

STAR  
WARS®

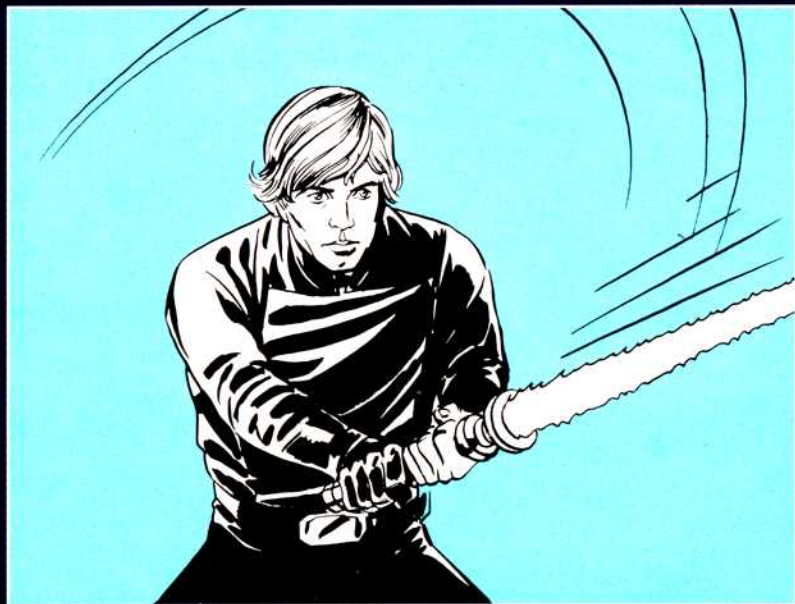
# LIGHTSABER DUELING

P A C K



LUKE • SKYWALKER

## LUKE SKYWALKER



You are Luke Skywalker, hero of the Rebellion. Once you were only a farm boy with dreams of fighting the Empire. But events made your dream real, plunging you into a raging civil war. You learned that the mysterious power called the Force flowed strongly through you, coming to your aid when you needed it most. With the Force as your ally, it seemed you could accomplish anything.

With the help of Obi-Wan Kenobi and the Jedi Master Yoda, you began training in the ways of the Force and the Jedi Knights. You wanted to become a Jedi, one of those legendary protectors of the Old Republic, for with such power you could defeat the Empire and restore justice to the galaxy. But circumstances caused you to abandon your training — not yet a Jedi, but no longer a normal man.

Now you must face your most dangerous foe in mortal combat — Darth Vader, evil Jedi Knight and master of the Dark Side. Better trained, more powerful, Vader stands as an affront to everything you believe in. Are your untried skills powerful enough to defeat him?

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# LIGHTSABER DUELING PACK

Character Card

## DARTH VADER with Lightsaber



Close Range Maneuvers		Section Number	Score Modifier
DOWN-SWING	Smash	36	+5
	Spin	28	+3
SIDESWING	High	10	+2
	Low	2	+2
THRUST	High	32	0
	Low	14	0
BLOCK	High	26	-2
	Low	4	-2
FORCE	Hurl Objects	24	+2
	Reveal Dark Side	22	0
	Retrieve Weapon	46	-6
	Resist Good	6	0
SPECIAL	Sense Maneuver	44	-4
	Kick	34	+1
	Wild Swing	40	+4
JUMP	Dislodge Weapon	30	-2
	Up	18	-3
	Dodge	8	-4
	Duck	20	-5
	Away	16	-4

Extended Range Maneuvers		Section Number	Score Modifier
ATTACK	Charge	50	+3
	Swing High	64	0
	Swing Low	58	0
FORCE	Hurl Objects	60	+2
	Reveal Dark Side	54	0
	Restore Force	56	-4
	Retrieve Weapon	48	-6
DEFENSE	Dodge	52	-4
	Backstep	62	-4

### FORCE POINTS

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## Darth Vader's Maneuver Descriptions

**Low Sideswing (2)** Breaks up several attacks, but can spin you around.

**Block Low (4)** Disrupts low-line attacks.

**Resist Good Side (6)** Useful against Force-related actions, certain physical attacks, and can restore a Force point.

**Dodge (8)** Effective against Downswings and Thrusts, but vulnerable to Sideswings. Can sometimes be used to get behind your opponent.

**High Sideswing (10)** Similar to Low Sideswing, but aimed at the head and upper body.

**Thrust Low (14)** A direct stab at the legs that leaves you vulnerable to head attacks. Can leave you off balance.

**Jump Away (16)** Effective against Swings but vulnerable to Thrusts. Can move you to Extended Range and knock down or turn around your opponent.

**Jump Up (18)** Avoids low attacks but vulnerable to high attacks

**Duck (20)** Avoids high attacks but vulnerable to low attacks and Downswings. Can be used to get behind your opponent.

**Reveal Dark Side (22)** Your most potent attack, but not often successful. Leaves you vulnerable to other forms of attack.

**Hurl Objects (24)** Nearby objects attack, usually knocking your opponent off balance, but cause little damage.

**Block High (26)** Like Block Low, but for high attacks.

**Sideswing Spin (28)** Very powerful attack, but usually receives as much damage as it gives.

**Dislodge Weapon (30)** A deliberate attempt to knock your foe's lightsaber from his hand.

**Thrust High (32)** Like Thrust Low, but aimed at the upper torso and head.

**Kick (34)** Dangerous gamble to knock your opponent down. Can leave you off balance.

**Downswing Smash (36)** Your most powerful attack, but slow. Can leave you off balance.

**Wild Swing (40)** Desperate, unaimed slash leaves you very vulnerable.

**Sense Maneuver (44)** Defensive use of the Force to anticipate and counter next attack. Vulnerable to other uses of the Force.

**Retrieve Weapon (46)** Attempt to recover a lost lightsaber.

**Extended Range Charge (50)** Aggressive maneuver to close range. Very vulnerable to attacks.

**Extended Range Restore Force (56)** Like Resist Good Side, but more useful for restoring lost Force points than as a defense.

**Other Extended Range Maneuvers** Equivalent to close-range counterparts, but from a greater distance.

## Lightsaber Dueling Pack

# LUKE SKYWALKER

### Fight a Lightsaber Duel in the World of Star Wars!

You are Luke Skywalker — young, strong, with the power of the Force flowing through you. Obi-Wan Kenobi and Yoda, the Jedi Master, began your instruction in the ways of the Force and the Jedi Knights, preparing you to face any challenge. But you were forced to abandon your training before it concluded, leaving to rescue friends from terrible danger. Wielding a lightsaber, the elegant weapon of the legendary Jedi Knights, you stand in defense of the Rebel Alliance and all that is good in the galaxy — not yet a Jedi, but no longer a normal man.

Now you must face your most dangerous foe in mortal combat — Darth Vader, Lord of the Sith, master of the Dark Side of the Force. Vader is well trained, utterly ruthless, and totally evil. Can you withstand his awesome power?

Game Design: **Alfred Leonardi** • Character Book Design: **Dennis Greci**  
Development: **Doug Kaufman** • Editing: **Bill Slavicsek**  
Art Direction: **Stephen Crane** • Graphics: **Anne Fink**  
Illustrations: **Michael Manley** • Production: **Steven Porpora**



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## Lightsaber Dueling Pack Rules of Play

This booklet represents your character, Luke Skywalker, a Jedi Knight-in-training. You are strong in the Force and a master of lightsaber combat. Your opponent is Darth Vader, a renegade Jedi who wields the terrible power of the Dark Side. He is the most dangerous foe you will ever face.

### Components

Four components come with the game:

**The Two Booklets:** Each page of each booklet is divided into two sections. The larger section contains an illustration showing what each character is doing. This section is always identified by an odd number. The second, smaller section at the bottom of each page is the *maneuver key*. It is always identified by an even number.

This is a picture section.



Tell Opponent. Do only Extended Range maneuvers next turn.

48 - 27 54 - 59 60 - 13  
50 - 39 56 - 47 62 - 55  
52 - 33 58 - 5 64 - 57

58

This is a maneuver key section.

**The Two Character Cards:** These are separate cards which come with each booklet. On the front of each card is a picture of one of the characters (either Luke Skywalker or Darth Vader), columns listing the maneuvers you can choose in combat, any damage modifiers you get when your maneuver scores, and the number of Force points the character starts the duel with. On the back of the card is a brief explanation of each maneuver (summarizing the "Maneuver Descriptions" presented below).

This is a character card.

LIGHTSABER DUELING PACK  
Character Card  
**LUKE SKYWALKER**  
with Lightsaber

Maneuver Name	Section Number	Score Modifier
EXTENDED RANGE	57	+3
ATTACK	58	+1
DEFENSE	59	-1
FORCE	60	-1
SPECIAL	61	-1
ELUDE	62	-1
CHARGE	63	-1
SWING HIGH	64	-1
SWING LOW	65	-1
OFF BALANCE	66	-1
TRIP	67	-1
TRIP AND HOLD	68	-1
TRIP AND STUN	69	-1
TRIP AND HOLD AND STUN	70	-1
TRIP AND HOLD AND STUN AND PARALYZE	71	-1
TRIP AND HOLD AND STUN AND PARALYZE AND KNOCK DOWN	72	-1
TRIP AND HOLD AND STUN AND PARALYZE AND KNOCK DOWN AND STUN	73	-1
TRIP AND HOLD AND STUN AND PARALYZE AND KNOCK DOWN AND STUN AND PARALYZE	74	-1
TRIP AND HOLD AND STUN AND PARALYZE AND KNOCK DOWN AND STUN AND PARALYZE AND HOLD	75	-1
TRIP AND HOLD AND STUN AND PARALYZE AND KNOCK DOWN AND STUN AND PARALYZE AND HOLD AND STUN	76	-1
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TRIP AND HOLD AND STUN AND PARALYZE AND KNOCK DOWN AND STUN AND PARALYZE AND HOLD AND STUN AND PARALYZE AND STUN AND PARALYZE AND STUN	80	-1
TRIP AND HOLD AND STUN AND PARALYZE AND KNOCK DOWN AND STUN AND PARALYZE AND HOLD AND STUN AND PARALYZE AND STUN AND PARALYZE AND STUN AND PARALYZE AND STUN	81	-1
TRIP AND HOLD AND STUN AND PARALYZE AND KNOCK DOWN AND STUN AND PARALYZE AND HOLD AND STUN AND PARALYZE AND STUN AND PARALYZE AND STUN AND PARALYZE AND STUN AND PARALYZE AND STUN	82	-1

Force Points: 100

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### How To Play

Each player must have a booklet and a character card to play the game. You and your opponent should perform the following steps to prepare for play:

**1. Exchange Books:** Give your character's book to your opponent, but *keep* your own character card. **This is very important!** You should now hold Luke

Skywalker's character card and the Darth Vader character book. This way you can "see" your opponent's maneuvers when they are performed, as you would in actual combat.

**2. Turn to the Start Page:** Open the Darth booklet to section 57. You will see Darth at "Extended Range." At the bottom of the picture section are instructions for your opponent. Read the instructions out loud. For example, using section 57, you would read, "Do only Extended Range next turn."

You are now ready to begin. The following steps are performed during each turn of your duel, until one or both players' Force points are reduced to zero:

**1. Choose Maneuver:** Use your character card to choose a maneuver, then turn to the maneuver key section with that same number. Don't forget, this will be an even-numbered section. Remember to obey any instructions your opponent read to you last turn. For example, on the first turn of any game, you may only choose a maneuver from the Extended Range section of your character card.

Extended Range Maneuvers	Section Number	Score Modifier
Charge	50	+3
Swing High	64	-1
Swing Low	58	-1

Choose a maneuver.

Some maneuvers cost Force points from your total. If you choose one of these maneuvers, subtract the required points from your Force total immediately.

**2. Tell Your Opponent Your Maneuver Number:** Once you have chosen a maneuver and turned to the corresponding maneuver key section, you must tell your opponent what maneuver key you are on (and he will do the same).

50          62

Tell each other the maneuver number you chose.

**3. Resolve the Turn:** On your movement key, find the *even* number your opponent just told you in step 2. When you find it, turn to the *odd* numbered section listed next to it. This section contains a picture that shows what your opponent looks like at that moment in the duel.

54 - 59    60 - 41  
56 - 19    62 - 19  
58 - 41    64 - 19

**50**

19          OFF BALANCE

SCORE  
1

Tell Opponent. Do only Green or Yellow maneuvers next turn.

Note that the picture will never show what you are doing — that will only appear in the booklet you gave your opponent.

**4. Scoring Hits:** After turning to the picture section, you check to see if you have scored. If the word "Score" appears in the section, you have hit your opponent. Add the number beneath the word "Score" to the *damage modifier* listed next to your maneuver on your character card. If the result is greater

than zero, tell your opponent to subtract that many points from his total Force. If the result is zero or less, your opponent is not damaged by your attack.

Extended Range Maneuvers	Section Number	Score Modifier
Charge	50	+3
ATTACK Swing High	64	-1
Swing Low	58	-1
Thrust	60	-2

**SCORE 4!**

**5. Next Turn's Instructions:** Read your opponent the "Tell Opponent" instructions. These are listed beneath the picture in the section you are currently in.

Tell Opponent:

"Do only Green or Yellow maneuvers next turn."

**Exception:** If one player's instructions tell the other player to turn to a different picture section, the other player's "Score" and "Tell Opponent" sections are *not* read until he has turned to the new page. This is the only time that the steps are not performed simultaneously.

**6. Ending the Duel:** If your opponent's Force total is now zero or less, he automatically breaks off the combat and flees. You have won! If it is not yet zero, continue to step 7.

If both players' Force totals reach zero or less on the same turn, the duel ends in a draw.

**7. Continue Play:** If both you and your opponent have Force points remaining, return to step 1 and choose a new maneuver. Remember, you must take into account the instructions you were told in step 5.

## Close and Extended Range Maneuvers

You may not choose Extended Range maneuvers unless specifically told to do so by your opponent. If you are not told, you must use Close Range maneuvers. When told to use Extended Range maneuvers, you may *only* choose an Extended Range maneuver.

## Maneuver Descriptions

What follows is a brief description of each of the tactics available to Luke Skywalker in the *Lightsaber Dueling Pack* game.

**Low Sideswing:** An effective attack, bringing your lightsaber in low from the side also breaks up several of your opponent's attacks. The follow-through of the blow could spin you around, though, leaving your opponent behind you.

**Block Low:** This is a more active maneuver than the name indicates. You use your lightsaber to disrupt your opponent's low-line attacks.

**Resist Dark Side:** Adopting a defensive posture that allows your own Force to resist the influence of the Dark Side, this maneuver focuses your power and can revive your waning strength during a grueling battle. Resisting the Dark Side is useful against Force-related actions, but also leaves you in a good position to block certain physical attacks. If your opponent is not aggressive when you use this ability, you might even recover a Force point.

**Dodge:** The normal Dodge is effective against Downswings and Thrusts, but vulnerable to Sideswings. Your agility sometimes allows you to get behind your opponent when using this tactic.

**High Sideswing:** Similar to the Low Sideswing, but this attack is aimed at the head and upper body.

**Spin & Strike High:** Like a High Sideswing, but preceded by a dodge or block attack. An excellent combination of defensive and offensive tactics.

**Thrust Low:** A direct stab, aimed at the legs, the Thrust Low leaves you vulnerable to head hits. Also, the momentum of the thrust can sometimes leave you off balance.

**Jump Away:** The Jump Away, virtually a backwards leap, is effective against swings but leaves you vulnerable to thrusts. This maneuver can move you to Extended Range and/or cause your opponent to fall down or be turned around.

**Flip:** A leap up and a graceful landing at about the same range, the flip allows you to avoid low attacks, but leaves you extremely vulnerable to high attacks.

**Duck:** The Duck avoids high attacks, but leaves you vulnerable to low attacks and Downswings. It can sometimes be used to place you behind your opponent.

**Reveal Good:** You attempt to convince Darth Vader that he can still be redeemed by the good side of the Force. This is the most potent attack available to you but is not often successful, leaving you vulnerable to other forms of attack.

**Block High:** Like Block Low, but for high attacks.

**Enraged Sideswing:** This is a very powerful attack, but does not score often. In addition, since it represents your allowing yourself to feel aggression and anger, it costs you one Force point each time you use it.

**Dislodge Weapon:** This represents a deliberate attempt to knock your foe's lightsaber from his hand. It can work against a variety of maneuvers and is a reasonable defensive tactic, but makes you vulnerable to aggressive assaults.

**Thrust High:** Like Thrust Low, but this thrusting attack is a quicker stab at the upper torso and head.

**Kick:** A dangerous gamble to knock the opponent down, the Kick can leave you off balance. Luke's agility makes this unorthodox maneuver a feasible attack.

**Enraged Downswing:** Like the sideswing attack, but the Enraged Downswing scores less often and for more damage. It also costs you one Force point each time you use it.

**Wild Swing:** Desperate, unaimed slashes at your opponent, the Wild Swing leaves you very vulnerable but is a good attack when you are severely limited.

**Spin & Strike Low:** Like Spin & Strike High, but this maneuver is aimed at your foe's legs.

**Sense Maneuver:** This defensive maneuver allows the Force to flow through you, such that you can anticipate and counter your opponent's next attack. It is, however, extremely vulnerable to other uses of the Force.

**Retrieve Weapon:** This attempt to retrieve a dislodged lightsaber requires that your opponent give you a moment to concentrate and use the Force. If he presses, you will probably be distracted and fail.

**Extended Range Charge:** An aggressive maneuver to close range. Often, this charge hurts your opponent while hurting you more. Like the enraged attacks, it costs you a Force point to use.

**Extended Range Restore Force:** Like the Resist Dark Side tactic, but this application is more useful for restoring lost Force points than as a defensive maneuver.

*Other Extended Range Maneuvers:* These are equivalent to their close range counterparts, but from a greater distance.

## About Your Character

### Luke Skywalker: Farmboy to Jedi

Luke Skywalker, hero of the Battle of Yavin, Alliance officer and Jedi Knight-in-training, is something of an enigma. A fascinating combination of youthful exuberance and head strong impetuosity wrapped in a cheerful package of boyish good looks, this seemingly normal young man has caused the Empire more misery, pain and frustration than almost anyone else in the galaxy.

In his short tenure in the Rebel Alliance, Skywalker has become something of a hero to the men and women fighting the Empire. Not for his unquestioned talents — brilliant starfighter pilot and crack marksman that he is — or even for his fantastic success in battle, but because he symbolizes all that is best in humankind: loyalty to friends and companions, willingness to die for one's beliefs, and courage in the face of overwhelming adversity.

Luke grew up on the desert planet Tatooine, raised by Owen and Beru Lars on their moisture farm. Always a dreamer, Luke's mind was forever turning to the future and the stars. Skywalker's story starts at harvest time on Tatooine, shortly before the Imperial Senate was disbanded. To help on the farm, Owen Lars purchased two Droids from local Jawa traders. Unknown to him or Luke, these Droids, R2-D2 and C-3PO, were fugitives from a Rebel blockade runner captured in orbit by an Imperial Star Destroyer.

The Droids led Luke to Obi-Wan Kenobi, a Jedi Knight hiding on the desert world. Obi-Wan gave Luke a

lightsaber, the very one used by Luke's father during the Clone Wars. He began young Skywalker's training to develop his latent Force powers, convincing Luke to accompany him to Alderaan to aid the Rebel Alliance. With the help of the smugglers Han Solo and Chewbacca, Luke rescued Princess Leia Organa. This set into motion the events that led to Obi-Wan's death at the hands of his old apprentice, Darth Vader, and concluded with Luke's shot that destroyed the awesome Imperial space station — the Death Star.

But Obi-Wan was a Jedi Knight, strong in the mysterious power known as the Force. Death was not the end for him, but a new beginning. He returned to Luke on the ice planet Hoth, instructing the young man to go to Dagobah and seek out Yoda, the Jedi Master. There Luke would learn more about the ways of the Force and finish his Jedi training.

So Luke went to the swamp planet in search of a great warrior. Instead, he found a Jedi Master. Short, green, with pointed ears and an impish grin, Yoda quickly pointed out, in his strange dialect, that "wars not make one great." Yoda's power is vast and his inner strength is as steel, for the Force flows strong in him. With Yoda there is no try, only do — and for him, nothing is impossible, for the Force is his ally. He continued Luke's grueling studies, instructing him in the ways of the Force and the Jedi. But just as he was about to complete his training, Luke was called off to save his friends from an Imperial trap on Bespin.

After a terrible lightsaber duel with Vader that saw the loss of Luke's hand, Skywalker returned to Dagobah to finish what he had started. But Yoda was dying, finally succumbing to 900 years of existence. Luke begged him not to die, to help him complete his training. With a shake of his head, Yoda told Luke that he required no further training.

Only one thing remained before Luke Skywalker became a Jedi Knight:

"Vader," whispered the Jedi Master, "you must confront Vader. Then, only then, a Jedi you will be."

## Teachings of the Jedi Master

"Concentrate. Feel the Force flow. Not outside or inside, but part of all it is. Through the Force, things you will see."

"A Jedi must have the deepest commitment, the most serious mind. Adventure, heh! Excitement, heh! A Jedi craves not these things."

"A Jedi's strength flows from the Force. A Jedi uses the Force for knowledge and defense. Never for attack."

"Beware the Dark Side. Anger, fear, aggression. The Dark Side of the Force are they. Easily they flow, quick to join you in a fight. If once you start down the dark path, forever will it dominate your destiny. Consume you it will."

## Jedi Tactics

### General Tactics

The code of the Jedi emphasizes passive action, a seeming contradiction in terms. However, in practice, a Jedi Knight uses his opponent's strengths against him, turning attacks back upon the attacker and creating offense from good defense. The keys to this strategy are the Force and the lightsaber. Combined, these make a trained Jedi unbeatable.

The Jedi begins any battle by sensing the flow of the Force, establishing his opponent's positions and intentions. This takes place in a split second. Then the Jedi acts, using defensive counterblows, deflecting opponent's blades and even blaster bolts back at his foe. (A favorite Jedi tactic involves leaping into the center of many blaster-wielding enemies,

waiting for them to fire, then deflecting their bolts to strike each other.)

Against a lightsaber-wielding opponent the Jedi is more careful, more aware of the Force, since the enemy is likely to be well-versed in its use as well. Rapid movement and anticipation of the opponent's next attack are the key to success.

## Luke Skywalker and the Force

Young Luke Skywalker is not yet a full Jedi Knight — he still struggles against the seductive power of the Dark Side of the Force. Occasionally he violates Jedi tenets and attacks with anger in his heart. This is dangerous . . . but if he can balance his aggressive feelings with his essentially good nature, he becomes a formidable foe indeed.

Luke's strength against Darth Vader lies in his agility and speed (he is able to block or dodge blows that send the slower-moving Vader stumbling off balance) and the unexpectedness of his aggressive attacks. Used sparingly, these can be devastating.

Finally, there is the Force. Luke can resist Vader's attempts to seduce him to the Dark Side with relative ease — but the danger exists that Luke's aggressive feelings will betray him. On the other hand, Luke's beliefs that Vader can still redeem himself and return to the good side seem to have a profound effect on the Dark Lord.

## The Lightsaber

No ancient artifact evokes so much legend, myth, and mystery as the lightsaber. This elegant energy blade served as the personal weapon of the Jedi Knights — and, as a symbol, represented the authority, skill and honor that was the Jedi Code. For over a thousand generations the Jedi Knights were the most powerful, most respected

force in the galaxy, serving as guardians of peace and justice throughout the Old Republic.

The lightsaber is at once the simplest of weapons and the most difficult to wield and master. It is, essentially, a sword, but with a blade of pure energy powerful enough to cut through most materials — except another lightsaber blade.

So far as is known, only the Jedi were able to master the lightsaber, perhaps because only they understood and used the mysterious power called the Force. The Jedi trained with tremendous diligence and commitment, passing the art and tactics of lightsaber dueling on from teacher to student.

Although the exact details of lightsaber operation remain shrouded in

mystery, the general technology is known. All the controls and components fit into a compact handle 24 to 30 centimeters long. When the Jedi activates the lightsaber, a tremendous charge of pure energy flows from the power cell. A series of multi-faceted jewels focus the energy into a tight, parallel beam.

The beam emits from a positively charged continuous energy lens at the center of the handle. The beam then arcs circumferentially back to a negatively charged high energy flux aperture, usually set in a disk that also serves as a handguard. The power amplitude determines the point at which the beam arcs back to the disk, setting the blade length. The tight, arcing beam forms a blade of amazing strength.

**JUMPING AWAY**

**1**



Tell Opponent, "Add +2 if you score next turn."

2 - 49	10 - 13	18 - 37	26 - 13	34 - 41	42 - 49
4 - 49	12 - 19	20 - 31	28 - 13	36 - 13	44 - 11
6 - 13	14 - 49	22 - 49	30 - 49	38 -	46 - 27
8 - 19	16 - 57	24 -	32 - 13	40 - 49	

**2**

**3****SWINGING HIGH**

Tell Opponent, "Do no Red maneuvers next turn."

**4**

2 - 5	10 - 3	18 - 37	26 - 45	34 - 19	42 - 19
4 - 49	12 - 3	20 - 19	28 - 3	36 - 15	44 - 49
6 - 17	14 - 9	22 - 59	30 - 15	38 -	46 - 43
8 - 33	16 - 55	24 -	32 - 9	40 - 5	

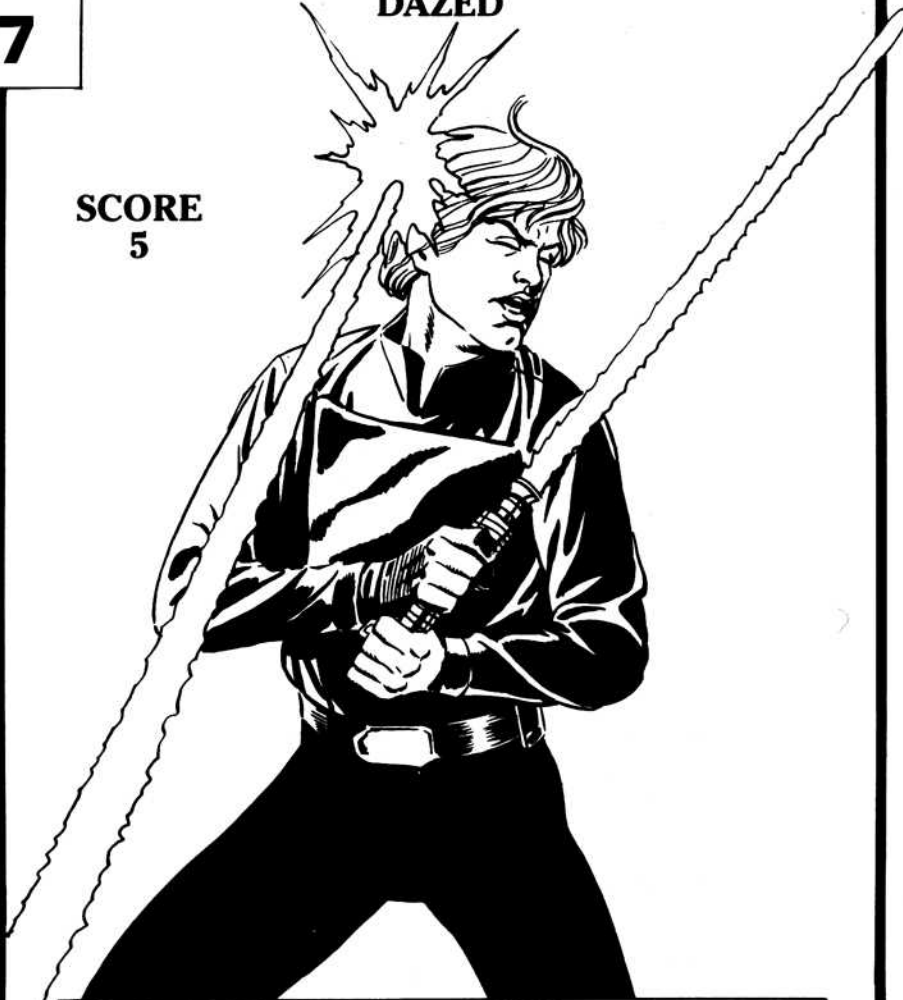
**SWINGING LOW****5**

Tell Opponent, "Do no Blue maneuvers next turn."

**6**

2 - 5	10 - 3	18 - 19	26 - 45	34 - 19	42 - 19
4 - 49	12 - 3	20 - 29	28 - 45	36 - 19	44 - 11
6 - 17	14 - 49	22 - 59	30 - 5	38 -	46 - 19
8 - 33	16 - 19	24 -	32 - 45	40 - 19	



**7****DAZED****SCORE**  
5

Tell Opponent, "Do no Red or Orange maneuvers next turn."

**8**

2 - 5	10 - 3	18 - 37	26 - 45	34 - 19	42 - 5
4 - 49	12 - 3	20 - 29	28 - 3	36 - 15	44 - 11
6 - 17	14 - 23	22 - 23	30 - 3	38 -	46 - 43
8 - 33	16 - 55	24 -	32 - 9	40 - 5	

**THRUSTING****9**

Tell Opponent, "No restrictions next turn."

2 - 31	10 - 45	18 - 19	26 - 45	34 - 25	42 - 31
4 - 53	12 - 3	20 - 23	28 - 31	36 - 31	44 - 45
6 - 17	14 - 7	22 - 59	30 - 3	38 -	46 - 43
8 - 19	16 - 57	24 -	32 - 53	40 - 53	

**10**

**11****THE FORCE:  
SENSING NEXT MANEUVER**

Select a maneuver, then tell Opponent, "No restrictions next turn. I will do a \_\_\_\_\_ color maneuver next turn."

**12**

2 - 19	10 - 19	18 - 19	26 - 45	34 - 25	42 - 49
4 - 49	12 - 45	20 - 29	28 - 19	36 - 19	44 - 11
6 - 17	14 - 9	22 - 59	30 - 3	38 -	46 - 29
8 - 19	16 - 57	24 -	32 - 45	40 - 19	

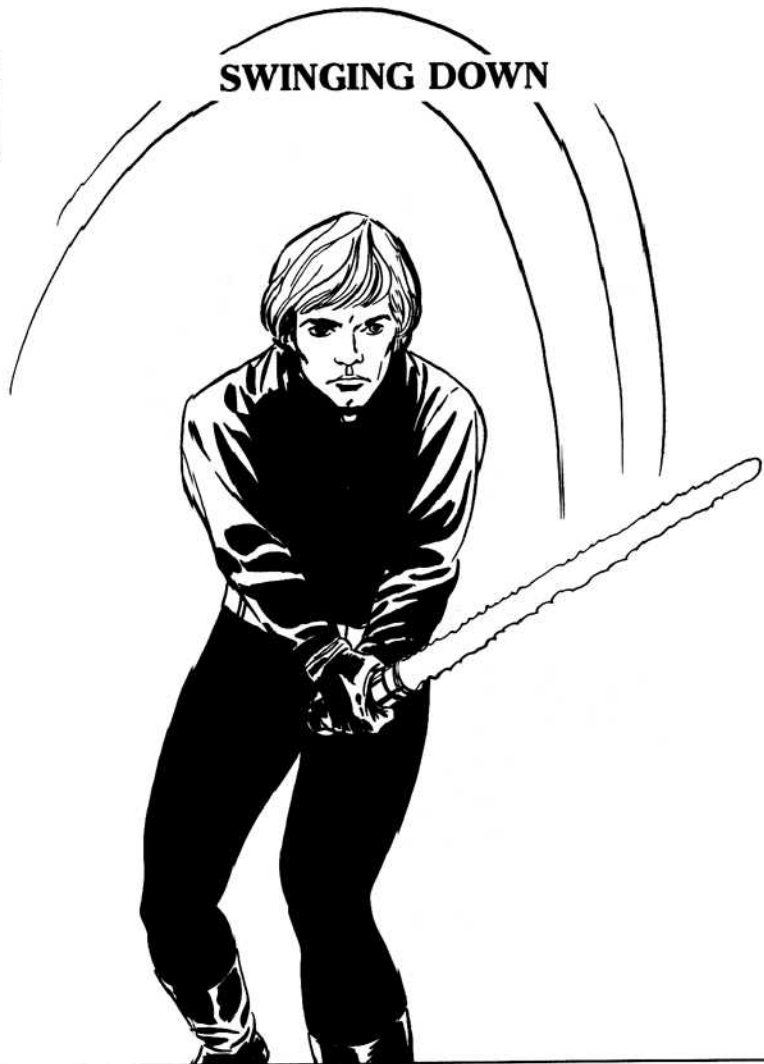
**LEG WOUND****13**

**SCORE**  
3

Tell Opponent, "Do no Orange maneuvers next turn."

**14**

2 - 49	10 - 13	18 - 37	26 - 13	34 - 13	42 - 49
4 - 49	12 - 3	20 - 13	28 - 13	36 - 13	44 - 49
6 - 49	14 - 13	22 - 49	30 - 5	38 -	46 - 53
8 - 23	16 - 19	24 -	32 - 13	40 - 49	

**15****SWINGING DOWN**

Tell Opponent, "No restrictions next turn."

**16**

2 - 57	10 - 57	18 - 57	26 - 57	34 - 41	42 - 57
4 - 57	12 - 57	20 - 57	28 - 21	36 - 41	44 - 57
6 - 17	14 - 9	22 - 59	30 - 57	38 -	46 - 43
8 - 61	16 - 55	24 -	32 - 9	40 - 21	

**THE FORCE:  
RESISTING THE DARK SIDE****17**

Tell Opponent, "If you are NOT on a score page, restore one point of Force. Do no Orange maneuvers next turn."

**18**

2 - 5	10 - 3	18 - 37	26 - 45	34 - 41	42 - 5
4 - 49	12 - 3	20 - 29	28 - 5	36 - 15	44 - 11
6 - 17	14 - 9	22 - 59	30 - 3	38 -	46 - 43
8 - 33	16 - 55	24 -	32 - 9	40 - 21	

**19**

**OFF BALANCE**

**SCORE 1**

Tell Opponent, "Do only Green or Yellow maneuvers next turn."

**20**

2 - 5	10 - 3	18 - 37	26 - 45	34 - 25	42 - 5
4 - 49	12 - 23	20 - 29	28 - 21	36 - 15	44 - 11
6 - 17	14 - 9	22 - 59	30 - 3	38 -	46 - 43
8 - 33	16 - 55	24 -	32 - 9	40 - 5	

**21**

**TURNUED AROUND**

**SCORE 0**

Tell Opponent, "Do only Yellow or Spin & Strike maneuvers next turn."

**22**

2 - 51	10 - 51	18 - 37	26 - 51	34 - 25	42 - 51
4 - 51	12 - 51	20 - 51	28 - 3	36 - 51	44 - 51
6 - 17	14 - 51	22 - 59	30 - 5	38 -	46 - 43
8 - 23	16 - 51	24 -	32 - 51	40 - 51	

**23****BEHIND YOU**

Tell Opponent, "Double the effect of any successful use of the Force next turn, either restoring your own or reducing mine. Do no Orange."

**24**

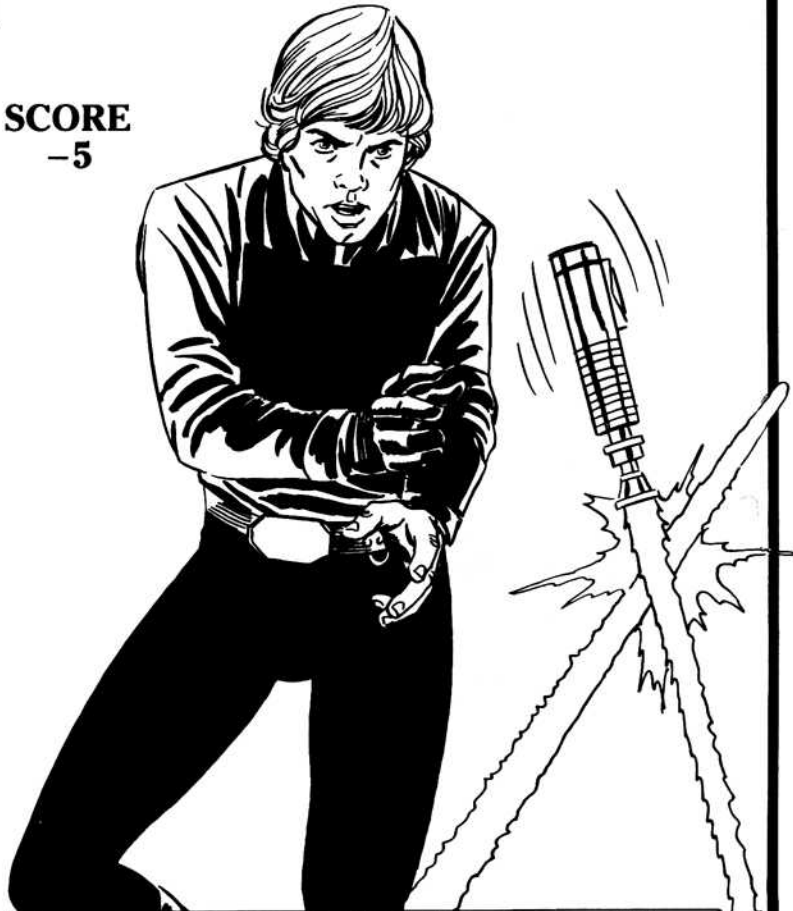
2 - 53	10 - 45	18 - 19	26 - 45	34 - 53	42 - 5
4 - 41	12 - 45	20 - 7	28 - 3	36 - 15	44 - 11
6 - 17	14 - 9	22 - 59	30 - 3	38 -	46 - 41
8 - 33	16 - 1	24 -	32 - 45	40 - 21	

**KICKING****25**

Tell Opponent, "Do no Yellow maneuvers next turn. If on a score page, ignore the result and go to section 41 instead."

**26**

2 - 5	10 - 3	18 - 19	26 - 45	34 - 25	42 - 5
4 - 49	12 - 3	20 - 29	28 - 5	36 - 19	44 - 19
6 - 17	14 - 9	22 - 59	30 - 3	38 -	46 - 43
8 - 33	16 - 55	24 -	32 - 9	40 - 5	

**27****WEAPON DISLODGED****SCORE**  
-5

Tell Opponent, "Do only the Force, Kick, Green, or Yellow (except Wild Swing) maneuvers until you have retrieved your weapon."

**28**

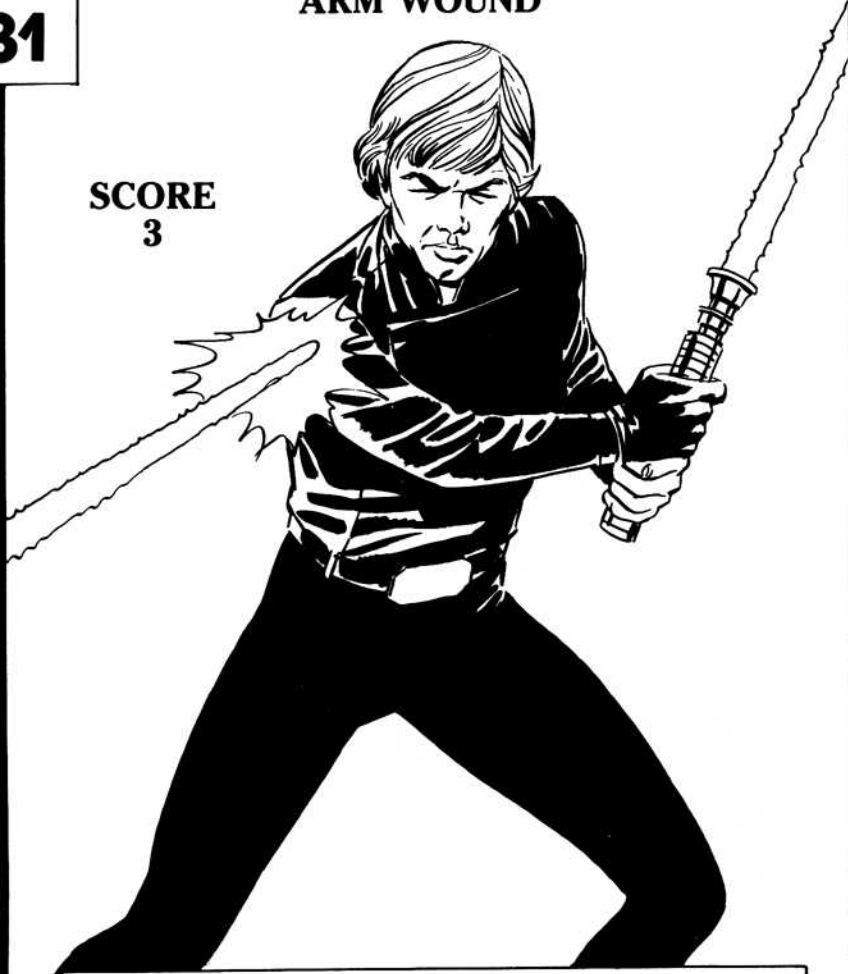
2 - 7	10 - 3	18 - 37	26 - 53	34 - 25	42 - 5
4 - 31	12 - 19	20 - 23	28 - 19	36 - 31	44 - 11
6 - 45	14 - 9	22 - 53	30 - 31	38 -	46 - 29
8 - 19	16 - 23	24 -	32 - 9	40 - 41	

**DUCKING****29**

Tell Opponent, "No restrictions, but add +2 to any Blue that scores next turn."

2 - 49	10 - 3	18 - 37	26 - 27	34 - 25	42 - 27
4 - 49	12 - 3	20 - 29	28 - 3	36 - 15	44 - 11
6 - 17	14 - 9	22 - 27	30 - 27	38 -	46 - 27
8 - 33	16 - 57	24 -	32 - 27	40 - 5	

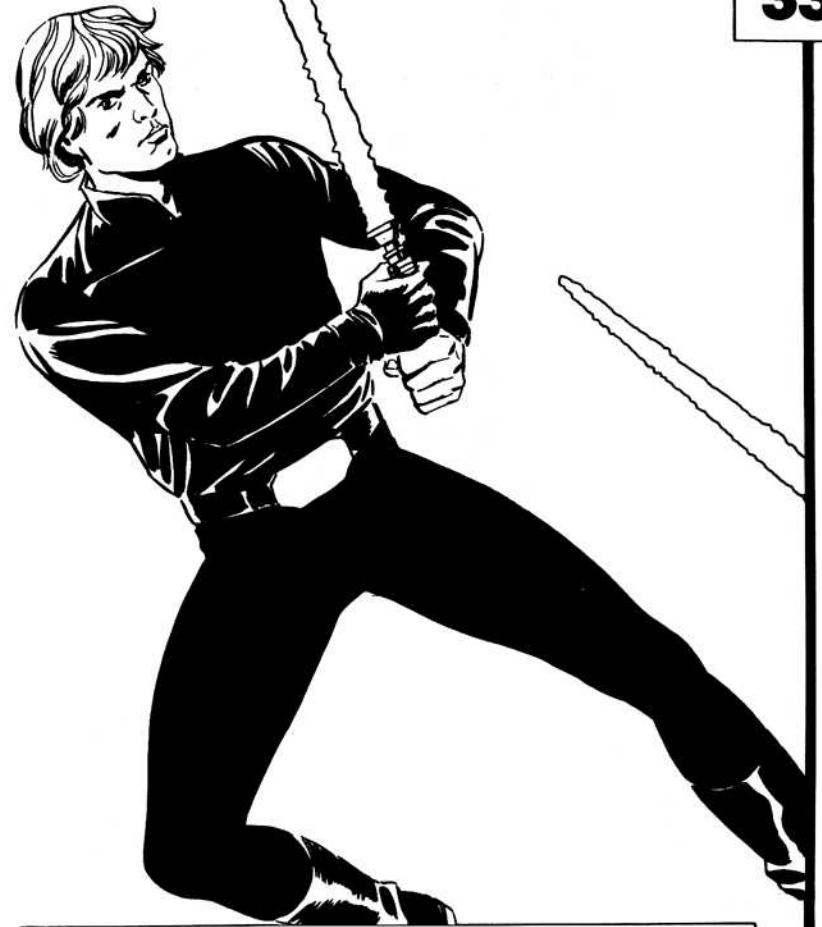
**30**

**31****ARM WOUND****SCORE**  
**3**

Tell Opponent, "Do no Orange maneuvers next turn."

**32**

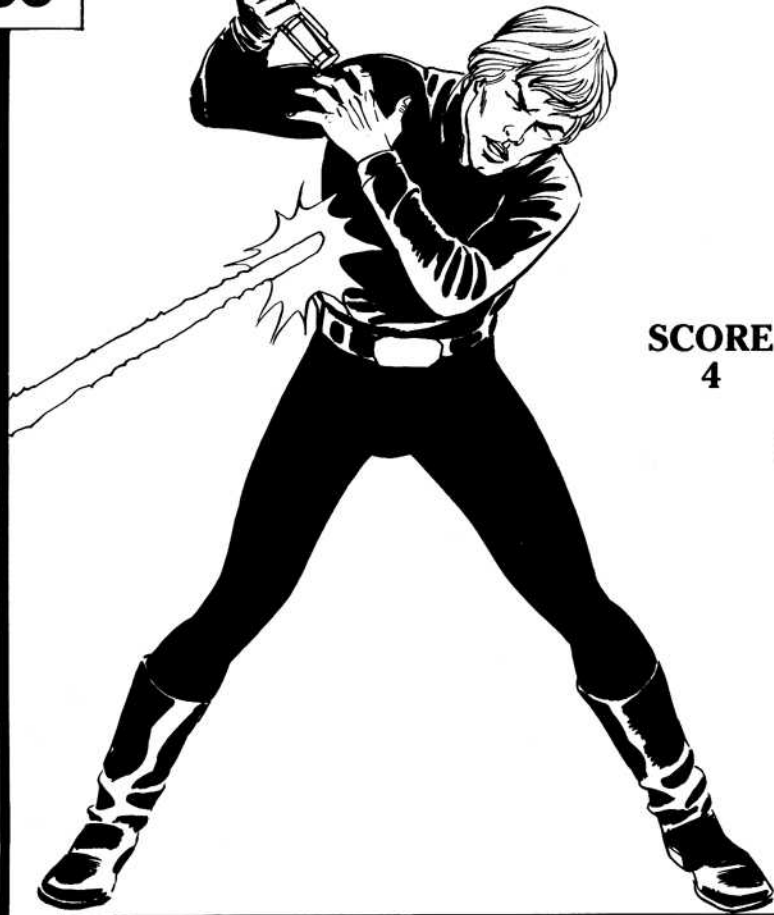
2 - 53	10 - 3	18 - 19	26 - 45	34 - 25	42 - 19
4 - 53	12 - 45	20 - 29	28 - 53	36 - 53	44 - 45
6 - 45	14 - 53	22 - 31	30 - 3	38 -	46 - 43
8 - 33	16 - 19	24 -	32 - 31	40 - 31	

**DODGING****33**

Tell Opponent, "Add +2 to any Downswing or Sideswing maneuvers that scores next turn."

2 - 5	10 - 3	18 - 37	26 - 45	34 - 19	42 - 5
4 - 49	12 - 3	20 - 29	28 - 3	36 - 41	44 - 11
6 - 17	14 - 9	22 - 19	30 - 3	38 -	46 - 27
8 - 33	16 - 1	24 -	32 - 9	40 - 41	

**34**

**35****EXTENDED RANGE  
BODY WOUND****SCORE**  
4

Tell Opponent, "Do only Brown maneuvers next turn."

**36**

2 - 5	10 - 3	18 - 7	26 - 45	34 - 7	42 - 5
4 - 7	12 - 3	20 - 7	28 - 7	36 - 15	44 - 45
6 - 19	14 - 9	22 - 19	30 - 27	38 -	46 - 7
8 - 33	16 - 1	24 -	32 - 9	40 - 7	

**JUMP FLIP****37**

Tell Opponent, "Do no Blue maneuvers next turn (except Kick), but add +2 to any Orange maneuvers that scores next turn."

2 - 31	10 - 45	18 - 13	26 - 45	34 - 25	42 - 19
4 - 53	12 - 45	20 - 29	28 - 5	36 - 31	44 - 45
6 - 17	14 - 7	22 - 59	30 - 5	38 -	46 - 43
8 - 19	16 - 57	24 -	32 - 45	40 - 5	

**38**



**39****CHARGING**

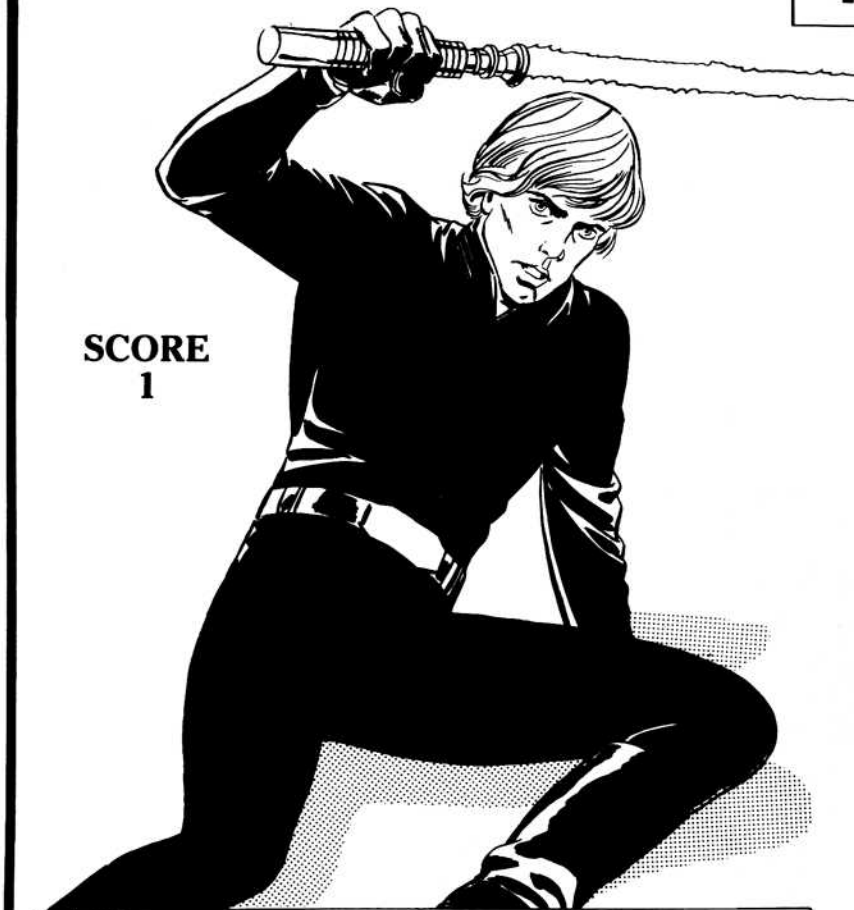
Tell Opponent, "Do no Yellow or Force maneuvers next turn."

**40**

2 - 49	10 - 3	18 - 23	26 - 13	34 - 25	42 - 49
4 - 49	12 - 41	20 - 13	28 - 3	36 - 41	44 - 11
6 - 31	14 - 49	22 - 13	30 - 5	38 -	46 - 43
8 - 33	16 - 23	24 -	32 - 9	40 - 5	

**KNOCKED DOWN****41**

**SCORE**  
**1**



Tell Opponent, "Do only Green or Yellow maneuvers next turn."

2 - 49	10 - 13	18 - 37	26 - 13	34 - 41	42 - 49
4 - 49	12 - 49	20 - 19	28 - 13	36 - 19	44 - 11
6 - 17	14 - 49	22 - 49	30 - 5	38 -	46 - 27
8 - 19	16 - 57	24 -	32 - 9	40 - 49	

**42**

**43****RETRIEVING WEAPON**

Tell Opponent, "You have retrieved your weapon and may use it again. No restrictions next turn."

**44**

2 - 5	10 - 45	18 - 37	26 - 45	34 - 19	42 - 5
4 - 49	12 - 3	20 - 29	28 - 19	36 - 45	44 - 45
6 - 17	14 - 49	22 - 59	30 - 19	38 -	46 - 27
8 - 33	16 - 57	24 -	32 - 45	40 - 19	

**PARRYING HIGH**

**SCORE**  
-4

Tell Opponent, "No restrictions next turn."

**45**

2 - 5	10 - 3	18 - 37	26 - 45	34 - 25	42 - 5
4 - 49	12 - 3	20 - 29	28 - 3	36 - 15	44 - 11
6 - 17	14 - 9	22 - 59	30 - 15	38 -	46 - 43
8 - 33	16 - 1	24 -	32 - 9	40 - 5	

**46**

47

**EXTENDED RANGE  
KNOCKED OFF BALANCE**

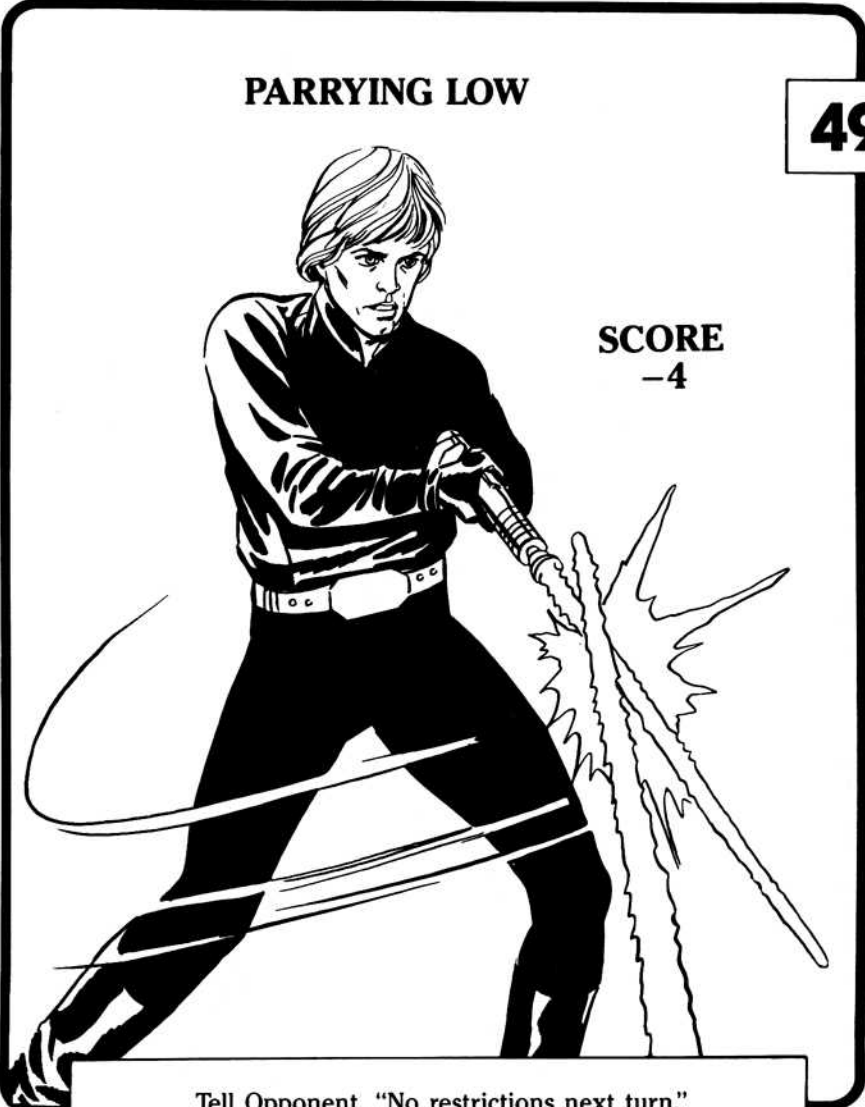


**SCORE  
1**

Tell Opponent, "Do only Brown maneuvers next turn."

48

48 - 43    54 - 59    60 - 9  
50 - 41    56 - 17    62 - 1  
52 - 33    58 - 5    64 - 3

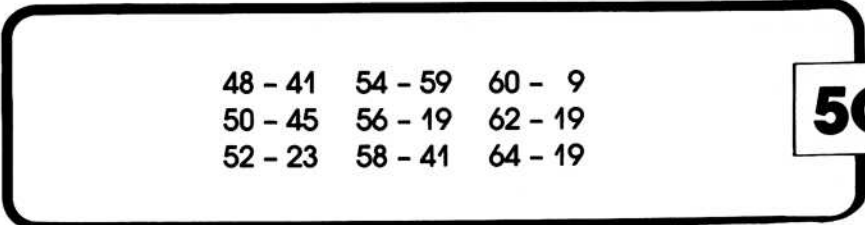


**PARRYING LOW**

49

**SCORE  
-4**

Tell Opponent, "No restrictions next turn."



48 - 41    54 - 59    60 - 9  
50 - 45    56 - 19    62 - 19  
52 - 23    58 - 41    64 - 19

50

**51**

**BEING INFLUENCED BY THE DARK SIDE OF THE FORCE**



**SCORE  
1**

Tell Opponent, "Do only Orange or Yellow maneuvers next turn."

**52**

48 - 43	54 - 59	60 - 9
50 - 21	56 - 63	62 - 55
52 - 61	58 - 5	64 - 57

**BODY WOUND**

**53**

**SCORE  
4**



Tell Opponent, "Do no Orange or Spin & Strike maneuvers next turn."

**54**

48 - 57	54 - 59	60 - 9
50 - 17	56 - 51	62 - 35
52 - 33	58 - 35	64 - 3

**55****EXTENDED RANGE  
JUMPING AWAY**

Tell Opponent, "Do only Extended Range maneuvers next turn, and add +2 to any successful use of the Force next turn (whether restoring your own Force or reducing mine)."

**56**

48 - 43    54 - 59    60 - 57  
 50 - 39    56 - 63    62 - 55  
 52 - 61    58 - 57    64 - 3

**EXTENDED RANGE  
AT THE READY**

Tell Opponent, "Do only Extended Range maneuvers next turn."

**57****58**

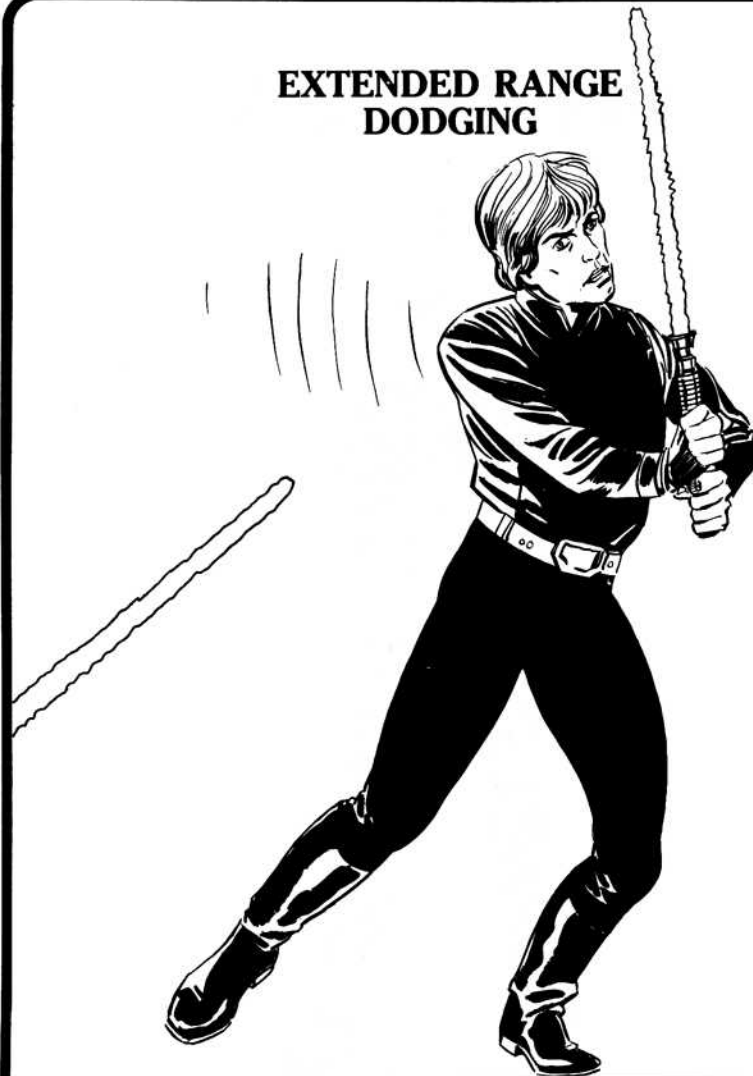
48 - 27    54 - 47    60 - 13  
 50 - 39    56 - 47    62 - 55  
 52 - 33    58 - 5    64 - 57

**59****EXTENDED RANGE (THE FORCE): REVEAL GOOD**

Tell Opponent, "Go to section 57, and do only Extended Range maneuvers next turn. If you were on a score page, ignore that score; I will reduce my Force by 6 and do only Brown maneuvers next turn."

**60**

48 - 19	54 - 13	60 - 9
50 - 13	56 - 63	62 - 47
52 - 33	58 - 5	64 - 47

**EXTENDED RANGE DODGING****61**

Tell Opponent, "Do only Extended Range maneuvers next turn."

**62**

48 - 43	54 - 59	60 - 57
50 - 39	56 - 63	62 - 55
52 - 61	58 - 57	64 - 57

63

**EXTENDED RANGE (THE  
FORCE): RESTORING THE  
FORCE**



Tell Opponent, "Increase your Force points by 3, and do only Extended Range maneuvers next turn."

64

48 - 43	54 - 53	60 - 57
50 - 7	56 - 45	62 - 55
52 - 35	58 - 57	64 - 3