

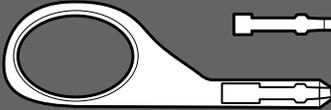
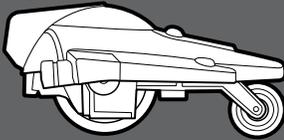
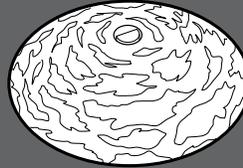
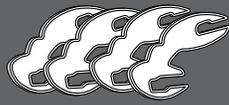
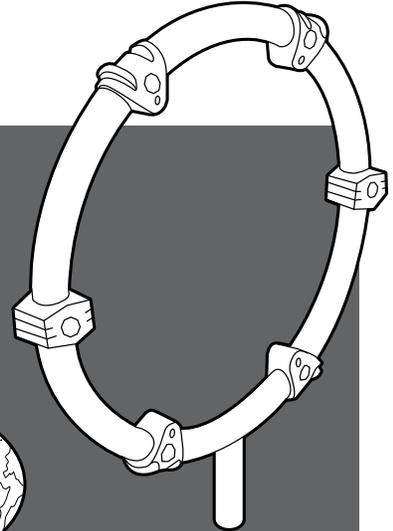
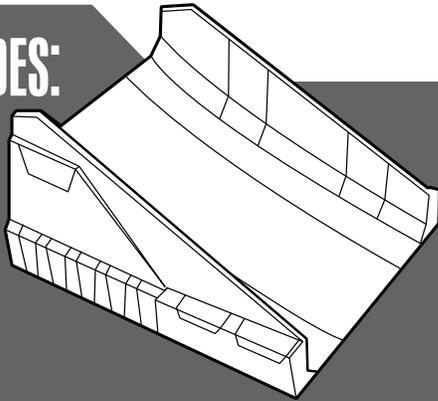
# STAR WARS

AGES 5+

97660/97659 Asst.

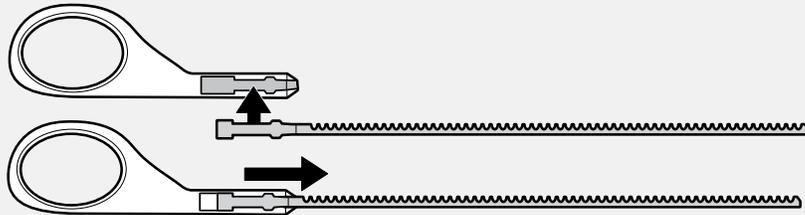
## HYPERSPACE™ CHALLENGE

INCLUDES:

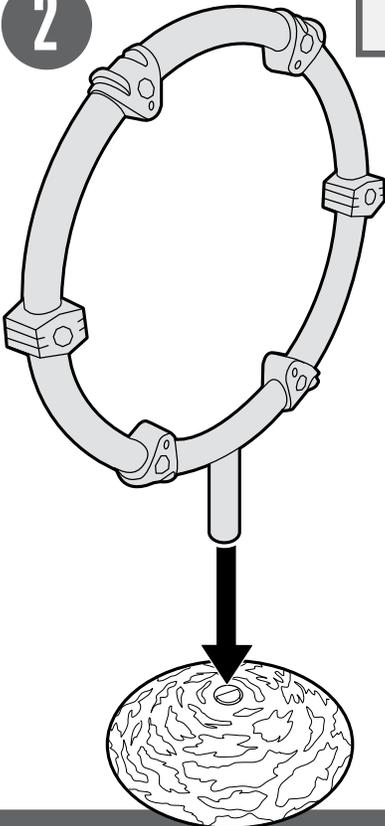


ASSEMBLY:

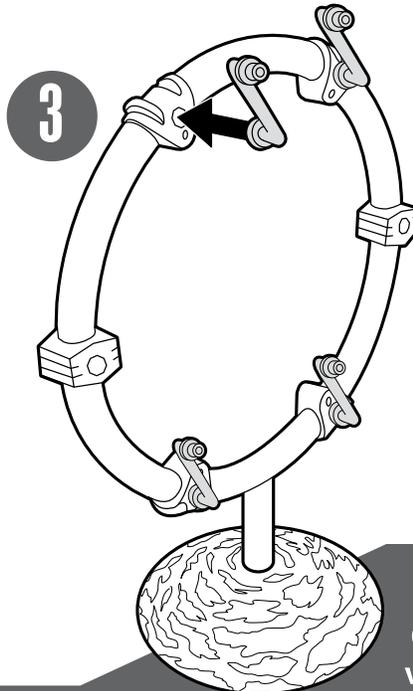
1



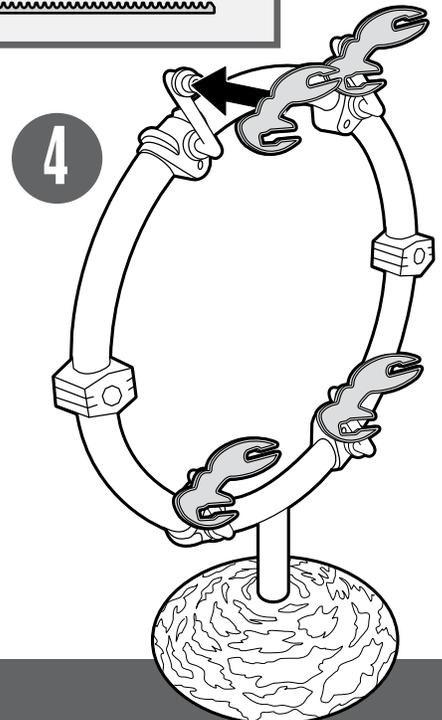
2



3



4

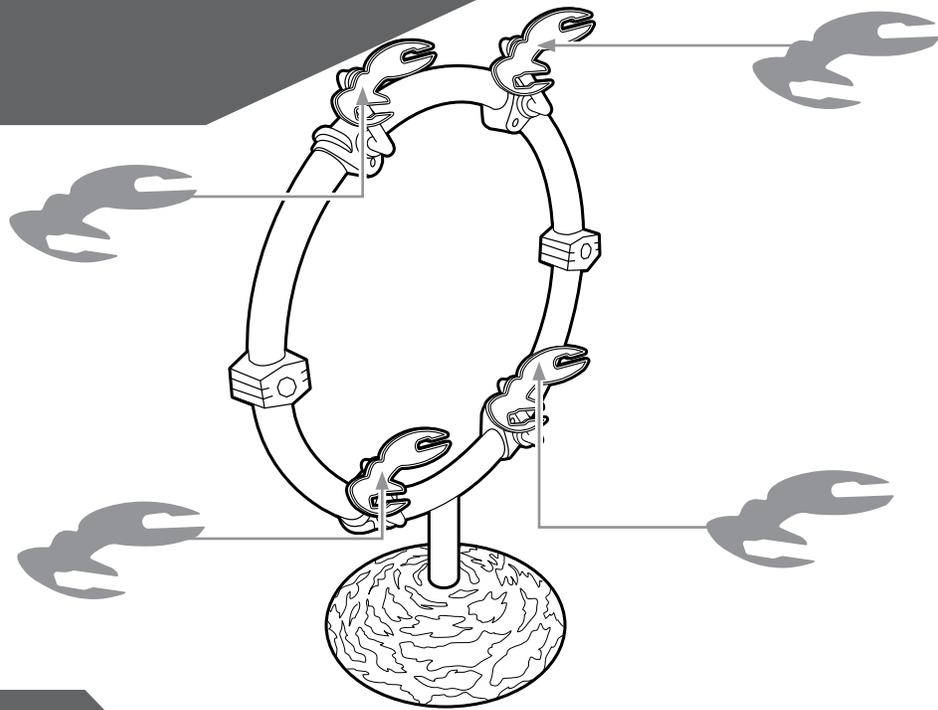


Change the position or placement of the vulture droids to power up the challenge.

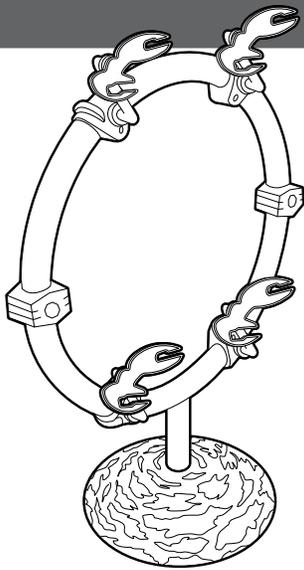
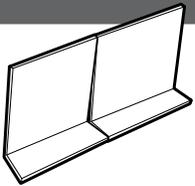
# ASSEMBLY:

5

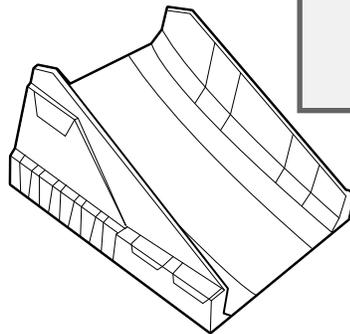
Peel and apply labels, as shown.



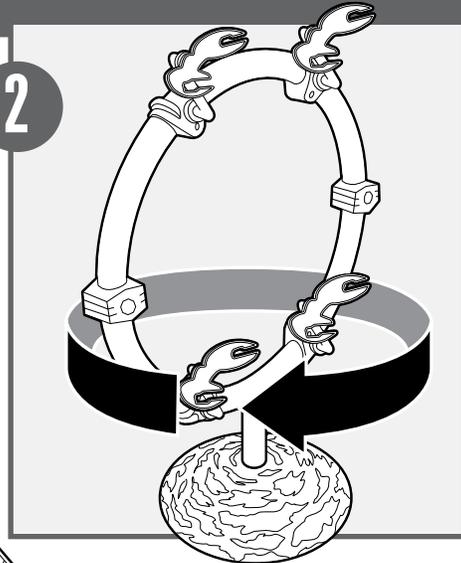
## READYING YOUR TARGET:



1

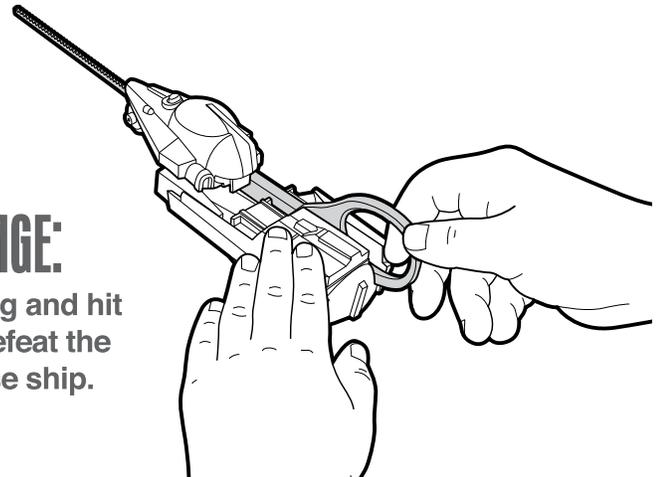


2



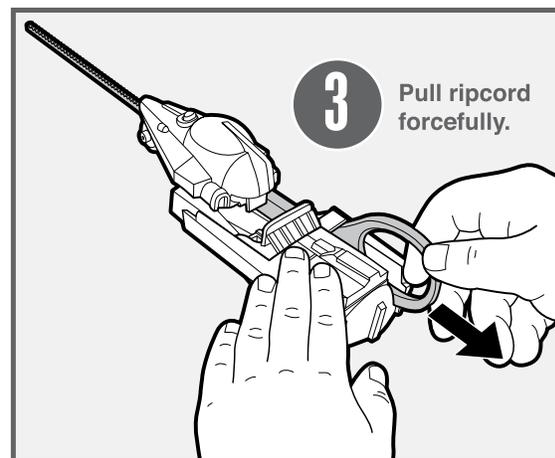
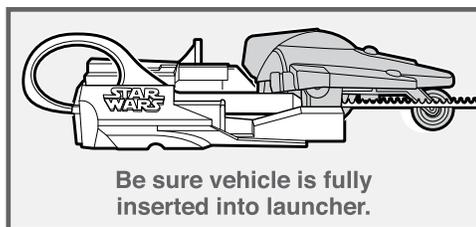
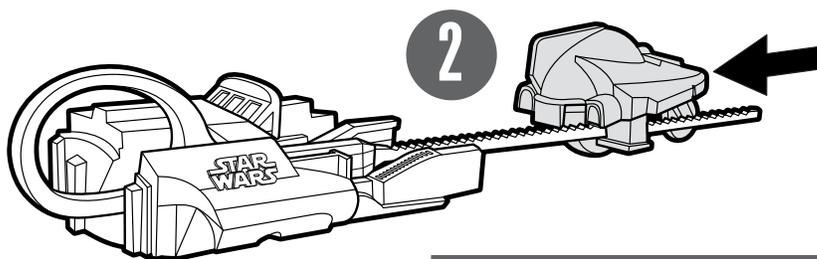
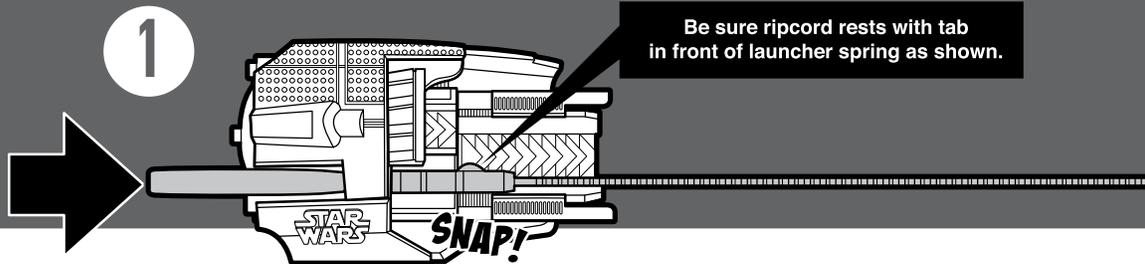
## TARGET CHALLENGE:

Launch through the ring and hit the paper targets to defeat the Trade Federation base ship.

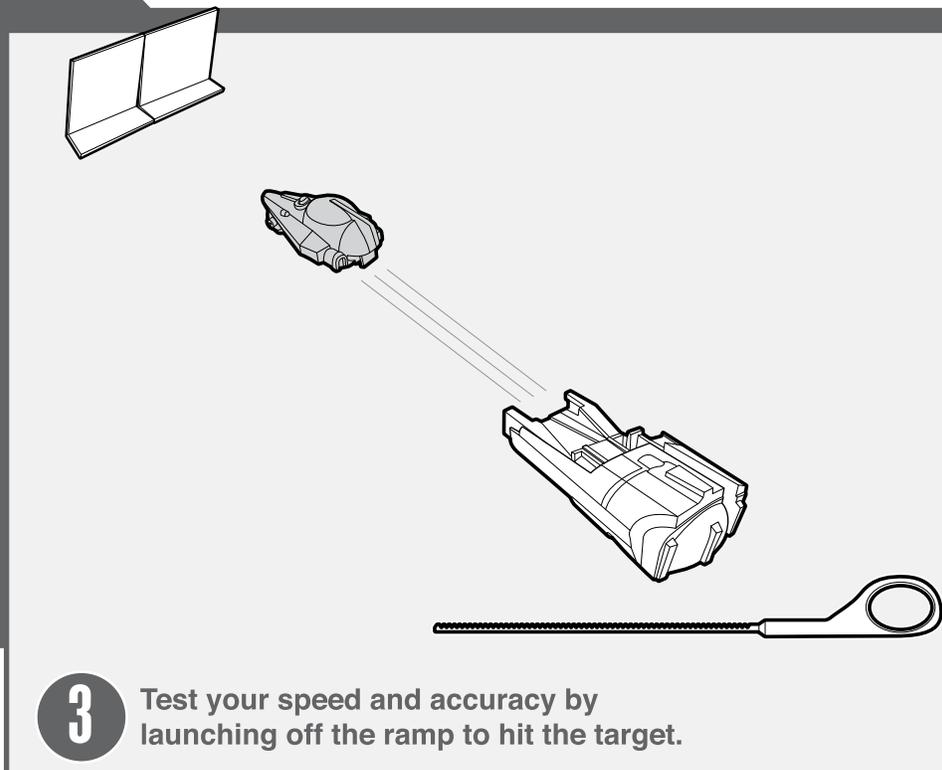
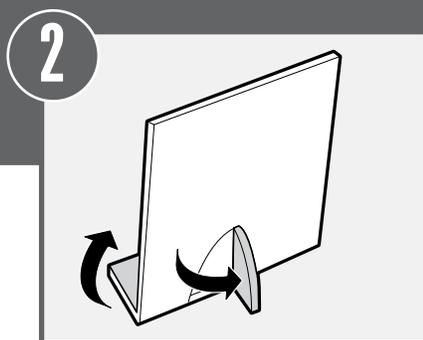
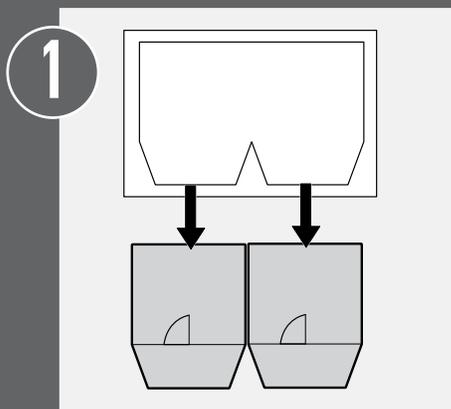


# LOADING AND LAUNCHING:

Vehicles work best on a smooth, flat surface.  
These vehicles are for use only on the floor.

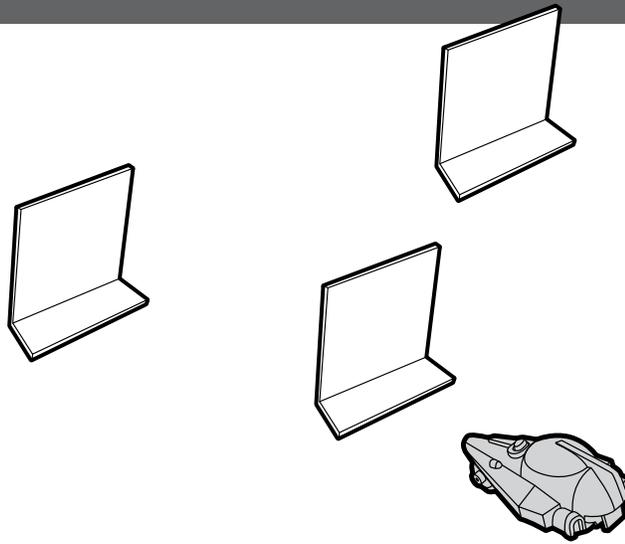
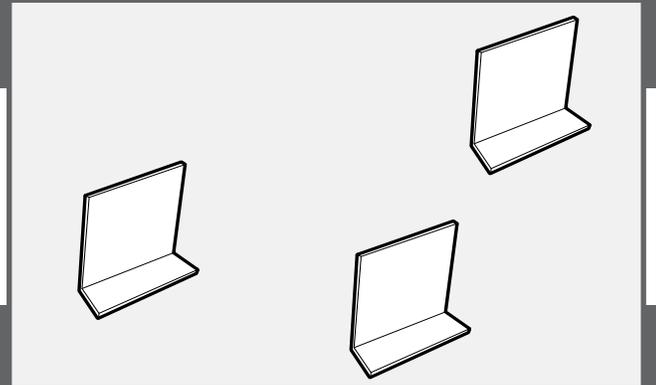
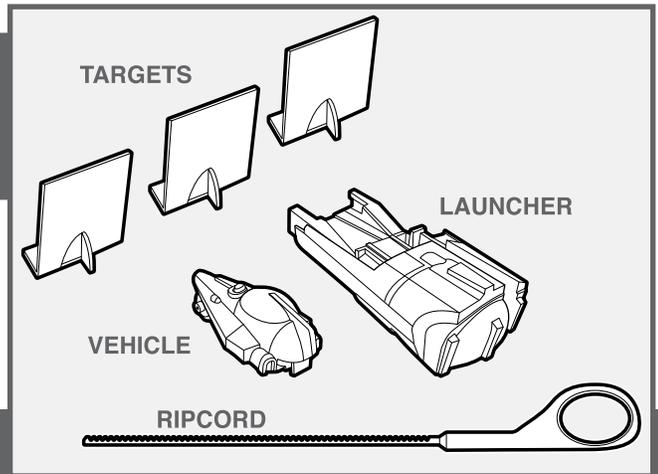


# SINGLE PLAYER TRAINING GAME:



# BASIC MULTIPLAYER BATTLE GAME:

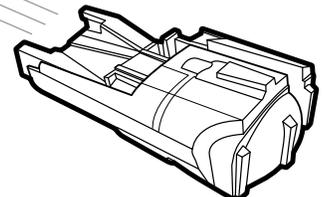
- 1 Each player should pick one or more vehicles to use. You only get one shot per turn, but you can change vehicles as often as you want.
- 2 Each player must have at least three targets, a vehicle and a launcher. Additional targets are included with every vehicle (sold separately).
- 3 Shuffle the targets for all players, then deal out at least three face-down (add more targets for a higher scoring game) to each player.
- 4 Take turns setting up your targets one at a time. Targets should all be be at about the same distance, and should not block other targets.
- 5 Take turns launching your vehicle at a target.
  - If you hit one of your targets, put the target in your discard pile and **add** its point value to your score.
  - If you hit an opponent's target, put the target in a separate pile and **subtract** its point value from his score.



Additional targets are included with every vehicle (sold separately).

- 6 Once all of the targets are knocked down, the player with the highest score wins!

Add targets from packaging for a more challenging game!  
For an Advanced Game, follow the rules printed on the targets to modify how the game is played.



© 2010 Lucasfilm Ltd. & © or TM where indicated.  
All rights reserved. Patent Pending.  
® and/or TM\* & © 2010 Hasbro. All Rights Reserved.  
TM & © denote U.S. Trademarks.

PN: 7089940000



Not suitable for children under 3 years because of small parts — choking hazard.

Micro Machines®

galoob™