

GALAXY REBELLION

The dice duel

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For 2–4 players ages from 8–99.

Join the heroic *Star Wars* Rebels Luke Skywalker, Princess Leia, Captain Han Solo and Wookiee Chewbacca and travel through the expansive galaxy, fighting the Galactic Empire. Exciting dice duels await you on planets Yavin 4, Hoth, Dagobah/Bespin, Tatooine, Endor and finally on Death Star 2! If you manage to use your dice wisely, you will be rewarded with valuable victory points and the support of Allies during the game. But watch out: if a dice roll is unsuccessful, the notorious Sith Lords Darth Vader and Emperor Palpatine will appear and take your dice away!

Who will win the most victory points and contribute the most to the downfall of the Galactic Empire? May the Force be with you!

Contents

- 3 double-sided planet game boards
- 4 dice showing symbols of the Galactic Empire
- 4 blue Rebel tokens
- 2 red Sith Lord tokens
- 13 grey Ally tokens
- 19 holders (2x red, 4x blue, 13x grey)
- 33 Rebel markers
- 46 victory point chips



Game set-up

Before your first game, carefully remove all pieces from the perforated cardboard. Place the 4 Rebel tokens in the blue holders, both the Sith Lord tokens in the red holders and the 13 Ally tokens in the grey holders.

Before each game, place the 3 double-sided game boards in the centre of the table with the planets Yavin 4, Hoth and Bespin/Dagobah all facing upwards. All players then choose a Rebel token and place it before them. Return the surplus Rebels to the box. Have the remaining game components ready.

Aim of the game

The dice rebellion takes place on all 6 planets (these are referred to as the dueling sites), one after the other.

On each planet, you can see several rows of symbols that represent the Empire. During your turn roll the dice in an attempt to match at least two of the Empire symbols present in the rows, and then use your Rebel markers to cover these. The player to cover **the last empty space in a row of symbols** receives the adjacent number of victory points and/or an Ally. The player to have the **highest number of victory points** after the final dice duel on Death Star 2 wins the game.

Game play

The first dueling site is the Jungle Planet Yavin 4. Place the required amount of victory points and/or Allies on the victory space at the end of each row. Place both of the Sith Lords at the edge of the game board.



The youngest player begins, and then play continues in a clockwise direction.

1) Rolling and discarding the dice

On your turn roll all 4 dice. Then, you may **place either one, none or several dice on any random, empty spaces in the symbol rows**. The order in which you place the dice on the symbol spaces is irrelevant. You may also distribute your dice among different symbol rows. Ideally, you should be aiming to complete these rows.



If you roll one of these four symbols, you may place the dice on an identical empty space in a symbol row.



If you roll a victory point symbol, then you cannot use this dice to cover any of the spaces in the rows. Instead, you can **put this to one side** and at the end of your turn receive one **victory point** for every die featuring the victory point symbol.



The Imperial symbol serves as a **wildcard**. You may place this dice on any empty space in a symbol row. However, you must pay attention to the following:

- You cannot use the Imperial symbol as a substitute for a victory point symbol.
- The Imperial symbol is also on some of the spaces within the symbol rows. To cover these spaces, you must throw the Imperial symbol.

If you do not place all of your dice on your first roll, either through choice or by not rolling the correct symbols, then you may **reroll any remaining dice for a second and last time**. Place these wisely and strategically.

After your turn, swap the dice you have placed on the rows with **Rebel markers**.

If you do not manage to **cover at least two spaces in the symbol rows** with dice during your turn, there will be consequences:



If you have placed only one dice on a space, **Darth Vader** will use this opportunity to retaliate. During your next turn, you must **forfeit one of your dice**.



If you have not placed any dice on a space, **Emperor Palpatine** will use this opportunity to retaliate. During your next turn, you must **forfeit two of your dice**.

The Sith Lords only hinder you for one turn; after that, you must return them to the edge of the planet. If another player will be visited by the same Sith Lord as you before your next turn, then they will be hindered instead of you.

Attention: If there is only one empty space left on the planet, the player to cover this with their die will not face Darth Vader's retaliation.

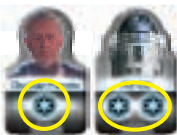
2) Using Rebel and Ally tokens

After rolling the dice, you can also use your Rebel and/or one or more of the Allies:

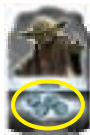


One dice symbol is shown on each **Rebel token**. If you use your Rebel, you may cover up an identical, empty space in a symbol row with a Rebel marker. You may use **your Rebel in every turn**, since they remain with you for the whole game.

The **Ally tokens** show either one or two dice symbols, or a restart symbol.



Dice symbols: for every dice symbol shown, you may cover an identical, empty space in the symbol rows with a Rebel marker. You may also forfeit your symbol. If an Ally shows the Imperial symbol, you may use it to cover up any empty space.



Restart symbol: Cancel your current turn and reroll all of your dice.

You may use **Allies only once per game**. Return already used Allies to the box.

3) Concluding your turn

After your turn, take one victory point for every dice you set aside that has a victory point symbol.

If you were able to place the last Rebel marker in a symbol row, you receive the adjacent reward of victory points and/or Allies. If you were not able to completely cover your symbol rows with Rebel markers, then it's easier now for the other players. Pass the dice to the next player.

Example:

Sarah rolls



She uses



and rerolls the 3 remaining dice.

Now, Sarah rolls



She uses



and sets aside



She forfeits the last die.

Sarah swaps the dice with Rebel markers. Then, she uses her Rebel token.



Thereby, she has completed the second symbol row and receives 3 victory points. In addition, she receives 1 victory point for the die with the victory point symbol set aside.



Continuing course of the game

If you were able to win the last symbol row on Yavin 4 and received the adjacent reward, play passes to the next player and is continued on Hoth, the Ice Planet. Beforehand, remove the Rebel markers from Yavin 4 and have them ready beside the Hoth game board to reuse. If players still hold the Sith Lord tokens, then they keep these and do not place them at the edge of the game board.

Next, you will travel to the Swamp Planet Dagobah and the Gas Giant Bespin simultaneously. From there, you fly to the Desert Planet Tatooine and then on to the Wooded Moon of Endor. Finally, on Death Star 2, it comes to the final dice duel. You cannot win any more Allies here, but many victory points.

End of the game

The game ends as soon as the last symbol space has been covered on Death Star 2. Congratulations, you have conquered the Empire – there are no more signs of evil to be seen!

You gain one victory point for every Ally not used and lose one victory point if you are due to be visited by a Sith Lord on your next turn.

Add up your **victory points**. The player with the **most** victory points **wins** the game. In the case of a tie, there are multiple winners.

Shorter game version

You can shorten the game by choosing not to play the board representing Dagobah/Bespin. Instead, the Galaxy Rebellion will take place over 5 dueling sites.

The game author and the publisher thank all test players who have contributed to the development of the game, especially Sebastian Bleasdale and Simon Kane.

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