

STARWARS™

EQUIPMENT

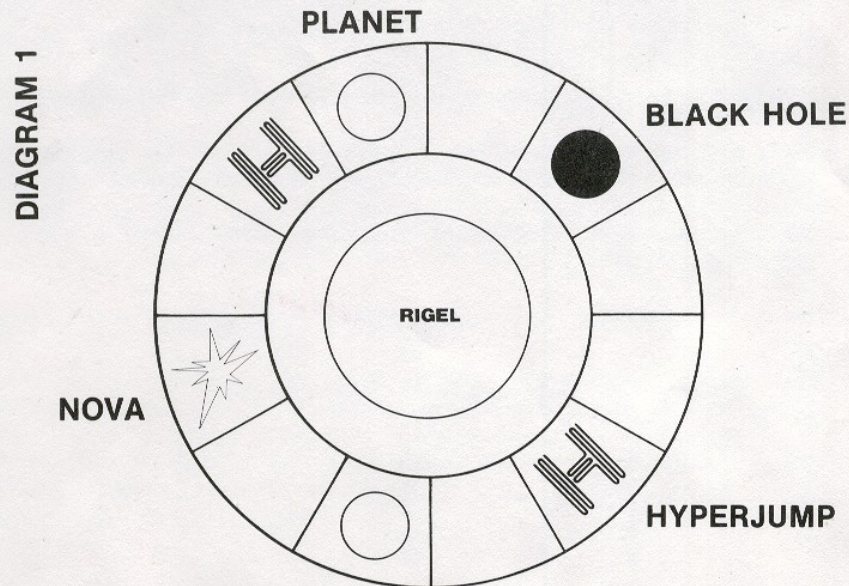
- 1 Gameboard.
- 20 Starships (10 each of two colours).
- 21 Planet Cards
- 4 Dice.

INTRODUCTION

Commanding a fleet of starships each player seeks to dominate the galaxy. To this end, starships orbit stars to the throw of dice, hyperjump to different stars, collect resources from planets, and attack enemy starships.

GAMEBOARD

The gameboard represents a galaxy of six star systems: **SOL**, **RIGEL**, **POLLUX**, **VEGA**, **DENE**, and **MIRA**. Two of these, **SOL**, and **VEGA**, are the home stars. The circular track around each star (star track) are spaces in which starships orbit the stars. Star tracks contain spaces with specific features:



SET-UP

Each player chooses one of the two home stars. A fleet of ten (10) starships of one colour is given to each player. Seven (7) of these are deployed in the seven empty spaces of the home star track. The remaining three (3) starships are kept off the board until they can be built. (see PLANETS)

Shuffle the planet cards and place them face-down off the board.

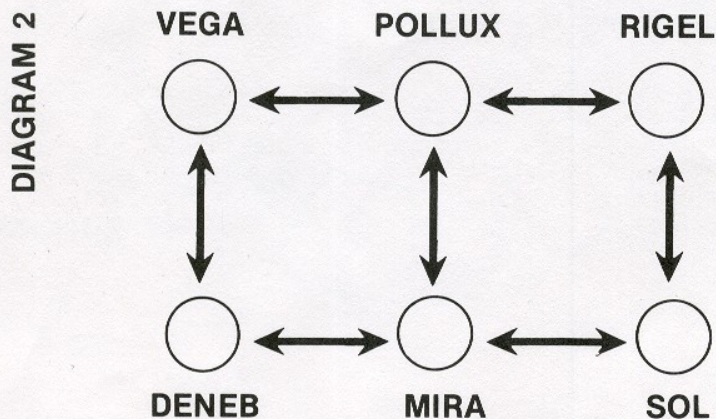
Each player receives two dice. They are thrown and the player with the highest total has the first turn to play.

MOVES

1. The game is played in alternate turns. In turn, a player throws the two dice. Using the two numbers thrown a player can move two starships, one for each die number, the exact count of spaces around a star track in a clockwise direction only. *For example, if '5-3' is thrown on the dice, a player can move one starship five [5] spaces [not less] and another starship three [3] spaces, both in a clockwise direction around a star track.*
2. A player can make one or two moves in his turn as he wishes. If one move is made, he may choose which die number to use. If two moves are made they can be in the same star track or in two different star tracks. **However, a player can never move the same starship twice in one turn by using both die numbers to move one starship.**
3. Two starships can never occupy the same space on a star track. Starships can jump over each other although the space moved through is still counted in the move. A player may move to a space containing one of his own starships provided his second move is used to move the starship already in this space.
4. When a starship is moved to a space containing an enemy starship, the enemy starship is eliminated. The eliminated starship is removed from the board, returned to its owner, and can be rebuilt like any other starship. (see PLANETS)

HYPERJUMPS

Starships move from one star system to another star system by hyperjumps. When a starship lands on any space containing the symbol 'H' it has entered hyperspace and must hyperjump to an adjacent star system. Diagram 2 illustrates all possible hyperjumps:



For example, a starship in **SOL** can only hyperjump to **RIGEL** or **MIRA** as a player wishes; a starship in **POLLUX** can only hyperjump to **VEGA**, **MIRA**, or **RIGEL**; a starship in **RIGEL** can only hyperjump to **SOL** or **POLLUX**. In effect, from the four corner stars a player has two possible hyperjump destinations but from the two central stars a player has three possible destinations.

2. A starship 'appears' in the new star system in any empty space. That is, in any space which does not contain a starship, a planet, blackhole, nova, or hyperjump.

BLACKHOLES AND NOVAS

Starships may never land on these spaces. Note that the home stars do not contain these features.

PLANETS

When a starship lands on a planet space, a planet card is immediately drawn by that player. EXCEPTION: planet cards are not drawn for planets in the home stars.

2. There are three types of planet cards:

ALIENS Cards with the "A" symbol
WEAPONS Cards with the "W" symbol
STARSHIPS Cards with the "S" symbol

When a player has collected one card of each type, or three cards of the same type, they can be exchanged for one new starship. The three cards must be shown to the opposing player, placed in a discard pile face up, and a new starship placed on any planet space of the home star. The exchange must be done on a player's turn before the dice are thrown for that turn. A starship can not be built on a planet that is occupied by any other starship. A maximum of two starships can be built in one turn by exchanging two sets of planet cards. **A new starship can not be moved in the turn it is built.**

3. When the deck of planet cards have been used up, the discards should be shuffled and placed face down for further use.
4. A starship may attack and eliminate an enemy starship located on a planet. If this happens, the victor also draws a planet card.

WINNING THE GAME

A player wins the game by capturing his opponent's home star. This is done when a player has one or more starships in the opposing home star track and the owner of the home star has no starships there to defend with. *NOTE: A player does not have to eliminate every opposing starship on the board to win . . . just those in the opposing home star track.*

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