INQUISITOR MISSION PLACARD

When an Inquisitor Mission Placard is flipped face-up, all players must immediately discard all the Resource Tokens they have collected. Then play continues as normal. You must complete this mission like any other: however, a Chopper Resource Token cannot be played against an Inquisitor Mission Placard and there is no code on an Inquisitor Mission Placard. Once an Inquisitor Mission Placard has been completed, a new Mission Placard is flipped face-up and it’s the next player’s turn.

ENDING THE GAME

When the fourth correct code is entered into the Imperial Timer, you will hear FANFARE indicating you have won the game!

If time runs out before this happens, you lose!

Battery Information

The device uses 3 AA batteries (not included). Follow these steps to install the batteries. Batteries must be installed and removed by an adult:

• Turn device off before attempting to remove the cover.
• Insert the batteries as indicated.
• Replace the battery cover and tighten the screws.

Battery Safety:

• Do not put the batteries in backwards.
• Do not use the Imperial Timer if it has been exposed to the elements or if the batteries are missing or installed backwards.
• Do not use batteries that are loose, damaged, leaking, or stop working.
• Do not use batteries that do not work properly.
• The inquisitor mission placard requires 3 AA batteries (not included). Follow these steps to install the batteries. Batteries must be installed and removed by an adult:
• Insert the batteries as indicated.
• Replace the battery cover and tighten the screws.

Battery Recycling Information

Rechargeable batteries must be recycled before recharging. They may not be disposed of in a trash can. Do not put the batteries in backwards.

WARNING: TO AVOID BATTERY LEAKAGE

Please follow these battery usage instructions. Failure to follow these instructions may cause damaging battery leakage that may cause burns, personal injury, and property damage.

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

Rechargeable batteries must be recycled before recharging. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries. Positive (+) and negative (-) ends must be inserted in the correct directions following the polarity (+/-) diagram in the battery compartment.

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It’s a dark time in the galaxy as the evil Galactic Empire tightens its grip of power from world to world. Imperial forces have occupied a remote planet, Lothal, ruling with an iron fist and ruining the lives of its people. But there are a select few who are brave enough to stand up against the Empire: the clever and motley crew of The Ghost.

INSTRUCTIONS

OBJECT

This is a cooperative game. Work as a team to complete missions, enter the four correct Codes, and stop the evil Galactic Empire before time runs out!

SET UP

1. Each player chooses one Rebel Profile. (Set the extras back in the box.)
2. Mix up the Resource Tokens and place them face-down in a pile.
3. Shuffle the Mission Placards and place them face-down in a pile.
4. Flip over the top Mission Placard and place it in the middle of the table.
5. Turn on the Imperial Timer using the switch on the bottom of the device.
6. The oldest player takes the dice. They will go first.

The Imperial Timer requires 3 AA batteries (not included).
OVERVIEW OF GAME COMPONENTS

Mission Placards represent the missions that must be completed. Only one Mission Placard is face-up at a time. When you complete a mission, enter the Code into the Imperial Timer.

Rebel Profiles represent the players in the game and their Special Abilities.

Resource Tokens represent the resources you will use to complete the missions. You’ll collect them by rolling the dice. But watch out, if the Inquisitor Mission Placard appears, you will lose them all!

The Imperial Timer runs the entire game. When you complete a mission, enter the Code. Each Code may be correct or may be a decoy!

MISSION:
Uncover Secret Plot

1. Play Resources

- Play Resource Tokens by placing them next to the matching symbols on the Mission Placard where they will remain until the mission is completed.
- Play a Chopper Resource Token to immediately complete any mission, regardless of the number of resources, except for an Inquisitor Mission Placard (see the Inquisitor Mission Placard section on the next page).
- Play your Special Ability by announcing that you are using it. You may use your Special Ability many times throughout the game. However, you may only use your Special Ability once per turn if it helps complete a mission (since the Special Ability does not remain in effect for the next turn).

2. Enter the Code

Once a mission is complete, CAREFULLY enter the Code into the Imperial Timer by pressing the buttons with the matching symbols in the order they appear.
- You will hear a CHIME when you enter a correct Code.
- You will hear a BUZZ when you enter a decoy. Quickly pass the dice to the player to your left—it’s now their turn.
- If you enter the fourth correct Code, you will hear a FANFARE indicating you won the game!
- If you haven’t won the game, discard the Mission Placard and any Resource Tokens used to complete the mission. Quickly flip over a new Mission Placard—it’s the next player’s turn.

If you begin entering a Code and realize you have made a mistake, repeat the last button pushed until you hear a BUZZ. Then re-enter the Code correctly.

EXAMPLE
This mission requires three resources to complete. Two Resource Tokens and a Special Ability are used in this example.

EXAMPLE
Once you’ve successfully completed the mission, enter the three-symbol Code found on the bottom of the Mission Placard.

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