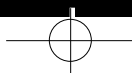
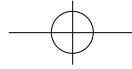


# Rules Booklet

**An Action-Packed Customizable Card Game™!**





## Star Wars: Episode I Customizable Card Game™

# Rules of the Game

This game is an epic battle between the Light Side of the Force (including Obi-Wan Kenobi, Qui-Gon Jinn and Anakin Skywalker) and the Dark Side of the Force (including Darth Maul and Darth Sidious). Games last about 15 minutes. You can play with two, three or four players.

The game is designed so you can customize different decks to play a new Star Wars™ adventure in every game! Most board games have just one deck of cards that never changes. This customizable card game is Decipher's trademark for what is commonly referred to as a 'collectible card game' or 'trading card game.'

The decks in this box are "pre-customized" to get you started right away. (Later, we'll show you how easy it is to customize other decks. We've made it as simple as counting out 40 cards with the same color symbol.)

### Contents

These rules

two different 40-card Dark Side decks (red card backs)

two different 40-card Light Side decks (blue card backs)

## Rules For Two Players

Once you've played a two-player game, you can quickly pick up the rules for three or four players (explained later).

### How To Win

You win when your opponent draws or discards the last card from his or her draw deck.

### Setup

For your first game, you'll be playing the Dark Side. Take all of the Dark Side cards that have a purple slice symbol on them. This is the "Maul" deck. Your opponent takes all of the Light Side cards with the blue slice symbol on them. This is the "Qui-Gon" deck.



Both players look through their decks and take out the cards and character cards shown in Figure 1. Arrange these cards on the table as shown in the figure.

If you are playing with one of the decks that doesn't have a starting character shown in Figure 1, then choose a Royal Guard card or a Destroyer Droid card instead.

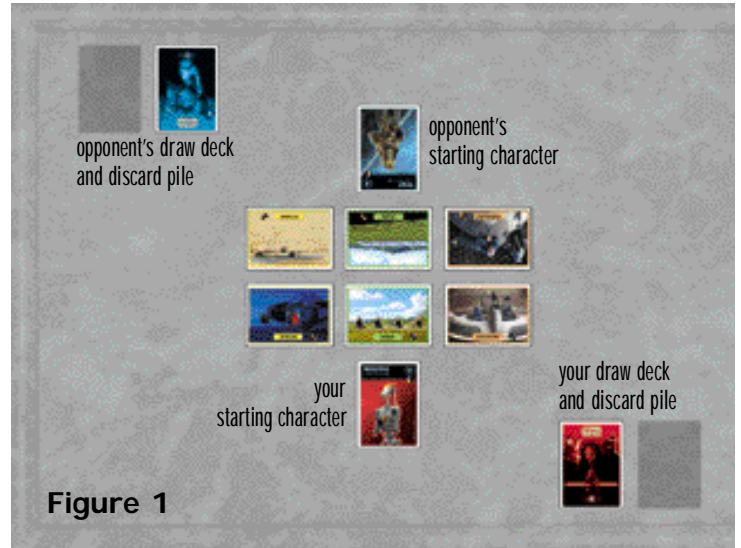


Figure 1

Both players then shuffle their remaining cards and put the face down to form their **draw decks**. (During the game, each player will make a discard pile beside their draw deck where cards are placed face up when they are discarded).

### Starting the Game

Draw four cards from the top of your draw deck to make your **hand**. Your opponent does likewise. The Dark Side takes the first turn (so you will go first).

### Your Turn

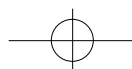
Each turn, you **must** either

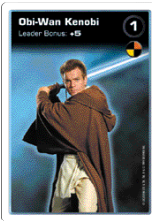
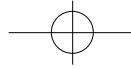
- **draw** one card from the top of your draw deck into your hand; **or**
- **play** one card from your hand to the table.

If you choose to play a card, you may play a **character**, a **starship**, a **battle** card or an **encounter** card. (A fifth kind of card, a **trap** card, plays only during your opponent's turn. These card types are explained beginning on the next page.)

Every turn, you have to either draw a card or play a card; you can't do both in the same turn, and you can't pass your turn.

Once your turn is over, your opponent takes his or her turn and so on. Continue taking turns until one player wins.





### Character Cards

You may play a character to the location of your choice. Put the character on your side of your location card. (Each character has a **leader bonus** that you use with your battle cards on later turns.)

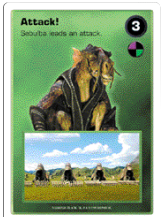
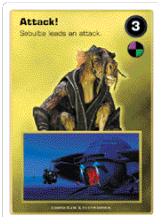


### Starship Cards

You may play a starship to any location where you have one or more characters. When you do, move any or all of your characters from that location to your side of any one other location. Then discard the Starship card.

### Attack Cards

Each of your attack cards shows one of your characters at one location. You may play the attack card only if you have that character at that location.



Each attack card is color-coded to match one of the three locations.

When you play an attack card, this starts a battle. Your character leads an attack against the forces shown on your opponent's location card. (So, even if your opponent doesn't have a character card at that location, you can still fight there.)

#### How to battle:

Every battle has an element of "fate" or "destiny." In traditional games, elements such as these are usually determined by a roll of the dice. In this game, the cards themselves take the place of the dice. You will simply "draw destiny" as follows:

#### How to draw destiny (see Figure 2):

Turn over the top card of your draw deck so both players can see it.

Read out loud the number in the top right corner (this is the **destiny number**; just ignore everything else on the card).

Place that card in your hand.



Your opponent also draws destiny from his or her draw deck (to represent how well the forces shown on his or her location card defend against your attack).

#### Adding your leader bonus:

The character who is leading the attack (as shown on your attack card) has a leader bonus printed on its character card. Because you are the attacker, you add this leader bonus to your destiny number to get your **battle total**. (The defender does NOT get a leader bonus.)

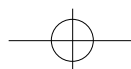
#### Who wins the battle:

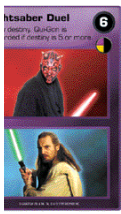
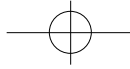
- If your battle total is more than your opponent's destiny draw, you win the battle! Subtract your opponent's destiny number from your battle total – your opponent must discard that many cards from the top of his or her draw deck.
- If your battle total is less than your opponent's destiny draw, you lose. Subtract your battle total from your opponent's destiny number – you must discard that many cards from the top of your draw deck. (Ouch time!)
- If it's a tie, no one wins (and no one discards any cards from their draw deck).

When the battle is over, discard your attack card.

For example, you play an attack card that says Darth Maul leads an attack on Naboo.

- You draw destiny of 3. Darth Maul's leader bonus (shown on his card) is +5, so your battle total is  $3 + 5 = 8$ .
- Your opponent draws destiny of 6. (The defender does not get a leader bonus.)
- Thus you win the battle by 2 points ( $8 - 6 = 2$ ), so your opponent must discard 2 cards ( $8 - 6 = 2$ ) from the top of his or her draw deck.





### Encounter Cards

Each encounter card has a picture of one of your characters above a picture of a character from the opposite side of the Force. You may play the encounter card only if those two characters are at the same location (that is, your character is on your side of a location, and your opponent's character is on your opponent's side of the same planet location).

Each encounter card tells you what it does when you play it. When you follow its instructions, discard the encounter card.

Note: The **Call for Help** card refers to "any pile", which means your draw deck and your discard pile.



### Trap Cards

Unlike the other card types, your trap cards play only during your opponent's turn.

Each of your trap cards shows one of your characters. You may play the trap card only when your opponent just played an attack card, and you have the character shown on your trap card at the location where your opponent just played the attack. Your trap card doubles your destiny draw!

For example, your opponent's Qui-Gon leads an attack at Naboo. You have Sebulba at Naboo, so you play your Sebulba Trap card.

Your opponent draws destiny of 2, for a battle total of 7 (after adding Qui-Gon's +5 leader bonus). You draw destiny of 4. Your trap card doubles your destiny draw to 8, so you win the battle (8 to 7). Your opponent must discard one card (8-7=1).

**Winning the Game**  
You win when your opponent draws or discards the last card from his or her draw deck.

### Rules for Four Players

Each player chooses a deck, making a Light Side team and Dark Side team. The Rules for Two Players are used for a four-player game, except for the following team rules.

### Team Rules

Team members sit across from each other. Lay out the starting cards as shown in Figure 3. Play begins with the youngest Dark Side player. Players take turns around the table, clockwise.

Team members sit across from each other.

Lay out the starting cards as shown in Figure 3.

Play begins with the youngest Dark Side player.

Players take turns around the table, clockwise.

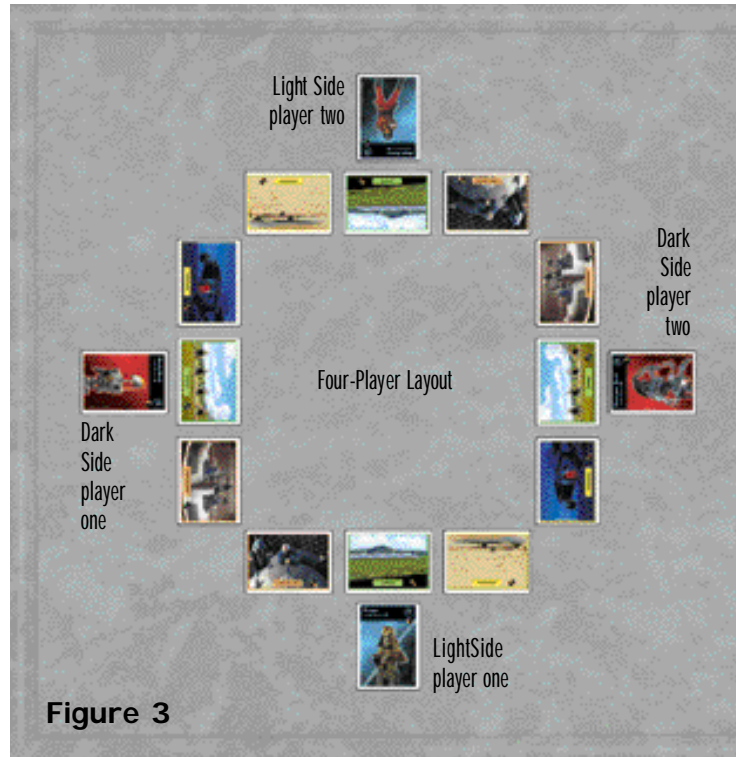


Figure 3

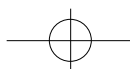
- When you play an attack card, you may choose which opponent to attack. (Only that player may play a trap card in response.)
- Your team wins if either one of the players on the other team draws or discards the last card from his or her deck.

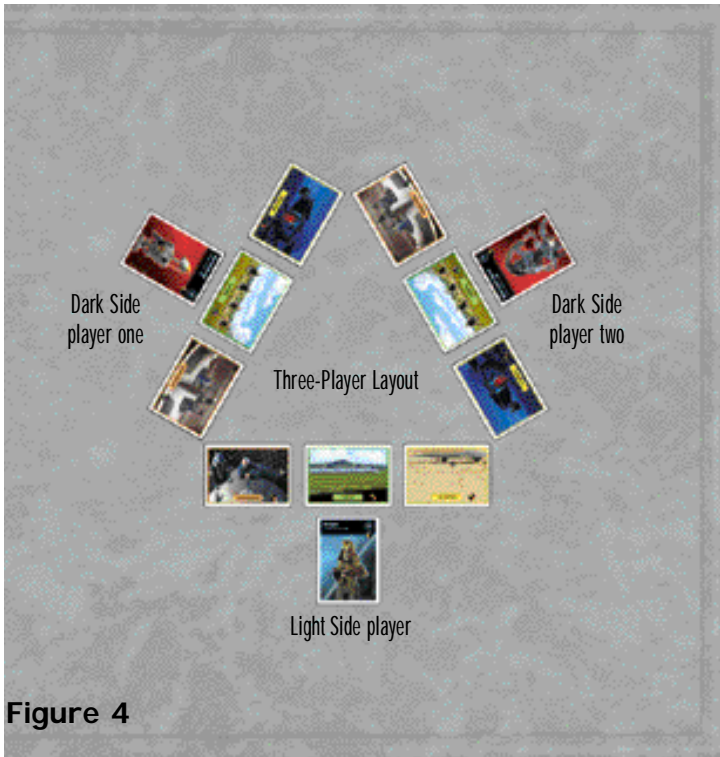
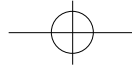
### Rules for Three Players

Each player chooses a deck. Since two players will have decks from the same side of the Force, those two play as a team. The Rules for Two Players are used for the three-player game, except for the following team rules.

- Lay out the starting cards as shown in Figure 4.
- Play begins with the single player.
- Players take turns, alternating between the two teams. In other words, the single player always takes a turn after each of his opponents.

For example, if Player A is playing against the team of Players B and C, then the order of turns is A, B, A, C, A, B, A, C and so on.





**Figure 4**

When the single player plays an attack card, he or she may choose which opponent to attack. (Only that opponent may play a trap card in response.)

The team wins if the single player draws or discards the last card in his deck.

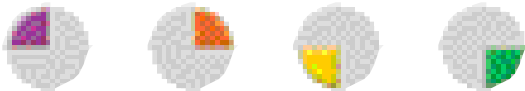
The single player wins if either one of the other two players draws or discards the last card in his or her deck.

## Customizing Other Decks

We've made customizing some other decks as simple as sorting out forty cards using a color symbol! First you need to separate all of the cards into a Light Side pile and a Dark Side pile.

### Deck-Building Symbols

Now, see the circle on each card with little colored "pie wedge" symbols? The four different symbols look like this:



Each symbol has a different color. You will use one color at a time when making a custom deck. For example, one of the

Light Side decks that came "pre-customized" in this box had 40 cards that had a purple deck-building symbol. The other Light Side deck had 40 cards with an orange symbol.

There are two other Light Side decks you can make very simply with these same cards. Just gather the 40 cards with the yellow symbols, and the 40 cards with the green symbols!

Here are the four Light Side decks that you can make using the deck-building symbols:

**Yellow symbols.** The **"Jedi" Deck** features both of the Jedi – Qui-Gon and Obi-Wan – together in the same deck.



**Green symbols.** The **"Royal" Deck** features Queen Amidala and other Naboo characters, like her Royal Guards.



**Purple symbols.** The **"Qui-Gon" Deck** features the Jedi Master, Qui-Gon. It also has Anakin, Jar Jar and other characters.



**Orange symbols.** The **"Obi-Wan" Deck** features the Jedi Apprentice, Obi-Wan Kenobi.



Here are the four Dark Side decks you can make using the deck-building symbols:

**Yellow symbols.** The **"Sith" Deck** features both of the Sith (Darth Maul and Darth Sidious) together in the same deck.



**Green symbols.** The **"Tyrant" Deck** features the bad guys Jabba the Hutt, Sebulba, Nute Gunray and Watto.



**Purple symbols.** The **"Maul" Deck** features the Sith Lord, Darth Maul. It also has Sebulba, Watto and battle droids.

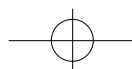


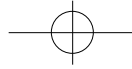
**Orange symbols.** The **"Sidious" Deck** features the evil Sith Master, Darth Sidious. It also has Nute Gunray, Jabba and destroyer droids.



Try these decks, and see how you like them!

You are not limited to the eight decks shown above. You can experiment with a custom deck of your own by choosing 40 cards from the same side of the Force. Even better, Decipher makes other Star Wars™ games that provide even more customizing options and greater depth of story, gameplay and collectibility. Check these out...





## You've taken your first step into a larger world..."

If you've had fun with this game and you want a deeper playing and collecting experience, then try another one of our games called **Young Jedi™ Collectible Card Game**.

Young Jedi is a Star Wars: Episode I game featuring over 400 highly collectible cards with spectacular Star Wars images, quotes from the movie, collector's icons, diffraction foil cards, and more! You'll love collecting Young Jedi, even if you don't play the game.

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Want to try it free? We'll be happy to send you a sample of Young Jedi including a rules sheet and two 20-card decks of special sample cards. Just send your name, mailing address, telephone number, along with \$5.00\* for shipping and handling, to:

Decipher Inc.  
Young Jedi Sample Offer  
P.O. Box 56  
Norfolk, VA 23501-0056

Offer valid only in North America. Make check or money order payable to Decipher Inc. Please allow up to 4 weeks for delivery. Offer expires 2/31/2000.

More samples of Young Jedi are also available to our international customers, but shipping costs vary. Check our website for details.)

Decipher's family of Star Wars games also includes Star Wars: Phantom Menace™ Customizable Card Game™ (scheduled for release in late 1999) and our award-winning and enormously successful classic Star Wars™ Customizable Card Game™.

To find out more about any of our Star Wars games, check out our website, send us email or give us a call:

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## THE FORCE IS WITH YOU... EVERYWHERE!

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