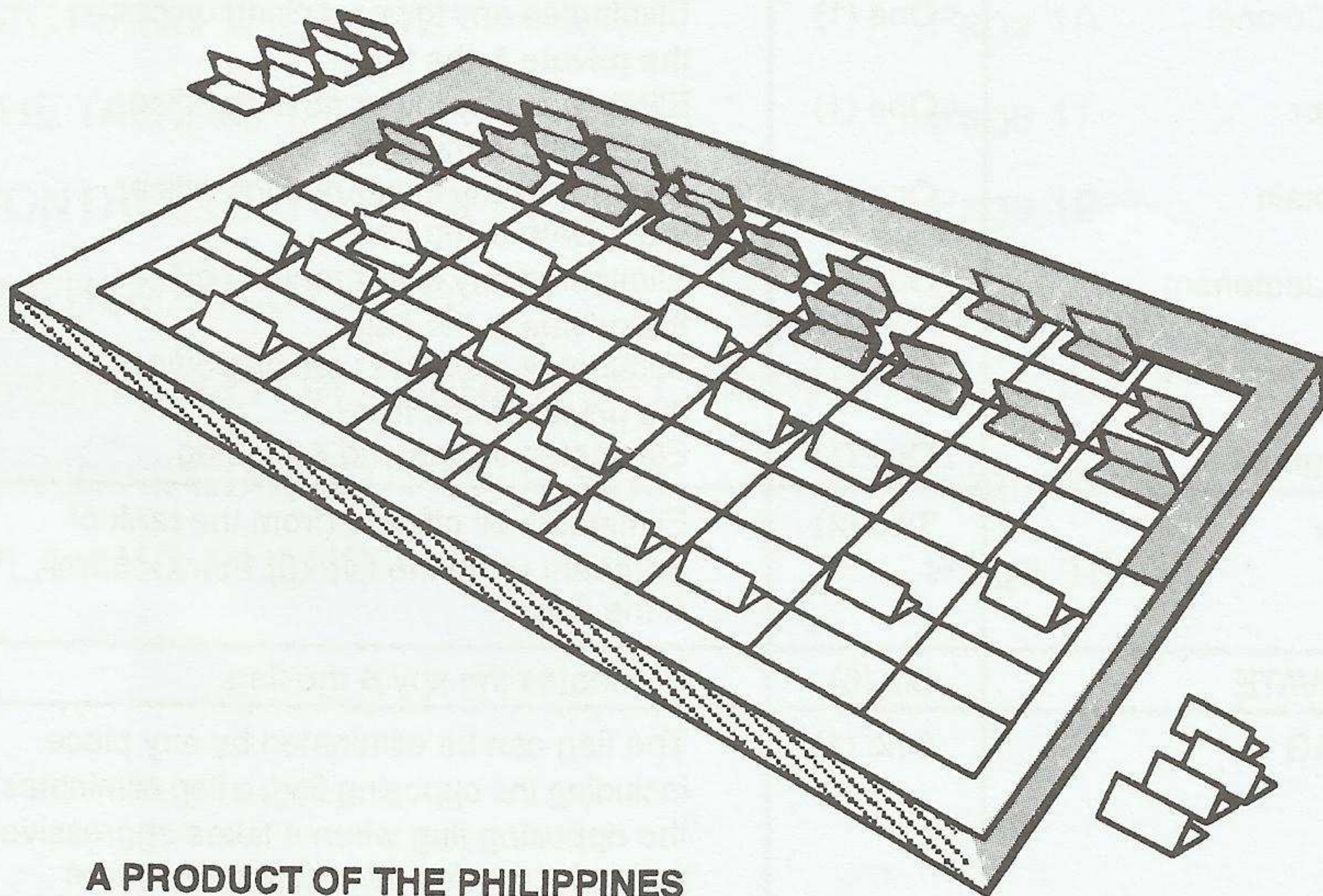
PLAYING RULES

GAME OF THE GENERALS[®]

The Game of the Generals is an educational game you can learn and play in the short time of 20-30 minutes. Yet the game has limitless variations to challenge you for a lifetime. It is designed for two (2) players and requires 100% skill. The game engages your psychological prowess, sharpens your memory and deductive thinking as well as develop awareness for strategy and organization. It is recommended for all ages.

The game simulates armies at war trying to outsmart and outmaneuver each other. As in actual warfare, the game allows one side only a sketchy view of the other side's plan. Certain strategies or tactics, however, allow both sides chances of securing a better idea of the other's plans as the game progresses.

The specific manner of play may be gleaned from the playing rules which follow.



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OBJECT OF THE GAME:

The objective of the game is to eliminate or capture the Flag of your opponent. You may also win by successfully maneuvering your own Flag to the opposite end of the board.

THE PIECES

The player's set of pieces or soldiers with the corresponding ranks and functions consists of the following 21 pieces:

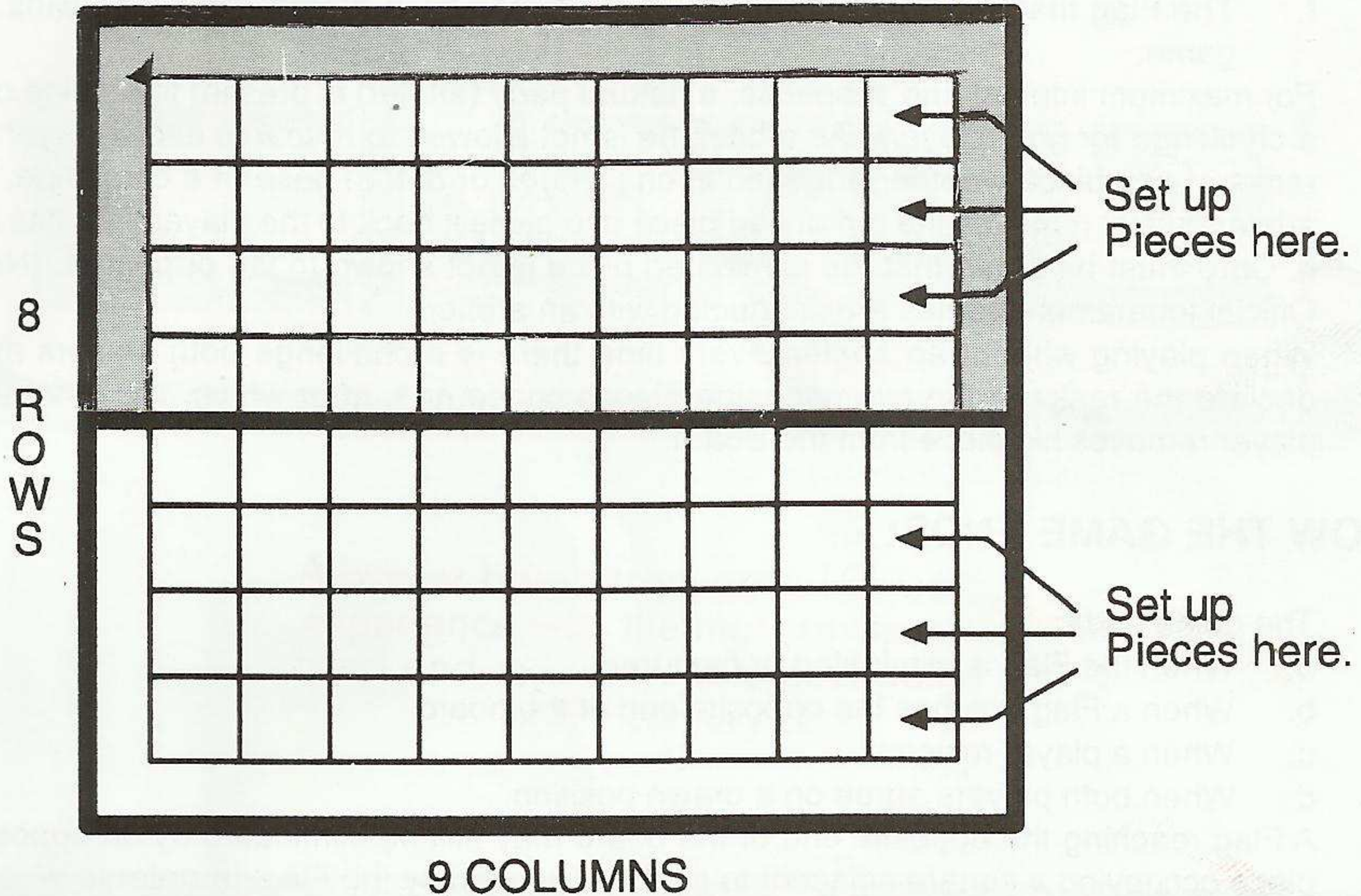
PIECES	NO. OF PIECES	FUNCTIONS
OFFICERS (By Rank)		
Five (5)-Star General	one (1)	Eliminates any lower ranking officer, the private & the flag.
Four (4)-Star General	One (1)	Eliminates any lower ranking officer, the private & the flag.
Three (3)-Star General	One (1)	Eliminates any lower ranking officer, the private & the flag.
Two (2)- Star General	One (1)	Eliminates any lower ranking officer, the private & the flag.
One (1) – Star General	One (1)	Eliminates any lower ranking officer, the private & the flag.
Colonel	One (1)	Eliminates any lower ranking officer, the private & the flag.
Lt. Colonel	One (1)	Eliminates any lower ranking officer, the private & the flag.
Major	One (1)	Eliminates any lower ranking officer, the private & the flag.
Captain	One (1)	Eliminates any lower ranking officer, the private & the flag.
1 st Lieutenant	One (1)	Eliminates any lower ranking officer, the private & the flag.
2 nd Lieutenant	One (1)	Eliminates any lower ranking officer, the private & the flag.
Sergeant	One (1)	Eliminates the private & the flag.
SPY	Two (2)	Eliminates all officers (from the rank of Sergeant up to the five (5) Star General & the flag.
PRIVATE	Six (6)	Eliminates the spy & the flag.
FLAG	One (1)	The flag can be eliminated by any piece including the opposing flag; a flag eliminates the opposing flag when it takes aggressive action by moving into the same square occupied by the other flag.

NOTE: If both soldiers are of equal rank, both are eliminated.

PREPARING FOR BATTLE:

Spread out the board as illustrated in Figure A. Arrange your respective sets of pieces on the first three (3) rows on your end of the board with the printed sides facing you. (See Figure A). There is no predetermined place for any piece. You are therefore free to arrange the pieces according to your strategy of style of play. Note that as you arrange your pieces on the first three (3) rows, you will find six (6) vacant squares. This is to allow for maneuvering and freedom of movement when play begins.

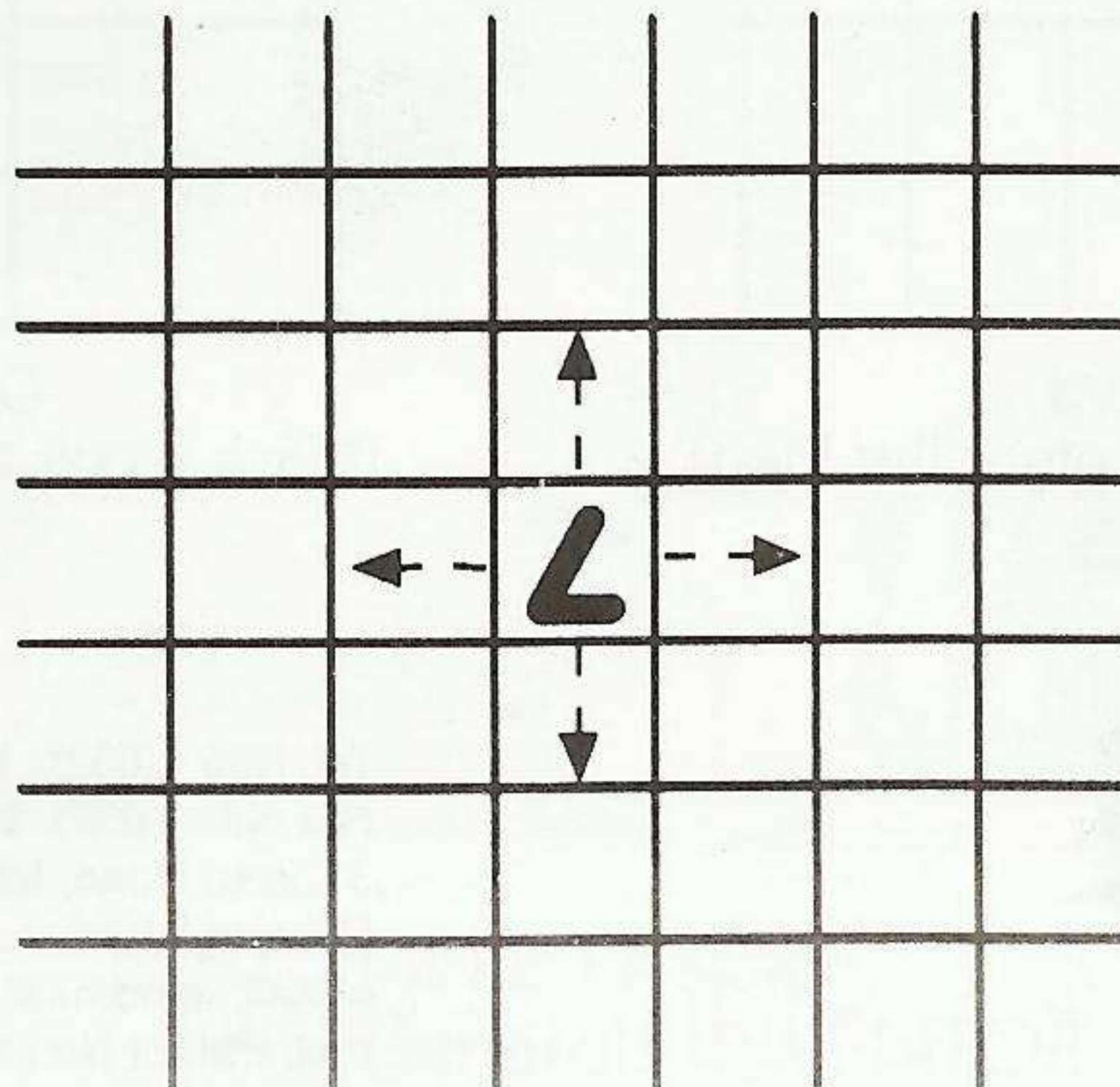
FIGURE A



MOVEMENT:

1. Any player makes the first move. Players move alternately.
2. A player is allowed to move only one piece at a time.
3. A move consists of pushing a piece to an adjacent square, either forward, backward or sideward. A diagonal move or a move of more than one square is illegal. (See Figure B)

FIGURE B



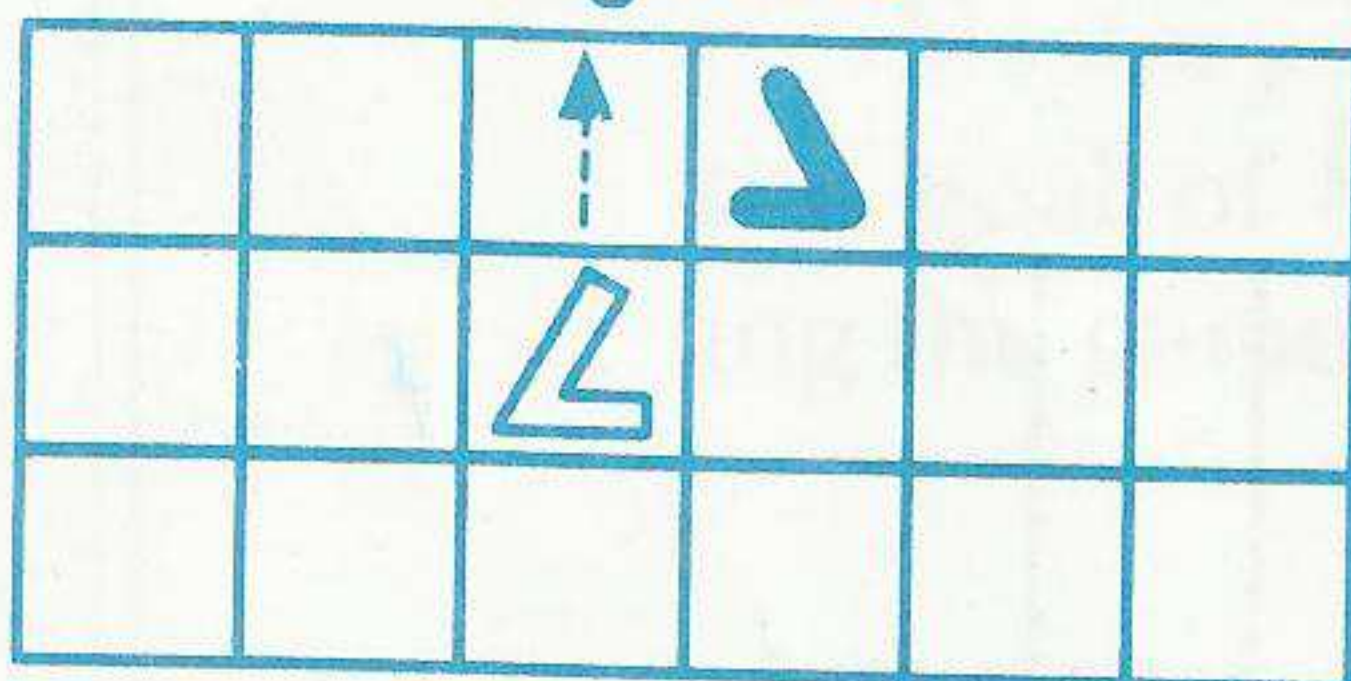
CHALLENGING:

1. As the game progresses, challenges are made resulting in the elimination of soldiers. A "challenge" is made when a soldier moves into the same square occupied by an opposing soldier. When a challenge is made the following rules of elimination apply:
 - a. A higher ranked soldier eliminates from the board a lower ranked soldiers.
 - b. If both soldiers are of equal, both are eliminated.
 - c. A spy eliminates any officer starting with the rank of 5-star General down to the Sergeant.
 - d. The Flag can be eliminated or captured by any piece including the opponent's Flag.
 - e. Only a Private can eliminate the Spy.
 - f. The Flag that moves into the same square occupied by the other Flag wins the game.
2. For maximum interest and suspense, a natural party (arbiter) is present to preside over a challenge for both players. As arbiter, he is not allowed to reveal to either player the ranks of any piece whether engaged in challenges or not. In case of a challenge, the arbiter quietly removes the outranked piece and gives it back to the player who has lost it. Care must be made that the eliminated piece is not shown to the opponent. (Note: Official tournament games are conducted with an arbiter.)
3. When playing without an arbiter, every time there is a challenge both players must declare the ranks of the two opposing pieces concerned, after which, the outranked player removes his piece from the Board.

HOW THE GAME ENDS:

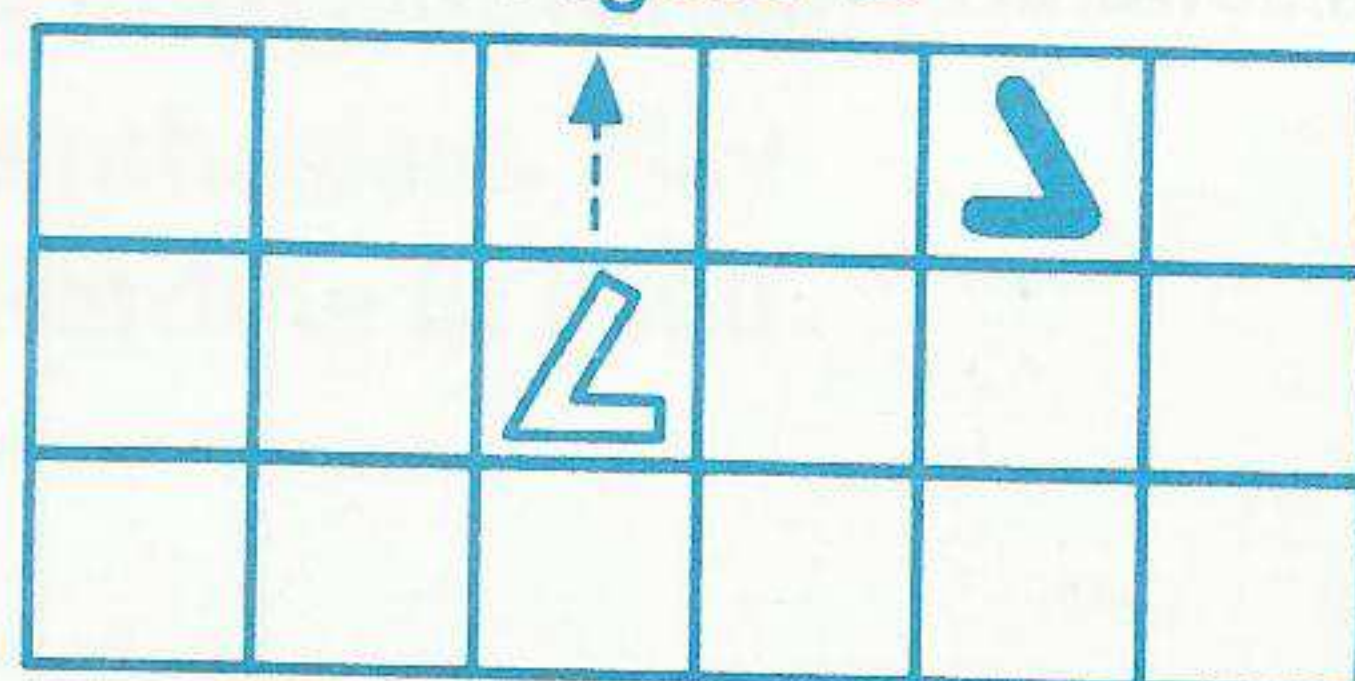
1. The game ends:
 - a. When the Flag is eliminated or captured.
 - b. When a Flag reaches the opposite end of the board.
 - c. When a player resigns.
 - d. When both players agree on a drawn position.
2. A Flag reaching the opposite end of the board may still be eliminated by an opposing piece occupying a square adjacent to the one reached by the Flag. In order to win, the Flag should at least be two square or two ahead of any opposing piece.

Figure C



Wrong Move
(black piece can still capture the Flag)

Figure D



Correct Move
(black piece cannot capture the Flag)



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