

STAR WARS[®]

The Ultimate Space Adventure Game

For 2-4 players/Ages 7-14

Rules © 1982 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

You and your opponents are commanders in the Rebel Alliance. The remote ice planet Hoth™ has been your base since you escaped from the superior Empire forces. But wait! The Empire has sent probes into the far reaches of the galaxy, and your position has been revealed. Even now, an Imperial TIE Fighter commanded by the evil Darth Vader is invading Planet Hoth's atmosphere. To escape, you must pilot your X-Wing Fighter on a perilous journey through the unknown to Planet Dantooine™ (pronounced *Dan-two-eeen*). One—and only one—Rebel Fighter can complete the journey. Will it be yours?

OBJECT

To be the first Rebel commander to reach Planet Dantooine.

EQUIPMENT

game board • 4 Rebel X-Wing Fighter markers
• 1 Imperial TIE Fighter marker • 4 puzzles of X-Wing Fighters • Rebel and Imperial spinners
• The Force™ card

SET UP

1. Each player selects an X-Wing Fighter marker and places it onto Planet Hoth.
2. Each player then takes the X-Wing Fighter puzzle that matches the color of his or her marker, assembles the pieces, and places the Fighter in front of him or her (but not on the game board).
3. Place the black TIE Fighter marker onto the TIE Fighter symbol, located on one of the rings of Planet Hoth. This marker represents Darth Vader.
4. Place The Force card next to the game board.
5. Choose a player to go first. Play then passes to the first player's left.

GAME PLAY SUMMARY On your turn, you may do 3 things, *but only in the following order:*

1. Spin the Rebel spinner, and move your marker the appropriate number of spaces. To reach Planet Dantooine, a Rebel first moves through the rings of Planet Hoth, then through hyperspace, and then through the rings of Planet Dantooine.
2. Spin the Imperial spinner, and move Darth Vader's marker the appropriate number of spaces. Try to move him in front of, behind, or onto the same space as an opponent. When you do so, that opponent is under laser attack.
3. If you move Darth Vader to an attack position, spin the Imperial spinner to determine the outcome of the attack.

Each step of your turn is described in the following sections

1. MOVING A REBEL spin the Rebel spinner and refer to the inner circle of numbers.



On your first turn, and refer to the inner circle of numbers. Then, starting with the red space, move your marker—in the direction of the arrow—the appropriate number of spaces. *Example:* If you spin "5," move *exactly* 5 spaces. But if you spin "1-10," you may move *any number you choose* from 1 to 10. Try to move onto the outer ring of Planet Hoth. To do so, *you must land on a yellow space by exact count.* *Example:* On your first turn, let's say you spin "1-10." If you move 3 spaces, you can land by *exact count* on a yellow space.

When you land on a *yellow space*, you may slide your marker to the next ring and stop. On your next turn, continue to move *counter-clockwise* until you can enter hyperspace.

If you don't wish to slide on a yellow space, you don't have to. But you *cannot* slide on that space at the start of your next turn.

NOTE: Two or more players may occupy the same space at any time during the game. Since the spaces on the planet rings are small, be careful you don't accidentally move another playing piece to a different ring.

Asteroid Fields. If you land on a space with an Asteroid Field, move only 1 space per turn until you leave the Field. Do not spin the Rebel spinner, but continue to spin the Imperial spinner and move Darth Vader on your turn.



The Force is With You™. . . . If you spin The Force is With You, place The Force card on top of your X-Wing Fighter puzzle and move your marker the appropriate number of spaces. This card protects you from an attack by Darth Vader. But you must surrender The Force card as soon as someone else spins The Force is With You.



NOTE: As long as you're in the rings of Planet Hoth be sure to continue using the inner circle of numbers on the Rebel spinner and moving in a counter-clockwise direction.

Entering Hyperspace: Once you reach the symbol of Darth Vader's TIE Fighter, you may move out of the rings of Planet Hoth and enter hyperspace. Use the outer circle of numbers on the Rebel spinner to move through hyperspace.

2. MOVING DARTH VADER As soon as you've moved your marker, you *must* spin the Imperial spinner and move Darth Vader. While in the rings of Planet Hoth, move him in the direction of the arrow. Darth Vader can move from one ring to another just as a Rebel does, by landing on a yellow space by exact count and sliding to the next ring. But he doesn't have to move to another ring if you don't want him to.



Try to move Darth Vader onto a space occupied by an opponent, or onto a space directly in front of or behind an opponent. As soon as you do, that opponent is under *laser attack*. NOTE: Be careful that you don't move Darth Vader into a position where he can attack you! However, there are times when this can't be avoided. If this happens, you *must* attack yourself.

Darth Vader cannot leave the rings of Planet Hoth until *at least one player has entered hyperspace*; he *must* leave once *all* players have entered hyperspace. Once in hyperspace, he *cannot* return to Planet Hoth.

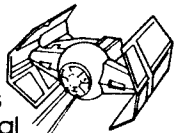
Asteroid Fields. Darth Vader is *not* affected by Asteroid Fields. So, unlike a Rebel, he can move through them with no restrictions.

Movement Through Hyperspace. Once Darth Vader enters hyperspace, you may move him either forward or backward, but not in both directions on a turn. *Example:* If you spin "8," you can't move him forward 6 spaces and backward 2.

3. LASER ATTACK BY DARTH VADER

As soon as you move Darth Vader to an *attack position* (in front of, behind, or onto the same space as someone's marker), spin the Imperial spinner and look at the inner circle for the outcome of the attack.

- The green space indicates that no damage has been done. You end your turn, and the game continues.
- One laser burst indicates damage to 1 part of the player's X-Wing Fighter. He or she separates 1 piece from the puzzle.
- Two laser bursts indicate damage to 2 parts of the Fighter. He or she separates 2 pieces from the puzzle.



NOTE: You can attack more than one player at a time. *Example:* You can move Darth Vader to a space occupied by a Rebel that is also next to a space occupied by another Rebel. Identify and attack each Rebel in turn.

MOVEMENT OF A DAMAGED FIGHTER A player with a damaged Fighter *cannot* spin the Rebel spinner on his or her next turn. Instead, he or she must move as follows until the Fighter is repaired at a Repair Station:

- If 4 pieces are left to the Fighter, he or she moves 4 spaces a turn.
- If 3 pieces are left to the Fighter, he or she moves 3 spaces a turn.
- If 2 pieces are left to the Fighter, he or she moves 2 spaces a turn.
- If 1 piece is left to the Fighter, he or she moves 1 space a turn.

A player can be attacked numerous times, but can *never* lose more than 4 pieces to his or her puzzle.

NOTE: A player with a damaged Fighter continues to spin the Imperial spinner and move Darth Vader after each turn.

Repair Stations. If your Fighter has been damaged, you must land on a "Repair Station" space in order to rejoin *all* the separated puzzle pieces. You don't have to land on this space by exact count; you may stop moving as soon as you reach it. **While at a Repair Station, you can't be attacked by Darth Vader.** Once repaired, you may spin the Rebel spinner and move in the usual way on your next turn.



ENTERING PLANET DANTOOINE AND ITS RINGS Once you reach the end of hyperspace, you enter the rings of Planet Dantooine. While in the rings, use the inner circle of numbers on the Rebel spinner and move in the direction of the arrows. Try to land on the yellow spaces so you can move quickly onto the inner ring.

Darth Vader cannot enter the rings of Planet Dantooine until *at least one player has entered the rings*. Once *all* players have entered the rings, he must move *forward* through hyperspace to enter the rings. Once he enters, he *cannot* return to hyperspace.

NOTE: As long as you're in the rings of Planet Dantooine, be sure to use the inner circle of numbers and move in a *clockwise* direction.

WINNING

The first Rebel to move through the red space onto Planet Dantooine wins the game. You do not have to land there by exact count; you can win the game as soon as you reach it.

PARKER BROTHERS

We will be happy to answer questions about STAR WARS. Contact the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915

In Australia and New Zealand: Parker Games, 104 Bourke Road, Alexandria, N.S.W. 2015

In the United Kingdom: Parker Games, Coalville, Leicester LE6 2DE

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