

STAR WARS

ESCAPE THE DEATH STAR ACTION FIGURE GAME

For 2 to 5 players / Ages 6 and up

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WARNING:

CHOKING HAZARD - Small parts.
Not for children under 3 years.

EQUIPMENT

- 2 Exclusive *Star Wars* Action Figures* • 10 Cardboard Movers of *Star Wars* Characters & 12 Mover Stands (4 Colored, 8 Black) • 6 Miniature Weapons
- Game Board • 4 Secret Movement Boards & 4 Colored Pegs • 6 Custom Numbered Dice, 1 Red Standard Die • 8 Color Sequence Code Cards

*Add Your Own Figures...

If you own other *Star Wars* action figures, insert them in the specially designed mover stands and use them on the game board in place of the corresponding cardboard movers! When you collect Weapons during gameplay, you may put them in your figures' hands.

ASSEMBLY

- Punch out the 10 Cardboard Movers.
- Insert the 2 Action Figures and 10 Cardboard Movers into the 12 plastic Mover Stands: the Imperials all go in black stands; the Rebels go in the other colored stands.



Luke Skywalker™

Princess Leia

Han Solo

Chewbacca

Darth Vader™

Stormtrooper

Boba Fett

REBELS


IMPERIALS

GAME 1 For 2 to 4 players, ages 6-7

OBJECT

All players are Rebels in this game. They're battling their way through the Death Star, trying to land on and capture Imperial soldiers. To win, score the most points for captures.

SETUP

- All 8 Imperials are guarding the *Millennium Falcon*, at the center of the board:
 - Place the Darth Vader figure, Boba Fett, and 2 Stormtroopers on the 4 squares in the center, with the Stormtroopers at the 2 doorways.
 - Place the other 4 Stormtroopers on the 4 surrounding spaces marked with this Imperial icon: 
 - Place one Weapon on the same space with each of the 6 Stormtroopers.
- Each player selects one Rebel character (action figure or cardboard). Place it on START in the Docking Bay that matches the Rebel's stand color.
For 2 players: Each of you chooses and plays with one Rebel character. Put the extras back in the box.
- Each player takes one numbered Die.

Note: You do not use the Secret Movement Boards, Color Sequence Code Cards, or red standard Die for this first game. Put them back in the box.

GAMEPLAY

The youngest player goes first. Play passes to the left. On your turn:

- Roll your numbered Die, and move your Rebel that number of spaces—or fewer if you wish—on the board. Hint: Head for a Stormtrooper! You must go around—not through—walls.
- You may land on the same space with another Rebel, or pass through that Rebel as you continue your move. After all, you're allies!
- If you land on a space occupied by any Imperial, you must do combat according to this sequence: First, players must capture all the Stormtroopers. Next, attack Boba Fett. Finally, when all the other Imperials have been captured, you may attack Darth Vader. See COMBAT RULES for Game 1, next page.

You may not pass through an Imperial. They're the enemy! You must combat the first Stormtrooper you run into (even if you don't use your full dice roll). If there are still Stormtroopers on the board and your direct path would make you run into Boba Fett or Darth Vader, you must move around—not through—them to get to the Stormtrooper.

- If you land on a space with a Weapon (and no Stormtrooper) and you don't already have one, collect the Weapon. You may never have more than one Weapon in front of you. See "Attacking with a Weapon," next page.

ENDING THE GAME

The game ends when all 8 Imperials—the 6 Stormtroopers, Boba Fett and Darth Vader, in that order—have been captured.

COMBAT RULES for Game 1

Battles are won—and lost—by rolling the numbered Dice. The player to the Rebel player's left rolls for the Imperials. Rebels roll their own. Both battling players roll at the same time.

The winner of the battle is whoever rolls the 6. Keep rolling until one of you rolls a 6. If you both roll a 6, the battle is a tie and you must roll again. There's one exception: Boba Fett wins all ties!

If you win, remove that Imperial soldier and place it in front of you. If there's a Weapon on the space with the soldier—and you don't already have one in front of you—take it. If you already have one, leave it on the board. This ends your turn.

If you lose, move your Rebel back to your Docking Bay START.

Attacking with a Weapon

If you have collected a Weapon, it lets you roll two numbered Dice. This doubles your chance of rolling a 6—and two 6's always beat one 6.

How Darth Vader Attacks

Vader is the only Imperial who rolls two numbered Dice every time he battles! Remember: You must defeat the Stormtroopers, then Boba Fett, before you can attack Darth Vader.

WINNING

Add up the points for your captures. The player with the highest total wins Game 1. Darth Vader=3 points; Boba Fett=2 points; and Stormtroopers=1 point each.

TIED? If you and another player are tied for the win with the same number of points, victory goes to the player who captured Darth Vader. If neither of you has him, the player who captured Boba Fett wins.

GAME 2 For 2 to 5 players, ages 8 and up

OBJECT

Decide who will be the Rebel(s) and who will be the single Imperial player. There must be an Imperial player—otherwise, there's no one to battle!

The Imperial player controls all the Imperial soldiers. He or she must capture 4 Color Sequence Code Cards to win.

The Rebel players all work together to beat the Imperial player. As soon as one Rebel reaches the *Millennium Falcon* and rolls the required color sequence, the Rebels win the game.

SETUP for Imperial Player:

Put Darth Vader, Boba Fett and the appropriate number of Stormtroopers (see chart, next page) in stands. Place them in the center with the *Millennium Falcon* OR on any of the 12 squares surrounding it, OR a combination of both.

SETUP for Rebel Players:

1. Each player controls one Rebel. Pick one, put it in a colored stand and place it on the matching color Docking Bay START space. The number of Stormtroopers in the game depends on the number of players; see chart below.

Number of Rebels on Board

2

3

4

Imperials on Board

Darth Vader, Boba Fett + 2 Stormtroopers

Darth Vader, Boba Fett + 4 Stormtroopers

Darth Vader, Boba Fett + 6 Stormtroopers

In a 2-player game: One of you controls all Imperials, and the other player controls 2 Rebels.

2. Rebel Equipment: Each Rebel takes one numbered Die, one Secret Movement Board, and one Peg that matches the color of the Rebel's stand.
3. Orient your Secret Movement Board on your lap so it is facing the same way as the game board as you see it from where you are sitting. Insert your Peg into your Secret Movement Board in the exact same Docking Bay START your mover is on (on the large game board).

Note: You will plan and execute moves in secret on your Secret Movement Board before revealing your position on the large game board.

SETUP for Game Board:



Place 1 Color Sequence Code Card on each of the 8 matching board spaces, with the number side down.



Place 1 Weapon on each of the 6 Weapon spaces on the board.

GAMEPLAY

Game 2 is played in rounds. The sequence of events is:

- 1 At the beginning of each round, all players roll Dice.
- 2 All Rebels move in secret, on their Secret Movement Boards.
- 3 The Imperial player moves on the large board.
- 4 Reveal! The Rebels reveal their secret moves and move their figures or movers on the large board.
- 5 Combat is resolved! See COMBAT RULES for Game 2, back page.

- 1 **Rebels & Imperial:** Roll! Each Rebel player rolls one numbered Die. The Imperial rolls the standard red Die. Place your Die in front of you as it fell.

2 **Attention: All Rebels!**

- Check what you rolled, then secretly move your Peg up to that many spaces in any direction on your Secret Movement Board. (In a 2-player game, when you are controlling 2 Rebels, move each of them that same number of spaces.)
- **Trash Compactors:** If you wish, you may move into one of the 4 Trash Compactors near the outer board corners and come out on any other Trash Compactor square. Each Compactor square counts as one square of your move.
- When you've made your secret move, put your hand on the table.

③ **Attention: Imperial Soldier!** When you see all Rebel players' hands on the table, you may move.

- Check what you rolled. You may move up to this many soldiers on this turn. **Example:** If you rolled a 3, you may move 1, 2 or 3 of your Imperials. (If you rolled a number higher than the number of Imperials you have on the board, you may move all of them.)
- Move wherever you want—you do not use the Die to move! Make all your moves on the large game board, where everyone can see you.

④ **Rebels! Reveal Your Positions—and Prepare for Battle!** Reveal your Secret Movement Boards and move your characters on the large game board to the positions that match the moves you made in secret. What you do next depends on who ended up where:

- If you ended up on the same space or next to an Imperial soldier (side-by-side, not on the diagonal, and not on either side of a wall), you must do battle. See COMBAT RULES for Game 2, next page. If you are surrounded, each Imperial will battle you separately. The Imperial player decides and announces which Imperial will battle first.
- If you move to a space with a Weapon on it, first resolve any conflict with the Imperial(s) if necessary. If you win the battle, and you don't already have a Weapon, collect it.
- If you land on a space with a Color Sequence Code Card, first resolve any necessary combat with Imperials. If you win the battle, pick up the card and keep it; you'll need it to try to win the game.

How to Retrieve Weapons: Any Rebel may end a turn in the closet next to the Detention Block to retrieve a Weapon. Remember: You may never have more than one Weapon in front of you.

How to Escape the Detention Block: If the jailed Rebel or any other Rebel rolls a 6 at the start of the next round, the jailed Rebel escapes the Detention Block, and moves on the Secret Movement Board the number of spaces he or she (the imprisoned Rebel) rolled. If no Rebel rolls a 6 at the start of the round, the jailed Rebel is stuck until a subsequent round when a Rebel succeeds in rolling a 6.

WINNING THE GAME

The Rebels win the game when any one of them reaches the *Millennium Falcon* in the center of the board and rolls the required Color Sequence Code, as follows:

The Rebel rolls 2 color Dice and compares the colors on top with the pair of colors showing on any one Color Sequence Code Card face up in front of any Rebel player. If there's a match, the Rebels immediately win the game! If you try but don't roll a match, continue taking turns. Play continues until you or another Rebel reaches the *Falcon* and rolls the required Color Sequence Code match.

The Imperial player wins the game at the moment he or she collects the fourth Color Sequence Code Card as a result of beating a Rebel in combat.

COMBAT RULES for Game 2

Battles are won—and lost—by rolling the numbered Dice. All combatants roll simultaneously.

The winner of the battle is whoever rolls a 6. If you both roll a 6, you must battle again. There's one exception: Boba Fett wins all ties!

If a Rebel wins against a Stormtrooper or Boba Fett, take that figure off the board. It's out of the game. If there's a Weapon on the space with the soldier, and you don't already have one, put it in front of you.

If a Rebel wins against Darth Vader, he's not that easy to eliminate! If he loses the battle, lay him down on the board. The Imperial player may lift him back up on his or her next turn; this counts as one of the soldiers he or she can move that turn.

If the Imperial player wins, move the defeated Rebel to the Detention Block and take one Color Sequence Code Card and put it in front of you. Take the card from 1) in front of that Rebel player or 2) if that Rebel player does not have one, from anywhere on the board or 3) if there are none left on the board, from in front of any other Rebel player. You do not have a choice of which of the 3 places you will take it from; you must follow the order outlined above—1, 2, then 3. If the Rebel had a Weapon, place it in the closet, the small room next to the Detention Block.

Attacking with a Weapon

If you have collected a Weapon, roll two numbered Dice. This doubles your chance of rolling a 6—and two 6's always beat one 6. This Weapon remains yours until you are taken prisoner and sent to the Detention Block.

How Darth Vader Attacks

Darth Vader is the only Imperial who rolls two Dice in every battle.



We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone 888-836-7025 (toll free).

Proof of Purchase



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ACTION FIGURE GAME

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