

STAR WARS™

"ESCAPE FROM DEATH STAR"

GAME

Instructions

Object

Be the first player to reach the Rebel Base after escaping from the Trash Compactor of **Death Star**™.

Equipment

Gameboard, 8 Playing Tokens, 4 **Death Star**™ Blueprint Cards, 4 **Tractor Beam**™ Cards, Spinner, and a deck of **FORCE**™ CARDS.

Preparation

1. Remove **Tractor Beam**™, Cards and **Death Star**™ Blueprint cards from Pack and set in two piles to one side of board.
2. Shuffle **FORCE**™ CARDS and place in Spinner Dispenser.
3. Set up Tokens as per diagram.

Game Play – 2, 3, or 4 Players

1. Each player selects a color and places his two Tokens (**Leia**™/**Luke**™ and **Han**™/**Chewbacca**™) on the matching colored area in the Trash Compactor.
2. Each player spins. Highest number goes first and play continues to the left.
3. Each player spins in turn and moves one of his Tokens the number of spaces shown on the Spinner. A MOVE MAY NOT BE SPLIT UP BETWEEN THE TWO TOKENS. Moves must follow the lines connecting the spots.
4. Players can move a Token backwards or forwards, BUT NOT OPPOSITE WAYS IN THE SAME TURN. You can also turn corners as necessary.
5. When moving Tokens, the yellow **Death Star**™ coordinate spots (DS-1, DS-2, etc.) count as normal spaces.
6. If a player lands on a Blue Force™ Spot, he must draw a **FORCE**™ CARD from the top of the pile and carry out the instructions with that token. If you must return to the Trash Compactor, go directly there. Any other penalty move back must follow the shortest route to the Trash Compactor. If a player draws an "Escape from Detention Block" card, he may save it until it is needed. When a player is finished with a **FORCE**™ CARD, he returns it to the back of the pile.
7. If a player draws a **FORCE**™ CARD that tells him to go to the Detention Block, he can get out only by spinning a "3" or by presenting the "Escape from Detention Block" **FORCE**™ CARD. No other **FORCE**™ CARD can free a player out of the Detention Block. While one piece is in the Detention Block, the other piece may move. If he does not spin a "3" in three turns, the imprisoned Token can leave the Detention Block on the player's next turn.
8. No two Tokens may occupy the same spot. If you land on a spot where there is another Token, you may send it back to the Detention Block or stop on the first empty space before that Token.

Fold token card in half and insert into base.



9. Before moving to the **Millennium Falcon**™, all players must accomplish a special mission. You must collect a **Death Star**™ Blueprint by landing one of your Tokens on the Control Room space and a **Tractor Beam**™ Card by landing a Token on the **Tractor Beam**™ Space. (Other than this, these rooms count as normal spaces.) AFTER COMPLETING THIS MISSION, TOKENS MOVE ON TO THE **MILLENNIUM FALCON**™ IN THE FOLLOWING TURNS. If you do not spin the exact number, get as close as you can and wait until you get a "4".
10. When BOTH of a player's Tokens reach the **Millennium Falcon**™, he is ready to travel through **Hyperspace**™ (the area between the **Millennium Falcon**™ and the Rebel Base) MOVING THE TWO TOKENS AS ONE.
11. Once your Tokens reach the **Millennium Falcon**™ they are no longer affected by **FORCE**™ CARDS.
12. The **Millennium Falcon**™ space is the ONLY safe space on the board. If a player's Tokens get sent back from **Hyperspace**™, they only move back to the **Millennium Falcon**™.
13. Players may enter **Hyperspace**™ at any one of the three entry points. You may move directly forward or diagonally (not sideways nor backwards). If you land on a **Tie Fighter**™, you must engage in a Dogfight!

Dogfights

- Spin to see if you win or lose (inside band of Spinner).**
- If you LOSE, both pieces return to **Millennium Falcon**™.
- If you WIN, you must move both pieces one space forward or diagonally.
 - a. You may move to an empty space and wait for your next turn.
 - b. You may move to a **Tie Fighter**™ and have another Dogfight.

If you keep moving to **Tie Fighter™ spaces and win all Dogfights, you could move through **Hyperspace**™ in one turn!

14. First player to arrive at the Rebel Base by EXACT COUNT or by winning the last Dogfight WINS!!

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Instructions

Object

Be the first player to reach the Rebel Base after escaping from the Trash Compactor of **Death Star**™.

Equipment

Gameboard, 8 Playing Tokens, 4 **Death Star**™ Blueprint Cards, 4 Tractor Beam Cards, Spinner, and a deck of 52 **FORCE**™ CARDS.

Game Play – 2, 3, or 4 Players

1. Each player selects a color and places his two Tokens (**Lela**™/**Luke**™ and **Han**™/**Chewbacca**™) on the matching colored area in the Trash Compactor.
2. Each player spins. Highest number goes first.
3. Each player spins in turn and moves one of his Tokens the number of spaces shown on the Spinner. A MOVE MAY NOT BE SPLIT UP BETWEEN THE TWO TOKENS. Moves must always be made in the same direction and must follow the lines connecting the spots.
4. If a player lands on a Blue **Force**™ Spot, he must draw a **FORCE**™ CARD and carry out the instructions.
5. If a player draws a **FORCE**™ CARD that tells him to go to the Detention Block, he can get out by presenting a **FORCE**™ CARD that allows him to leave or by spinning a “3”. If, after three turns, the player does not spin a “3”, he may leave the Detention Block on his next turn.
6. More than one Token can occupy a space on the board as long as they are not “like” Tokens. EXAMPLE: If your **Han**™/**Chewbacca**™ lands on a space on which there is already a **Han**™/**Chewbacca**™, send the Token occupying the space back to the Trash Compactor.
7. Before moving to the **Millenium Falcon**™, all players must accomplish two missions.
ONE – Either Token must enter the Control Room by EXACT COUNT and acquire a **Death Star**™ Blueprint.
TWO – Either Token must enter the Tractor Beam Room by EXACT COUNT and take the card indicating the Tractor Beam has been turned off.



Fold token card in half and insert into base.



Force™ card

AFTER COMPLETING THESE TWO MISSIONS, TOKENS MOVE ON TO THE **MILLENIUM FALCON**™ IN THE FOLLOWING TURNS. Players must reach the **Millenium Falcon**™ by EXACT COUNT.

8. When BOTH of a player's Tokens reach the **Millenium Falcon**™, he is ready to travel through **Hyperspace**™ to the Rebel Base MOVING THE TWO TOKENS AS ONE.
9. The **Millenium Falcon**™ space is the only safe space on the board. However, if a player's Tokens get sent back from **Hyperspace**™, they only move back to the **Millenium Falcon**™.
10. Players may enter **Hyperspace**™ at any one of the three entry points. The move into **Hyperspace**™ is determined by the spinner. If a player lands on a **Tie Fighter**™, he must engage in a Dogfight.

DOGFIGHTS

Spin to see if you WIN or LOSE (shown in a narrow band on spinner)

If you LOSE, both pieces return to **Millenium Falcon**™.

If you WIN, you must move both pieces one space in any direction.

The player has the choice of moving to an empty space and continuing on his next turn ... or by moving into a **Tie Fighter**™ space, he can continue to have Dogfights until he reaches the Rebel Base. If he loses, he is sent back to the **Millenium Falcon**™.

11. First player to arrive at the Rebel Base by EXACT COUNT or by winning the final fight with a **Tie Fighter**™ wins the game.

MAY THE FORCE BE WITH YOU.™