

STAR WARS

COLLECT TO CONNECT!



GALACTIC CONNEXIONS
COLLECTIBLE TRADING DISCS AND GAME
Disney

GAME RULES & CHECKLIST

PLAYING THE GAME

Players take turns earning points by connecting Discs in the play area.

- Players always put Discs into the play area so characters face them and are upside-down to the other player.
- Player can only connect a new Disc to a Disc in the play area if the new Disc's ability level is higher where the Discs connect.



5 is greater than 4, so Yoda can connect to Luke. Player 1 gets 9 points.

STAR WARS GALACTIC CONNEXIONS™

Collectible *Star Wars* character Discs which can be used to play an exciting game where players share *Star Wars* knowledge to win!



Available exclusively at Walmart
Look for them in the trading card & collectible aisle!

Collect and Play!
75 characters
and hundreds of variations to collect!

For a complete list of Disc varieties and even more ways to play, visit www.topps.com/starwars

STAR WARS GALACTIC CONNEXIONS™ GAME RULES

For 2 Players (or Teams)

Each Disc has four Abilities: **Attack, Honor, Intelligence** and **Deceit**.

- Abilities are marked on all Disc sides except top and bottom sides and found within a colored rim around each character.
- Disc's top and bottom sides are Free Spaces. Players can connect the Free Space of one Disc to the Free Space of any other Disc.



- Each ability is between level 0 and 5 and marked on Discs with a number of lines to show its level. A side without lines which is not a Free Space has a zero level ability.

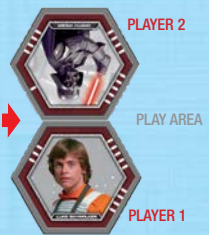
GAME SETUP

- Each player starts with 7 Discs.
- Players keep Discs face down until played so other players cannot see their characters.
- Flip a Disc to see who goes first (heads or tails).

STARTING THE GAME – FIRST TURN

Player 1 chooses and puts one Disc face up in the play area (any space between players). Player 2 places a Disc so both Discs touch top to top, Free Space to Free Space.

- Since the Disc sides touching are Free Spaces, no points are earned this turn.



Free Space
Neither player earns points when they connect Free Spaces

CONNECTING TO MULTIPLE DISCS AT THE SAME TIME

- All sides of a new Disc which touch sides of Discs in the play area must have higher ability levels to connect.



Han Solo can connect to Darth Vader (2 is greater than 1), Luke Skywalker (4 is greater than 3) and the Emperor (since the top is a Free Space). Player 1 gets 10 points!

STAR WARS STORY CONNEXIONS:

Calling all *Star Wars* experts! Use your *Star Wars* knowledge as another way to earn points and win the game!

Earn points using *Star Wars* knowledge to connect Discs of characters which have a *Star Wars* Story Connexion.

Characters have a *Star Wars* Story Connexion if characters:

- **Speak to or battle against each other.**
Example: Han Solo speaks to and battles with Greedo, Luke Skywalker does not (even though Luke is in the Cantina when Greedo battles Han).
- **Are Family.**
Example: Luke and Leia.
- **Fight on the same side in battle.**
Example: Lando and Wedge in the Battle of Endor.
- **Work together.**
Example: Max Rebo works for Jabba the Hutt.

Players can still earn points connecting Discs by ability levels without making a *Star Wars* Story Connexion but Players who do have a great advantage!

- Whenever a Player connects a new Disc to a Disc in the play area, that player earns points equal to the total ability level marks on both Disc sides of the Connexion.
- Players can only put one new disc in the play area per turn.
- Keep score for each turn on a piece of paper.



5 is greater than 4, so the Emperor can connect to Darth Vader. Player 2 gets 9 points (5+4=9).

Each Disc has a colored "Connexion Rim": Red, Blue, Green or Black. A character's ability levels are marked within this rim.



Whenever a Player connects a new character to another character in the play area which shares a *Star Wars* Story Connexion, that Player earns:

- 2 points if character Connexion is made with a Red Rim Disc
- 3 points if character Connexion is made with a Blue Rim Disc
- 5 points if character Connexion is made with a Green Rim Disc.



Yoda connects to Luke for 9 points. Yoda has a Red Rim and has a Story Connexion with Luke, so 2 points are added to the score for a total of 11 points.

Black Rim Discs are special. It is unknown which characters connect with these mysterious new characters.

Because no Connexions to Black Rim Discs can be made, Black Rim Discs have a special power in the game.

- Players can place Black Rim discs next to any Disc in the play area but earn no points as these Discs have no known ability levels and cannot connect to other character Discs.
- Black Rim Discs act as blockers because once placed in the play area, no other Discs may connect to any sides of the Black Rim Discs.



By placing a Black Rim Disc here, any Connexions to Luke are now blocked on 3 sides for all Players.

Rim colors are also important when picking discs. When Players each pick 7 discs to start the game,

- No more than 4 can be Red Rim Discs
- No more than 1 can be a Black Rim Disc
- No more than one of each character can be selected.

WINNING THE GAME

- Player with the most points wins the game.
- Game ends when all Discs are connected in the play area or when both players cannot make any more connections with those Discs still in hand.

NOTES

- Players cannot connect a character to the same character.
- In this game, Anakin Skywalker and Darth Vader are treated as the same character.
- To earn Story Connexion points after connecting a disc, a Player must **say** how characters are connected in *Star Wars*. If other Players successfully challenge the Story Connexion, no Story Connexion points are earned.

CHECKLIST

- | | | |
|-------------------------|--------------------------|-----------------------|
| 1. Luke Skywalker | 30. Captain Phasma | 59. Clone Trooper |
| 2. Darth Vader | 31. Emperor Palpatine | 60. Aayla Secura |
| 3. Han Solo | 32. Jabba The Hutt | 61. Tion Medon |
| 4. Princess Leia Organa | 33. Obi-Wan Kenobi | 62. Coleman Trebor |
| 5. C-3PO | 34. Stormtrooper | 63. Aurra Sing |
| 6. R2-D2 | 35. Yoda | 64. Watto |
| 7. Anakin Skywalker | 36. Chewbacca | 65. Kit Fisto |
| 8. Padmé Amidala | 37. Scout Trooper | 66. Poggle The Lesser |
| 9. Rey | 38. TIE Fighter Pilot | 67. Nute Gunray |
| 10. Finn | 39. Imperial Royal Guard | 68. Sebulba |
| 11. Poe Dameron | 40. Grand Moff Tarkin | 69. Barriss Offee |
| 12. Kylo Ren | 41. 2-1B | 70. Captain Panaka |
| 13. Boba Fett | 42. IG-88 | 71. Shaak Ti |
| 14. Lando Calrissian | 43. Dengar | 72. Asajj Ventress |
| 15. Admiral Ackbar | 44. Bossk | 73. Dexter Jettster |
| 16. Nien Nunb | 45. Wicket W. Warrick | 74. Taun We |
| 17. Admiral Piett | 46. Lobot | 75. Zam Wesell |
| 18. Jango Fett | 47. Ugnaught | |
| 19. Jawa | 48. Zev Senesca | |
| 20. Tusken Raider | 49. Dak Ralter | |
| 21. Wedge Antilles | 50. Bib Fortuna | |
| 22. Commander Cody | 51. Garindan | |
| 23. Flametrooper | 52. Mace Windu | |
| 24. BB-8 | 53. General Grievous | |
| 25. Darth Maul | 54. Qui-Gon Jinn | |
| 26. Greedo | 55. Count Dooku | |
| 27. Wampa | 56. Jar Jar Binks | |
| 28. Momaw Nadon | 57. Chancellor Palpatine | |
| 29. Ponda Baba | 58. Ahsoka Tano | |



Players can collect and play the game with 10, 15 or more Discs to see how many Connexions they can make!

LOOK FOR RARE AND ULTRA RARE DISCS!

COLLECT THEM ALL!

COMMON

Gray Foil
Gray Pattern Foil



UNCOMMON

Black
Black Foil
Black Pattern Foil



RARE

Clear
Clear Foil
Clear Pattern Foil



ULTRA RARE



Jabba Slime
Green



Lightsaber
Red



Death Star
Silver



Slave 1
(Han & Boba Fett)



C-3PO
Gold



Imperial Red
(Palpatine)



Solid Gold
(Leia in Slave Outfit)



Battle Damaged
(Han/Luke/Leia/Vader/Obi-Wan)

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GALACTIC CONNEXIONS

COLLECTIBLE TRADING DISCS AND GAME



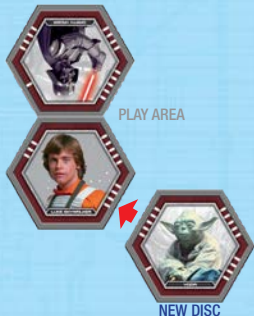
GAME RULES/CHECKLIST

Only at Walmart

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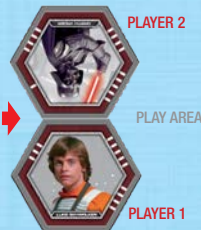
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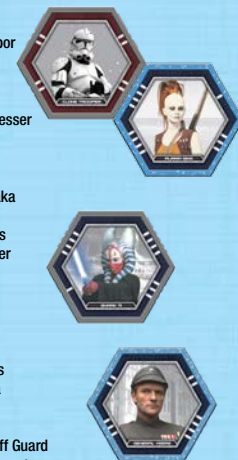
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| 67. Nute Gunray |
| 68. Sebulba |
| 69. Barriss Oftee |
| 70. Captain Panaka |
| 71. Shaak Ti |
| 72. Asaji Ventress |
| 73. Dexter Jettster |
| 74. Taun We |
| 75. Zam Wesell |

BLUE STARFIELD EXCLUSIVES

- | |
|------------------------|
| 1. General Veers |
| 2. Mon Mothma |
| 3. R5-D4 |
| 4. Dr. Evazan |
| 5. Weequay Skiff Guard |
| 6. Gamorrean Guard |
| 7. Bail Organa |
| 8. Plo Koon |
| 9. Rune Haako |
| 10. Tarful |



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