

2 to 4 Players / Ages 9 & Up

The Game of LIFE[®]

A Jedi's Path



STAR WARS[®]

OBJECT

The Force™ is strong within you and so you have been chosen to attend the Jedi™ temple on Coruscant. There you will be trained by the Jedi Masters of the galaxy, and you will learn the ways of the Force. Dangers and opportunities will surround you. At the end, you will take the Trials to see if you are worthy to become a Jedi Knight. But Beware! The dark side beckons at every turn. Although quicker, easier, and more seductive than the light side of the Force, those who travel too far down the Dark Path will never return.

CONTENTS

Gameboard, Spinner (spinner base attachment, spinner base, spinner ring, spinner dial, spinner arm, spinner arm cap), 4 Padawan pawns with pawn stands, 24 Mission cards, 24 Lesson cards, 12 Jedi Master cards, 12 Lightsaber cards, 24 LOGIC skill tiles, 24 INTUITION skill tiles, 24 FIGHTING skill tiles, 24 ENERGY skill tiles, 24 DARK SIDE tiles, 4 Plastic Buildings (1-piece Jedi Council Room, 1-piece Tatooine Building, 2-piece Galactic Senate, 2-piece Jedi Dart Ship)

ASSEMBLY

- Carefully twist and snap off all pieces from the plastic runners. Discard the runners.
- Remove the pawn stands and spinner arm from the plastic bag. Discard the bag.
- Carefully punch out the Padawan pawns, skill and Dark Side tiles and the spinner ring from the cardboard parts sheet.

Attach Spinner and Building Base Attachments

Unfold the gameboard and place on a flat playing surface. Punch out the small cardboard slots in the gameboard. Lifting the edge of the gameboard where the Landing Pad,

Galactic Senate and Jedi Dart Ship are located, slide the spinner base attachment and building base attachments under the gameboard and into their respective openings. Lower the gameboard and make sure it lies flat on your play surface. NOTE: The spinner base attachment goes into the opening marked Landing Pad. The openings for the Galactic Senate and the Jedi Dart Ship are also marked.

Assemble and Attach the Spinner Assembly and Buildings

Match the double-notched section of the spinner ring to the double-tabbed section on the underside of the plastic spinner dial (under the number 8). Snap the ring into the dial by sliding the ring under each of the plastic tabs. Next, place the assembled dial onto the peg in the center of the spinner base. Press the spinner arm into the opening in the rim of the spinner base, pointing the spinner arm toward the center of the spinner and press the spinner arm cap over to secure in place. See Figure 1.

With the spinner base attachment in position, press the spinner assembly down until the two pieces fit together. Then press the Galactic Senate and Jedi Dart Ship onto their respective building bases.

Attach the Jedi Council Room and the Tatooine Building to the gameboard by setting the tab on the building into the opening marked for each. See Figure 2 for spinner and building attachments.

NOTE: You'll need to detach the buildings and spinner from the gameboard before storing it in the box.

Figure 1

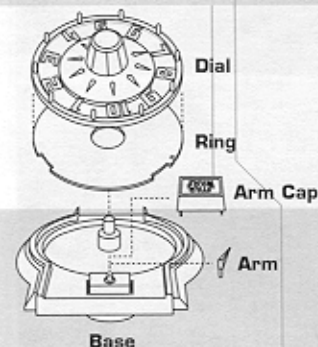
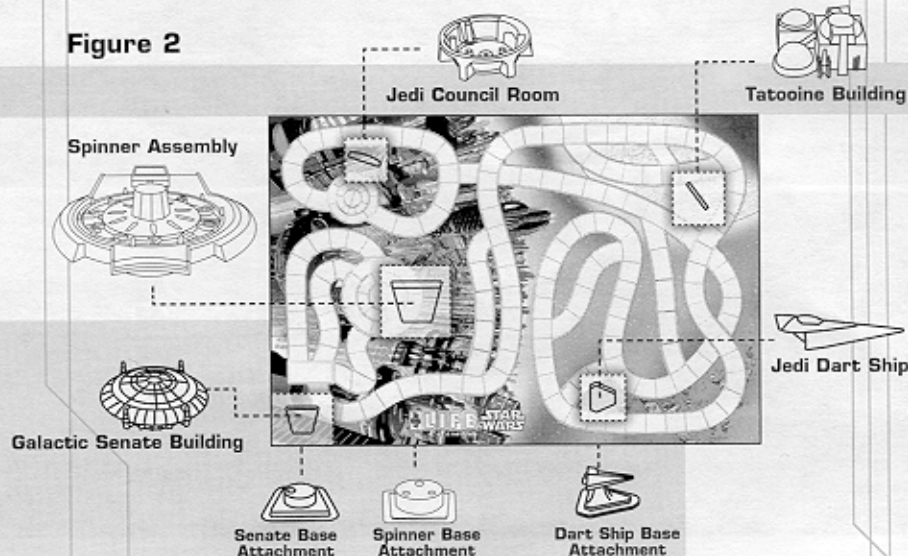


Figure 2



GAME SETUP

LIFE Skill Tiles

Place the LOGIC, INTUITION, FIGHTING, ENERGY, and DARK SIDE tiles to one side of the board, within reach of all players. Logic, Intuition, Fighting and Energy are the skills you will gain as you strive to become a Jedi. All are important in different ways. Beware the Dark Side tiles, for these lead to evil. Dark Side tiles do not represent skills. Instead, they represent your Padawan's corruption by the dark side of the Force. NOTE: A player's skill and Dark Side tiles are kept faceup, so other players can see them.

Cards

Separate the cards into 4 decks: Lessons, Missions, Jedi Masters, and Lightsabers. Place each deck facedown near the gameboard within reach of all players.

Pawns

Each player chooses a Padawan (a Jedi in-training), inserts it into a pawn stand and places it on the Start space. All players then spin the spinner. The player spinning the highest number goes first. Play then continues in a clockwise direction.

GETTING STARTED

The First Space

Draw 2 skill tiles (either 2 of the same skill or 2 different ones). Before you spin the spinner, you must choose a Padawan Clan (Clan Bantha, Clan Kaadu, or Clan Gundark). Clan Bantha is the longest but gives you the best chance to pass your initial tests. Clan Gundark takes you on the shortest route but may not give you all the skills you need to move on. Clan Kaadu lies between with equal chance of success and failure. Now spin the spinner and move as you would on a regular turn. If you end up on this space again (by not passing your JEDI TRIAL), you may take two more skills. You may not however, change clans. Therefore, choose wisely.

GAMEPLAY

What to do on a turn.

On your turn, spin the spinner and move your Padawan the number of spaces indicated. (If the spinner arm stops between numbers, spin again.) NOTE: You must move the full amount of the spin, unless along your travels, you reach a RED Space. (See RED Spaces)

Always move forward in the direction of the arrows. If you choose to take a Dark Path or short-cut you can only enter at the beginning of the path, must travel forward, and cannot circle back to pass through a second time. If you end on an occupied space, move ahead to the next open space (unless you ended on a RED space – more than one player may be on a RED space). Follow the instructions on the space on

which you land or draw a card and follow its instructions. This ends your turn.

ENCOUNTERS IN THE GAME

Throughout the game, you will run into a variety of encounters – some safe, some dangerous. These include Lessons, Missions, Jedi Challenges and the Trials. Although all are slightly different, they are all resolved the same way.

When your Padawan has one of these encounters, you always spin the spinner. You then add the number you spun to whatever skill the encounter calls for. You want this total to be as high as possible, either higher than another Padawan or as high as the number in the encounter.

Example: You might draw a Lessons card that has an encounter number of ENERGY 8. You spin the spinner and get a 4. Your ENERGY skill level is 4. The total of these is 8, which is the number on the card. You pass the Lesson challenge and gain a skill of your choice. If you had spun a 3, your total would have been 7 and you would have failed and gained no skill from the encounter.

THE GAMEBOARD

As you travel through your Jedi training, take notice of the different spaces – they are important. Here is a look at some of them:

RED SPACES

There are many types of RED Spaces: Trials, Gaining a Master, Building a Lightsaber, and the Dark Path are just some. Whenever you reach a RED Space, you must STOP – hence the red color – even if you have moves left. See below for instructions on these spaces.

JEDI TRIAL

This is your first challenge as a young Padawan. Spin the spinner and add up the value of all your skills. If these numbers added together total 8 or more, then Yoda™ has let you move onto the next stage of your training – take a skill of your choice. If you fail (the numbers total 7 or less), return to Start (don't forget to take 2 more skills on your next turn).



JEDI MASTER

It is here that you find out which Jedi Master will personally train you. Draw a Jedi Master card from the Jedi Master deck. Keep it in front of you. In most cases, your Master will give you skills immediately; be sure to take the ones he/she offers.



BUILD LIGHTSABER

One of the biggest challenges facing a Jedi Padawan is the construction of a lightsaber. It takes intelligence, courage, and a connection to the Force. When you land on this space you must EITHER spend 1 skill from each category (for a total of 4 skills) OR 3 of one skill (3 LOGIC, 3 INTUITION, 3 FIGHTING, or 3 ENERGY). These tiles are returned to their respective piles. After giving up your skills, draw a Lightsaber card. This is your lightsaber. It will give you skills right away – be sure to take them! (NOTE: If you can't spend the required skills, because you do not have enough tiles, you can still build your lightsaber. Simply draw a lightsaber card without turning in any skill tiles but remember to take the skills that come with the lightsaber.)



MISSION

Being a Jedi, or even an apprentice, means going out on missions. These are dangerous. Draw a Missions card. All missions have an encounter number. Spin the spinner. Then add the number you spun to whatever skill the mission calls for. If you equal or beat the number on the card, gain 2 skills of your choosing (either two of the same or two different ones). If you fail, you must lose a skill!



THE TRIALS

It is here that you must stand before the Jedi Council to see if you are worthy to become a Jedi Knight.

If you have 0, 1, or 2 Dark Side tiles, you will be allowed to take the Trials. Discard 2 skills for every Dark Side tile you have. Now spin again and move along the Trials Path. You decide which skills to discard.



JEDI CHALLENGE

Sometimes you must test your skills against another apprentice. When you land on this space, choose another player. Both of you spin the spinner. Then each add the number you spun to whatever skill the challenge calls for. If the challenge is in ANY skill, the player landing on the space gets to choose. Whoever has the higher total gains a skill. If you tie, you both gain a skill. The player who lost the challenge loses nothing.



REDEMPTION

Here is your chance to come back toward the light side of the Force (this works a little differently from other spaces). Spin the spinner but do not add anything. If the number you spun is higher than the number of Dark Side tiles you have, then you must get rid of one Dark Side tile. If the number you spun is equal to or less than the number of tiles, then lose a skill instead!



If you have 3 or more Dark Side tiles, your corruption is much too great. You are now truly a Sith™ Lord. Gain one skill of your choice for each Dark Side tile you have. Furthermore, your Master leaves you. Discard the Jedi Master card and lose all skills your Master had given you. Now spin again and move along the Sith Path.

If you land on a Redemption space and have no Dark Side tiles, gain a skill for free!

Other RED Spaces

Other RED Spaces cause you to stop moving and do the action on the space.

LESSON

These spaces are opportunities for Yoda to give you some training and wisdom into the Force. Draw a lessons card. Each contains a teaching and an encounter number. Spin the spinner. Then add the number you spun to whatever skill the Lesson calls for. If you equal or beat the number on the card, take a skill of your choosing. If not, nothing happens.



THE DARK PATH

The dark side of the Force is always available to those who want a quick and easy route. But beware! Once you have taken the Dark Path, it is hard to make your way back.

You may take a Dark Path any time your Padawan passes by the path's entrance. However, every turn that you end on a Dark Path space, you must draw a Dark Side tile and keep it in front of you.



These may only be given back by landing on a Redemption space. Remember: If you have 3 Dark Side tiles, you cannot take the Trials to become a Jedi. Every Dark Path has a RED Space, so heading down that path means you will get at least one Dark Side tile.

Other Spaces:

Other spaces allow you to gain or lose skills as well as spin again. Some Dark Path spaces even let you steal skills from another player!

THE END SPACES

The first Jedi to reach the end space and pass the Final Trial may choose any 6 skills to add to his/her resources. You've worked hard. Now relax and wait here for the others to join you. The second Jedi to reach the end space and pass the Final Trial may choose any 3 skills and the third Jedi chooses 1 skill. Time has worked against the fourth Jedi, who receives no extra skill at the end space. If you do not pass the Final Trial, you do not get the skills, but you still wait for others to finish.

The dark side is not so flexible. The first Sith Lord to reach the end space may choose 4 tiles of any one skill. Any other Sith reaching this end receive no extra skills. You do not have to pass the Final Sith Trial to collect the skill tiles.

WINNING

After all players have reached a green end space, determine who wins. Here's how:

- If all the players are Jedi Knights:
the one with the most skills wins.
- If all the players are Sith Lords,
the one with the most skills wins.

In case of a tie, the players spin for the win, with ties being respun.

If some players are Sith Lords and some are Jedi Knights, then there will be a final duel. The Sith Lord with the most skills will challenge the Jedi Knight with most skills. The Sith player then chooses 3 skills to comprise the challenge. For example, the Sith player may choose to challenge in FIGHTING, ENERGY, and LOGIC.

Once the 3 skills have been named, the two players challenge each other in these skills one at a time. For example, the two players spin the spinner and add their FIGHTING skills to see who wins the FIGHTING challenge, then the ENERGY challenge, then the LOGIC challenge. In case of ties, both players spin again.

If the Sith Lord wins all three challenges, then the Sith Lord wins. But, if the Jedi Knight wins just one of the challenges, then the Jedi Knight wins.

WHAT KIND OF JEDI ARE YOU?

After the game is over, you can check to see what kind of Jedi you have become. This has no bearing on gameplay, it is purely for fun. First, figure out your most powerful skill (the one in which you have the most skill tiles). Then figure out your second-most powerful skill. In the case of any ties, choose which one you want to be first and second skills. Then look at the list below using your most powerful skill first, then your second-most powerful. For example, if you have the most tiles in Logic and the second-most tiles in Energy, then you would look up Logic, then Energy.

Logic, then Intuition

The Force is your ally, giving you insight to the universe that surrounds you. Through your studies, you can pull apart any problem, can determine the most hidden motives, and can bring enlightenment to those you meet. You are often used to untangle unsolved crimes and mysteries, are used to teach young Padawans, and are the first person to investigate ancient artifacts.

Logic, then Fighting

The Force lets you understand problems and gives you the power to deal with them. You are almost never tricked and rarely misled. Your mind works at lightning speed to cut through to the core of any problem. Your lightsaber cuts just as quickly. You are often used on far-off planets to investigate problems and bring justice to the guilty. When in these dangerous situations, your skill with your weapon keeps you alive in order to solve the problem at hand.

Logic, then Energy

You almost never follow false leads – the Force gives you answers before you even ask the question. This, along with your ability to see into the minds of the weak and affect them, makes you a Jedi magistrate. You are called upon to settle disputes peaceably, to negotiate treaties, and to research the older teachings of past Jedi.

Intuition, then Logic

The future lays out before you, with its myriad of paths visible. This vision, plus your training and trust in the Force gives you the insight to make exceptional use of these paths. With enough focus, you almost always choose the right path to provide peace to yourself and those around you. You are often sent on sensitive political missions as a delegate to Senate committees. You also act as a guide in unexplored sectors and on mysterious planets.

Intuition, then Fighting

Like a second sense, the Force serves you well, especially in battle. The Force speaks to you, telling you your opponents' moves before they happen. This, plus your battle skills, enable you to subdue foes almost before the fight begins. Your connection to the Force gives you a good sense of people, allowing you to determine hidden motives or secret agendas. You are sent to cultures whose main form of justice is combat. There, your wisdom and lightsaber save the day.

Intuition, then Energy

To you the galaxy is a mesh of possibilities, linked by the Force. You see billions of beings, each making thousands of decisions daily – a giant web. You can trace this web, almost unerringly, to see into the future. Although this is tiring to the utmost, the Force acts as your anchor, giving you strength and serenity as you probe the futures of the Republic. You can find the one thread in a galaxy-wide conspiracy and follow it to its heart. You are a counselor and teacher, a seer and a visionary.

Fighting, then Logic

You are a battlefield master and are key to planning and executing attacks. Rarely are you caught off guard or are your plans foiled. You are a master tactician and a capable strategist. You often command strike forces and are key in planning larger operations. You rarely work alone but, instead, act as counselor to Jedi and Republic forces alike. You act as a general and as a war secretary, when called upon by the Republic.

Fighting, then Intuition

Although your skills allow you to defeat almost any opponent, your abilities in the Force guide you to the right one. In a wide galaxy, you unerringly find those who are causing trouble, those who are planning evil deeds. You then have the ability to dispatch these foes before they even know they were detected. You often intercede in "gray" wars, those without clear agendas or enemies. You also are sent on missions where you need to strike quickly, before all facts are brought to bear. In these cases, you always let the Force guide you to the right solution.

Fighting, then Energy

You are a warrior unsurpassed. Between your skills with a lightsaber and the energy the Force brings you, you can leap, jump and twirl beyond what the eye can see. Your connection to the Force allows you to push an enemy from afar and your lightsaber construction will be studied by Padawans for millennia. You are often sent on dangerous missions where a quick lightsaber and battle instincts are not only an advantage, but are necessary for survival.

Energy, then Logic

With the Force flowing through you, you find that the hardest problems become easy. You have the ability to manipulate the minds of the weak in order to reveal hidden secrets. The energy of the Force gets you into the most protected places – either by moving quickly or causing guards to forget you were there. You are sent out on espionage missions, gathering information on those who plot against the Republic. You can get anywhere and have the logic to put the mysteries together.

Energy, then Intuition

You are so connected to the flow of the Force that it is difficult to see where you end and the Force begins. Instinctively, you tap the Force to see what is to come, to guide your thoughts, to give you strength, and to move faster than the eye can follow. You are often asked to do the impossible and frequently called on for missions where the goals aren't clear, the road is murky, and the outcome uncertain.

Energy, then Fighting

Your connection to the Force makes you like a being of energy. Flipping, leaping, moving at blinding speeds, you can hardly be seen, let alone attacked. Your skill with the lightsaber only adds to these skills. You can lift almost any object with your mind, control the weak, leap over almost any obstacle. You are asked to get into impossible places, to move where discovery would be fatal, to get to those responsible, quickly and easily, and to put an end to people who hide where they think they can't be found.

Balanced

Your main strength as a Jedi is that you don't have a main strength. Your perfect balance with the Force means that you are a warrior and a sage, you are wise and insightful. You have mastered the subtleties of the Force and its more dramatic aspects. You are relied on in all roles, to help in all ways, to go on any mission.

Sith Lord

Although powerful, you have fallen to the dark side of the Force. Your access to the Force is through anger, fear, and hatred. Your skills come easily to you, although do not bring you peace. Your power is great, but somehow unsatisfying. All fear you, though none respect you. You bring destruction to the galaxy, using others for your own purposes.

We will be happy to hear your questions or comments about this game. Write to:

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