

PREMIER SET EXCLUSIVE CHARACTERS



DARK SIDE



LIGHT SIDE

EXPAND YOUR GAME WITH CHARACTER BOOSTER PACKS! (SOLD SEPARATELY)

AVAILABLE IN CHARACTER BOOSTER PACKS



SETUP

RIVALRS is played between two sides—**DARK** and **LIGHT**. Before setting up the game, each player chooses a side to play.

- Choose any **THREE CHARACTERS** matching your side and place their movers and cards in front of you, as shown. If you have fewer than three Character movers, use Character tokens.
- Shuffle **ALL** your characters' Action cards together to form a face-down deck. (Each Character mover has three Action cards and each Character token has one.)
- Shuffle the Location cards to form a face-down deck and place it between the players.

NOTE: If you have more than 12 Location cards in your collection, each player chooses six to shuffle into the deck for this game.

- Reveal three cards from the Location deck, and place a Location marker next to each card.
- Place the Influence Loss tokens (1) where both players can reach them.
- Each player draws a hand of **THREE** cards from their Action deck. (Don't show your hand to the other player.)
- Choose a player to go first. They take the die and the High Ground marker.

DARK SIDE PLAYER

HAND OF ACTION CARDS



CHARACTER MOVERS



ACTION DECK



CHARACTER CARDS

CHARACTER TOKEN



LOCATION CARDS AND MARKERS



LOCATION DECK

INFLUENCE LOSS TOKENS



DIE HIGH GROUND MARKER



ACTION DECK

CHARACTER TOKEN



CHARACTER CARDS



CHARACTER MOVERS



HAND OF ACTION CARDS

LIGHT SIDE PLAYER

LEARN TO PLAY

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HOW TO PLAY VIDEO!
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GAME OBJECTIVE

Score points by influencing locations and completing missions. When all locations have been scored, the player with the most points wins.

HOW TO PLAY

RIVALS is played over several rounds. In each round, do the following steps, in order:

1 DEPLOY CHARACTERS

Starting with the player with the High Ground, players take turns deploying their characters one at a time. To deploy a character, place them next to a Location card. (Pay attention to the Location card effects.) You may deploy multiple characters to the same location.

Instead of deploying a character to a location, you may move them to the **BACTA TANK**. (See **KEY CONCEPTS** below for more details.)

2 ROLL THE DIE

After all six characters have been deployed, roll the die. Your roll shows which locations will score in Step 4 of this round.

If you roll **A**, score the location(s) with the highest point value.



NOTE: When the Location deck runs out, skip this step. You'll score all the remaining locations.

If you have six or fewer locations in your collection, reroll the die if you would score all the locations (until the deck runs out).

3 PLAY AN ACTION CARD

Each player chooses one Action card from their hand to play. (You can play any card, no matter where that character is.) Choose your card secretly and place it face down in front of you.

When both players have chosen a card, the player with the High Ground flips their card face up and takes its action. Then the other player does the same.

4 SCORE LOCATIONS ROLLED

Score the locations that were rolled in Step 2 in the order of the Location markers. To score a location, compare each side's **TOTAL INFLUENCE** at that location. If your side has multiple characters there, add their influence together. (See **INFLUENCE** below for more details.)

The side with higher influence places the Location card in their score pile. If tied, the player with the High Ground scores the location.

NOTE: At least 1 influence is required to score a location.

END OF ROUND

- Replace any scored locations with new ones from the location deck. If the deck runs out, do not add more locations.
- Remove all **-1** from characters in the Bacta Tank.
- Both players take back all their characters.
- Place the Actions card(s) you played in your discard pile. Then, draw cards from your Action deck to refill your hand to three cards (four for Holograms). If you already have three, don't draw any. If your deck runs out, shuffle your discarded Action cards to reform your deck.
- The player without the High Ground takes it for the next round.

GAME END

When the Location deck runs out, score all remaining locations each round. (Do not roll the die.) The game ends when the last Location card is scored.

Add up the points on the cards in your score pile. The player with the most points wins! If tied, the player who scored more Location cards wins.

CARD DETAILS



ACTION CARD

CHARACTER NAME

CARD NAME

ACTION

MISSION

MISSION POINT VALUE

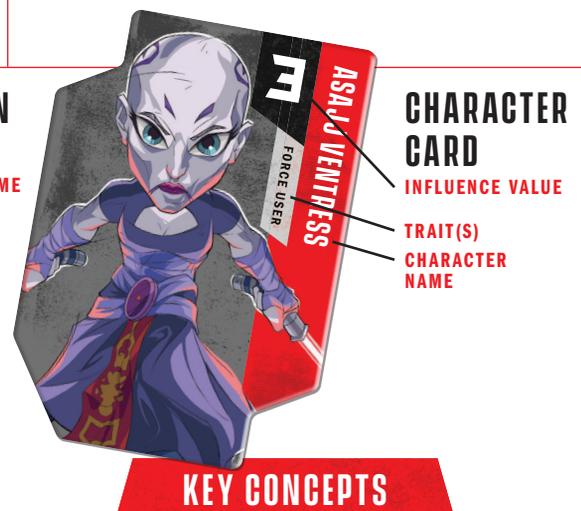


LOCATION CARD

LOCATION NAME

POINT VALUE

EFFECT(S)



CHARACTER CARD

INFLUENCE VALUE

TRAIT(S)

CHARACTER NAME

MISSIONS

Some characters have Action cards with a **MISSION**. **ANY TIME** the mission conditions are met, you may add the card to your score pile. (Don't refill your hand until the end of the round.) Action cards in your score pile are worth the points shown at the bottom.

These cards can still be played in Step 3 like any other Action card—ignore the mission text. Most missions must be scored from your hand, so you'll have to choose if you want to use the action or hold onto it to try and score the mission.

INFLUENCE

Every character has an **INFLUENCE** value, shown on their Character card or token. Influence is used to score locations.

Influence Loss tokens (**-1**) are placed on Character cards or tokens by actions and effects. Each **-1** on a character reduces their influence by one.

Influence can never be lower than zero, but it can be higher than the value on a Character card. If a character "has +X influence this round," it does not change the number of **-1** on them.

Any actions or effects that place **-1** happen immediately. If multiple actions or effects change a character's influence, apply the changes one at a time in the order they occurred.

KEY CONCEPTS

ALLY: Another character on the same side. A character is not considered their own ally.

BACTA TANK: A way to remove Influence Loss tokens (**-1**). When a character is moved to the Bacta Tank, either when deploying or by an action, place them off to the side—they cannot move out of the Bacta Tank this round. At the end of the round, **REMOVE ALL -1** from characters in the Bacta Tank.

ENEMY: Any character on the opposite side.

MOVE: Change a character's location. Moving is not the same as deploying.

TRAIT(S): Shown on some Character cards, below the character's influence. Actions and effects may refer to these traits.