

CONTENTS

- 1 Game board
- 72 Cards
 - 48 Movement cards (12 cards in each color, numbered 1 to 6)
 - 20 Bonus cards
 - 4 Team cards
- 8 Ship figures (2 in each color)

GOAL

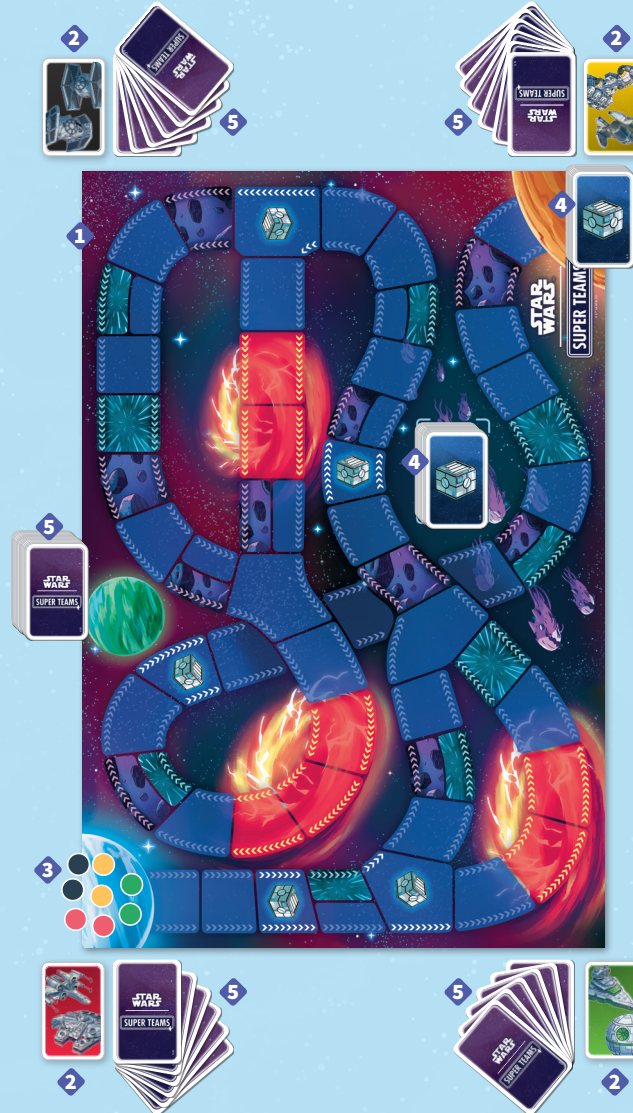
Be the first team to cross the finish line with all their Ships.

SETUP

- 1 Unfold the game board and place it between all players.
- 2 Each player chooses a color and takes the corresponding Team card and 2 Ships.
 - ▶ With **2 players**, each player chooses 2 colors.
 - ▶ With **3 players**, each player chooses a color. Return the Team card, 2 Ships, and Movement cards for the unchosen color back to the box.
 - ▶ With **4 players**, make 2 teams of 2 players, then sit around the game board so team members alternate.
- 3 Place all Ships in play on the starting planet.
- 4 Shuffle the 20 Bonus cards and place 2 per player facedown on the final planet (meaning 4 cards with 2 players, 6 cards with 3 players, or 8 cards with 4 players). Stack the remaining Bonus cards facedown on their space on the game board.
- 5 Shuffle the Movement cards, deal 6 to each player, then stack the remaining cards facedown near the game board.

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EXAMPLE OF A 4-PLAYER SET-UP



END OF THE GAME

The game ends when **all Ships from one team reach the final planet** (4 Ships with 2 or 4 players, 2 Ships with 3 players). The players on this team win!

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HOW TO PLAY

The player who watched an episode of *Star Wars*™ most recently starts, then the game continues clockwise. On your turn, play a card from your hand numbered 1 to 6, choose a Ship of the same color, and move it as many spaces as the number shown.

Depending on the colors of the cards in your hand, you will be able to move your own Ships, as well as your teammate's or opponents'.



There are 5 types of spaces:



When a Ship **moves from** the starting planet, a normal space or a Bonus space, its movement is **normal**.

When a Ship **moves from** a Hyperspace space, the number on the card played is doubled (for example, if you play a 4, you will move 8 spaces).



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When a Ship **moves from** an Asteroid Field space, the number on the card played automatically equals 1 (for example, if you play a 5, you will only move 1 space).



When a Ship **ends** its movement on a Bonus space, the player of **this color** draws a Bonus card. If there are no Bonus cards left, shuffle the ones that were already played to form a new pile.



When a Ship **ends** its movement on a double space (Hyperspace and Asteroid Field spaces, Hyperspace and normal spaces, or Asteroid Field and normal spaces), **the player moving the Ship** chooses which side of the space they place it on.



Maw spaces present a unique danger and must be navigated over. When a Ship **ends** its movement on a Maw space, it must **move backward** until it reaches the closest normal space. Maws must be crossed in one go!



When the **first** Ship reaches the final planet, each player draws 2 random Bonus cards from the ones stacked on the space.

Notes:

- There is no limit to the number of Ships that can be on the same space.
- A Ship that crosses the finish line can no longer be moved.



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RED TEAM

X-WING & MILLENNIUM FALCON



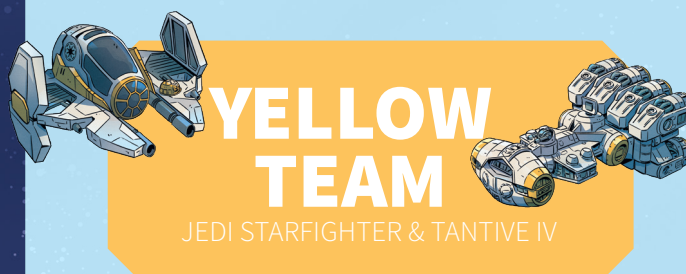
GREEN TEAM

STAR DESTROYER & DEATH STAR



BLACK TEAM

TIE FIGHTER & TIE ADVANCED



YELLOW TEAM

JEDI STARFIGHTER & TANTIVE IV

END OF A ROUND AND START OF A NEW ROUND:

After all players have played their 6 Movement cards, deal 6 new cards to each player and start a new round (if the Movement deck is empty, shuffle all cards).



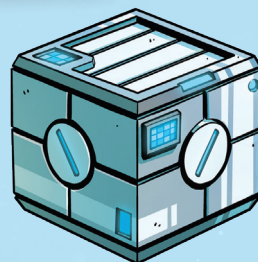
With 2 or 4 players, when both Ships of the same color have reached the final planet, cards of this color become jokers. When you play them, you can decide which color they replace.

Example: both green Ships have reached the final planet. The red player plays a green 3 card and decides to move one of their (red) Ships 3 spaces.



BONUS CARDS

When any player moves a Ship, the player who this Ship belongs to, or their teammate, may play a Bonus card from their hand (even if they haven't moved the Ship themselves). The player moving the Ship must apply the effect of this Bonus card.



Each turn, a maximum of one Bonus card may be played on each Ship. You cannot play a Bonus card on an opponent's Ship.

BONUS CARD DESCRIPTIONS



DODGING MANEUVER

If the Ship ends its movement on a Maw space, navigate around it by moving it to the next normal space.



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EXPERIENCED PILOT

If the Ship moves from an Asteroid Field space, ignore the effect of the space and move normally.



LIGHTSPEED

The number on the played card is doubled (same effect as a Hyperspace space).

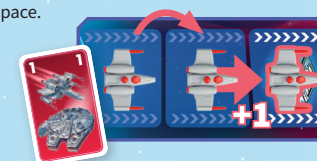
May only be played on a normal space, a Bonus space or the starting planet!



SPEED BOOST

Move 1 additional space.

Can't be played on an Asteroid Field space.



GRAPPLE

If one of your team's Ships (yours or your teammate's) is passed by an opponent's Ship (this applies even if they were on the same starting space), move to the same space the opponent's Ship ended its movement on.



Notes:

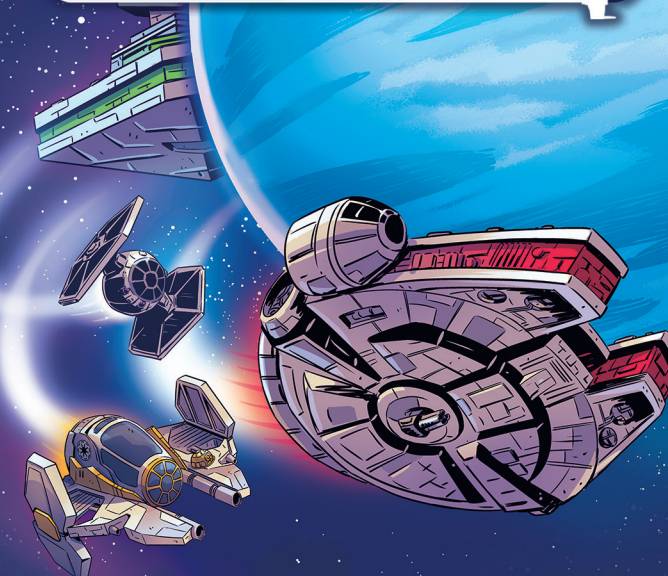
- You may play Grapple no matter who moved the opponent's Ship (it could be yourself, your teammate, or an opponent).
- You always move to the same space the opponent's Ship ended on, whether or not they played a Bonus card.
- If several of your team's Ships are overtaken by the movement of an opposing figure, you can play several Grapples.
- In the rare event that the last Ships of 2 opposing teams reach the finish planet at the same time, thanks to the use of one or more grapples, the 2 teams share the victory.

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2-4 PLAYERS
AGES 7+
30 MIN

STAR WARS

SUPER TEAMS



RULES

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