

The Galactic Battlefield Strategy Game**CONTENTS**

• Gameboard • 40 White Pieces • 40 Gray Pieces • Display Tray • Label sheet

OBJECT

Capture your opponent's Lightsaber before he/she captures yours.

The ultimate battle is raging... The Jedi are struggling to regain control and restore order. Meanwhile, the Sith continue their treacherous campaign for power. Who will emerge the victor? Will Good triumph and bring peace back to the universe? Or will Evil win out and bring darkness across the galaxy? The Force is strong in both sides but only one can remain in the end.

THE FIRST TIME YOU PLAY

Remove the game parts from their wrappings, and discard the wrappings. Then apply a label to each piece as follows: apply the Forces of Good labels (Yoda, etc.) to the white pieces; apply the Forces of Evil labels (Darth Sidious, etc.) to the gray pieces. See Figure 1.



Figure 1

THE FOUR GAMES

Stratego® - The Star Wars® Saga Edition features characters from all of the *Star Wars* movies in a classic battle between the Forces of Good and Evil. There are four versions of play:

- 1. Classic Stratego - The *Star Wars* Saga:** This game plays the same as the classic game of Stratego.
- 2. The *Star Wars* Saga with Special Powers:** This is the same game, but with additional powers granted to certain pieces.
- 3. The Rise of the Empire - Episodes I, II and III:** This game captures all the excitement of Anakin Skywalker's tragic turn to the dark side, and his transformation into the powerful Sith Lord, Darth Vader.

4. The Rebellion – Episodes IV, V and VI: This game recreates the drama of the original *Star Wars* Trilogy.

Game 1: Classic Stratego – The *Star Wars* Saga

SETUP

1. The white pieces represent the Forces of Good, and the gray pieces represent the Forces of Evil. Hide a white piece in one hand and a gray piece in the other. Your opponent chooses a hand and takes the color army of the piece in that hand. The other army is yours.
2. Place the gameboard on a level surface between you and your opponent, with the *Stratego* – *Star Wars* logo facing each of you. Make sure the pictures on the end of the gameboard match the pieces in your army. Note: Ignore the “special power” references to the characters on the gameboard; special powers are used only in games 2, 3 and 4.
3. Place each of your pieces on a gameboard square in the first four rows in front of you (see Figure 2). Make sure the labeled side faces you, and is hidden from your opponent. Your opponent sets up his/her pieces the same way.

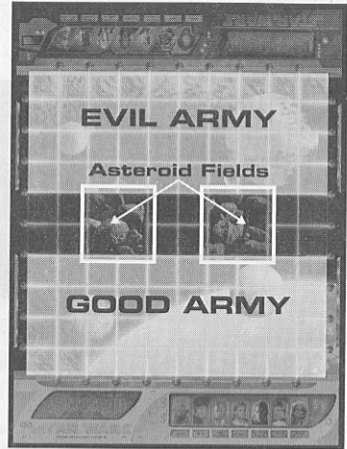


Figure 2

Placing your pieces strategically is an important part of the game. After you've played a few times, you'll form your own strategy and have a better idea of where to place your pieces. For now, take a look at the rules for moving and attacking, and read the Strategy Hints on page 5. They'll help guide your decisions.

HOW TO PLAY

You and your opponent alternate turns. The player controlling the Forces of Evil goes first.

ON YOUR TURN

On each of your turns, you must do one of the following:

- Either move one of your pieces; or
- Attack one of your opponent's pieces.

In a case where you cannot move or attack, the game is over and your opponent wins.

RULES FOR MOVEMENT



Lightsaber



Thermal
Detonator

The only pieces that cannot move are your Lightsaber and your Thermal Detonators. Move your other pieces according to the rules below.

- Move only one piece on a turn.

- Move your pieces one square at a time to an open adjacent square (a square next to it). Pieces can move forward, backward or sideways but not diagonally. Exception: See **Special Trooper Movement Privilege** below.
- You cannot jump over other pieces, or move a piece onto an occupied square (unless attacking; see **Rules for Attack** below).
- You cannot jump over or move onto the Asteroid Fields (see Figure 2).
- You cannot move a piece, back and forth, between the same two squares on three consecutive turns.



Stormtrooper



Battle Droid



Rebel Trooper



Clone Trooper

Special Trooper Movement Privilege

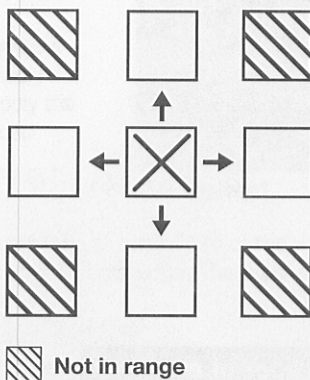
Due to their elite training and programming, Stormtroopers, Battle Droids, Rebel Troopers, and Clone Troopers (pieces ranked 2) have special movement rules. A Trooper can move any number of open squares forward, backward, or sideways in one direction. Troopers cannot move diagonally, nor can they pass over or move onto the two Asteroid Fields. Before moving a Trooper more than one square, you must first reveal it to your opponent. (You may wish to move a Trooper only one square at a time, to confuse your opponent.)

RULES FOR ATTACK

The only pieces that cannot attack are your Lightsaber and your Thermal Detonators.

Attack rules are as follows:

1. **Attack Position:** When a white and a gray piece occupy adjacent spaces (back-to-back, side-to-side, or face-to-face), they are in *Attack Position* (see Figure 3).
2. **How to Attack:** Take your attacking piece and lightly tap your opponent's piece. Reveal your attacking piece; your opponent then reveals his/her defending piece. The piece with the lower rank is captured and removed from the gameboard. If the pieces are of equal rank, both are captured and removed from the gameboard. See **Captured Pieces**. *Note:* Pieces not ranked by number have special rules; see **Spies** and **Thermal Detonators**, on page 4
3. If the attacking piece wins, it moves onto the square formerly occupied by the defending piece.
4. If the defending piece wins, it stays on its square.
5. Attacking is always optional.





 Not in range
 In Range

Figure 3

CAPTURED PIECES: Any piece that is captured is immediately removed from the gameboard. Players can either place captured pieces near the gameboard, or they can fit them into the notches provided in the cardboard display tray (shown in the *Storing Your Game* section on page 8.) Before the game begins, both players should agree on how captured pieces will be treated. The options are as follows:

Open Play: New players may want to place all captured pieces where both players can see them. This will help you keep track of which pieces are still in play.

Prisoner Play: The player who captures a piece, takes it and keeps it secret from the other player.

Secret Play: The player whose piece was captured, takes it and keeps it secret from the capturing player.

Stealth Play: ALL captured pieces are kept facedown, hidden from BOTH players. This forces both players to try to keep track of all captured pieces.

SPECIAL ATTACK/DEFENSE RULES

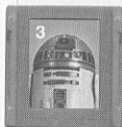
Some pieces have special attack or defense rules. Using these pieces strategically can mean the difference between victory and defeat!

Spies: The pieces ranked S are the spies (Light Side and Dark Side). A spy has no defensive power, so it is captured by any piece that attacks it. Likewise, it is captured by any piece that it attacks, with two important exceptions: 1) a spy can capture a Lightsaber; and 2) a spy can capture a 10-ranked piece! For example, if "Light Side" attacks Darth Sidious, "Light Side" captures him (a huge loss for the gray army).



**Thermal
Detonator**

Thermal Detonators: If a Thermal Detonator is attacked, the attacking piece is captured. Exception: see **Special R2 Unit/Sith Droid Attack Privilege**, below.



R2 Unit



Sith Droid

Special R2 Unit/Sith Droid Attack Privilege: R2 Units and Sith Droids (pieces ranked 3) are the only pieces that can capture a Thermal Detonator. When an R2 Unit or Sith Droid attacks a Thermal Detonator, the Thermal Detonator is disarmed and captured. The attacking piece then moves onto the square that was occupied by the Thermal detonator.

Special Trooper Attack Privilege: This privilege applies only to Stormtroopers, Battle Droids, Rebel Troopers, and Clone Troopers (pieces ranked 2). They can move any number of open squares forward, backward, or sideways. A Trooper using this special movement may end its move on a square occupied by an opponent's piece, then immediately attack it.

STRATEGY HINTS

- **Lightsaber/Thermal Detonator Placement:** When setting up your pieces, place your Lightsaber somewhere in the back row, and place Thermal Detonators around it for protection. Another strategy is to place Thermal Detonators in the back corners as decoys, and hide your Lightsaber in the middle of the back row with a high-ranking piece near it, for protection. *Important:* It's not usually a good idea to place Thermal Detonators in the front row, or in any other place where they can block your pieces.
- **Protect your R2 Units/Sith Droids:** If your opponent's Lightsaber is surrounded by Thermal Detonators, you'll need an R2 Unit/Sith Droid to open a pathway to the Lightsaber.
- **Trooper Placement:** Place some of your Troopers (pieces ranked 2) in the first two rows, and use them to reveal enemy pieces that are moving towards you. Keep some Troopers safe, then use them later in the game to capture your opponent's Lightsaber.
- **High-ranking Pieces:** Place some high-ranking pieces in the front row, to capture Troopers and other low-ranking pieces.

Do not move your highest-ranking pieces into unknown enemy territory. You don't want to lose them to a Thermal Detonator.

If you know that you own the highest-ranking piece on the board, you also know that you can capture any piece that moves! Try to keep track of which pieces move during the game, and be wary of those that don't: those pieces are probably Thermal Detonators and the Lightsaber.

- **Spy Strategy:** Try to keep your spy (Light Side or Dark Side) near your 9-ranked piece. If the enemy 10-ranked piece is nearby, you might be able to lure it over to capture your 9-ranked piece, then attack with your spy to capture it!



HOW TO WIN

The first player to capture his/her opponent's Lightsaber wins the game. If all of your movable pieces have been captured and you cannot move or attack on your turn, you must surrender and declare your opponent the winner.

Game 2: The Star Wars Saga with Special Powers

This game plays like Classic Stratego and has the same goal: to capture your opponent's Lightsaber. However, some pieces now have special powers, which add a whole new level of strategy. The characters and their special powers are shown on each end of the gameboard, near the logo. When setting up the game, make sure the characters on your side of the gameboard match those in your army.

Follow these guidelines for using special powers:



- Pieces with special powers may *either* make a standard move, or use ONE of their special powers.
- Always reveal a piece to your opponent before using its special power.

The Special Powers

Vision: Only the most powerful of the Jedi and Sith can employ Vision, to sense the presence of others nearby. Calling upon the Force, Yoda, Luke Skywalker, Darth Sidious and Darth Vader may reveal one opposing piece up to two squares away, horizontally, vertically, diagonally, or any combination.

Charging: Displaying intense determination and battle experience, Mace Windu, Han Solo, Count Dooku and Boba Fett may move any number of squares vertically or horizontally (but not diagonally) in one direction. They may not jump over other pieces or the Asteroid Fields; however, they may end their move on a square occupied by an opposing piece, thereby attacking it.

Quickness: This skill allows Mace Windu, Obi-Wan Kenobi, Chewbacca, Count Dooku, Darth Maul and Greedo to move two squares vertically, horizontally, or any combination (except diagonally). They may not jump over other pieces or the Asteroid Fields; however, they may end their move on a square occupied by an opposing piece, thereby attacking it. If the first square the piece lands on is occupied by an opposing piece (causing an attack), the second move is forfeited.

Advanced Leaping: Anakin Skywalker and General Grievous may jump over any number of adjacent playing pieces and/or the Asteroid Fields and land on the *first* empty square. Leaping must be done *in a straight line* horizontally or vertically (not diagonally). Once the piece has landed on an empty square, it may then immediately go on to attack an adjacent opposing piece.

Slashing: Because they have the power of Slashing, Anakin Skywalker and General Grievous may move any number of spaces diagonally in one direction. They may not jump over other pieces or the Asteroid Fields; however, they may end their move on a square occupied by an opposing piece, thereby attacking it.

Advanced Blaster – Because they possess Advanced Blaster, Han Solo, Chewbacca, Boba Fett, and Greedo are able to destroy an opposing piece without moving onto the piece's square. Advanced Blaster pieces may command any one opposing piece up to two squares away (vertically, horizontally or diagonally) to reveal itself. If the revealed piece is of a lower rank, it is destroyed and removed from the gameboard. If it is of equal or greater rank, nothing happens. NOTE: Pieces with the Advanced Blaster CANNOT shoot THROUGH or AROUND the Asteroid Fields or other pieces. The shot must be fired without any obstacles between the shooter & the target, as shown in Figure 4.

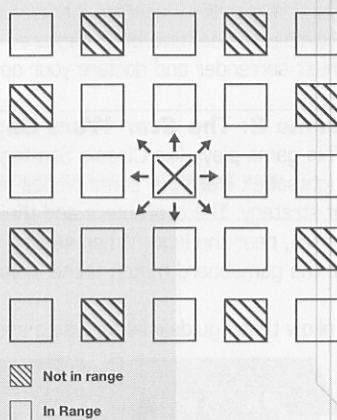


Figure 4

Game 3: The Rise of the Empire – Episodes I, II and III

This version uses only the characters featured in Episodes I, II and III (the RED and GREEN pieces as well as Darth Vader (BLUE piece). Players should place their pieces on their own side of the gameboard, in the 3 rows indicated by the metallic bars (see Figure 5). The gray player sets the Darth Vader piece off to the side for now. NOTE: The gray army will have one open space when done setting up. The game is played with special powers as described in Game 2. The object of the game is to capture your opponent's Lightsaber.

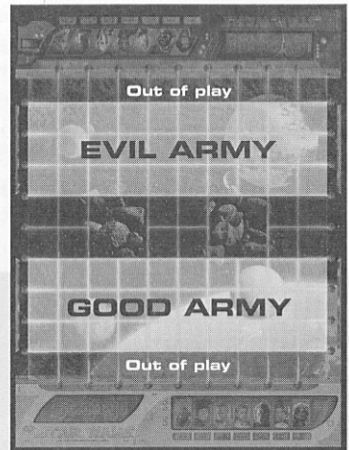


Figure 5

There has been a shift in the Force:

Anakin turns to the dark side:

- Immediately upon the capture of the tenth white piece, regardless of whose turn it is, the Anakin Skywalker piece (if still in play) "turns to the dark side." Anakin rotates 180 degrees (on his space) and becomes part of the gray army. From now on, Anakin moves, attacks and is attacked the same as any other gray piece. If the Anakin piece is one of the first 10 white pieces to be captured, then upon the capture of the tenth piece, Anakin returns to any open space on the gray player's side of the gameboard in the 3 rows indicated by the metallic bars. NOTE: To help keep track of when Anakin turns to the dark side, you may want to place the captured white pieces into the notches numbered 1 through 10 in the display tray. When the 10 notches are full, Anakin turns.



Anakin Skywalker

Enter Darth Vader:

- If, while battling for the gray army Anakin is captured, his piece is removed from the gameboard. On the gray player's next turn, Anakin returns in the form of Darth Vader. The gray player takes the Darth Vader piece (BLUE) and places it on an unoccupied square on his/her side of the gameboard, in the 3 rows indicated by the metallic bars. Darth Vader (ranked 9) is able to use his special power, Vision. The gray player then continues with his/her turn.



Darth Vader

Game 4: The Rebellion – Episodes IV, V and VI

This version uses only the characters featured in Episodes IV, V and VI (the GREEN and BLUE pieces). Each player should place his/her pieces in the 3 rows indicated by the metallic bars at the edge of the gameboard. The game is played with special powers as described in Game 2. The object of the game is to capture your opponent's Lightsaber.

STORING YOUR GAME

Done playing for now? For easy storage, fold the gameboard and place it (and these rules) under the display tray. Then fit each piece into a notch in the tray, as shown in Figure 6.

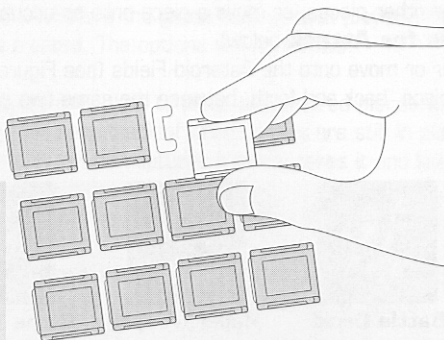


Figure 6

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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