

INTRODUCTORY 2 PLAYER GAME

SAMPLE GAME



Phase 1
ACTIVATE

Phase 2
CONTROL

Phase 3
DEPLOY

Phase 4
BATTLE

Phase 5
MOVE

Phase 6
DRAW

SAMPLE GAME.

You are playing the Light Side and will play with the Light Side deck of cards. Your opponent will play the Dark Side and will play with the Dark Side cards.

Remember: The object of the game is to reduce your opponent's Life Force to zero. You do that by making him lose all his playable cards. We are not going to explain every rule and nuance of play. The idea here is to show you the simple steps that make up turns and how a game can be quickly played to conclusion.

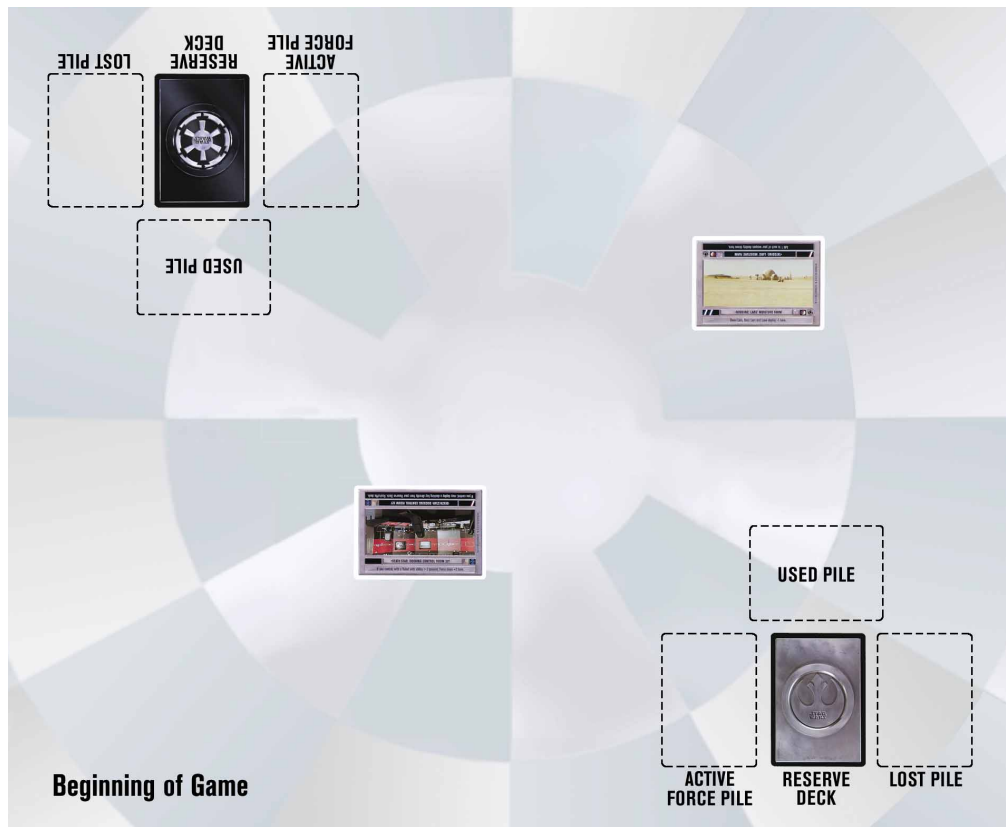
NOTE: In this booklet we are using masculine pronouns to avoid saying "he or she" and "his or her."

BOTH PLAYERS SELECT A STARTING LOCATION CARD.

Each player secretly goes through his deck and selects a starting location. Lay the chosen cards face down (and lengthwise) on the table. After both sides have chosen a location, flip the cards over. Since you are playing the Light Side, face the Light Side towards you. You chose the *Tatooine: Lars' Moisture Farm* card because there are 2 Force icons for the Light Side and only 1 for the Dark Side on it. The Dark Side chose the *Death Star: Docking Control Room 327*. Place them separately (not next to each other) because they are not on the same planet.

BOTH PLAYERS SHUFFLE THEIR RESERVE DECK.

Each player shuffles his remaining 59 cards to form his Reserve Deck. Put your Reserve Deck on the table as shown in the following diagram. This is how the game begins.



BOTH PLAYERS DRAW EIGHT CARDS INTO THEIR HANDS.

Each player gets to draw eight cards from the top of their shuffled Reserve Deck. This is the players opening hand.

TURN SEQUENCE.

Phase One:	ACTIVATE	Activate Force cards to use during the game.
Phase Two:	CONTROL	It is advantageous to control certain locations.
Phase Three:	DEPLOY	Bring cards from your Hand to the table by 'using' Active Force.
Phase Four:	BATTLE	Declare and conduct battles.
Phase Five:	MOVE	Move your characters to different locations.
Phase Six:	DRAW	Draw cards into your Hand from the Active Force Pile. End your turn.

TURN 1 (Dark Side)

The Dark Side always goes first. Watch as he plays. You're up next!

Phase One: The Dark Side ACTIVATES 3 Force cards.

He first counts the number of Force generation icons on his side of all locations on the table. There is 1 icon on *Death Star: Docking Control Room 327* and 1 on the *Tatooine: Lars' Moisture Farm*. Then he adds 1 for his own Force to get a total of 3. He then takes 3 cards (1 at a time) from the top of the Reserve Deck and (without looking at them) puts them face down next to the Reserve Deck to form the Active Force Pile.

Phase Two: He doesn't CONTROL any locations so he skips this phase.

Phase Three: He DEPLOYS a *Death Star Trooper* at *Death Star: Docking Control Room 327*. Then he DEPLOYS *Death Star: Docking Bay 327*.

He decides to deploy a *Death Star Trooper* from his hand onto the table at the *Death Star: Control Room 327* location. To do this, he first checks the deploy cost of the *Death Star Trooper*. The deploy cost is identified in the white box in the lower left corner. This character's deploy cost is 2 Force. He then moves 2 cards from the Active Force pile to form the Used Pile. Then he

places the *Death Star Trooper* card on the table next to his side of the *Death Star: Docking Control Room 327* card. He then controls the control room.

Using the text written on his side of the *Death Star: Docking Control Room 327* card (which reads "If you control, may deploy a docking bay directly from your Reserve Deck. Reshuffle deck."), he picks up his Reserve Deck and looks for a docking bay. He finds *Death Star: Docking Bay 327* and places it on the table next to the *Death Star: Docking Control Room 327* card because they are both locations on the Death Star. He chooses to put it on his right of the *Death Star: Docking Control Room 327*. Then he reshuffles his deck and puts it back on the table.

Phase Four: There are no BATTLES possible so he skips this phase.

Phase Five: He chooses not to MOVE his *Death Star Trooper*.

Phase Six: He DRAWS the 1 card from his Active Force Pile into his hand.

In Phase Six he has the option of leaving any cards in his Active Force Pile there on the table or to draw any number of them one-at-a-time into his hand. He has 1 card left from the 3 he activated, and decides to draw it into his hand. Then he places the 2 cards that he used in Phase Three under his Reserve Deck to recycle them. This ends his turn. [He has 8 cards in Hand, none Lost]

TURN 2 (Light Side)

Look at the cards in your hand. You have 2 *Rebel Guard* cards, a *Jawa*, *Don't Underestimate Our Chances*, *Run Luke, Run!*, *Tatooine Utility Belt*, *Surprise Assault*, and *Sai'torr Kal Fas*.

Phase One: You ACTIVATE 4 Force Cards.

Counting the Force Generation icons on your side of the location cards, you add 2 from *Tatooine: Lars' Moisture Farm*, 1 from *Death Star: Docking Bay 327* and 1 from yourself. Note that you get no Force from the *Death Star: Docking Control Room 327*.

Phase Two: You don't CONTROL any locations, so you skip this phase.

Phase Three: You DEPLOY a *Rebel Guard* at *Tatooine: Lars' Moisture Farm*.

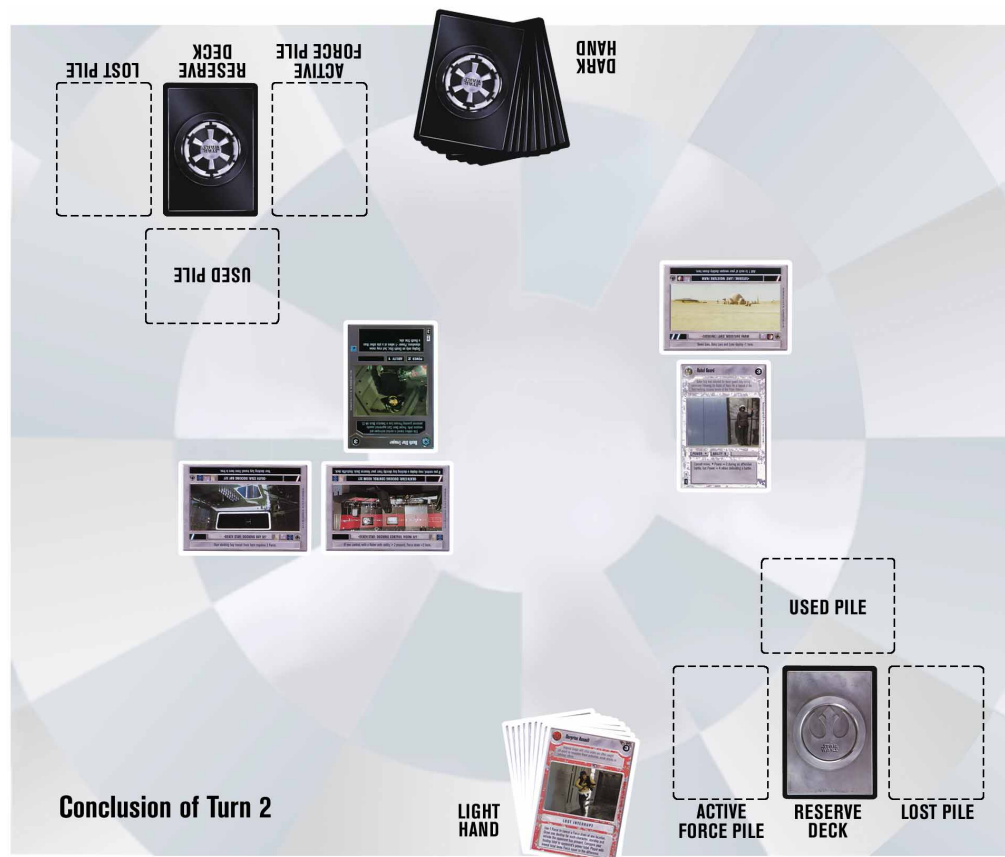
Look at the cards in your hand. You wisely decide to deploy your *Rebel Guard* at *Tatooine: Lars' Moisture Farm*. You do this by paying the deploy cost of 2 (white box in lower left corner of the *Rebel Guard* card). You move 2 facedown cards from the top of the Active Force Pile to form the Used Pile. Then you place the *Rebel Guard* on the table at the *Tatooine: Lars' Moisture Farm*. You can only deploy a character at a place where you have Presence (ability of 1 or more), or Force icons, so you could have chosen the *Death Star: Docking Bay 327*. But you decide to stay away from the Death Star and build your strength on Tatooine!

Phase Four: No BATTLES are possible.

Phase Five: Your *Rebel Guard* can't MOVE. (See his text.)

Phase Six: You DRAW 2 cards into your hand.

You draw the 2 remaining cards from the Active Force Pile into your hand. You draw a *Luke* and a *Shistavanen Wolfman*. Then you place the 2 facedown cards in the Used Pile under the Reserve Deck. Your turn is over. [You have 9 cards in Hand, none Lost.]



TURN 3 (Dark Side)

Phase One: He ACTIVATES 4 Force cards.

Phase Two: He skips the CONTROL phase.

RULE: The advantage of controlling a location is that you 'Force drain' your opponent for the number of Force icons on the opponent's side of the location card. A Force drain of 1 means that the opponent has to lose 1 life (a card) to his Lost Pile. Controlling a location requires that you have at least 1 Ability on your cards at a location AND that the opponent has no Ability there on his cards.

Your opponent's *Death Star Trooper* has an Ability rating of 1, and you do not have 1 Ability, so, he **CONTROLS** that location. However his Force drain there is zero because you have no Force icons, so he skips this phase.

Phase Three: He DEPLOYS *Tatooine: Docking Bay 94*, *Tatooine: Mos Eisley*, and 2 *Stormtroopers* at *Death Star: Docking Bay 327*.

Again, he uses the text on *Death Star: Docking Control Room 327* to look through his Reserve Deck. He finds and deploys the *Tatooine: Docking Bay 94* card onto the table to his left of the *Tatooine: Lars' Moisture Farm*. He reshuffles his deck. Then he deploys the *Tatooine: Mos Eisley* card out of his hand onto the table to his right of the *Tatooine: Lars'*

Moisture Farm. These location cards are deployed for free and are placed next to the *Tatooine: Lars' Moisture Farm* because they are all on Tatooine. It is the player's choice to deploy a new site location to the right or left of existing sites on the same planet, but never in between. Then he deploys 2 *Stormtroopers* (one-at-a-time) by moving 1 card from the Active Force Pile to the Used Pile for each *Stormtrooper*. He puts them both at *Death Star: Docking Bay 327* with the idea of Force draining at that location next turn.

Phase Four: No one to BATTLE. Skip this phase.

Phase Five: He MOVES a *Stormtrooper* to the *Tatooine: Docking Bay 94*. Then he moves the *Death Star Trooper* over to *Death Star: Docking Bay 327*.

After thinking for a moment, he decides to move a *Stormtrooper* for free using the text on the *Death Star: Docking Bay 327* card. To move a character from 1 location to another usually requires 'spending' Force. All docking bays are considered to be linked up via transport ships (that are not represented by cards). The *Death Star: Docking Bay 327* card says that transport is free for him. So he moves a

Stormtrooper from *Death Star: Docking Bay 327* to *Tatooine: Docking Bay 94*.

Then he moves the *Death Star Trooper* from the *Death Star: Control Room 327* to the *Death Star: Docking Bay 327* for 1 Force. Since all the Docking Bays are on the table, and since he can't do a Force drain in the Control Room (no Light Side Force icons there), there's no reason to stay in the Control Room.

Phase Six: He DRAWS 1 card into his hand and recirculates his used cards to the bottom of his Reserve Deck. [He has 6 cards in Hand, and 0 in the Lost Pile.]

TURN 4 (Light Side)

Phase One: You ACTIVATE 6 Force cards.

Since your opponent added 2 new locations, you have 5 Force generation icons. Adding 1 for yourself brings the total to 6!

Phase Two: You now CONTROL *Tatooine: Lars' Moisture Farm*. Opponent loses 1 card due to 'Force drain.'

Since your *Rebel Guard* has Ability of 1 and your opponent has no cards with Ability there and there is 1 Dark Side Force generation icon on his side of the *Tatooine: Lars' Moisture Farm* card, you control that location and cause a Force drain of 1 card. Your opponent must now discard (Lose) a card out of his hand or from his Life Force. He chooses to discard a card from his hand. He chose a duplicate of the *Death Star: Docking Bay 327* card that he already played on the table. He plays it face up on the table to form his Lost Pile. Remember, you win by making him lose all of the cards in his Life Force!

Phase Three: You DEPLOY Luke at *Tatooine: Docking Bay 94*. Then you deploy *Sai'torr Kal Fas*, and the *Tatooine Utility Belt* on Luke.

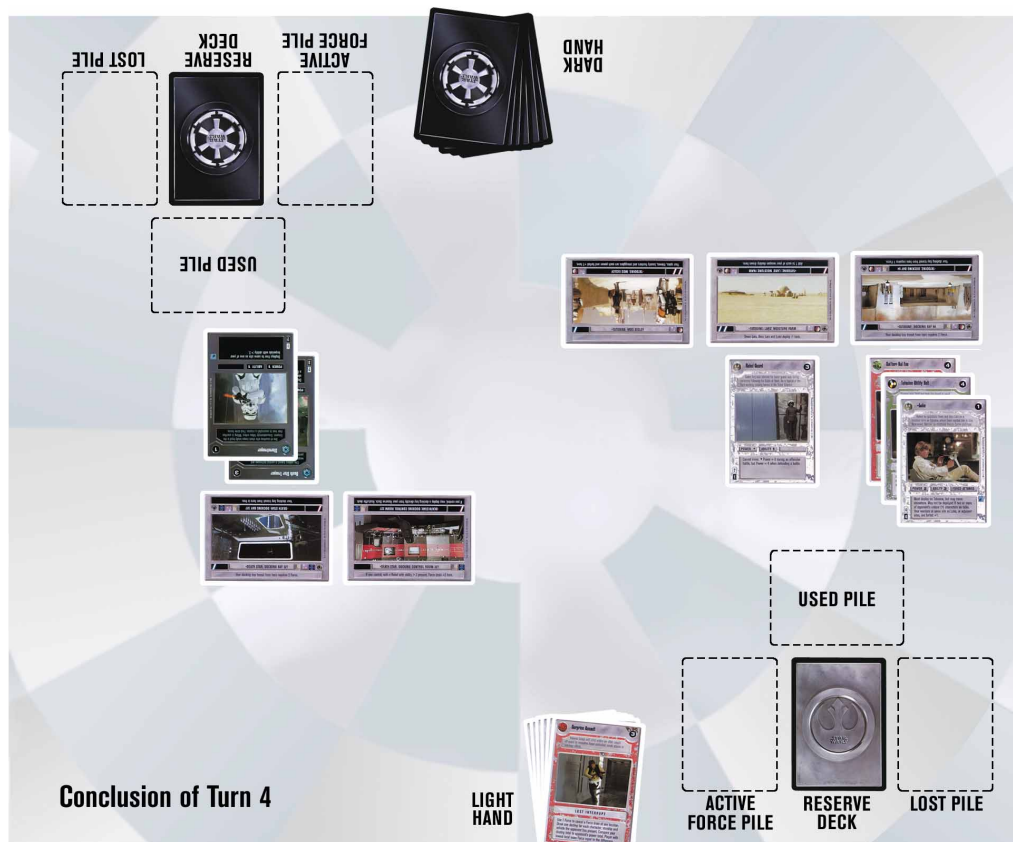
First you spend 4 Force to deploy *Luke* at *Tatooine: Docking Bay 94*. Then you place the *Sai'torr Kal Fas* card on *Luke* for free (it gives him +1 power, so he's up to 3). Finally you spend 1 Force to deploy the *Tatooine Utility Belt* on *Luke* (it further increases his power by +2, so he's up to 5).

Phase Four: You declare a BATTLE at *Tatooine: Docking Bay 94*!

- USE FORCE TO INITIATE BATTLE: Attacking requires that you spend 1 Force, so you move your last Active Force card to the Used Pile.
- OPPONENT MAY 'REACT': Reacting means making a surprise move or play to affect the battle. Your opponent has no opportunity to 'react' because he has no cards that allow it, so we skip this.
- TARGET WEAPONS: No weapon cards (like a *Blaster*) are deployed, so skip this.
- ADD BATTLE DESTINY VALUE: If the cards on either side had combined Ability of 4 or more, that side would get a battle destiny draw (explained later). Since neither side has 4 Ability, skip this.
- TOTAL PLAYERS' POWER: Your *Luke* has 5 power (2+1+2), his *Stormtrooper* has 1 power.
- BATTLE RESOLUTION: The difference between the 2 sides is 4 (5-1). The Light Side wins the battle and the Dark Side has received 4 points of battle damage. He must pay for this damage by either forfeiting something or by losing cards or by a combination of both.
- FORFEITING: To resolve 2 of the 4 damage points, your opponent could choose to forfeit his *Stormtrooper*, which has a forfeit value of 2 (Black box in lower left corner of *Stormtrooper* card.) He decides not to do this.
- LOSING FORCE: To lose the 4 Force he has to discard 4 cards face up onto his Lost Pile. These cards can come from his hand or from the top of any pile (except the Lost Pile). He chooses to discard 3 cards from the top of his Reserve Deck and then discards an *Ommni Box* card from his hand.

Phase Five: You choose not to MOVE anything.

Phase Six: You have no cards left to DRAW. You recirculate your used cards to the bottom of your Reserve Deck. [You have 6 cards in Hand, Lost 0]



TURN 5 (Dark Side)

Phase One: He ACTIVATES 7 Force.

Phase Two: He CONTROLS *Death Star: Docking Bay 327* and announces a Force drain there. You look at your hand and decide to lose a card from the top of your Reserve Deck. It's *The Bith Shuffle*.

You lose 1 card because he controls the location and there is 1 Force generation icon on your side of that location card.

Phase Three: He DEPLOYS a *LIN-V8M* (Mining Droid) on his side of *Tatooine: Lars' Moisture Farm*. Then he deploys a *Timer Mine* on your side of *Tatooine: Lars' Moisture Farm*.

Using 2 Force, he puts down a *LIN-V8M* on his side of the *Tatooine: Lars' Moisture Farm* location. Then using the text on the *LIN-V8M* card, he lays a *Timer Mine* in the same location on your side. The idea is to blow up your *Rebel Guard* (who cannot move away according to the text on his card)!

Phase Four: He does not declare any BATTLES.

He could declare a battle at *Tatooine: Docking Bay 94*, but if he does, he'll just lose cards again. So he decides to retreat from *Tatooine: Docking Bay 94*.

Phase Five: Using the text on his side of *Death Star: Docking Bay 327*, he MOVES a *Stormtrooper* to *Tatooine: Docking Bay 94* for free. Then he uses 1 Force to move the same *Stormtrooper* to *Tatooine: Lars' Moisture Farm*. Then he uses 1 more Force to move the other *Stormtrooper* from *Death Star: Docking Bay 94* to *Tatooine: Lars' Moisture Farm*.

It costs 1 Force to move a card to an adjacent location on the same planet. By moving the 2 *Stormtroopers* to *Tatooine: Lars' Moisture Farm*, he stops you from controlling the *Tatooine: Lars' Moisture Farm*. After his *Timer Mine* blows up your *Rebel Guard* (at the beginning of his next turn), HE will control *Tatooine: Lars' Moisture Farm* and you will lose 2 cards (for your 2 icons on *Tatooine: Lars' Moisture Farm*.) during his next Control phase! Also, by abandoning *Tatooine: Docking Bay 94*, he no longer faces the threat of a battle against *Luke* and his 5 power rating.

Phase Six: He DRAWS the remaining 3 Active Force cards into his hand and recirculates his used cards under the Reserve Deck. [He has 5 cards in Hand, Lost 5]

TURN 6 (Light Side)

Phase One: You ACTIVATE 6 Force.

Phase Two: Luke CONTROLS *Tatooine: Docking Bay 94*. You announce a Force drain there. It's important to remember because if you forget it's too late! Your opponent chooses to lose 1 card (it's a *Gaderffii Stick*) from the top of his Reserve Deck to his Lost Pile.

Your Rebel Guard no longer controls the Tatooine: Lars' Moisture Farm because there are 2 Stormtroopers there now.

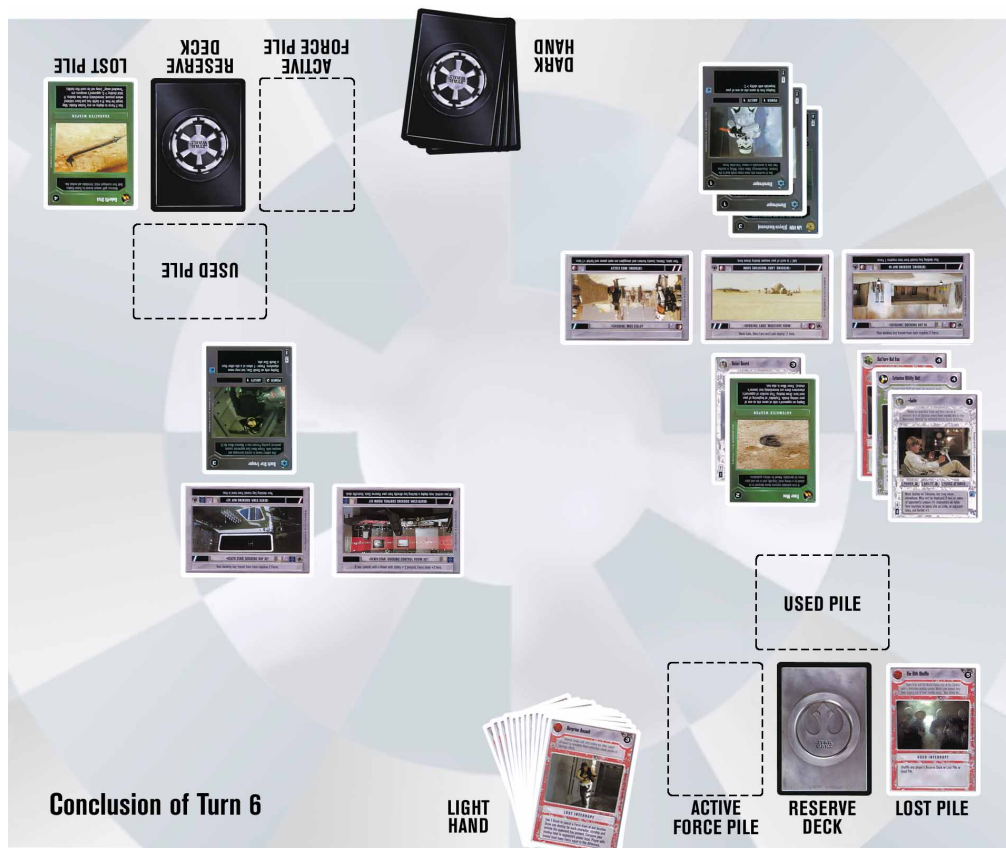
Phase Three: You decide not to DEPLOY anything now.

Phase Four: You don't BATTLE the *Stormtroopers* because your *Rebel Guard* has no offensive power.

Phase Five: You decide not to MOVE *Luke*.

Phase Six: You decide to DRAW all 6 cards.

[Hand 12, Lost 1]



TURN 7 (Dark Side)

TIMER MINE EXPLODES! REBEL GUARD IS LOST!

Before Force Activation, the *Timer Mine* explodes at *Tatooine: Lars' Moisture Farm*! The text on the *Timer Mine* card says to 'draw destiny.' To draw destiny, the owner of the *Timer Mine* flips over the top card of his Reserve Deck and reveals it. The number in the circle in the upper right corner is the Destiny Number. He turns over a card for destiny – it's a 3! So, according to the *Timer Mine* text, you would lose 3 characters at *Tatooine: Lars' Moisture Farm*. You only have 1 – the *Rebel Guard*. So the *Rebel Guard* is placed face up on your Lost

Pile. The destiny card goes to your opponent's Used Pile and the *Timer Mine* card goes to his Lost Pile.

Phase One: He ACTIVATES 7 Force.

Phase Two: His Stormtroopers now CONTROL *Tatooine: Lars' Moisture Farm* and he announces a Force drain. You lose 2 cards.

You suffer a Force drain of 2! The reason you lose 2 cards is that there are 2 Force generation icons on your side of *Tatooine: Lars' Moisture Farm*. You like what's in your hand so you choose to lose 2 cards from the top of your Reserve Deck. You lose an *Electrobinoculars* card and (Arrgh!) a *Luke*!

Phase Three: He chooses not to DEPLOY anything.

He has 7 Force to use. Does he have a bad hand? Or is he saving up for a big play next turn?

Phase Four: No BATTLES.

Phase Five: He MOVES his *LIN-V8M* over to *Tatooine: Docking Bay 94*. Then he moves a *Stormtrooper* over to *Tatooine: Mos Eisley*.

Using 1 Force, he moves his *LIN-V8M* over to *Tatooine: Docking Bay 94*. If he has another *Timer Mine*, he could use it on *Luke*! Then he uses another 1 Force to move a *Stormtrooper* over to *Tatooine: Mos Eisley*. If you don't deploy something there, he'll Force drain you there next turn!

Phase Six: He draws 2 cards and leaves three in the Active Force Pile.

This is the first time that he left any cards in the Active Force Pile. There are 3 reasons a player does this:

- 1) To have Force available to play other cards like Interrupts during the opponent's turn, or to fire weapons when you attack him on your turn;
- 2) To be able to 'React' to a battle (he needs a card that allows him to do so); and
- 3) To save up for a big deployment on his next turn.

He recirculates his 2 used cards under the Reserve Deck.

[Hand 7, Lost 7, Active Force 3]

TURN 8 (Light Side)

Phase One: You ACTIVATE 6 Force.

Phase Two: *Luke* still CONTROLS *Tatooine: Docking Bay 94*. Dark Side "Interrupts!"

Luke still controls *Tatooine: Docking Bay 94*, even though the *LIN-V8M* is there. Since *LIN-V8M* has no Ability, your opponent does not have any 'presence' there and so cannot cancel your Force drain. But he does call "Interrupt!" and uses 1 Force to play a *Counter Assault* card from his hand.

Counter Assault is a LOST INTERRUPT which means that when it is played, it is put onto the Lost Pile. *Counter Assault's* text reads "Use 1 Force to cancel a Force drain at 1 location. Draw 1 destiny for each character, starship, and vehicle the opponent has present. Compare your destiny total to opponent's power total. Player with lowest total loses Force equal to the difference."

He draws a destiny card from the top of his Reserve Deck and gets a location. There is no destiny value on locations so his destiny number is 0! 5-0=5, so he loses 5 Force and chooses to lose 5 cards from the top of his Reserve Deck. Using *Counter Assault* against *Luke* was a bad idea! He lost a *Timer Mine*, a *Vader's Obsession*, another *Counter Assault*, and 2 *Tusken Raiders*.

Phase Three: You DEPLOY lots of cards...

Using 3 Force, you deploy a *Shistavanen Wolfman* at *Tatooine: Lars' Moisture Farm*. You deploy *Death Star: Level 6 Core Shaft Corridor* to your left of *Death Star: Docking Bay 327*. You use 1 Force to deploy *Talz* at the *Death Star: Level 6 Core Shaft Corridor*. You deploy your Light Side version (it's different!) of the *Tatooine: Docking Bay 94* right on top of the Dark Side version which is on the table. This is called 'converting' a location. Then you announce the deployment of a *Jawa* at *Tatooine: Mos Eisley*. The text on a *Jawa* card says that it takes 1 Force from each player to deploy it. So you and your opponent have to use 1 Force. *Jawas* cannot be deployed unless your opponent has some cards left in his Active Force Pile. Finally, you deploy a *Rebel Trooper* at *Tatooine: Docking Bay 94* for free because the text allows free deployment if with any Rebel of Ability greater than 2 (which *Luke* has).

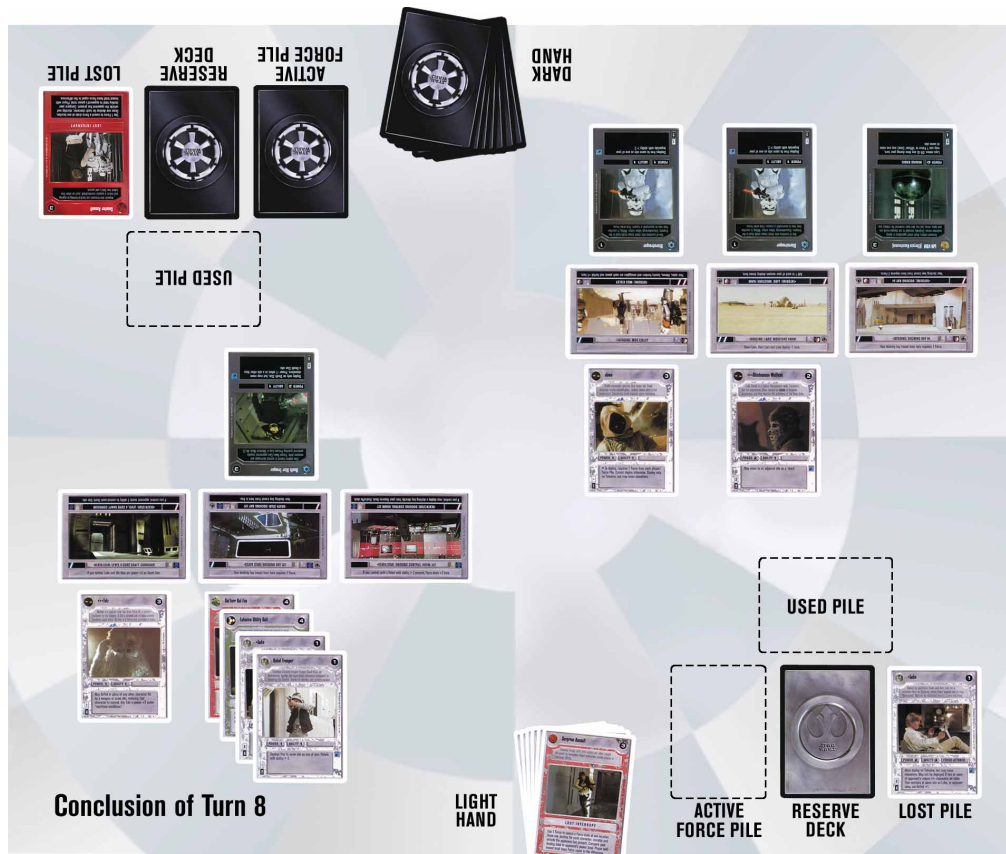
Phase Four: You declare no BATTLES this turn.

Phase Five: You move *Luke* and the *Rebel Trooper* to *Death Star: Docking Bay 327*.

Still fearing the *Timer Mine*, you use the power of the *Tatooine: Docking Bay 94* to transport *Luke* (with *Sai'torr* and the *Tatooine Utility Belt*) and the *Rebel Trooper* to *Death Star: Docking Bay 327*. This transportation of 1 or more characters from a docking bay costs you 1 Force (your last Active Force card). On the *Death Star*, *Luke* loses his +2 *Tatooine Utility Belt* bonus because he's no longer on *Tatooine* (see *Tatooine Utility Belt* text), but he gains +2 because you control the *Death Star: Level 6 Core Shaft Corridor*. (see *Death Star: Level 6 Core Shaft Corridor* text).

Phase Six: No cards left to DRAW, you recycle used cards to the bottom of the Reserve Deck.

[Hand 6, Lost 4]



TURN 9 (Dark Side)

Phase One: He ACTIVATES 8 Force, adding to the 1 left Active from last turn, for a total of 9.

Phase Two: He CONTROLS no locations.

All controllable locations with Dark characters are contested by Light characters.

Phase Three: He DEPLOYS *Vader* in the *Death Star: Level 6 Core Shaft Corridor* for 7 Force!!!

Phase Four: *Vader* will BATTLE *Talz* in the *Death Star: Level 6 Core Shaft Corridor*.

- ANNOUNCE A BATTLE: Your opponent announces that *Vader* will attack *Talz*.
- USE FORCE TO INITIATE BATTLE: He uses 1 Force to initiate the battle.
- OPPONENT MAY 'REACT': You have no cards that allow a 'react'.
- TARGET WEAPONS: No Weapon cards here.
- ADD BATTLE DESTINY VALUE: The Dark Side has Ability of 4 here, so he gets a destiny draw. Battle destiny is special. A card is drawn and the destiny number on it is added to his power total. Also, you will have to forfeit cards there due to attrition, if he draws a battle destiny number greater than zero. He draws a destiny value of 3. So he gets +3 power and you have to lose at least 3 'for-

feit points' worth of characters at that location. The destiny card goes face down onto the Used Pile.

- **TOTAL PLAYERS' POWER:** *Vader's* Power rating is 4 and he adds 3 from the destiny draw for a total of 7. You have only 1 from *Talz*. The difference is 6!
- **BATTLE RESOLUTION:** The Dark Side wins by 6. You suffer 6 battle damage. The destiny draw of 3 means that you suffer attrition of 3 there. *Talz's* forfeit value is 4 (white box in lower left corner of *Talz's* card). Since he is the only character there, he is lost and you still need to lose 2 more Force.
- **LOSING FORCE:** You decide to lose 2 cards from the top of your Reserve Deck. You turn over and lose a *Run Luke, Run!* and an *Old Ben*.

Phase Five: He MOVES *Vader* to *Death Star: Docking Bay 327*. Then he Forces a duel between *Vader* and *Luke* by calling 'Interrupt!' and playing a *Vader's Obsession* card!

For 1 Force he moves *Vader* over to *Death Star: Docking Bay 327*. Then he calls 'Interrupt!' and plays a *Vader's Obsession* card.

Vader's Obsession is a LOST INTERRUPT and is played onto the Lost Pile at the end of the phase. The card text says "During your move phase, if *Vader* moves to *Luke's* site from an adjacent site, begin a duel between them. Each adds 2 destiny to power. Winner retrieves lost Force equal to the difference. Loser loses same amount of Force, plus the character." This means that each player draws 2 destiny cards and adds the destiny numbers to the power of *Luke* or *Vader*. Even though this card initiates a duel between *Luke* and *Vader*, it is not a battle, so it is not played during the battle phase but during the move phase (as it requires).

Vader's power is 4. He draws 2 cards and gets destiny values of 2 and 3 for a total of 9. *Luke's* power is 3 because *Talz* no longer controls the *Death Star: Level 6 Core Shaft Corridor*. You draw 2 destiny and get a 0 (a location) and a 4 for a total of 7. *Vader* defeats *Luke* by $9-7=2$. *Luke*, his *Tatooine Utility Belt*, and *Sai'torr* are discarded onto the Lost Pile. Your opponent retrieves the top 2 cards (a *Tusken Raider* and a *Counter Assault*) from his Lost Pile and places them in his Used Pile. You have to lose 2 cards and you choose to lose 2 cards from the top of your Reserve Deck. They are *It Could Be Worse* and *Rebel Trooper*. Your opponent places the *Vader's Obsession* card on top of his Lost Pile now.

Phase Six: He draws nothing and recycles his used cards. [Hand 4, Lost 12]

TURN 10 (Light Side)

Phase One: You ACTIVATE 7 Force.

Phase Two: You don't CONTROL anything.

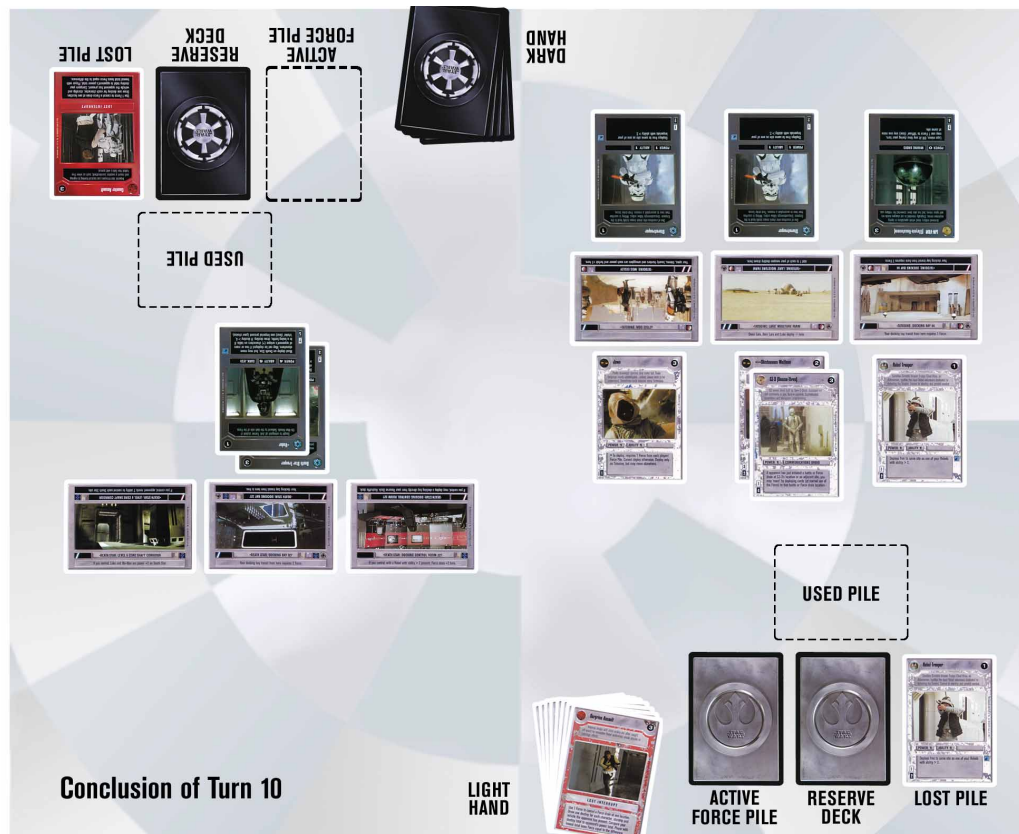
Phase Three: You use 1 Force to DEPLOY a CZ-3 Droid at *Tatooine: Lars' Moisture Farm*.

You are setting up a trap. The text on the CZ-3 Droid reads "If opponent just initiated a battle or Force drain at CZ-3's location or an adjacent site, you may 'react' by deploying cards (at normal use of the Force) to that battle or Force drain location." Let's see what happens...

Phase Four: No BATTLES.

Phase Five: Using 2 Force, you transport the *Rebel Trooper* from *Death Star: Docking Bay 327* to *Tatooine: Docking Bay 94*. Remaining there with *Vader* and the *Death Star Trooper* was just too dangerous!

Phase Six: You DRAW 3 of the 4 active Force and leave 1, then recycle your used cards. [Hand 8, Active 1, Lost 12]



TURN 11 (Dark Side)

Phase One: He ACTIVATES 8 Force.

Phase Two: He CONTROLS *Death Star: Docking Bay 327* and announces a Force drain so you lose 1 card. You choose to lose 1 from the top of your Reserve Deck and it is *I've Got A Bad Feeling About This*.

Phase Three: He DEPLOYS an *Imperial Blaster* on his *Stormtrooper* at *Tatooine: Mos Eisley*, and 2 *Tusken Raiders* there also. Then he lays down the *Tatooine: Jundland Wastes* next to *Tatooine: Mos Eisley*.

These deployments cost 5 Force.

Phase Four: He declares a BATTLE at *Tatooine: Mos Eisley*.

- **ANNOUNCE A BATTLE:** Your opponent declares an attack at *Tatooine: Mos Eisley*.
- **USE FORCE TO INITIATE BATTLE:** He uses 1 Force.
- **OPPONENT MAY 'REACT':** Not liking how much power he has at *Tatooine: Mos Eisley*, you use 1 Force to react with the *Shistavanen Wolfman*. His game text allows him to move to an adjacent site in response to a battle against other characters you have there. You still need to use 1 Force for the movement.
- **FIRE WEAPONS:** Your opponent uses 1 Force to fire his blaster at the *Shistavanen Wolfman*. He draws destiny and turns over a 3. The blaster text says that if the destiny draw number is greater than the target's Ability, then the target is Hit. The *Shistavanen Wolfman*'s Ability is only 1, so he is Hit! You turn the *Shistavanen Wolfman* sideways to signify that he has been Hit and so must be forfeited at the end of battle. The advantage of using weapons is that when you hit your target, it must be forfeited.
- **ADD BATTLE DESTINY VALUE:** Neither side has total Ability of 4 or more, so skip this.

- **TOTAL PLAYERS' POWER:** 2 *Tusken Raiders* (see card text) have a combined power of 3. Add 1 for the *Stormtrooper* to get a total of 4 for the Dark Side. The *Shistavanen Wolfman's* and *Jawa's* powers add up to 3.
- **BATTLE RESOLUTION:** The Light Side loses the battle and suffers 1 point of battle damage.
- **FORFEITING:** The *Shistavanen Wolfman* must be forfeited because he was hit by the *Blaster*. His forfeit value is 2, so forfeiting him will more than cover the required loss of 1 point.
- **LOSING FORCE:** No additional cost needs to be paid.

Phase Five: For free (see *Death Star: Docking Bay 327* text), he MOVES Vader and the *Death Star Trooper* to *Tatooine: Docking Bay 94*.

Phase Six: He DRAWS his last active Force into his hand and recycles his used cards.

[Hand 1, Lost 12]

TURN 12 (Light Side)

Phase One: You ACTIVATE 8 Force.

Phase Two: You CONTROL nothing.

Phase Three: You DEPLOY nothing.

Even though you have lots of Active Force and lots of troops in hand, you are still waiting to spring a trap using the special text on CZ-3.

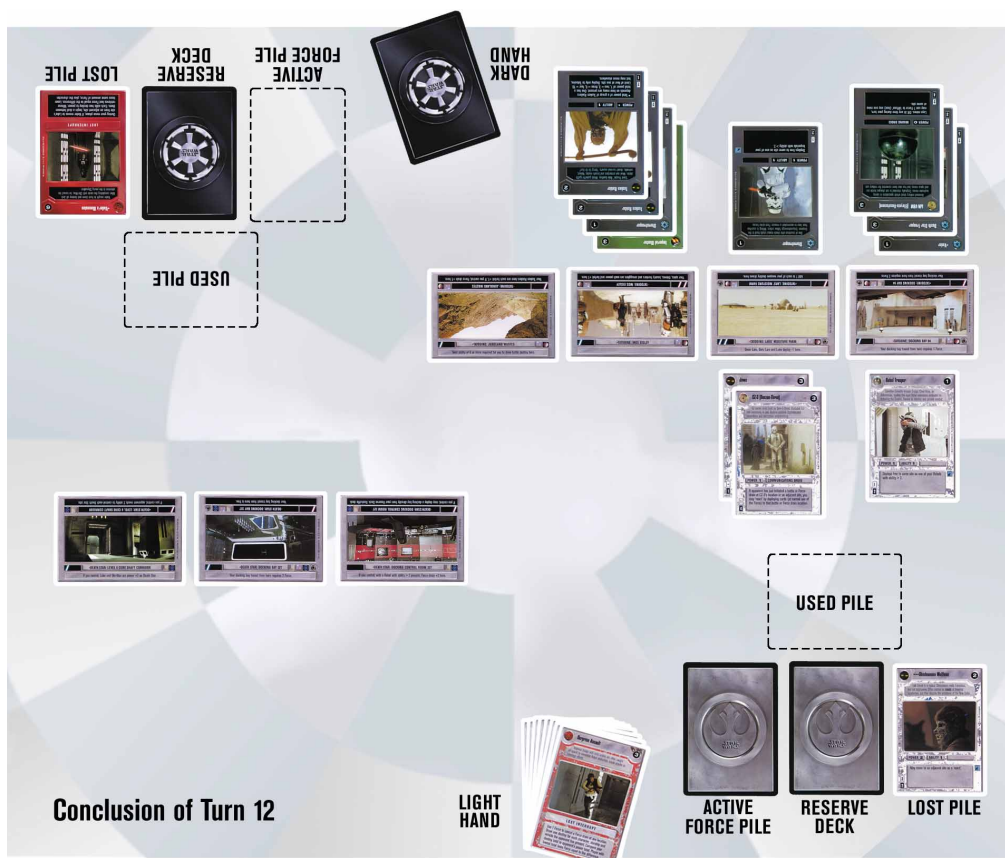
Phase Four: You declare no BATTLES.

Phase Five: You MOVE the *Jawa* to *Tatooine: Lars' Moisture Farm* for 1 Force.

Phase Six: You leave 7 Active Force and recycle your used card.

You anticipate that he will attack next turn. Counting the deploy costs of cards in hand for CZ-3's React function, you see that you need 6 Force, plus 1 for a *Surprise Assault*.

[Hand 8, Active 7, Lost 14]



TURN 13 (Dark Side)

Phase One: He ACTIVATES 9 Force.

Phase Two: He CONTROLS *Tatooine: Mos Eisley* and announces a Force drain of 1. You respond with an Interrupt and announce *Surprise Assault*. He ends up losing 9 cards!

After he demands a Force drain at *Tatooine: Mos Eisley*, you interrupt him by playing a *Surprise Assault* card for 1 Force. The card text allows you to cancel the Force drain AND draw 1 Destiny card for each enemy character there. Then you compare the total of his power to the total of the destiny numbers you drew. The difference is paid by the loser. He has 3 characters, so you draw 3 cards off the top of your Reserve Deck. The resulting destiny numbers are 4, 3, and 6, for a total of 13! He has 4 power there so $(13-4=9)$ he loses 9 Force. Nine cards are flipped over from his Reserve Deck into his Lost Pile! Place the *Surprise Assault* onto your Lost Pile now.

Phase Three: For 2 Force, he DEPLOYS a *Blaster Rifle* on *Vader*.

Phase Four: He announces a BATTLE at *Tatooine: Docking Bay 94*. (The trap is sprung!!!)

- ANNOUNCE A BATTLE: Your opponent announces a battle at *Tatooine: Docking Bay 94*.
- USE FORCE TO INITIATE BATTLE: He uses 1 Force.
- OPPONENT MAY 'REACT': You first respond by playing the Lost Interrupt called *Don't Underestimate Our Chances*. The text reads, "If an opponent has just initiated a battle, triple the resulting battle damage for the eventual loser." Then you announce that you are using the text on the CZ-3 card to react by deploying cards at an adjacent location! You lost a *Luke* card earlier, but you have another in hand. You use 4 Force to deploy *Luke*, 2 to deploy a *Rebel Guard*, and you deploy 3 *Rebel Troopers* for free since they are with *Luke* (see card text). This uses all your Force and leaves you with 1 card (a *Run Luke, Run!*).
- TARGET WEAPONS: Your opponent orders *Vader* to fire his *Blaster Rifle* at *Luke*. He uses 2 Force to do so. He draws a destiny and...Arrgh! It's a copy of *Vader* with a destiny value of 1! The *Blaster Rifle* hits if destiny plus 1 is greater than the Ability of the target. $1+1$ is not greater than *Luke's* Ability of 3 so *Vader* missed!
- ADD BATTLE DESTINY VALUE: Both sides have Ability totals of 4 or more, so each side gets a destiny draw. He draws and gets a 2, you draw and get a 6! Wow!
- TOTAL PLAYERS' POWER: The Dark Side's power is 4 for *Vader*, 1 for the *Death Star Trooper*, 2 for destiny, totaling 7. You have 2 for *Luke*, 4 for the *Rebel Guard*, 4 for the 4 *Rebel Troopers*, and 6 for destiny, totaling 16!
- BATTLE RESOLUTION: The Light Side wins by 9, and the Dark Side suffers 9 times 3 battle damage (because of the *Don't Underestimate Our Chances* card for a total of 27!!!). The Dark Side also has to suffer 6 points of attrition and you have to suffer 2 (due to the destiny draws). Using the text on the *Vader* card, your opponent has to draw a destiny card to see if *Vader* 'chokes' another Imperial for failure. If the result is greater than 4, he loses 1 more card that was in the battle. The draw results in a 2 so there is no effect.
- FORFEITING: Your forfeit a *Rebel Trooper* to satisfy the 2 attrition. The Dark Side has to forfeit at least 6 points of characters that were in the battle. He wants to keep *Vader* alive, so he forfeits the *Death Star Trooper* for 3 and the *LIN-V8M* for 4. That 7 points covers the attrition requirement.
- LOSING FORCE: $7-27=20$. He chooses to lose 14 cards from the top of his Reserve Deck and 6 cards from his Used Pile. You may choose any pile or your hand when losing Force to the Lost Pile. Place the *Don't Underestimate Our Chances* onto your Lost Pile now.

Phase Five: He uses 1 Force to MOVE a *Stormtrooper* from the *Tatooine: Lars' Moisture Farm* to *Tatooine: Docking Bay 94*. Then he uses another 1 Force to move the *Stormtrooper* with the *Blaster* from *Tatooine: Mos Eisley* to the *Tatooine: Lars' Moisture Farm*.

Phase Six: He leaves the 2 cards in the Active Force Pile, DRAWS nothing, and recycles his used cards.

He is saving the 2 Force to fire *Vader's Blaster Rifle* if he can.

[Hand 0, Active 2, Lost 43]

TURN 14 (Light Side)

Phase One: You ACTIVATE 8 Force.

Phase Two: You CONTROL nothing.

Phase Three: You DEPLOY nothing.

Phase Four: You announce a BATTLE at *Tatooine: Lars' Moisture Farm*.

- ANNOUNCE A BATTLE: You announce a battle at *Tatooine: Lars' Moisture Farm*.
- USE FORCE TO INITIATE BATTLE: You use 1 Force.
- OPPONENT MAY 'REACT': After allowing your opponent a moment to respond to your attack, you call 'Interrupt!' and play the card left in your hand: *Run Luke, Run!* This card allows you to move *Luke* for free from *Tatooine: Docking Bay 94* to *Tatooine: Mos Eisley* where he can participate in the battle. He does not get the power +2 however, because *Vader* is at an adjacent site. All this is explained on the *Run Luke, Run!* card.
- FIRE WEAPONS: The *Stormtrooper* has an *Imperial Blaster* so he uses 1 Force to target that sneaky CZ-3.
- ADD BATTLE DESTINY VALUE: Adding *Luke* to the battle means that the Light Side now gets a battle destiny draw, since Ability of 4 is present. You draw...it's a 4!
- TOTAL PLAYERS' POWER: The Light Side now has a total power of 8. And the Dark Side has a total of 1.
- BATTLE RESOLUTION: The Dark suffers 7 battle damage, with 4 attrition.
- FORFEITING: You must forfeit CZ-3 now. The single *Stormtrooper* must be forfeited due to attrition. Its attrition value is 2, which leaves 5 damage to be settled.
- LOSING FORCE: Your opponent has only 1 card left in his Reserve Deck, 2 in his Used Pile, and 2 in his Active Force Pile. He loses all 5 of his remaining life Force and loses the game.

The Light Side Wins!

Contact Decipher: For more information about the *Star Wars™: Customizable Card Game™*, including tournament rules, frequently asked questions, news, product announcements etc., contact Decipher Inc. via the following: decipher.com our internet site featuring FTP, WWW and ListServ. (FTP: games.decipher.com WWW: <http://www.decipher.com>) RebelLeader@decipher.com e-mail questions on rules, new cards, gameplay feedback etc. CustomerService@decipher.com e-mail our customer service department with problems or comments on damaged or misprinted cards, product information etc. (757) N2D-NEWS our 24-hour-a-day fax response system. If you have access to a fax machine and a touch tone phone, this automated service will fax documents to you almost immediately. Or write to customer service at:

Decipher Inc., 253 Granby Street, Norfolk, Virginia 23510-1813 (757) 623-3600.

D E C I P H E R I N C .
The Art of Great Games™

TM & © 1996 Lucasfilm Ltd. All Rights Reserved. *Star Wars* and related marks are trademarks of Lucasfilm Ltd. Used under authorization by Decipher Inc.

TM, ® & © 1996 Decipher Inc. *Decipher*, *Customizable Card Game*, *The Art of Great Games* and associated marks, logos, packaging, instructions, game theory and strategy, and intellectual property are exclusively owned by Decipher Inc. All Rights Reserved. Gameplay by Technical Game Services. Introductory Two-Player Game distributed by Parker Brothers, Beverly, MA 01915.

Package printed and assembled in U.S.A. with cards printed in Belgium by Carta Mundi.