**Dominoes**

**Object**
Be the first player to play all of your dominoes.

**Set Up**
1. Mix all the dominoes face-down and spread them out to make a draw area.
2. Draw a domino and place it face-up in the middle of the table. This will be the start of a domino chain.
3. Each player draws five dominoes. Hold your dominoes in your hand and do not show them to the other players.

**On Your Turn**
Add to the domino chain by matching a picture on one of your dominoes to one end of the domino chain. Play double-dominoes just like any other domino. If you do not have a match, take one domino from the draw area. If you can play this domino on either end of the domino chain, you may play it immediately. If not, hold it with the rest of your dominoes.

**Ending the Game**
The first player to play all of their dominoes wins. If no one can play after all the dominoes have been drawn, then the player with the fewest dominoes wins!

**Bingo**

**Object**
Get five tokens in a row on your Bingo placard, across, down, or diagonally.

**For this game, you need:**
- Domino Tiles

**Set Up**
1. Each player takes one Bingo placard and some tokens. Place one token on the center free space.
2. Shuffle the picture placards and place them in a pile face-down where everyone can reach them.

**On Your Turn**
- Turn over a picture placard.
- All players look to see if they have that picture on their Bingo placard. If they do, they place a token covering that picture on their Bingo placard.
- Discard the picture placard.

**Ending the Game**
The first player to earn 15 points is the winner! It's possible for more than one player to win on the same turn.

**Galactic Spin**

**Object**
Join the Resistance in a space battle against the First Order! The first player to earn 15 points is the winner!

**For this game, you need:**
- Spinner
- Tokens

**Set Up**
1. Place the spinner within reach of all players.
2. Put the tokens in a pile.

**On Your Turn**
1. Spin the spinner.
2. If you spin Resistance heroes, you get to take tokens from the pile.
3. If you spin First Order villains, you will lose tokens (if you spin First Order and do not have tokens to lose, do nothing).
4. Sometimes you will pass tokens to the other players on your left or right.

**Ending the Game**
If you get 15 tokens first, you win the battle!
**Targeting Dice**  
**2 to 4 Players**

**Object**
Join the Resistance heroes and take aim at the First Order villains! Based on the classic game of “Shut the Box”, players take turns rolling the dice and blasting First Order villains. The first player to take out all 12 targets wins!

**Set Up**
1. Each player takes one Bingo placard and 12 tokens – blast side up.
2. Turn your Bingo placard over so the Targeting Dice game side is face-up.
3. Start with your placard clear of tokens.
4. Have the dice handy.

**On Your Turn**
1. Roll the two dice.
2. Use your tokens to cover up targets with numbers EXACTLY adding up to your total dice roll.

**Ending the Game**
The game can end in two ways:  
If you cover up all 12 of your targets first, you win! OR  
If any player runs out of tokens, the game ends. All players count up the number values of their uncovered targets. The player with the lowest total wins!

**Battle Matching**  
**2 to 4 Players**

**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. Choose how many tiles to play with. You can use all 32 tiles or, with younger players, you may want to use fewer pairs. For every tile you use, also include the matching tile, so you can pair them together during the game.
2. Put the tiles you are using face-down and mix them up.
3. Set out the tiles face-down in rows.
4. 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 the pair in front of you face-up. Then decide whether to BATTLE (see below) 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!

**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 (First Order against Resistance). At the same time, flip your Battle Coins up into the air. If you flip the side 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 the tiles won) must be flipped over and may not be used again to battle.

**NOTE** It does not matter which individual numbers you roll on the dice. It is the TOTAL of the dice roll that matters.

**EXAMPLE**
If you roll a total of 7, you may cover any of these, as long as they’re not already covered:

- 4 & 3
- 6 & 1
- 5 & 2

If you cannot use your complete dice roll, you must forfeit one of your tokens.

**It’s a Race!**
1. On the count of “1-2-3, go,” each player blows on their paper starship from behind to get it zooming through the galaxy.
2. Avoid obstacles because they can slow your paper starship down.
3. Do not disrupt other players or their paper starships.
4. Try to get your paper starship to the other end of the galaxy first!

**Ending the Game**
If you get your paper starship past the furthest token first, you win!

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