

Star Wars Mystery Date Game Instructions

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Notes:

These instructions should be printed double-sided on white 8.5" x 11" computer paper.

STAR WARS

Mystery Date



OBJECT

Be the first girl to get ready for one of four Mystery Dates, and find the matching date behind the Mystery Door.

FOR 2 TO 4 PLAYERS / AGES 7 AND UP

CONTENTS

Game Board, Mystery Door, 5 Mystery Dates, 48 Accessory Cards, 4 Pawns, & Die.

Collect all three accessory cards of the same color to get ready for a specific date. The first girl to open the door and find the date that she is ready for is the winner!

SETUP

1. **Mystery Door:** To insert the Mystery Door into the game board, slide the tab on the right side of the door into the large slot on the board, and then push the bottom of the door hinges so they hook into the two small slots.
2. **Pawns:** Each player chooses a pawn and places it in the corner "Open the Door" space nearest to her. Place any unused pawns out of play.
3. **Cards:** One player shuffles the cards and deals two to each player. Place the remaining cards facedown to one side of the Mystery Door. This is the draw pile. Take the top card from the draw pile and place it face-up on the other side of the Mystery Door to create the discard pile.

HOW TO PLAY

Each player rolls the die. The highest roll goes first. Play continues to the left.

On your turn: Roll the die and move your pawn clockwise around the board the number of spaces rolled. (It's okay if two or more pawns occupy the same space.) Follow any instructions on the space you landed on.

NOTE: You should never have more than six (6) cards at the end of any turn. If you will end up with more than six cards during a turn because the space you landed on instructs you to TAKE or SWAP cards, you should follow the instructions on the space as normal, then choose which cards you'd like to put in the discard pile to bring your hand back down to six cards.

TAKE spaces: If you land on a TAKE space, follow the space directions to take cards from the draw pile, the discard pile, or another player.

SWAP spaces: If you land on a SWAP space and are instructed to swap cards with another player, both players first select the card from their own hand that they wish to swap and place it facedown on the table. The players then trade cards and each player adds the swapped card to her hand.

OPEN THE DOOR space: If you land on an OPEN THE DOOR space and have the correct cards to complete the accessories for a date (that is, 3 different cards of ALL ONE COLOR), you are ready for the date and may open the door to see if your matching date has arrived. But if you DO NOT have a complete 3-card set of one color, you do nothing and your turn ends.

To open the door, you must show your 3-card set to your opponents. Make sure the door is completely closed, then spin the doorknob and slowly open the door all the way to reveal which Mystery Date has arrived.

***NOTE:** It is possible that you might be ready for two dates at the same time. For example, you might be holding the 3-card set of orange and the 3-card set of green. In this case, you must choose which of the dates you're trying to find and place these three cards face-up on the table. Hold the other three-card sequence in your hand for future play.*

A MISMATCH!

If the date behind the door is NOT the correct one to go with the three accessory cards shown, you must close the door and end your turn. Be sure to close the door completely then spin the knob so the following player won't know which date will appear next.

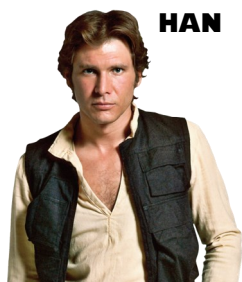
OH NO, NOT HIM!

If you open the door to reveal the DUD (The Emperor), you must discard the three accessory cards you have shown and immediately draw three more cards from the draw pile and end your turn.

A MATCH!

If you open the door and find the date that you are ready for, (showing 3 different cards of the same color), you have WON THE GAME!

THE MYSTERY DATES



HAN



LANDO



LUKE



OBI-WAN