SET UP

1. Mix up the cards and place them face-down in a deck.
2. Place the Lightsaber markers, ‘3’ marker, and ‘0’ (“zero”) marker within easy reach.
3. Have the score tokens and objects handy.

ADVANCED RULES

“Push Your Luck” Bonus Roll

If you grab the ‘O’ marker and get to roll for bonus points, you may “push your luck!” If you don’t like your first bonus roll, you can roll all the objects again. You can do this up to a total of THREE times but you’re stuck with the results on your third roll.

Grab Two Lightsabers

For a more competitive game, each player is allowed to grab up to two Lightsaber markers and SCORE FOR BOTH if they were grabbed correctly. (Penalties apply for each marker you grab. For example, if both were grabbed incorrectly you must put back two previously collected objects, or put back one object if that’s all you have and not play the next turn, or not play the next two turns if you have no objects.) You may NOT grab more than one marker if one of them is the ‘O’ or ‘3’ marker.

Combo Call-Outs

At the beginning of each round, look for when these pairs of objects land in their upright positions. If so, SHOUT OUT the special phrase as quickly as you can. The first player to shout out the special phrase gets to collect those two objects immediately.

“Wretched hive of scum and villainy!”

“Never tell me the odds!”

“No disintegrations!”

“I can’t shake him!”

“Go for the legs!”

“There will be no bargain!”

“Lightsabers”

“Cards”

“Score Tokens”

“‘3’ Marker”

“‘0’ Marker”

“Green and Purple Lightsaber Markers”

“Red and Blue Lightsaber Markers”

“Objects”

“Force Grab is edge-of-your-seat fun! Be the first to spot when the Star Wars objects match the cards!”

OBJECT

Collect three score tokens to win!
PLAYING A ROUND
A round begins with rolling all of the objects onto the table. Once they land, you may spread them out so they aren’t touching, but don’t change their orientations. Choose one player to be the card flipper for this round (this duty passes to the left for the next round). Each round will consist of one or more turns. ALL PLAYERS participate during each turn:

1 FLIP A CARD FACE-UP
   The card flipper flips the top card face-up so it points toward the center of the table and all players can see it.

2 FIND A MATCH AND GRAB A MARKER
   If the ORIENTATION of an object on the table is the same as the picture of it on the card, it’s a MATCH.
   • If you see a match, grab the Lightsaber that corresponds to the colored zone behind the picture.
   • Grab the ‘3’ marker if you see EXACTLY THREE matches.
   • Grab the ‘0’ marker if there are NO matches.
   IMPORTANT: Each player can only grab ONE marker. Once you’ve grabbed a marker, you are not allowed to grab another until the next turn.

3 CHECK CLAIMED MARKERS
   As a group, check every marker grabbed to confirm the correct ones were chosen. If a marker was grabbed incorrectly, the player who took it is subjected to a penalty. See the PENALTIES section on the next page. If the ‘0’ marker was grabbed correctly, the round is over. See the ENDING A ROUND section on the next page.

4 COLLECT MATCHED OBJECTS
   Players who have correct matches collect the objects they matched. However, if the ‘3’ marker was grabbed correctly, the player who grabbed it collects the three objects and no other players collect objects during this turn.

5 START A NEW TURN
   Leave the remaining objects where they are. Put the markers back in the center and flip the next card to begin another turn. Keep playing turns until the ‘0’ marker is grabbed correctly, which ends the round.

EXAMPLE

C-3PO (in the green zone) landed on his side, which MATCHES the picture, so a player should grab the green Lightsaber marker.

The TIE Fighter (in the red zone) landed on its side, which MATCHES the picture, so a player should grab the red Lightsaber marker.

Jabba (in the purple zone) landed on his side, which DOES NOT MATCH the picture, so no player should grab the purple Lightsaber marker.

END THE GAME
When any player collects three score tokens, they win the game. There can be more than one winner.

For more dynamic game-play, see the ADVANCED RULES section on back page.

PENALTIES
If you grabbed a marker incorrectly, you must put back one of the objects you previously collected in the round. Roll the object back onto the table. If you do not have any objects to put back, you are not allowed to play the next turn.

ENDING A ROUND
A round ends when a player correctly grabs the ‘0’ marker.

BONUS POINTS
The player with the ‘0’ marker scoops up all of the remaining objects and rolls them. Then they collect any objects that land upright.

SCORING A ROUND
After a player has claimed any objects from bonus points, all players count up the number of objects they collected during the round. The player with the most objects wins the round and takes one score token. In the event of a tie, each player that tied takes a score token. Now gather ALL the objects and start a new round.