

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 52 **FORCE™** CARDS.

Preparation

1. Remove "Tractor Beam" and "Death Star™" Blueprint Cards from Pack and set 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 colour and places his two Tokens (**Leia™/Luke™** and **Han™/Chewbacca™**) on the matching coloured 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.

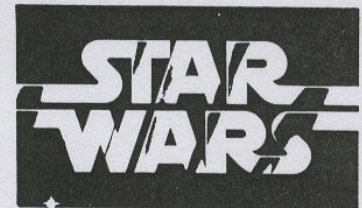
7. Before moving to the **Millenium Falcon™**, all players must accomplish two missions.

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 **MILLENNIUM 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. The first move into **Hyperspace™** is determined by the number spun and tokens may only move in a straight line from one of the 3 entry points. 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). **WIN** and move one space in any direction.

- (a) you may move to a **Tie Fighter™** and continue to engage in Dogfights until you reach the Rebel Base.

OR

- (b) you may move to an empty space and wait for your next turn.

LOSE and you are sent back to **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.

We will be glad to answer inquiries concerning these rules.

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MAY THE FORCE BE WITH YOU™