Battery Information

The device uses 3 AG13 button cell batteries. Follow these steps to install the batteries. Batteries must be installed and removed by an adult.

- Turn the device over; use a screwdriver to remove the battery cover.
- Insert the batteries as indicated.
- Replace the battery cover and tighten the screw.

Battery Safety:

- Do not put the batteries in backwards.
- Positive (+) and negative (-) ends must be inserted in the correct direction following the polarity (+/-) diagram in the battery compartment.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Rechargeable batteries must be removed before recharging.
- Rechargeable batteries must be recharged by an adult only.
- Remove exhausted batteries and dispose of properly.
- Do not try to recharge non-rechargeable batteries.

Modifications not approved by the party responsible for compliance could void user’s authority to operate the equipment. This equipment has been tested and found to comply with the limits for Class B digital devices, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

IMPORTANT: Please retain this information for future reference.

INSTRUCTIONS

Place the Star Destroyer in the center of the play area. Attach the four large tracks to the bottom of the Star Destroyer’s base.

Each player takes a set of four Hero characters of the same color.

Take turns placing your Heroes one at a time in the starting zone of all four tracks. You may place only ONE of your Heroes on each track.

Deal two placards to each player, face-down. You may look at your own placards.

To start the game, turn ON the Star Destroyer and give it a spin. It is a random timer and will fire a laser blast when time runs out.

BATTERY RECYCLING INFORMATION

Help the environment by disposing of batteries responsibly. Follow these battery usage instructions. Please remove exhausted batteries from the product and take them to a designated collection point or recycling facility when disposing of batteries.

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

LOOK FOR THESE OTHER GREAT GAMES!

CONTENTS: 1 Star Destroyer Timer, 3 AG13 Batteries, 4 Large Tracks, 4 Small Tracks, 16 Markers, 1 Deflector Shield, 60 Placards, Instructions

Ages 6 and Up
2 to 4 Players

Evade the Star Destroyer’s laser strike and get any ONE of your Heroes to the Safety Zone at the end of a track!
Move the Hero shown on the placard the number of pegs indicated toward a Safety Zone. If the peg you would move to is already occupied, move to the next open peg. If the placard says “Move ANY Hero,” choose ONE Hero to move.

Move the Deflector Shield to anywhere in the play area. The Deflector can be used to protect your Heroes from a laser strike, deflect the laser so it hits another player’s Hero, or do both simultaneously!

Spin the Star Destroyer in a new, random direction. This will NOT restart the timer. (The timer will only restart when it is spun for the first time after the power is switched ON, or after the laser has fired.)

Move the Hero shown belonging to ANOTHER player BACK toward the Star Destroyer the number of pegs indicated. If the peg you would move to is already occupied by another player, move to the next open peg. (If it says “Move ANY Hero,” you choose ONE Hero to move back.)

Aim the Star Destroyer in any direction you want. TIP: You may want to target another player’s Hero who is getting close to a Safety Zone and could prevent you from winning the game.

At the start of the game, spin the Star Destroyer to start the timer. It will fire its laser randomly, so watch out! The ONLY other times you should touch the Star Destroyer are when:

- You're using a placard action that lets you aim or spin the Star Destroyer.
- The laser has finished firing and it's time to start it again. (See THE LASER section below.)

ON YOUR TURN

1. Choose a Resistance action or a First Order action from the placards in your hand. You must perform one action on your turn.

2. State the action out loud and complete the action as described in the PLACARD ACTIONS section.

3. Discard the placard you played and draw a new placard from the deck so you have two placards again. If you get to the end of the deck, shuffle the placards and create new draw and discard piles.

4. Play continues to the left, and each player takes a turn.

THE LASER

After spinning the Star Destroyer, a random timer starts. When time runs out you’ll hear an alarm and then the Star Destroyer’s laser will fire! If a player is in the middle of a turn when the alarm sounds, they must STOP performing their action. If any Hero gets struck by the laser (directly or reflected off the Deflector Shield’s mirror), that Hero is removed from the game. It’s now the next player’s turn; spin the Star Destroyer to start the timer again.

ENDING THE GAME

When a player moves one Hero to the Safety Zone, that player wins! If all of a player’s Heroes are removed from the game because they have been struck by the laser, that player is out of the game. If all but one player’s Heroes are removed from the game, the last remaining player wins!