

STAR WARS

E P I S O D E I

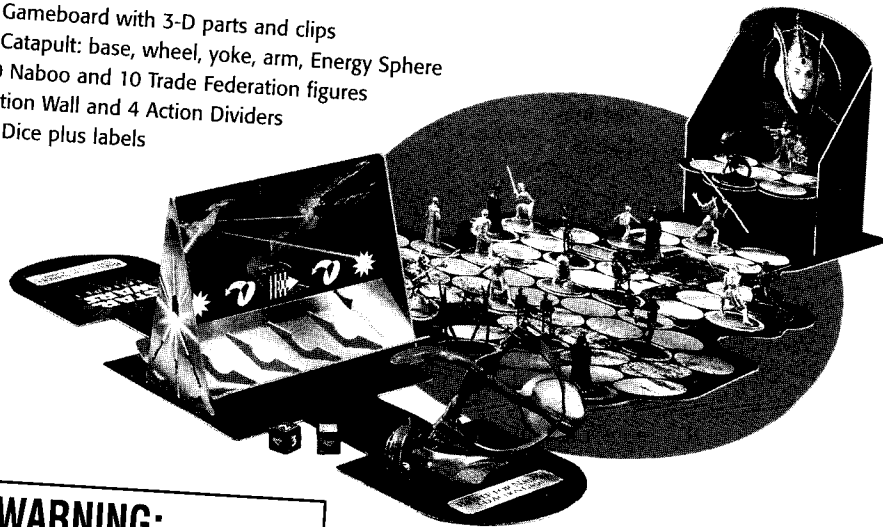
BATTLE FOR NABOO™

3-D ACTION GAME

For 2 or 4 players / Ages 5 and up

CONTENTS

- 1 Gameboard with 3-D parts and clips
- 1 Catapult: base, wheel, yoke, arm, Energy Sphere
- 10 Naboo and 10 Trade Federation figures
- Action Wall and 4 Action Dividers
- 2 Dice plus labels



WARNING:

CHOKING HAZARD—Small parts.
Not for children under 3 years.

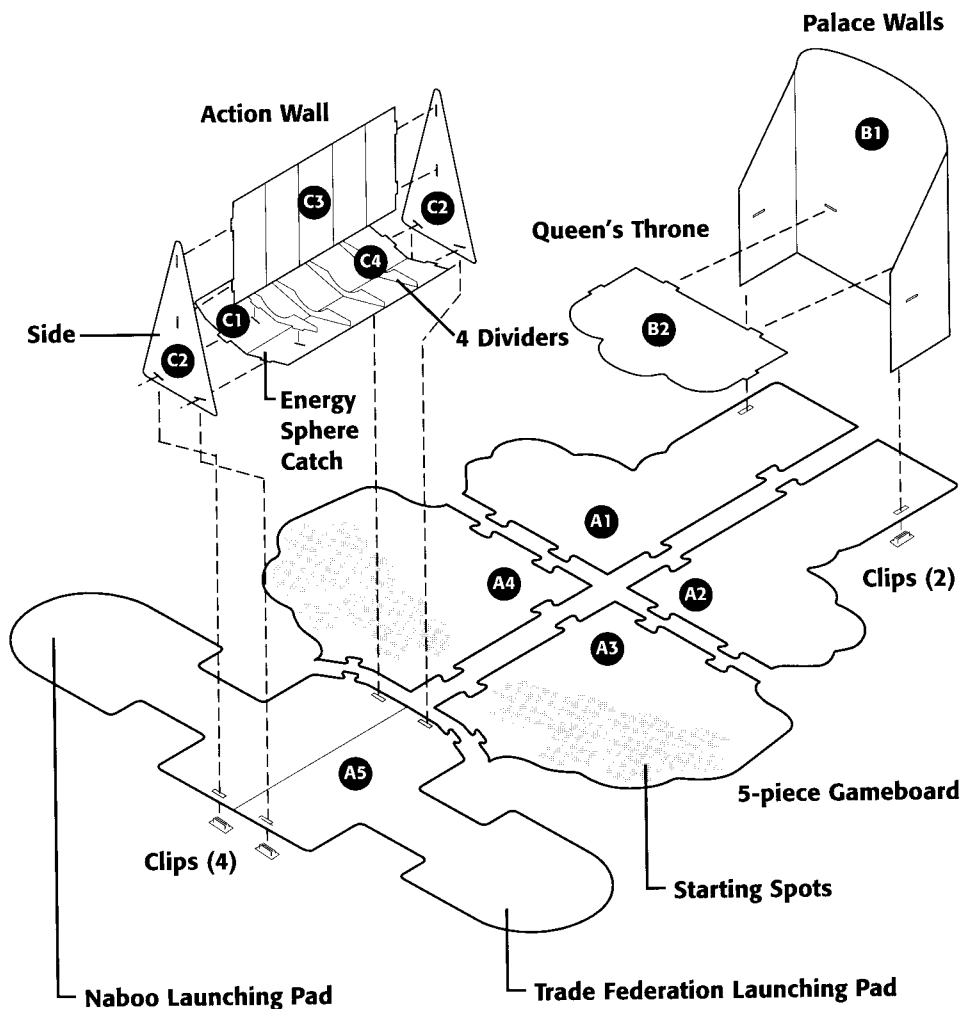
ADULT ASSEMBLY REQUIRED

CAUTION

This product contains small parts which are necessary for assembly. Prior to and during assembly of this product, keep small parts out of children's reach. Small parts pose a choke hazard to children under 3 years.

Please refer to the photo on the front and on the package to see the game completely assembled.

Figure A: Gameboard & Palace Backdrop



ASSEMBLY

Before you begin, have an adult twist all the plastic clips, figures, and figure pieces off the runners.

1. Assemble the Gameboard & Palace Backdrop

Gameboard:

- Remove the 5 Gameboard pieces (A1, A2, A3, A4, A5) from the parts sheets. Fit them together as shown in Figure A.

Assemble the Palace Backdrop:

- Remove the 2 Palace Backdrop pieces (Palace Walls B1, Queen's Throne B2) from your parts sheets. Fold and fit them together as shown in **Figure A**.
- From underneath the gameboard, push 2 Clips up through the slots in the Palace Backdrop area. Slide the assembled Backdrop into the Clips.

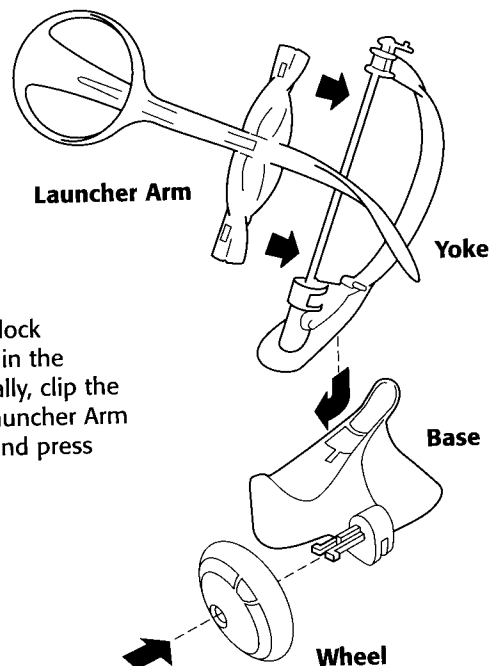
2. Assemble the Action Wall

- Remove the 8 Action Wall pieces (C1, two C2's, C3, four C4's) from your parts sheets and fit them together as shown in **Figure A**.
- Push the 4 cardboard Dividers (C4's) in the grooves in the Energy Sphere Catch (C1).
- Fit the two triangular Sides (C2's) onto the Action Wall (C3). Set this completed piece over the Catch, and insert the tabs on the ends of the Catch into the slots in the Sides.
- From underneath the gameboard, push 4 Clips up through the slots in the Action Wall area on the Launching Pads. Slide the assembled Wall into the Clips.

Figure B: Catapult Launcher

3. Assemble the Catapult

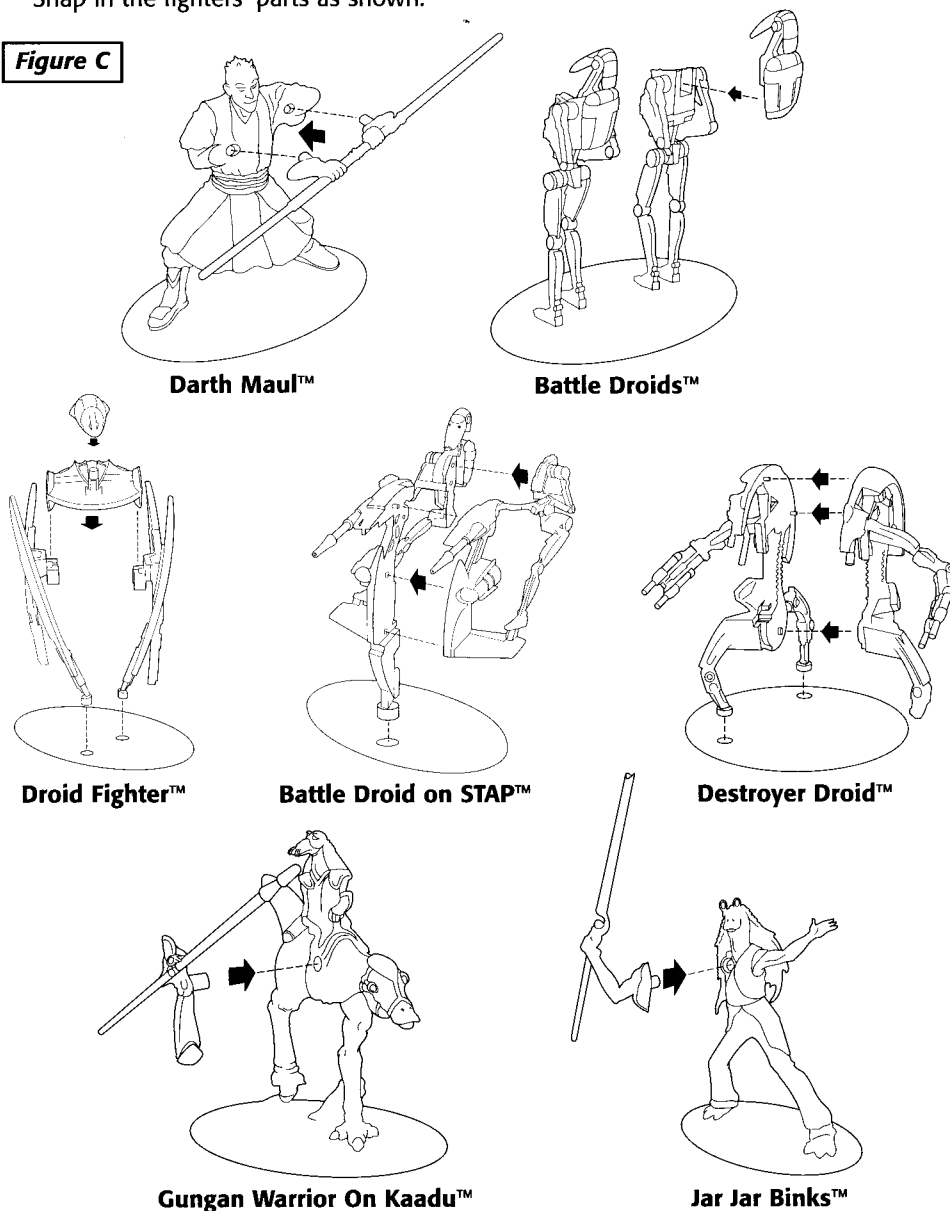
There are 4 Catapult pieces: First lock the Yoke into the Base, then lock in the Wheel, as shown in **Figure B**. Finally, clip the Launcher Arm over the Yoke. If Launcher Arm does not rotate freely, turn over and press Yoke into place.



4. Assemble the Fighters

Five Trade Federation fighters and 2 Naboo fighters require assembly. See **Figure C**. Snap in the fighters' parts as shown.

Figure C



5. Label the Dice

Each set of labels is marked exactly the same: 2, 3, 3, 4, 4, and The Force.

- Naboo die: Peel and attach all 6 gold labels to the sides of one of the dice.
- Trade Federation die: Put all 6 red labels on the other die.

OBJECT

To lead your side to victory in the awesome land battle for Planet Naboo! Take command of either the Naboo defenders or the Trade Federation invaders, and win by controlling all 3 Battle Zones or capturing all of your opponent's figures.

STARTING A 2-PLAYER GAME

(Rules for a 4-player game appear at the end.)

- First decide which forces you will command—Naboo's (gold) or the Trade Federation's (red). Then position the board between you, so you're sitting behind your side's Catapult launching pad, and take your side's die.
- Place your figures on their starting spots. See **Figure A**.
- Both of you roll your die to determine who goes first. The higher roll wins. "The Force" is always higher than any number. Roll again in case of a tie.

HOW TO PLAY

On Your Turn:

Place the Catapult on your launching area. Load the Energy Sphere, and launch it at the Action Wall, so that the sphere hits the wall and bounces down into the catch below it. If you miss, keep trying until the Sphere lands somewhere in the catch. Now look at the icon on the wall directly above the Sphere and take action, as follows...

Where did your Energy Sphere land?



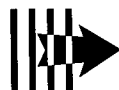
MOVE! Roll your die. If you roll a number, you may move one of your figures up to that number of spaces on the board. For example, if you roll a 3 move one of your figures up to 3 spaces. If you roll "The Force" you may move one figure up to 7 spaces!

Where to move: You may move in any direction—forward, backward, sideways, or diagonally—on unoccupied spaces. You may not jump over, pass thru, or land on any occupied spaces. If you move your fighter so that he lands on a space next to an opponent, you have the option to declare an "Attack." See Declaring an Attack, right.



LAUNCH ENERGY SPHERE! You may attempt to "capture" your opponent's fighters by launching the Energy Sphere at them. Any figures you knock over with the Sphere are considered "captured," including your own.

Any figures that are still standing but have been moved off their space (so that the base crosses or touches any line) are also "captured." Place all captured figures off the board along their respective sides. Figures occupying Battle Zone spaces (see "Controlling a Battle Zone," right) cannot be captured with the Energy Sphere. If they are knocked over or moved, put them back where they were. Keep in mind your losses from "friendly fire" when deciding to launch or not. You can simply "pass" and end your turn.



ESCAPE! If any of your figures have been captured, you may roll your die to free them. If you roll a number, you can free up to that number of captured figures and return them to their starting spots. For example, roll a "4" and you may free up to 4 of your captured figures. If you roll "The

Force," you can return *all* of your captured figures to their starting spots! See **Figure A**. If none of your figures have been captured, your turn ends immediately.

Declaring an Attack

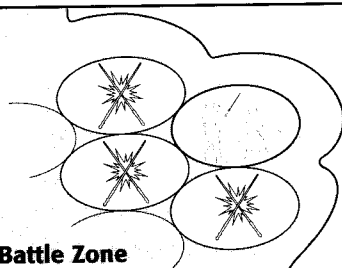
When you move one of your figures so that it lands on any space right next to an enemy, you have the option to declare an "Attack" on that figure.

To attack an opponent in a Battle Zone, your figure must occupy one of the red color spaces near the zone's entrance.

Only the player who has just moved can declare an attack. When an attack is called for, both players roll their die. The side with the higher roll wins the fight. If you tie, roll the dice again.

The losing figure is captured and removed from the board. The winning figure stays on its space—except when you win an attack on an opponent in a Battle Zone. Then you may move your figure into that zone.

Multiple attacks: If you land in a space next to 2 or more enemies, you may attack them all, one at a time. As long as you win the attack, keep attacking! But as soon as you lose, your turn is over.



Controlling a Battle Zone

Move a figure into one of the 3 Battle Zones (Palace Throne, Generator Room, or Naboo Hangar) and you "control" that area. Once a figure is in a Battle Zone, it is protected from Energy Spheres and can only be captured in one-on-one combat, after declaring an "Attack."

WINNING THE GAME

There are 2 ways to win: Be the first player to gain control of all 3 Battle Zones, OR be first to capture all 10 of your opponent's figures.

4-PLAYER GAME

Two players work as a team commanding their forces. Take turns making your side's moves, and discuss all attacks and strategies. Another option is to let each co-commander be in charge of half of their side's forces. Alternate taking turns, as before, moving only the figures under your command. If all 5 of your figures are captured, you lose your turn—until your co-commander frees at least one of them by shooting an "ESCAPE" on the Action Wall.

STORAGE

To store your game in its box, disassemble the Palace Backdrop, Catapult and Action Wall.

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