

2 to 5 Players/Ages 8 & Up

# STAR WARS



On Geonosis, the Jedi are lured into battle. Faced with the possibility of a rebellion, Yoda commits an army to fight the Geonosians.

## JEDI UNLEASHED GAME

*The Battle on Geonosis™*

## OBJECT

Defeat the most enemy creatures by the time Yoda™ reaches Geonosis.

## CONTENTS

Gameboard • 18 Jedi™ Cards • 74 Cardboard Pawns and Stands • 3 Dice • Label Sheet

## ASSEMBLY

- Remove the pawn stands and dice from the plastic bag. Discard the bag.
- Carefully punch out the 74 pawns from the cardboard parts sheet.
- Following the instructions on the label sheet, apply the labels to the 3 dice.

## SET UP

- Place the gameboard in the center of the playing area within reach of all players.
- Insert all of the pawns into the pawn stands.
- Place all the Geonosian pawns on the green spaces and the Battle Droid pawns on the gray spaces.



**Geonosian™**



**Battle Droid™**

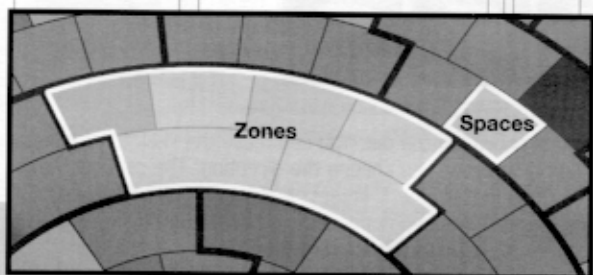
- Place the 18 Jedi on the board spaces matching the number shown on their pawns.
- Place Count Dooku™ and Jango Fett™ on the spaces marked with their names.
- Place Yoda on his start space on the track at the edge of the gameboard.
- Place the reek pawn aside for now. This pawn is only used in the Advanced Play. (See Advanced Play on page 5.)
- Shuffle the Jedi cards. For 2 Players deal 6 Jedi cards to each player and place the remaining 6 off to the side. For 3 players deal 5 Jedi cards to each player and place the remaining 3 off to the side. For 4 players deal 4 Jedi cards to each player and place the remaining 2 off to the side. For 5 players deal 3 Jedi cards to each player and place the remaining 3 off to the side.
- Your Jedi has not been wounded in battle yet, so make sure to place your Jedi cards faceup in front of you, with "wounded" at the bottom. Now, find your Jedi on the board so you know which ones you control.



**Reek™**

The player controlling the Jedi with the lowest number on its pawn starts. Play then passes to the left.

## A LOOK AT THE GAMEBOARD



The gameboard is divided into spaces and zones.

The Jedi, Geonosians, Battle Droids, Count Dooku and Jango Fett all move by spaces.

The reek (See **Advanced Play**) moves by zones.

### ON YOUR TURN

- Choose one of your Jedi. You may move him and, if possible, attack an enemy creature.
- Choose one enemy creature. You may move it and, if possible, attack another player's Jedi.

### MOVING YOUR JEDI™

Note: Although Padmé Amidala™ is not a Jedi, she is treated like one in this game. She moves and attacks using the same rules and dice.

- You can only move one Jedi on each of your turns, and this Jedi may move only up to six spaces.
- You may choose not to move any of your Jedi on a turn. You may want to do this if you already have a Jedi adjacent to an enemy creature(s).
- You cannot move one Jedi and attack with another. Remember: You only control one Jedi on a turn.
- You cannot move through any enemy creature or Jedi.

### ATTACKING AN ENEMY CREATURE

(Geonosian, Battle Droid, Count Dooku or Jango Fett)

You can only attack an enemy creature that is adjacent to (located on a space that touches the space your Jedi is on) the Jedi you are controlling this turn. You can, however, attack more than one if there is more than one adjacent.

NOTE: You cannot attack other Jedi.

Identify the enemy creature you are attacking and roll the white Jedi die.

Roll a Jedi symbol and you have hit your enemy.



- If you were attacking a Geonosian or Battle Droid, this enemy is automatically defeated with one hit. Remove the pawn from the gameboard and place it on the card of the Jedi who defeated it.
- If you are fighting Count Dooku or Jango Fett you will need two successive hits to defeat them.

If you rolled a hit, you may roll again (against the same enemy or a different one). By doing this, you may defeat more than one enemy in a turn. Continue rolling until you miss.



Roll Yoda and you have missed your enemy. Move the Yoda pawn one space closer to Geonosis (see Winning on page 5). This ends your Jedi's turn.

### MOVING AN ENEMY CREATURE

- You can only move one enemy creature on each of your turns.
- This enemy creature may move up to six spaces.
- You may choose not to move any enemy creatures on your turn.
- You cannot move one enemy creature and attack with another.  
Remember: You only control one enemy in a turn.
- You cannot move through any enemy creature or Jedi.

### ATTACKING A JEDI

You can only attack a Jedi that is adjacent to the enemy creature you are controlling this turn.

Identify the Jedi you are attacking and roll the black enemy die.



If you roll a hit, you have struck this Jedi. Check the attacked Jedi's card.

- If this is the first time the Jedi has been hit, he is wounded. Flip the card so "wounded" is now at the top. Roll again. One more hit and this Jedi is defeated.
- If he is already wounded, then you have defeated him. Flip the Jedi's card facedown. Remove the corresponding Jedi pawn from the board

and place it and all of this Jedi's defeated enemies on top of the card. **IMPORTANT:** Defeated Jedi and their enemies do not count in final scoring, unless there is a tie.

- If you are attacking with Count Dooku or Jango Fett, one hit will defeat the Jedi. These are powerful enemies. The player controlling the Jedi flips its card facedown and removes the corresponding Jedi pawn from the board.



If you roll the Jedi symbol, the enemy creature not only missed, but was actually defeated instead! Attacking a Jedi can be very dangerous. Take the defeated enemy creature and place it on the attacked Jedi.

### WOUNDED AND DEFEATED JEDI

Wounded Jedi fight just like unwounded Jedi – they are just one step closer to being defeated.

- If all of your Jedi are defeated, you may take all of the Jedi that were set aside at the beginning of the game, and make them yours to control for the rest of the game. **NOTE:** If they have already been wounded, then they arrive wounded.
- If all your Jedi are defeated and there are no unused ones left, then you are out of the game. It's OK! You fought a good battle, young Jedi.

## WINNING

The game is over when Yoda reaches Geonosis or only one player has Jedi alive. Each player then counts the defeated enemy creatures on **all** his/her **surviving** Jedi cards.

**REMEMBER:** Defeated Jedi and all their defeated enemies do not count in final scoring, unless there is a tie.

- Jango Fett and Count Dooku count for 2 points.
- All other defeated enemies count for 1 point.

The player with the most points wins. In case of a tie, the tied player with the most defeated enemies, including those on defeated Jedi, wins! If still a tie, then the game ends in a tie. If you are the only player with Jedi left, you win automatically!

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## ADVANCED PLAY - THE REEK

Set up and gameplay are the same as explained earlier with the following addition.

Place the reek pawn on the space marked "reek."

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### CLIMBING ON THE REEK

A Jedi cannot attack the reek but, on your Jedi's turn, you can try to move one of your Jedi pawns onto it. By doing this, you will be out of its way and this Jedi will keep any enemy creatures defeated by the reek.

To get on the reek, use your movements to position your Jedi on a space in the same zone as the reek pawn, then roll the white Jedi die. **NOTE:** If you attempt to get on the reek, you cannot attack with your Jedi on this turn.

- Roll a Jedi and climb aboard. Remove the Jedi pawn from the pawn stand. Set the stand aside and place the pawn in the slot on the reek's back.
- Roll Yoda and you weren't able to climb up. Stay where you are. Don't forget to move Yoda forward one space.

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### MOVING THE REEK

Any player can move and attack with the reek. On your turn, when it is time to move an enemy creature, you may choose to move the reek instead.

- If a Jedi is on the reek (yours or another player's), all enemy creatures defeated by the reek are awarded to that Jedi.
- If no Jedi is on the reek, any of the enemy creatures defeated by the reek are set off to the side of the gameboard and cannot be claimed by any player.
- If the reek defeats a Jedi, the player controlling the Jedi flips its card facedown, removes the corresponding Jedi pawn from the board and place it and all of this Jedi's defeated enemies on top of the card.

When moving the reek, you don't have full control over where it goes. Instead, roll the red reek die and look at the image. This will show you where to move the reek. In some cases, you will have a choice, in other cases, you will not. The circle represents the middle of the arena and the wedge shape is the zone that the reek is currently in. The arrows on the image show which way to move the reek. **REMEMBER: The reek moves in zones, not spaces.**



Move the reek one zone in the direction shown on the die. You can move the reek to any space within that zone. If there is more than one arrow, you choose the direction. The reek automatically defeats one creature (Jedi or enemy) in the zone it enters. It doesn't matter if the character is wounded or not – one stomp from the reek defeats anyone. If there is more than one creature, you choose which one is defeated. If there is only one, then that's the one that gets it. **REMEMBER:** Enemy creatures – not Jedi – defeated by the reek are kept by the Jedi onboard.

Now, look at the color on the image. If it is green, the reek moves again. Pick up the die, roll it again, and move the reek accordingly. Continue doing this until you roll a red image. If this image has an arrow on it, move the reek one last time, then stop. Your turn is over.

#### GETTING THROWN OFF THE REEK

If you roll "Stop thrown" on the reek die, the reek stays where it is and the Jedi riding it gets thrown off. Remove the Jedi pawn from the reek's back, place it back in its pawn stand and set it on a space in the same zone as the reek.

**NOTE:** If the reek doesn't move, it doesn't defeat any creatures.



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

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