Object
Find matches and win head-to-head battles to collect tiles. Once all the tiles are matched up, the player with the most tiles wins!

Set Up
1. Turn the tiles face-down and mix them up.
2. Set out the tiles face-down in rows.
3. Each player gets a Battle Coin.  
   The youngest player goes first!

On Your Turn
1. Turn over any two tiles of your choice, so all players can see them.
2. If they are a match, take them and put them in your scoring pile. Then decide whether to BATTLE (see other side) or go again.
3. If they are not a match, turn them back over face-down exactly where they were. Try to remember which pictures were on these tiles for later in the game!

Now it’s the next player’s turn.
Battle
After making a match, you may challenge any other player to a battle instead of flipping tiles again! You will battle using the tiles you just collected, while the other player gets to choose any pair of tiles they have of the opposite faction (Rebel Alliance or the Galactic Empire). At the same time, flip your Battle Coins up into the air. If you flip the faction that matches your tiles, add 3 to the number on your tiles. If you flip the wrong faction, subtract 3. The player with the higher total takes the other player’s tiles. On a tie, no tiles are taken. All tiles used in battle (including tiles won) must be flipped face-down and not used to battle with again.

EXAMPLE

PLAYER A

Battle Coin lands **INCORRECT** side up!

11 -3 = 8

PLAYER B

Battle Coin lands **CORRECT** side up!

8 +3 = 11

Player B wins and takes both pairs of tiles!

NOTE: You may not battle a player unless they have a pair of tiles from the opposing faction.

Ending the Game
Once all the tiles have been matched up, the game is over. Count how many tiles you collected – the player with the most tiles is the winner!