



GAME OF THE GENERALS

P.E.4 – Recreational Games

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MIND
MASTERS,
INC.



An
Award-winning
Invention
1973 inventors week
PHILIPPINE PATENT NO. 7372

GAME OF THE GENERALS[®]

(Salpakan[®])

● Easy-to-Learn ● 100% Skill ● Mind Mastering

MARK-PROOF
TRY-OUT SET

The *Game of the Generals*, also called GG as it is most fondly called, or simply *The Generals*, is an educational war game invented in the Philippines by *Sofronio H. Pasola, Jr.* in 1970. Its Filipino name is "*Salpakan*."



Game of the Generals

- also called Salpakan
- Psychological, war game
- designed for two players and requires the use of logic
- simulates armies at war trying to outflank and outmaneuver each other

It can be played within twenty to thirty minutes. It is designed for two players, each controlling an army, and a **neutral arbiter** (sometimes called a referee or an **adjutant**) to decide the results of "challenges" between opposing playing pieces, that like playing cards, have their identities hidden from the opponent.

The game simulates armies at war trying to overpower, misinform, outflank, outmaneuver, and destroy each other. It optimizes the use of logic, memory, and spatial skills. It simulates the "fog of war" because the identities of the opposing pieces are hidden from each player and can only be guessed at by their location, movements, or from the results of challenges.

History of the Games of the Generals

This game was invented by **Sofronio H. Pasola, Jr.** with the inspiration of his son Ronnie Pasola.

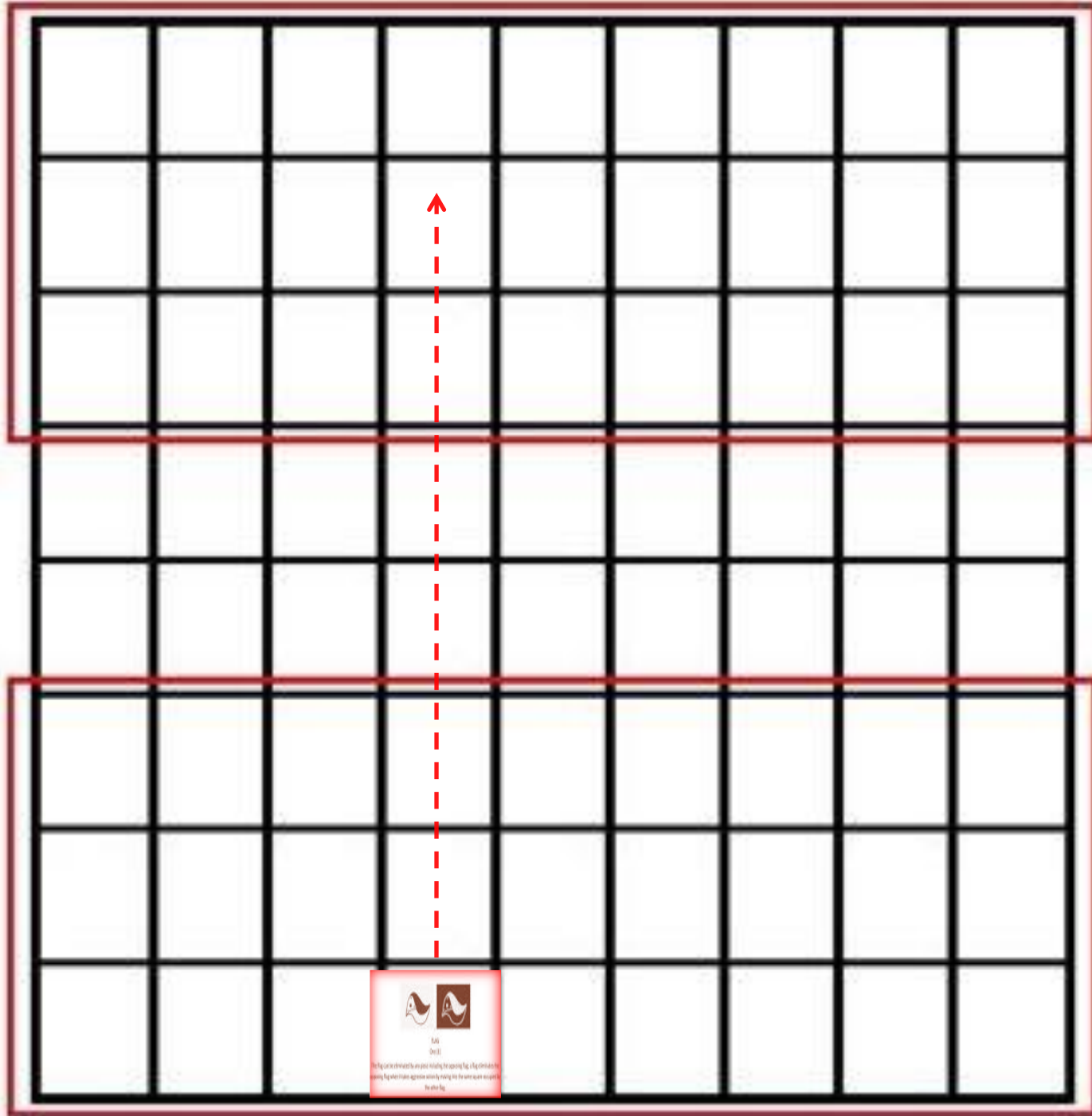
The Pasolas first tried the *Game of the Generals* on a chessboard. Even then, the pieces had no particular arrangement. There were no spies in the experimental game; but after Ronnie Pasola remembered the James Bond movies and Mata Hari, he added the Spies. Making the pieces hidden was the idea of the Pasolas after remembering card games.

The *Game of the Generals'* public introduction was on February 28, 1973. After the game was made, it angered many Filipino chess players thinking that Pasola was trying to denigrate or supplant chess

Objective and Victory Conditions



The objective of the game is to eliminate or capture the Flag of the opponent, or to maneuver one's Flag to the far edge of the board (the opposing back rank), subject to the following conditions.



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The flag can be identified by its position relative to the opening flag, a flag that is not the opening flag, and its position relative to the opening flag, a flag that is not the opening flag.

The Flag, if challenged, is eliminated by any opposing piece, including the opposing and challenging Flag. If a player's Flag is eliminated by a challenge, that player loses the game. The Flag that challenges the opponent's Flag wins the challenge and thus also wins the game.

When the Flag successfully reaches the opponent's back rank, it has to survive one more turn without being challenged before it can declare a victory. If a Flag reaches the opposing back rank and there is no adjacent opposing piece that can challenge it, the Flag wins the game immediately.

Figure C



Wrong Move

(black piece can still capture the Flag)

Figure D



Correct Move

(black piece cannot capture the Flag)

If a Flag reaches the opposing back rank directly adjacent to an opposing piece, and that piece does not challenge the Flag immediately on the opponent's subsequent turn, then that Flag wins the game. Any player may reveal his Flag at any time and for any reason; play can then continue; most often, a player reveals his Flag after it has already secured victory at the opposing back rank.

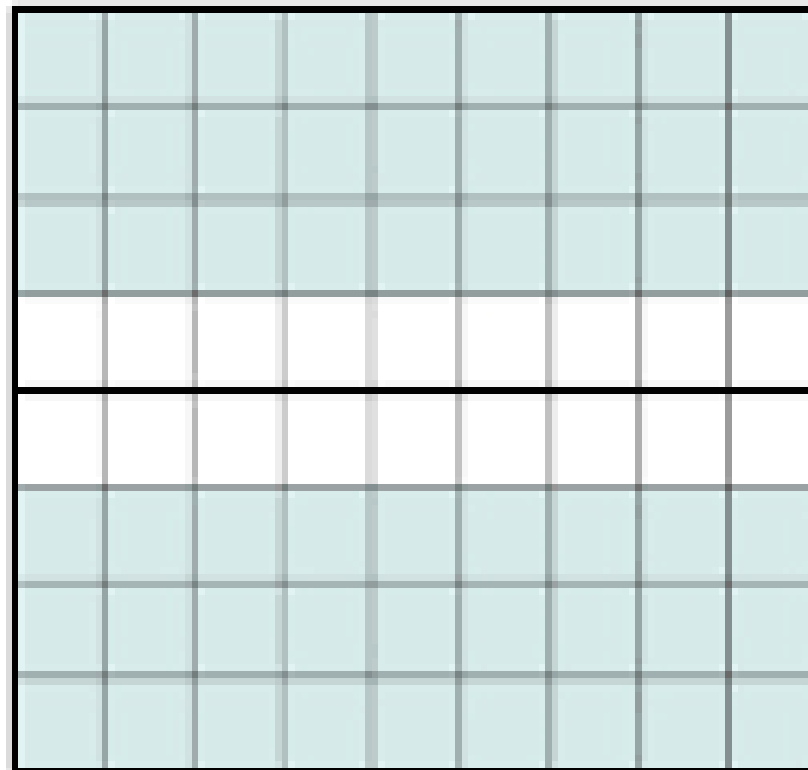
The Game Board and the Playing Pieces



Equipment

- Game board
- Pieces

Game board



9 x 8 squares

Shaded squares are the allotted for the pieces in their initial positions

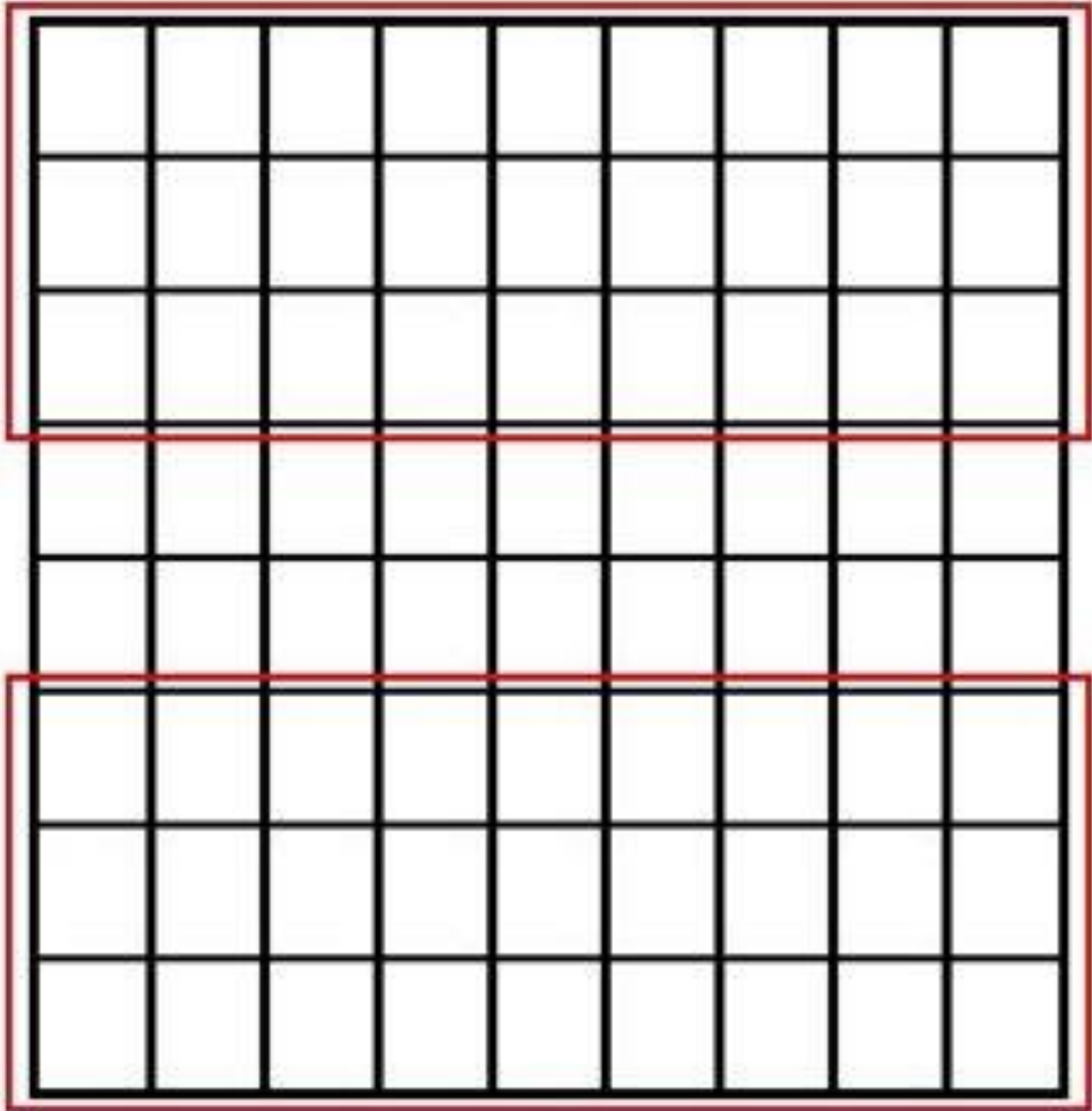
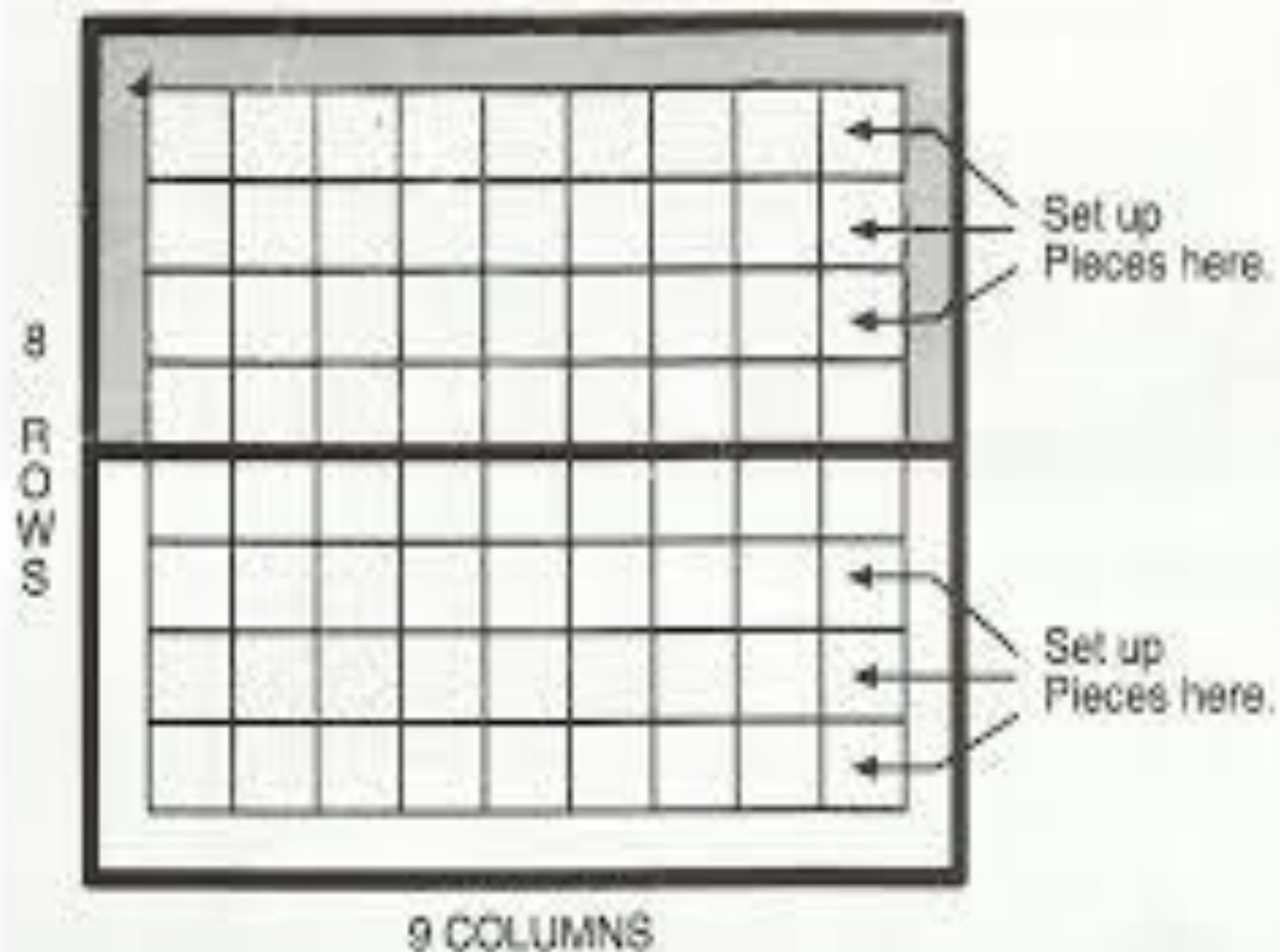
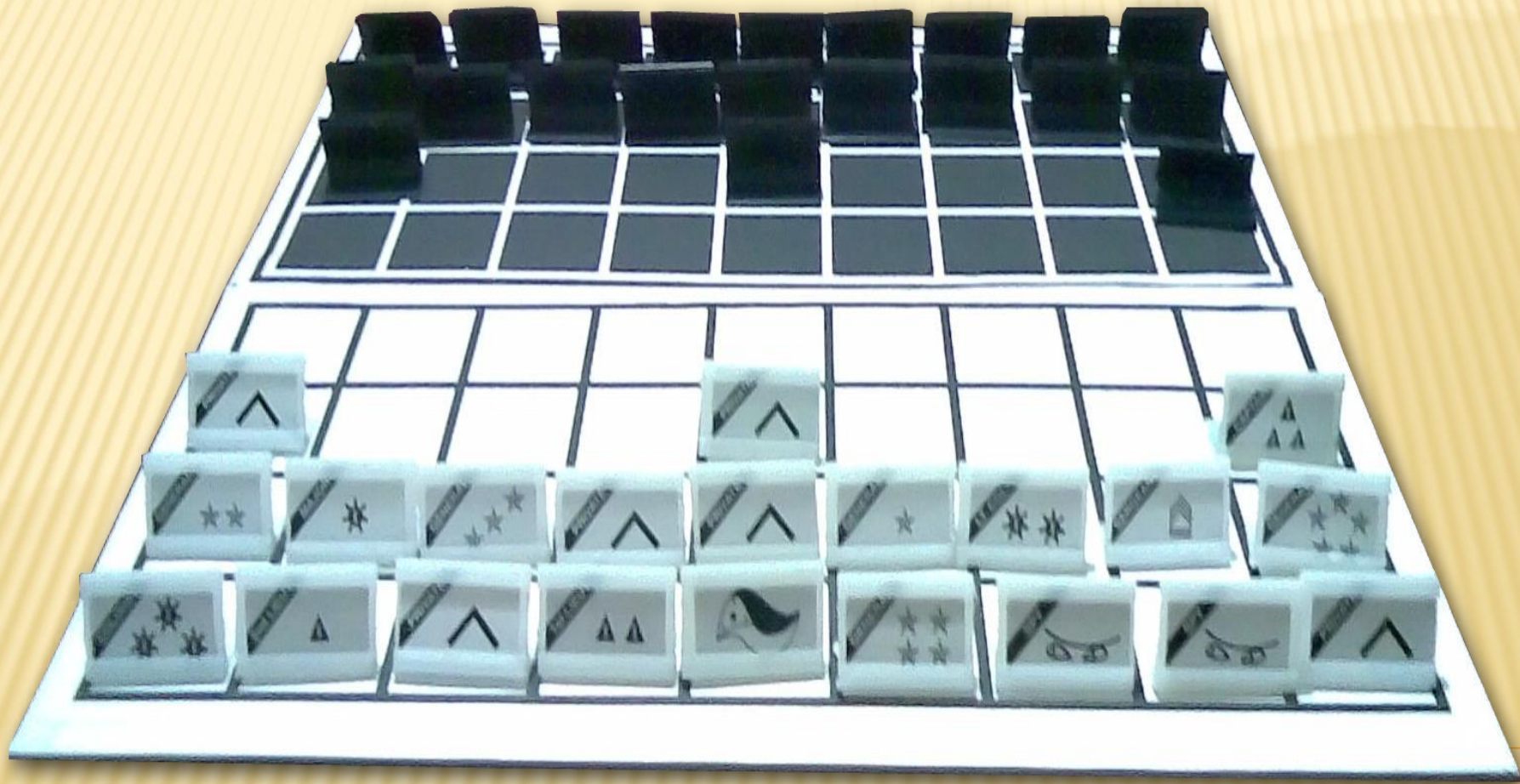


FIGURE A







Pieces

- 21 pieces
- Moves
- Ranks

Game of the Generals



FIVE STAR
GENERAL



COLONEL



CAPTAIN



FOUR STAR
GENERAL



LT COLONEL



1ST LIEUTENANT



THREE STAR
GENERAL



MAJOR



2ND LIEUTENANT



TWO STAR
GENERAL



SERGEANT



SPY



ONE STAR
GENERAL












PRIVATE



FLAG

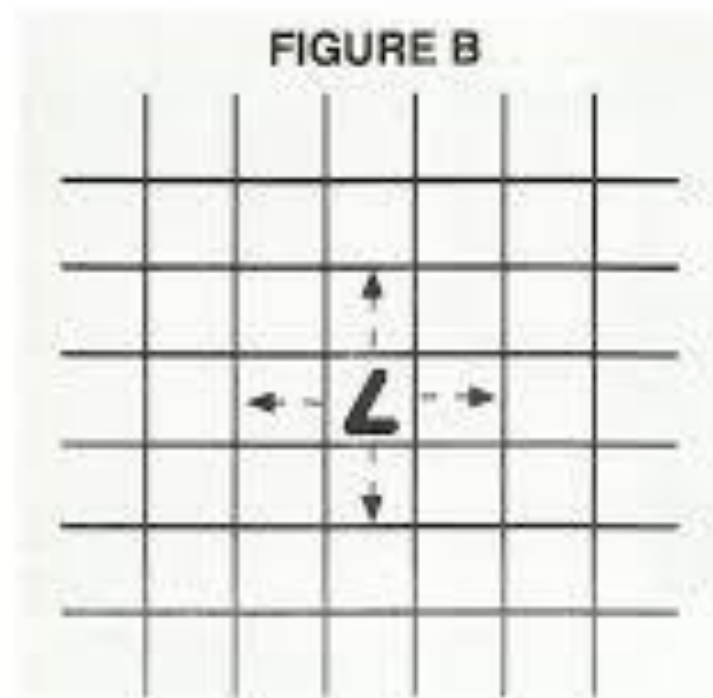


Insignia	Piece	Qty	Function
	Five-star General	1	Eliminates any lower ranking officer, the private, and the flag.
	Four-star General	1	Eliminates any lower ranking officer, the private, and the flag.
	Three-star General	1	Eliminates any lower ranking officer, the private, and the flag.
	Two-star General	1	Eliminates any lower ranking officer, the private, and the flag.
	One-star General	1	Eliminates any lower ranking officer, the private, and the flag.
	Colonel	1	Eliminates any lower ranking officer, the private, and the flag.
	Lt. Colonel	1	Eliminates any lower ranking officer, the private, and the flag.
	Major	1	Eliminates any lower ranking officer, the private, and the flag.

	Captain	1	Eliminates any lower ranking officer, the private, and the flag.
	1st Lieutenant	1	Eliminates any lower ranking officer, the private, and the flag.
	2nd Lieutenant	1	Eliminates the sergeant, the private, and the flag.
	Sergeant	1	Eliminates the private, and the flag.
	Private	6	Eliminates the spy, and the flag.
	Spy	2	Eliminates all officers from the rank of Sergeant up to 5-Star General & the flag.
	Flag	1	Eliminates the opposing flag as long as it takes the aggressive action against the enemy flag.

Moves

- All pieces move the same
- Forward, backward, and sideways
- One square per turn





21 pieces

- Spy
 - Can eliminate all pieces except privates
- Flag
 - Can eliminate challenged flag
- Other pieces
 - Can eliminate other lower ranked pieces

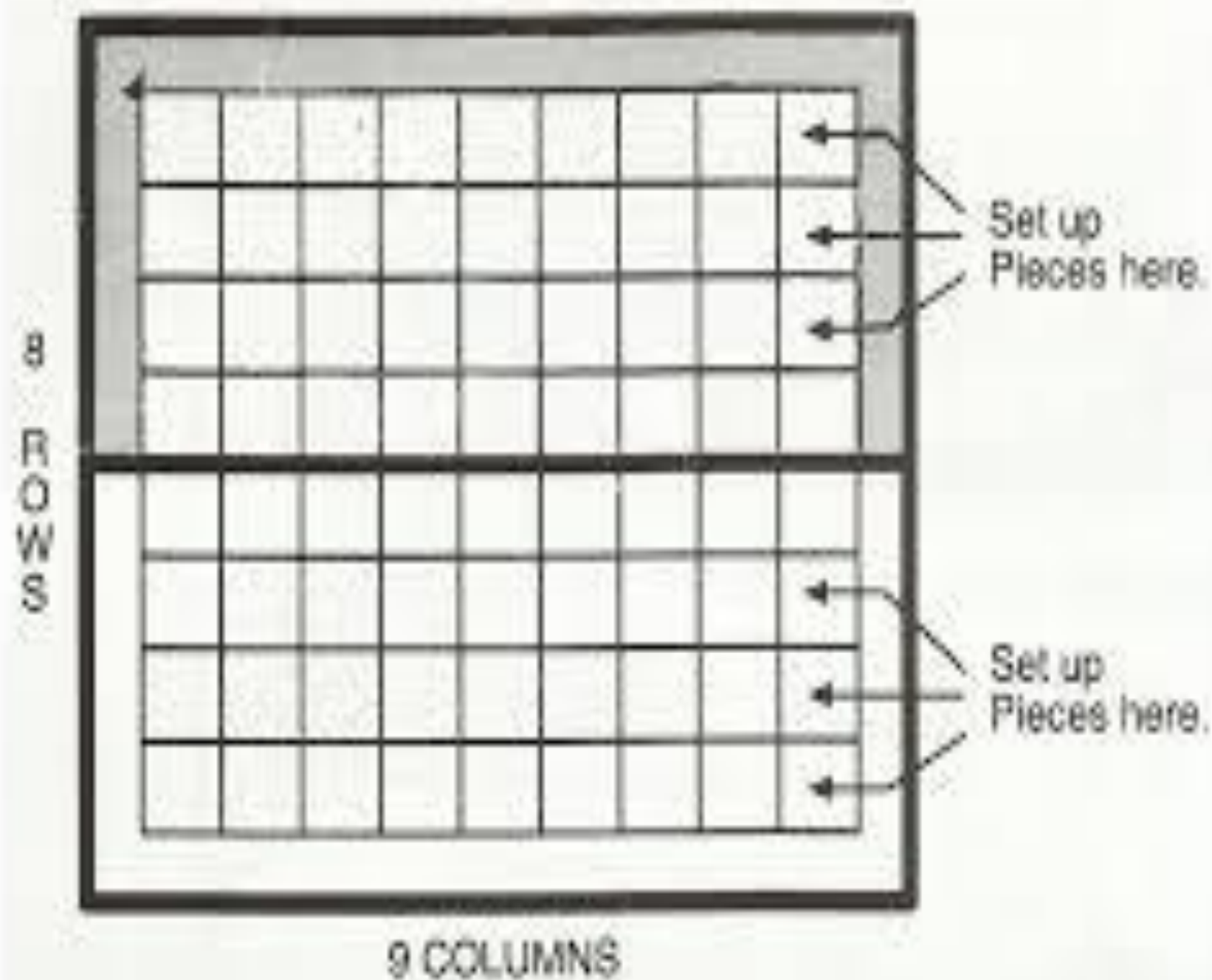
The Set-Up and Formation



Rules

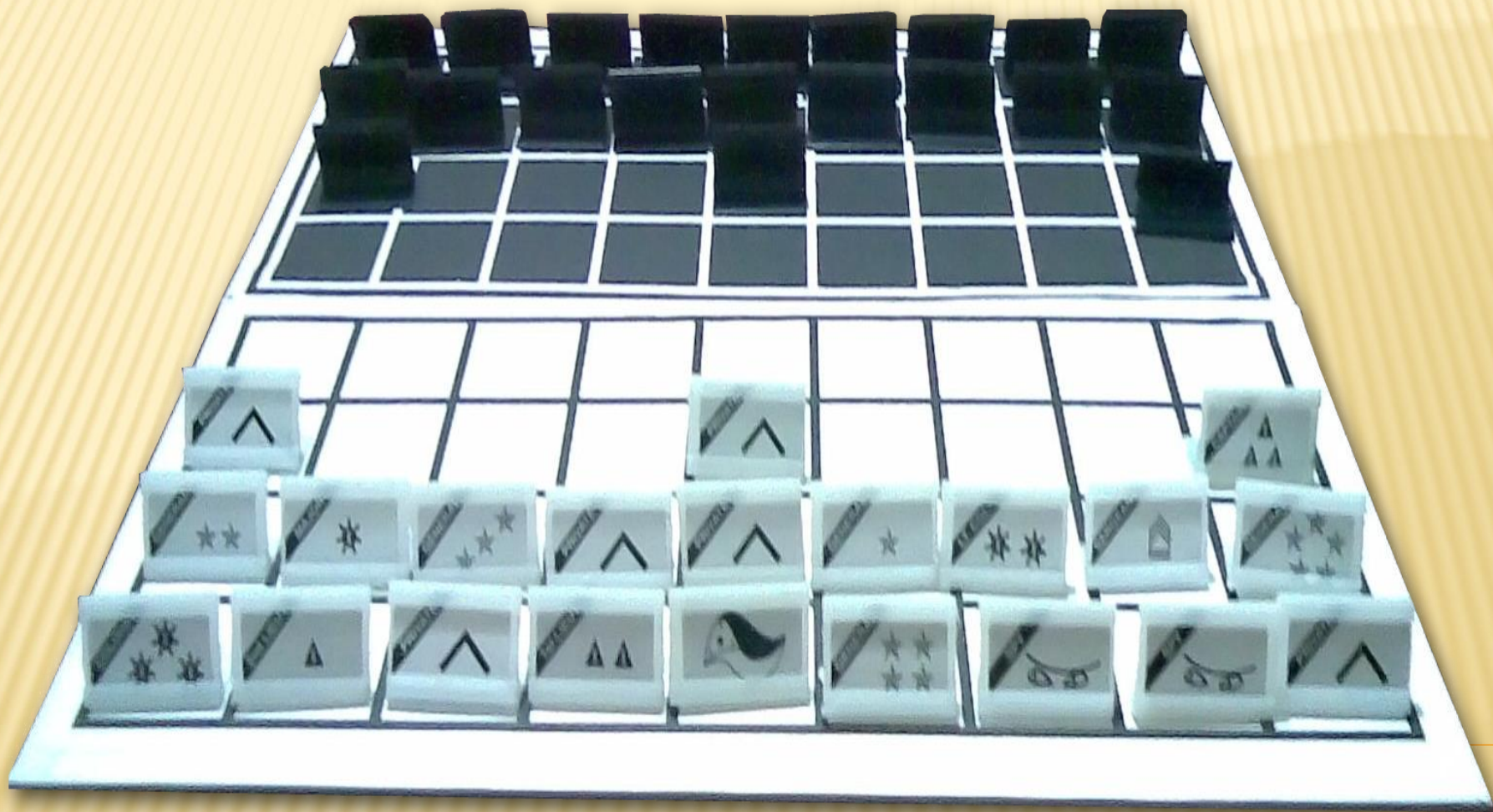
- Pieces are not required to be placed in a definite pattern
 - Players place their pieces according to their strategy
 - But, players are only allowed to place their pieces on the first 3 rows of their side of the board
 - Pieces should face their owners so it can't be seen by the opponent
- Players decide who goes first then they take turns alternately

FIGURE A









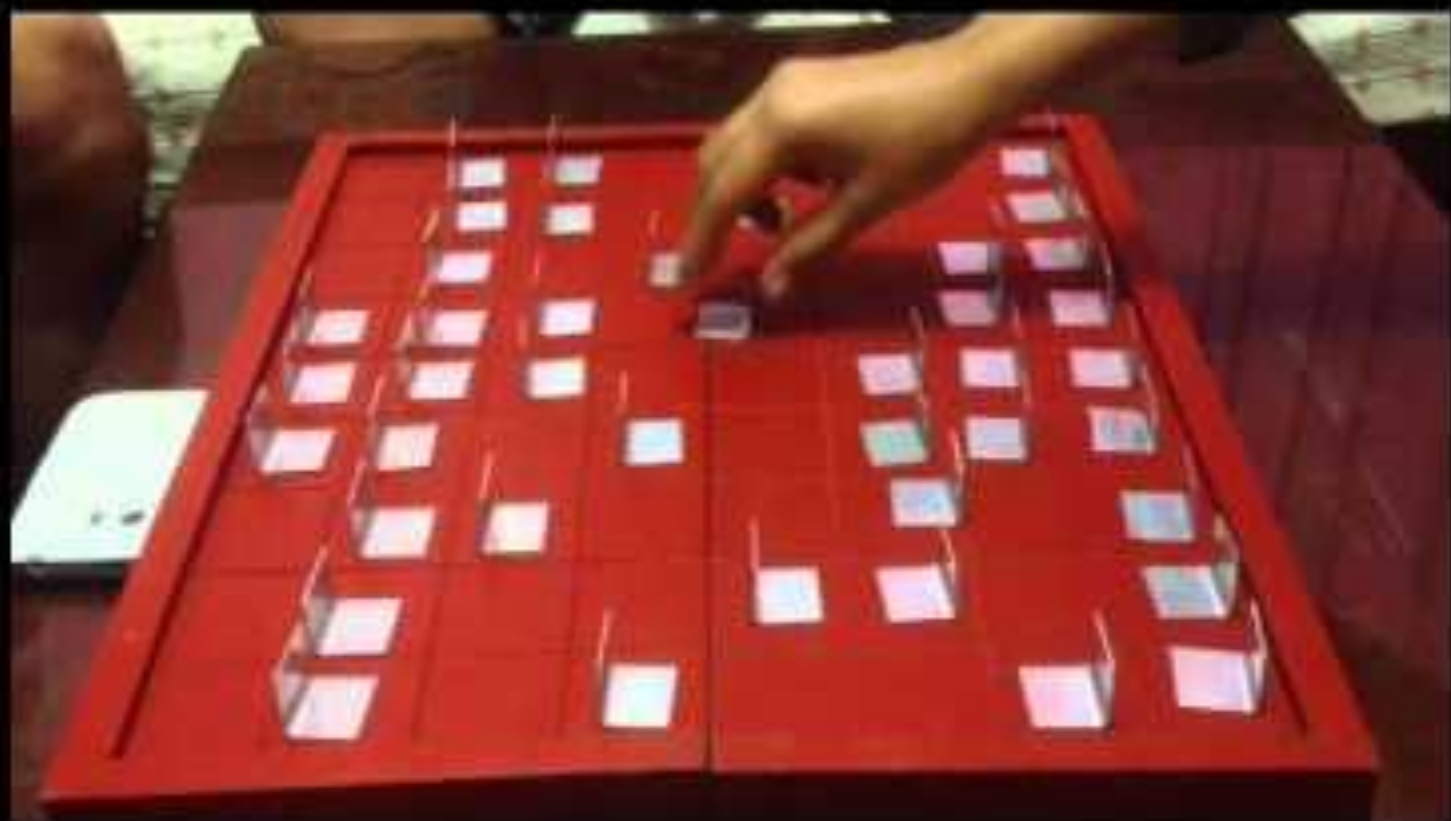




Challenging

- When a piece is placed on top of the other so that they are in the same square (since only one piece can fit in the square)
- Higher rank wins -see diagram
- If pieces are of the same rank, they both lose
- If Flag-flag challenge, the challenger (the piece on top) wins

Challenges and Arbitration



CHALLENGE

Each piece can challenge an opposing piece that is directly adjacent in front, behind, or to either side of it (identical in effect to the way it moves). Thus, a piece does not directly threaten an opposing piece that is situated diagonally to it. However, a piece that is known or thought to be stronger can restrict the movement of a weaker opposing piece that is situated diagonally to it by threatening elimination.

A player initiates a challenge by placing his/her piece on the adjacent square where an opposing piece is located.

The arbiter then examines the ranks of the opposing pieces, removes the lower-ranked piece off the board, and returns it to the owner regardless of who initiated the challenge. The eliminated pieces are not revealed to the opposing player until the game ends. The arbiter must take care not to reveal the ranks of the pieces to the opposition; nor can he give any verbal or non-verbal clues about the rest of the board layout.



Arbiter

- Neutral third person
- Act as judge in the challenges
 - looking at the pieces
 - applying piece ranks
 - eliminating the weaker piece and takes it out of the board

The game can also be played without an arbiter. In this case, when a challenge is made, both players must state the rank of their piece after which the lower-ranked piece is eliminated. Therefore, the presence of the arbiter, though not compulsory, is especially important to ensure secrecy until the game is over. It should be noted, however, that official games are conducted with an arbiter.

Determining the Results of a Challenge

Regardless of which piece initiated the challenge, their ranks determine which piece is to be removed from the board.

- Any one of the player's pieces can capture the opposing Flag. This includes the player's own Flag.
- Any piece eliminates the Private except the Spy and the Flag.
- Officers eliminate other officers that are lower in rank (e.g. a Four-Star General eliminates a Lieutenant Colonel).

- A Spy eliminates all officers (including the Five-Star General). Only the Private can eliminate the Spy.
- If both pieces are of the same rank, both are removed from the board (often called a "split" by most players and arbiters).
- If a Flag challenges the opponent's Flag, the challenging Flag prevails and wins the game.

If a Flag reaches the opposite end or farthest rank of the board, the opponent has one turn left although it is not announced. After the turn, the player reveals the Flag. If the Flag was not challenged, the player wins the game. If it was challenged, the player loses.



End of the Game

- When a flag is captured
- When a flag reach the end of the board
- When both players agree for a draw
- When a player resigns

HAPPY PLAYING!!!