

BATTLESTAR GALACTICA™

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For 2 to 4 Players/Ages 7-14.

A Cylon Raider™* —disabled and abandoned—floats defenseless in outer space. As a combat training mission, four new Colonial Viper™* pilots are each assigned to capture the Raider and bring it to the BATTLESTAR GALACTICA for inspection. On this mission, the pilots are ordered to simulate actual combat conditions: they are told to use their weapons not to destroy each other, but only to prevent each other from capturing the Raider.

Object

To be the first to capture the Cylon Raider and bring it to your squadron's launch bay on the BATTLESTAR GALACTICA.

Equipment

1 Game Board · 1 silver-colored Cylon Raider · 1 Perforated Sheet with a Spinner and 4 Colonial Vipers, each a different color · 4 Plastic Bases · 12 Evasive Action Cards · 36 Command Cards, divided into four equal decks.

Set Up

1. Place the Cylon Raider onto the center of the board.
2. Carefully remove the spinner and Colonial Vipers from the perforated sheet.
3. Place each of the Vipers, tab-end first, into a plastic base.
4. Take a look at the board. In each corner is a launch bay. The launch bay to your right is yours.
5. Your playing piece is the Colonial Viper that matches the color of your launch bay. Place your Viper onto its launch bay.
6. Take the deck of Command Cards that matches your Viper's color. After shuffling these cards, place them face down on the table in front of you.
7. Take 3 Evasive Action Cards and place them face up next to your Command Cards.
8. Notice that the board is divided into four quadrants, separated by yellow lines. In each quadrant are a purple planet and a Black Hole.
9. Turn over 2 of your Command Cards.
10. Each player spins the spinner. The player who spins the highest number plays first; the order of play then proceeds to the first player's left.

Before you play, we suggest that you read the following rules at least once.

Playing

Start your turn by spinning the spinner and moving your Colonial Viper as close to the Cylon Raider as you can.

A. MOVING

1. You may move your Viper horizontally and vertically, but not diagonally.
 - a) You may change direction as many times as your spin will allow.
 - b) You must change direction if you're about to collide with another Colonial Viper.
2. On a single spin you may not enter any square more than once.
3. You may move across any of the yellow lines.
4. Ordinarily you must move your Viper the number of squares that you spin. There are, however, two exceptions to this rule: you'll find them under BLACK HOLES and CAPTURING THE CYLON RAIDER.

B. BLACK HOLES

In outer space Black Holes are areas of concentrated gravity; in this game they are important strategic elements.

When you land on a Black Hole, you may, if you wish, immediately move to any other Black Hole that's not already occupied by another Colonial Viper.

1. You do not have to land on a Black Hole by exact count; you may stop moving as soon as you reach one. However, if you then move to another one, do not continue to move your Viper the full count of your spin.
2. If you're on a Black Hole at the start of your turn, you may not move to another Black Hole; spin the spinner and move your Viper accordingly.

C. CAPTURING THE CYLON RAIDER

You may capture the Cylon Raider in one of three ways: by landing on its square; by moving onto a Black Hole that it occupies by itself; or by winning an "interstellar battle."

To capture the Raider, slide your Viper into the top of the Raider. Then spin immediately and move your Viper with the Raider.

1. **Capturing by landing on the Raider's square.**

- a) You do not have to land on the Raider's square by exact count; you may stop moving as soon as you reach it.
- b) You may not land on the Raider's square if another Colonial Viper is holding the Raider captive.

2. **Capturing on a Black Hole.** If the Raider sits alone on a Black Hole, you may capture it either by landing on that Black Hole or by moving there from another Black Hole.

3. **Capturing in an Interstellar Battle.** By landing directly next to the Raider's square—horizontally, vertically or diagonally—when the Raider is being held by an opponent, you challenge that opponent to an "interstellar battle." Both you and your opponent spin the spinner. The higher spin wins. The winner either retains the Raider (if he already has it) or, without moving, captures it. The winner then:

- a) immediately spins and moves both his Viper and the Raider; and
- b) moves the loser for minor repairs to any unoccupied purple planet.

To have an "interstellar battle," you do not have to land next to the captured Raider by exact count; you may stop moving as soon as you're directly next to the opponent who has captured the Raider.

D. COMMAND CARDS

After moving your Viper, you may play one or both of your upturned Command Cards. There are three types of Command Cards: Turbo Thrust; Force Field; and Laser Torpedoes.

1. **Turbo Thrust.** Play this card if you want to spin again.

2. **Force Field.** By playing this card, you may move an opponent to any unoccupied purple planet. If the opponent you choose to move is holding the Raider, you may move only the opponent; the Raider stays where it is.

3. **Laser Torpedoes.** By playing this card, you may be able to blast one or more opponents back to the BATTLESTAR GALACTICA for major repairs.

First spin the spinner to determine the number of blasts you may take. Then spin once for each blast that you're allowed. Each time the spinner points to a quadrant that's occupied by an opponent, that opponent is blasted back to his squadron's launch bay.

- a) If the spinner points to a yellow line, spin again.
- b) If an opponent's Viper lies on a yellow line and the spinner points to a quadrant on either side of that line, the opponent is blasted.
- c) If the spinner points to a quadrant that affects more than one opponent, each of those opponents is blasted.
- d) If a blasted opponent is holding the Cylon Raider, the Raider stays where it is.
- e) You cannot be blasted by your own Laser Torpedoes.

After using a Command Card, you must remove it from the game immediately. You must also wait until the start of your next turn to replace the card(s) that you used with the top card(s) from your reserve pile.

E. EVASIVE ACTION CARDS

You may, at any time, use an Evasive Action Card as protection against a Force Field Card or a Laser Torpedoes Card. When you use one against a Force Field Card, you cannot be moved; when you use one against a Laser Torpedoes Card, you cannot be blasted. You may not use an Evasive Action Card as protection in an "interstellar battle."

After using an Evasive Action Card, you must remove it from the game immediately. These cards cannot be replaced. If, for example, you're blasted more than once with Laser Torpedoes, you must use a different Evasive Action Card each time that you wish to protect yourself. Once you've used all three of your Evasive Action Cards, you're left with no further protection.

Winning

The winner is the first player to capture the Cylon Raider and bring it to his squadron's launch bay on the BATTLESTAR GALACTICA.

We will be happy to answer questions about this game. Parker Brothers, 50 Dunham Road, Beverly, Mass. 01915. Attention: Consumer Response Dept.

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