

SCORING COMBOS

GO HERO

50 pts



5 of Any Heroes
(Five of the same hero)

25 pts



House of Heroes
(Three of any hero + two of another hero)

15 pts



4 of Any Hero
(Four of the same hero)

10 pts



Team of Heroes
(One of each of the four heroes)

GO VILLAIN

100 pts



5 of Any Villain
(Five of the same villain)

75 pts



4 of Any Villain
(Four of the same villain)

50 pts



5 Villain Mix
(Any five villains)

25 pts



4 Villain Mix
(Any four villains)

20 pts



3 of Any Villain
(Three of the same villain)



Included cup is a toy and not intended for drinking.

Instructions:
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WARNING:
CHOKING HAZARD -
Small parts. Not for
children under 3 years.

STAR WARS FACE OFF DICE GAME



AGES 8 AND UP
2 TO 4 PLAYERS

CONTENTS:
1 Dice Cup, 5 Dice,
Instructions

OBJECT

Score points by rolling the special dice combinations shown on the back page. The first player to score 250 points is the winner.

INSTRUCTIONS

SET UP

- There are five identical dice in the game. Each die has four heroes and two villains:

HEROES



Luke Skywalker



R2-D2



Han Solo



Chewbacca

VILLAINS



Darth Vader



Stormtrooper

- Get a piece of paper and pencil to keep score.

OPEN →

ON YOUR TURN

1. Place all five dice in the cup.
2. Shake the dice, then roll them out onto the table.
3. Look at what you rolled and declare if you will "Go Hero" (if, for example, you rolled lots of heroes) or "Go Villain" (if, for example, you rolled lots of villains). It's your choice though: You can Go Hero even if you rolled lots of villains, or Go Villain even if you rolled lots of heroes!

See the **SCORING COMBOS** section on the back page for how to score your roll.

www.starwars.com

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GO HERO

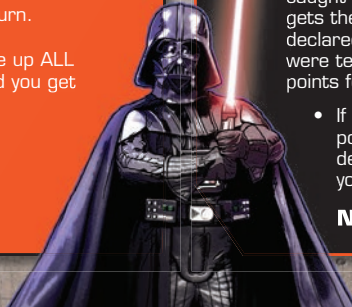
Try to make one of the Go Hero scoring combos on the back page by following these rules:

- You may re-roll up to three dice at a time to go for a better Go Hero scoring combo.
- You may re-roll as many times as you want, and you may change which dice you are re-rolling each time you roll.
- After any roll, you may stop and take the points for a Go Hero scoring combo if you have one. This ends your turn.
- If the dice you re-roll ever come up ALL VILLAINS, your turn is over and you get NO points for that turn!

Now it's the next player's turn.



OR



GO VILLAIN

Try to make one of the Go Villain scoring combos on the back page by following these rules:

- You may try one re-roll of up to three dice to go for a better Go Villain scoring combo.
- If you re-roll, keep your re-roll secret by lifting the edge of the cup and PEEKING inside to see what you rolled.
- Declare what Go Villain scoring combo you rolled. You may bluff and not tell the truth!
- Going around the table, each player gets a chance to challenge you. If a player challenges, then show your dice. If you are caught bluffing, the player who challenged you gets the points for the scoring combo you declared and you don't get any points. If you were telling the truth, you get DOUBLE the points for the scoring combo you declared.
- If no player challenges you, take the points for the scoring combo you declared. (You don't have to show your dice!)

Now it's the next player's turn.