STAR WARS ™

ASSAULT ON THE DEATH STAR
VCR BOARD GAME

For 3 to 6 Players / Ages 8 to Adult

A long time ago in a galaxy far, far away...

Following a failed Rebel mission to destroy the Empire's second Death Star, the Emperor has entrusted Lord Vader with the task of delivering the formidable battle station to Endor, where it can be completed in secret.

En route to Endor, Lord Vader receives word that probe droids have detected a large Rebel supply base in the nearby D'rinba System. Driven by hatred for the Rebel Alliance, he notifies the Emperor that he intends to divert the Death Star to the D'rinba System. Taking two Star Destroyers as escorts, Lord Vader plans the destruction of the Rebel planet.

When the Rebels on D'rinba intercept this message they are left with no alternative but to send a team of their best troops to disable the Death Star, before it comes within firing range of the planet. Using a stolen Imperial Supply Freighter and code, the Rebels are able to board the station.

Meanwhile, aboard the Death Star,
Lord Vader sets course for D'rinba IV.

You are the Rebel troops chosen for this mission!
Before you play the videotape and embark upon
your mission, follow the setup instructions
and read the rules to all players.

CONTENTS

60-minute videotape
Game board
Black foam sheet with 3 pre-cut pads
Cardboard sheet containing:
• Death Star Reactor Core floor
• Inner Level game track
• Reactor Access Gantry ring
• Reactor Core color code ring
• 6 Force Level Indicators
• 2 Combat Disks
• 36 Explosives in six different colors

Plastic parts:
• 1 Reactor Core in three parts • 6 Rebel figures
• 6 R2 Droids • 1 Stormtrooper figure
• 6 sliders • 1 die

80 Playing cards:
• 50 Data Cards • 24 Force Cards • 6 Mission Cards

Note: Please read the four extra cards describing other Parker Brothers games, then put them aside, out of play.

BUILD THE DEATH STAR

1. Carefully punch out the cardboard parts and dispose of any waste. Have an adult cut the plastic pieces from their frames using scissors. Each R2 Droid comes in three matching color pieces which must be snapped together to form one complete Droid, as shown.
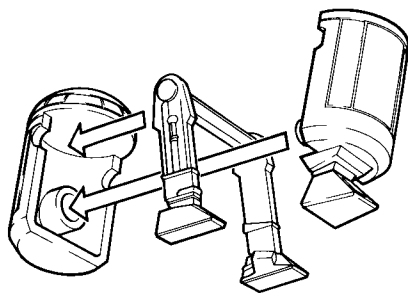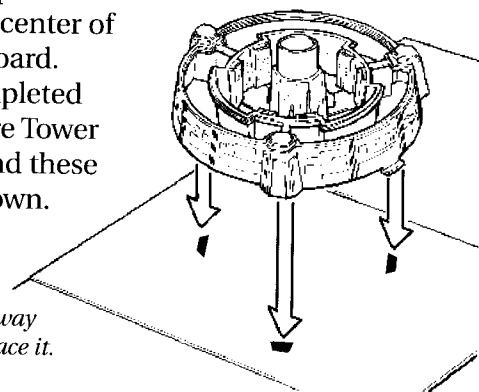
2. Line up the three prongs on the Reactor Core Tower with the three panels on the base of the Reactor Core and push together, as shown.
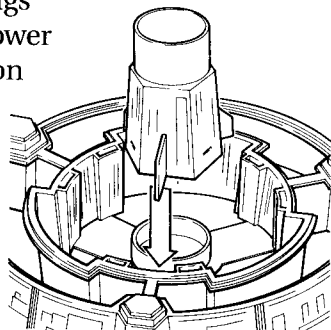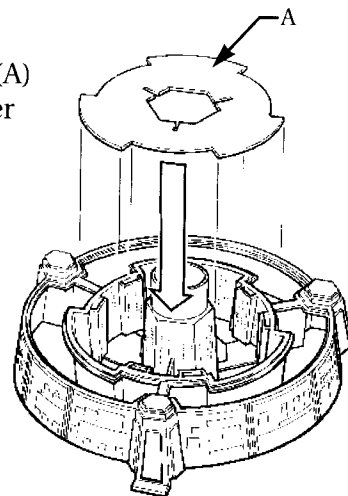
3. Peel off and apply the 3 black foam pads over the 3 spots marked around the center of the game board. Set the completed Reactor Core Tower down around these pads, as shown.
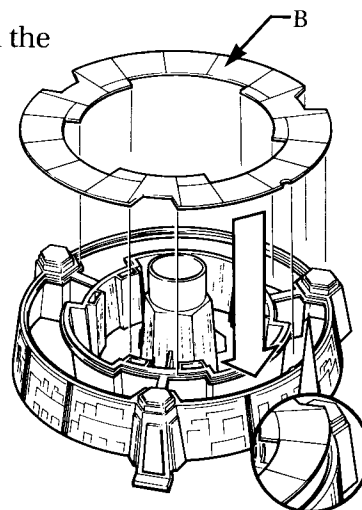
   Note:
   *It doesn't matter which way around you place it.*

4. Now take card piece (A) and push it down over the center of the Reactor Core Tower to form its lower floor, as shown.

5. Drop card piece (B) onto the ring around the Reactor Core, as shown; push gently to secure it. This forms the Inner Level game track.

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6. Drop Access Gantry piece (C) over the top of the Reactor Core cap. It should fit securely into place. Then, using cap piece (D), fold down the colored tabs and slide them into the three slots at the top of the plastic Reactor Core cap as shown.
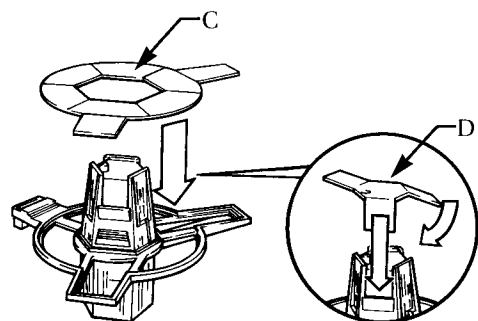
7. Finally, push the cap onto the central post of the Reactor Core Tower, making sure that the two Gantry Bridges are aligned with two of the raised Control Towers, as shown. Your game board is now fully assembled.

Gantry Bridges

Control Towers
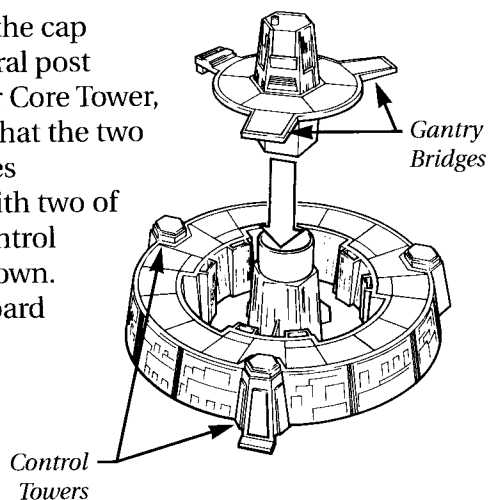
8. Now push a plastic slider through the slot in each of the Force Level Indicators, as shown.
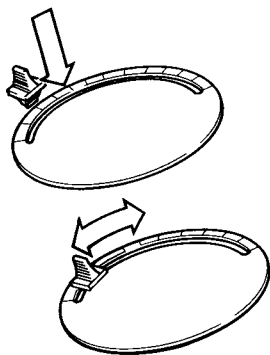
GET READY TO PLAY

1. Position the game board in front of the television so every player can see the screen clearly. Players should sit within easy reach of the game board and have enough room in front of them to keep cards and other elements in full view of all other players.

2. Separate the Mission, Data and Force Cards, then shuffle the individual decks. Place the Data and Force decks face down on the appropriate areas of the game board. Deal one Mission Card to each player. Keep this card face up in front of you. Place any unused Mission Cards out of play.

3. Place the triangular Combat Disks near the board.

4. At the start of each game, give each player:
- 1 Rebel figure and R2 Droid of the same color
- 6 matching colored Explosives
- 1 Force Level Indicator with matching slider color (to record dark side points)

5. Position your pieces as follows:
- put your Rebel figure in the Docking Bay
- put your R2 Droid in the Droid Repair Center
- put your Explosives and Force Level Indicator in front of you

6. Set the sliders on your Force Level Indicator to "0".

7. Place the Stormtrooper figure in the Stormtrooper Control Center.

8. Insert the videotape into the video cassette player, **but do not start it yet!**

Note: The videotape will run continuously throughout the game. Stop it ONLY when a player wins the game.

HOW TO SUCCESSFULLY DISABLE THE DEATH STAR

Your mission is to destroy the Death Star's main systems before it destroys the Rebel planet. To complete your mission you must plant all six of your Explosives around the Death Star in the **exact order** they are set out on your Mission Card.

Planting Your Explosives

You must plant your first three Explosives in the rooms located on the Outer Level track of the Death Star. Plant Explosives four and five in the rooms located on the Inner Level track, but **only** when Lord Vader grants you access. You must plant your final Explosive on the Reactor Core Access Panel.

The game board represents the Death Star and is divided into three sections:
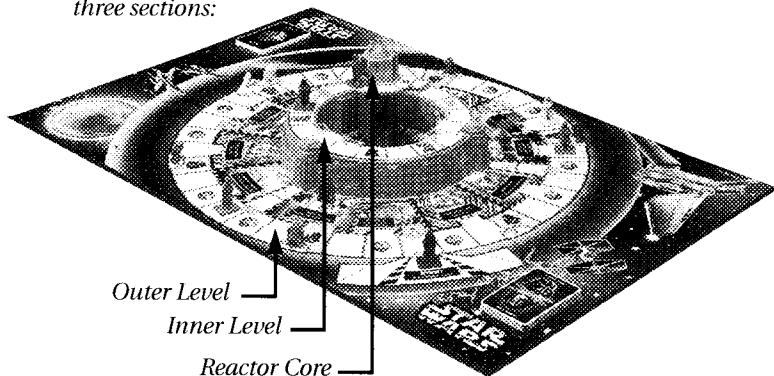
Outer Level
Inner Level
Reactor Core

MOVING AROUND THE DEATH STAR

- On your turn, roll the die. If you roll a number, move your Rebel figure or your R2 Droid that number of spaces. (To learn how to start your Droid, see page 5, Droid Repair Center.) If you land on another Rebel, take a Data Card from that player.

- If you roll the Stormtrooper symbol, move the Stormtrooper forward **three** spaces.

- Always move pieces in a clockwise direction, with one exception: If you become Lord Vader's Pupil, your instructions change. (See THE PUPIL on page 7.)

- As soon as the Death Star Progress Screen appears, **move as quickly as you can.**

Remember, this is a race against time! Pass the die to the next player as soon as you have rolled — don't wait until you have completed your move!

- Data Cards help you move around the Death Star and carry out a number of different tasks.

- You can only draw a Data Card from the deck if your Droid is plugged into a Data Terminal.

- You don't have to read these cards aloud, but if they are not played immediately, keep them face up in front of you for all players to see.

- Some of the cards are split into two halves, the Outer Level and the Inner Level. Use the Outer Level instruction until you are able to access the Inner Level. (See MOVING BETWEEN LEVELS on page 6).

Detention Block Escape Card

After playing this card, return it to the bottom of the deck.

Color Key Code Cards

Collect these to gain access to the Inner Level and Reactor Core.
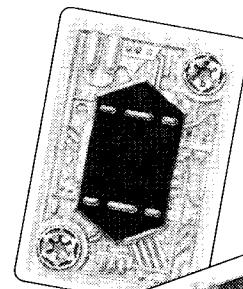
Memory Bank Cards

These allow you to do things at specific times during the game. Each card contains a scene from one of the *Star Wars* movies and a symbol. When the corresponding symbol appears on the television screen you may play the card.

Example: The card above shows this symbol: When a clip appears on the video and the symbol matches the one on your card, you can quickly play the card.

Note: You don't have to play the card if you don't want to. If you miss your chance, the card can't be played until the symbol appears again. After playing this card, return it to the bottom of the deck.

FORCE CARDS

- These cards are split into two halves representing the light side powers at the top, and the dark side powers at the bottom.
- Always read and play the section relating to the light side, unless you become Lord Vader's Pupil.
- Watch out for the cards that award dark side points. If you draw one of these cards, read it aloud, and immediately mark the number of dark side points awarded by moving the slider on your Force Level Indicator.
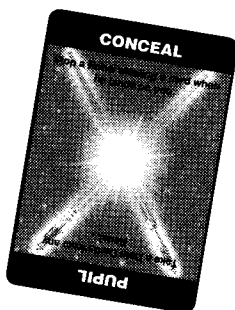
TECHNICAL LAYOUT OF THE DEATH STAR

DROID REPAIR CENTER

Activate your R2 Droid by entering this room. Once your Rebel figure has visited the Droid Repair Center, you can use your die rolls to move your Droid. If your Droid is sent to the Droid Repair Center during the course of play, there is no need for your Rebel figure to return to this room before your Droid can move again.

DATA TERMINALS

Use your die roll to move your Droid to one of these areas, then enter the terminal to "plug in." You don't have to land here by exact count. When your Droid is plugged into a Data Terminal, you can collect Data Cards when your Rebel figure lands on a Data space. **Note:** Only one Droid per Data Terminal!

DATA SPACES

Draw a Data Card when you land on one of these, but only if your Droid is plugged into a Data Terminal.

FORCE SPACES

Draw a Force card when you land on one of these spaces.

CONTROL CENTERS

You will need to enter these rooms to plant your Explosives. You don't have to roll an exact number to enter a room.

POWER CONDUIT SPACES

Location for fourth and fifth Explosives.

GARBAGE CONDUIT ENTRANCES

These allow fast movement around the Death Star. Move onto one of these spaces and out of any other Garbage Conduit space around the board in the same turn. Moving into and out of a Conduit counts as one space.

DETENTION BLOCK

If you're detained by the Stormtrooper, move immediately in a clockwise direction to the nearest Detention Block. You may not enter a Detention Block as part of your normal move.

CONTROL TOWERS

Entrances to the Inner Level of the Death Star.

REACTOR CORE ACCESS GANTRY

Two bridges which allow entry to the Reactor Core.

REACTOR CORE ACCESS PANEL

Location for planting final Explosive for all Rebels.

BLANK CORRIDOR SPACES

Your turn ends.

COMPLETING YOUR MISSION

THE EXPLOSIVE DEVICES

You will each have a different selection of Control Centers in which you must plant your Explosives. These Explosives must be planted in the order stated on your Mission Card. To plant an Explosive, enter the room in question and place one in the center of the room.

If an Explosive is detected and removed from a room during the course of play, then that Explosive must be re-planted before you can continue to plant any others. Place any detected Explosives back in front of you.

Note: You may have one or more of your Explosives discovered at any time. You must plant these Explosives again before continuing, even if you are in the room at the time of removal. Use the Garbage Conduits to return to the original room(s) in the fastest possible time!

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When the alarm sounds towards the end of the game and **"INNER LEVEL OPEN"** appears on the screen, you can move up to this part of the game track through one of the three Control Towers. To pass through the Control Towers you must have a Data Card with a Color Key Code that matches the color shown on the side of the Reactor Core, across from the tower you've chosen to enter by, as shown below. **Note:** There are two "wild" color code cards with all three colors.

Match the color here to enter.
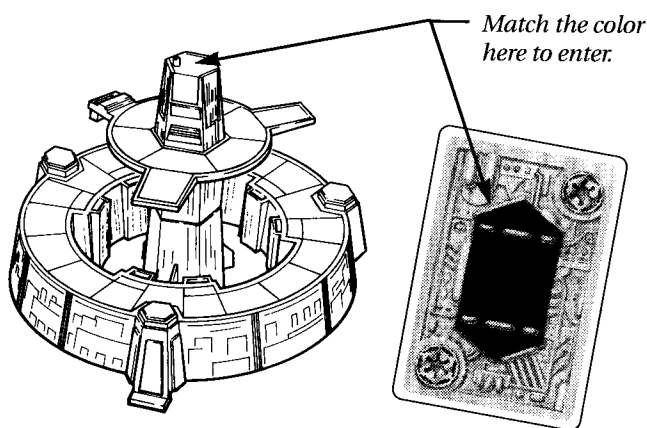
REACTOR CORE ACCESS PANEL
You will plant your final Explosive here. To move onto one of the two Access Gantries you must hold the **two** Color Key Code Cards that match those on the bottom of your Mission Card. If you do not have the correct colors, you must continue to collect Data Cards until you have the right combination of colors, or wild cards.

Plant the sixth Explosive here to win the game.
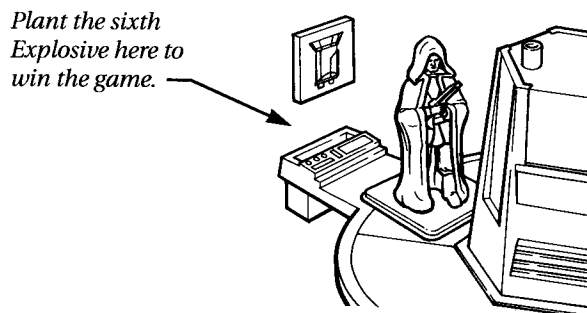
LORD VADER
The minute you enter the Death Star, Lord Vader senses your presence and the presence of the Force.

If Lord Vader addresses the person who is using the Force, he is referring to the player *who last touched the die*. If it is you, reply immediately, **"Yes, Lord Vader."** When Lord Vader asks for one of you according to your position in the game (for example, the one with the most Data Cards, etc.), quickly count up among you; that person must then answer.

When Lord Vader addresses the Death Star Commander sending Stormtroopers to various places, or changing internal security codes, the player who last touched the die should carry out these instructions.

When Lord Vader gives the command **"Rotate the Inner Levels,"** unless he is speaking directly to the Pupil, the player who last touched the die should turn the top of the Reactor Core **one** stage, so that the gantries align with two new towers.

THE STORMTROOPER
The Stormtrooper will constantly be searching for you and your explosives. If the Stormtrooper lands on any space or enters any room where Rebels are located, you are detained and must immediately move your Rebel clockwise to the nearest Detention Block. The Stormtrooper stays where he is.

Watch out for the **DETENTION BLOCK ESCAPE,** which will flash onto the screen at regular intervals. This releases you from the Detention Block.

Note: If you are in the Detention Block, you can't move your Rebel figure until you have been released. You may, however, continue to roll the die to move your Droid if you need to.

If the Stormtrooper lands on a Data Terminal where a Droid is plugged in, the Droid automatically becomes unplugged: Move your Droid to the space to the left of the Data Terminal, following the arrow on the board. You will have to use your die rolls to move your Droid to the next available Data Terminal before you can collect any more Data Cards.

Whenever the Stormtrooper detects any of your Explosives while searching rooms (as instructed in the Data Cards), these Explosives are returned to you and must be replanted.
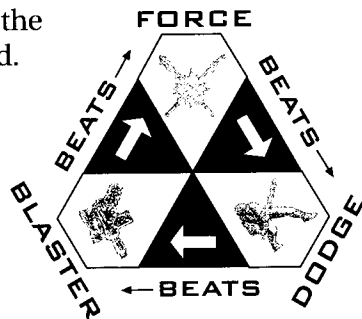
THE PUPIL
One of you Rebels will lose your way as Lord Vader wins you over to the dark side. When Lord Vader calls for his Pupil, the player with the most dark side points at that time must answer.

Once you become the Pupil, your objectives change. Using the power of the dark side, you are now able to move in any direction between all levels. As a follower of the dark side, you must now attempt to prevent the sabotage of the Death Star by impeding your fellow Rebels. Look out for the Rebel player who is leading the race to destroy the Death Star, and engage in combat with that Rebel!

When the Pupil is told to escort Rebels to another part of the board, you as the Pupil must go with them to that room. The Pupil may enter and leave the Detention Blocks at will.

COMBAT BETWEEN THE PUPIL AND REBELS
When the Pupil lands on a Rebel player, they must engage in combat. Each player takes a triangular Combat Disk and secretly selects one of the three moves printed on a corner. Hold the card in such a way that the move you have selected is facing you at the top of the triangular card. On the count of three, reveal which move you have selected. Follow the chart at the right to find out which move wins.

If you, the Pupil, win:
Take a Data Card from the Rebel. The Rebel player must miss a turn.

If you, the Rebel, win:
Send the Pupil to any unoccupied space that gives you an advantage.

If it's a draw: Battle again!

WINNING THE GAME

If you are the first player to plant all your Explosives and turn off the videotape before the countdown ends, you win the game. If the countdown ends before all Explosives have been planted, you will witness on screen the destruction of the Rebel base and planet!

NOW THAT YOU ARE FULLY AWARE OF YOUR INSTRUCTIONS, RUN THE TAPE.

Be prepared to begin the game **as soon as** the Death Star Progress Screen comes into view on your screen.

REMEMBER:
There are places in the game where some things are intentionally confusing. The fast pace of this game may also create a certain amount of confusion. However, **don't stop the videotape**—leave it running for the entire game. If you lose track of where you are or whose turn it is next, just pick a player and keep moving. The important thing to remember is that you are all racing against the clock! You should move as quickly as possible and encourage other players to do the same. Good Luck—and may the Force be with you!

"REBEL ALERT"

FAST FIRST PLAY INSTRUCTIONS

1. Activate your R2 Droid and plug it into a Data Terminal. This allows you to collect Data Cards, which include Color Key Code (Data) Cards.

2. Move around the Outer Level as quickly as possible, planting Explosives in the corresponding rooms until all three Explosives are planted in the order that they appear on your Mission Card.

3. As soon as you have planted your first three Explosives and Lord Vader allows access to the Inner Level, make your way to the Control Towers. Use the correct Color Key Code Card needed to enter.

4. Plant your fourth and fifth Explosives in the corresponding rooms on the Inner Level.

5. Use the combination of Color Key Code Cards as shown on the bottom of your Mission Card to enter the Reactor Core and plant your final explosive.

6. **Turn off the videotape, before it's too late!**
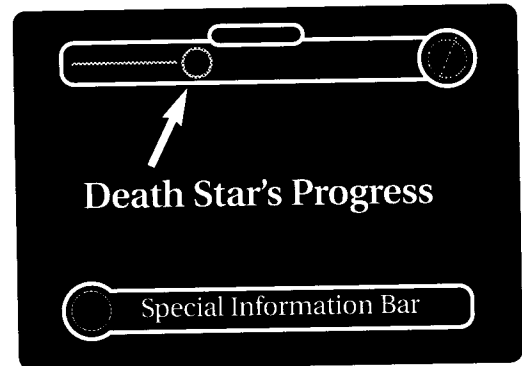
Death Star Progress Screen

We will be happy to hear your questions or comments about this game. Write to:

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