
STAR WARS
HAN SOLO
CARD GAME
PLAY TO WIN THE
MILLENNIUM FALCON!
AGES
10+
2-4
PLAYERS
E2445
Disney
Hasbro
Gaming

STAR WARS



HAN SOLO CARD GAME

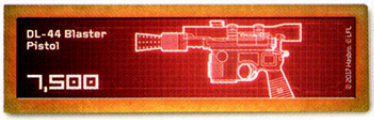






CONTENTS

- 62 CARDS
- 24 CARDBOARD BOUNTY TOKENS
- 2 DICE



E2445 AGES 10+ | 2-4 PLAYERS

OBJECT

Score as close to zero as you can with your cards to collect the most valuable bounty tokens. The player whose tokens add up to the highest value at the end of the game wins. Take a few risks—you might lose, but you could walk away with the *Millennium Falcon* token!

THE FIRST TIME YOU PLAY

Punch out the bounty tokens from the cardboard sheets and discard the waste.

THE DECK

The deck consists of **30 green cards**, **30 red cards**, and **2 blue cards**. The greens and reds are numbered 1 to 10, and there are three of each. The blues are both numbered zero.



THE TOKENS

There are four types of bounty tokens: **green, gold, red,** and **blue**. Each token shows a bounty and its value in credits.



SETUP

Choose someone to be the dealer. That player is the dealer for the first round, the player to their left is the dealer for the next round, and so on. The dealer plays, too!

Dealer, do the following:

1. Shuffle the deck, then deal two cards **facedown** to each player. *Players can look at their cards but must keep them secret!*
2. Place the remaining deck **facedown** in the center of play. *This is the draw pile.*
3. Take the top card from the draw pile and place it **faceup** next to the deck. *This is the discard pile.*
4. Place the bounty tokens **facedown** next to the discard pile. *This is the token stack.*
5. Draw from the stack the same number of tokens as there are players, then place them **faceup** in the center of play. *This is the pot.*



DRAW PILE



DISCARD PILE



TOKEN STACK



THE POT

HOW TO PLAY

The game is played in rounds. Each player takes **three turns** per round.

WHO GOES FIRST?

The player to the dealer's left *always* goes first.

On your turn:

1. Calculate your hand. Green cards are positive numbers, and red cards are negative numbers. Remember, you're aiming for a score of zero!
2. Choose **one** of the following options:
   a. Take the top card from the draw pile.
   (If you want to, you can also place a card from your hand on the discard pile.)
   b. Take the top card from the discard pile.
   (If you want to, you can also place a card from your hand on the discard pile.)
   c. Do nothing. This is known as "standing."
   (It means you do not wish to take a card or discard a card on this turn.)
3. End your turn. Play then passes to the left.

Note: There must always be *at least* one card in the discard pile. If you happen to take the last card and then choose not to get rid of a card from your hand, the dealer must place the top card from the draw pile faceup next to the deck to start a new discard pile.

PLAYING A ROUND

After everyone has taken their **first turn**:

1. The dealer rolls both dice. If the dice symbols are different, nothing happens. But matching symbols will shake things up!



WAS IT A MATCH?
Everyone must quickly note the number of cards in their hand before placing them faceup on the discard pile. Then the dealer gives each player the required number of new cards from the draw pile, i.e., the same number of cards as each player discarded. The player left of the dealer is *always* first to receive new cards.

2. Each player then takes their **second turn**, starting with the player left of the dealer, before the dice are rolled again by the dealer. The same rules apply if the symbols match.
3. Everyone then takes their **third turn** before the dice are rolled one final time. As before, new cards must be dealt if the symbols match. Will your amazing hand become a pile of junk?
4. The round is then over and all players reveal their cards at the same time.

WINNING A ROUND

The player with the best hand in each round takes whichever token they want from the pot. The remaining tokens are then distributed to the other players based on the quality of their hands. A positive score always beats an equal negative score, and higher numbers totaling zero always beat lower numbers. See the WINNING HANDS section on the back page for more info.

WAS THERE A TIE? EACH TIED PLAYER CONTESTING THE SAME BOUNTY TOKEN IN THE POT MUST TAKE A CARD FROM THE DRAW PILE. GET THE CLOSEST CARD TO ZERO TO WIN THAT TOKEN. A POSITIVE NUMBER ALWAYS BEATS AN EQUAL NEGATIVE NUMBER.

STARTING A NEW ROUND

After the bounty tokens in the pot have been distributed, the next dealer gathers up all the cards and follows Steps 1–5 of SETUP to prepare for a new round.



CAPTURE THE *MILLENNIUM FALCON*!
If you collect four blue or four red tokens and another player has the *Millennium Falcon* token, you can take it from them! You'll then have the most valuable token in the game!

WINNING THE GAME!

Continue playing rounds and taking turns as the dealer until there are no more bounty tokens to be collected. Everyone now has some of the most sought-after bounties in the galaxy! The player whose tokens add up to the highest value is the overall winner!



Turn over for WINNING HANDS!

WINNING HANDS

There are three types of winning hands:

BEST

Zero with these three cards:



VERY GOOD

Zero with the most cards. For example:



Zero with five cards is better than zero with four.

GOOD

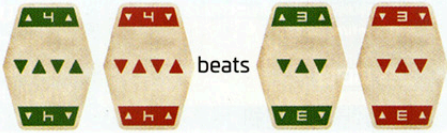
Closest to zero, with a positive score being better than an equal negative score. For example:



A score of +1 is better than a score of -1.



+1 with three cards is better than +1 with two.



Zero with two 4s is better than zero with two 3s.

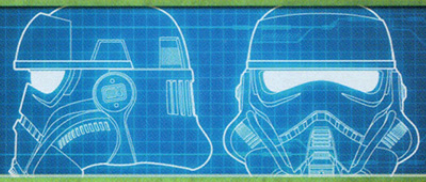
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Imperial Patrol Trooper Helmet

1,700



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Imperial Stormtrooper Helmet

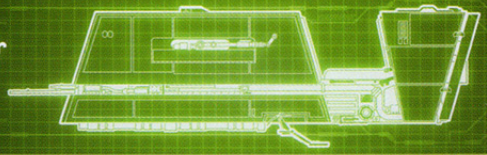
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Imperial Patrol Speeder

2,000



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E-11 Blaster Rifle

1,000



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KRJ-29 Double-Holdout Blaster

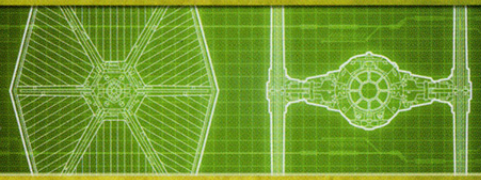
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Imperial TIE Fighter

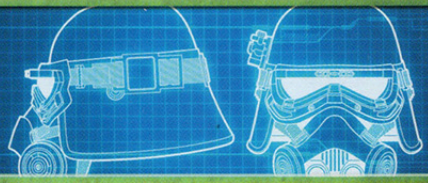
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Mudtrooper Helmet

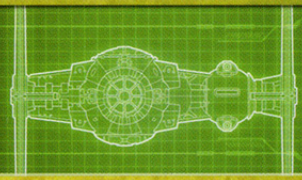
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Imperial Heavy TIE Fighter

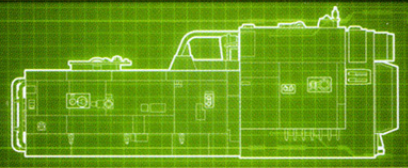
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E2445 MADE IN CHINA

A-A4B
Landspeeder

6,500



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SX-21 Pump-Action
Scatter
Blaster Rifle

3,500



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Range Trooper
Helmet

6,500



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Imperial
AT-DT Walker

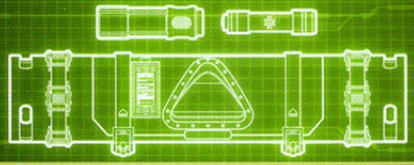
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Coaxium

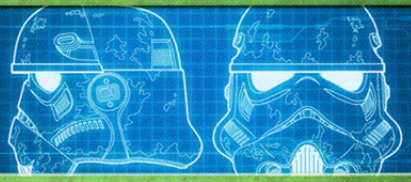
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Mimban
Stormtrooper
Helmet

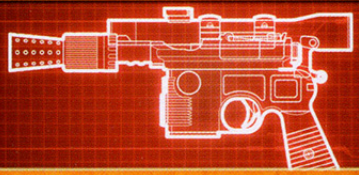
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DL-44 Blaster
Pistol

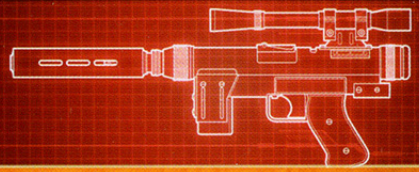
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Custom-Plated
SE-14 Blaster
Pistol

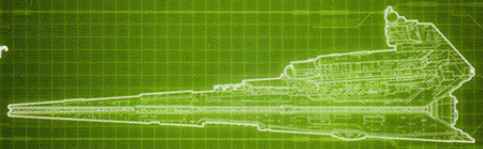
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Imperial
Star Destroyer

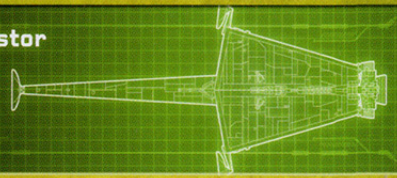
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Imperial Arrestor
Cruiser

8,000



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Skyblade-330
Swoop Bike

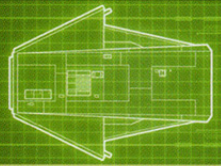
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Escape Craft

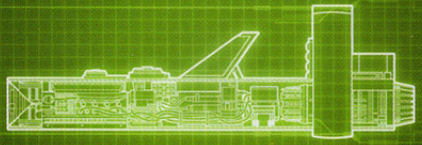
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Corellian M-68
Landspeeder

20,000



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Imperial AT-Hauler

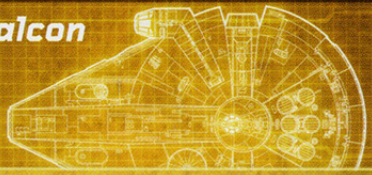
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Millennium Falcon

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Imperial Conveyex
Transport

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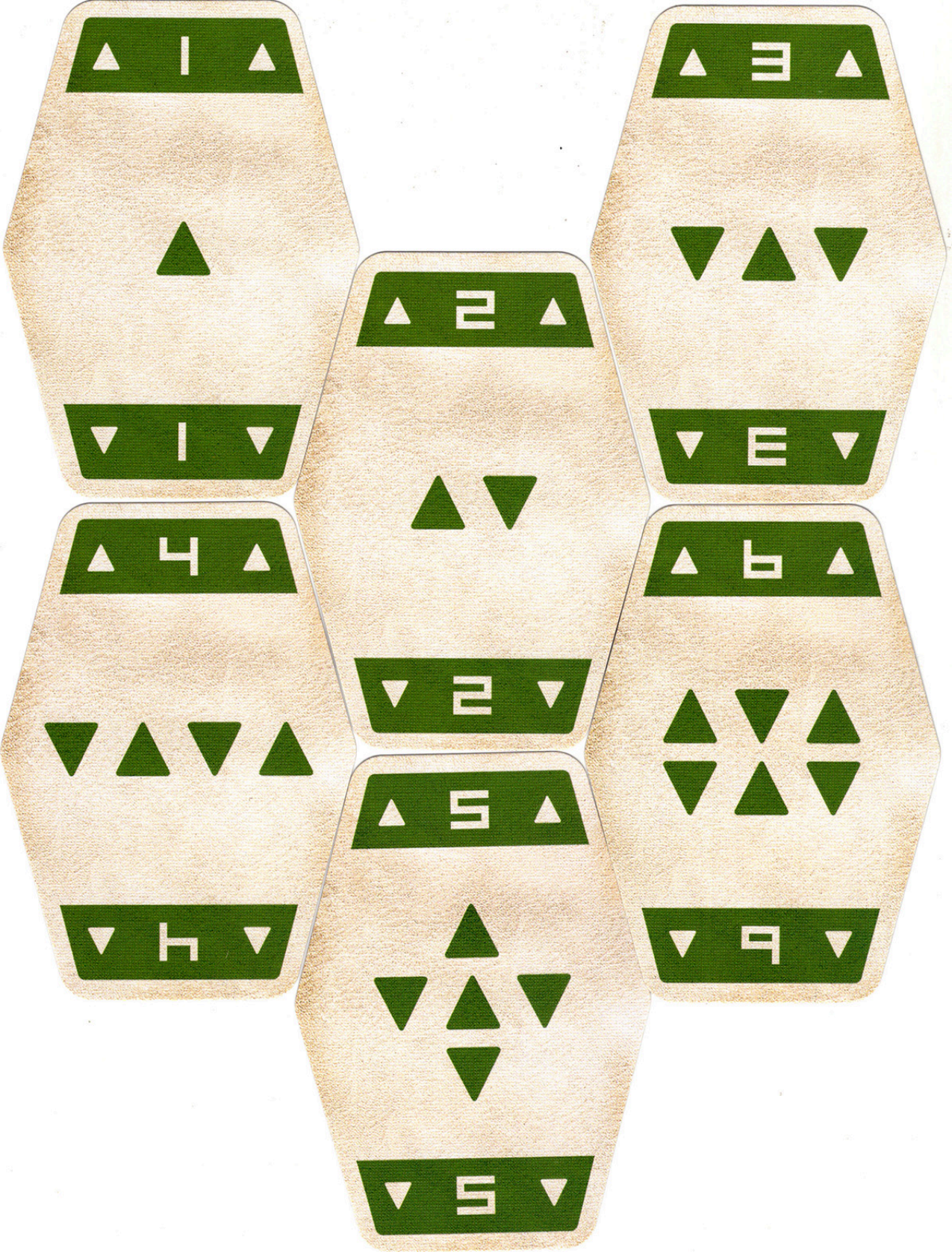


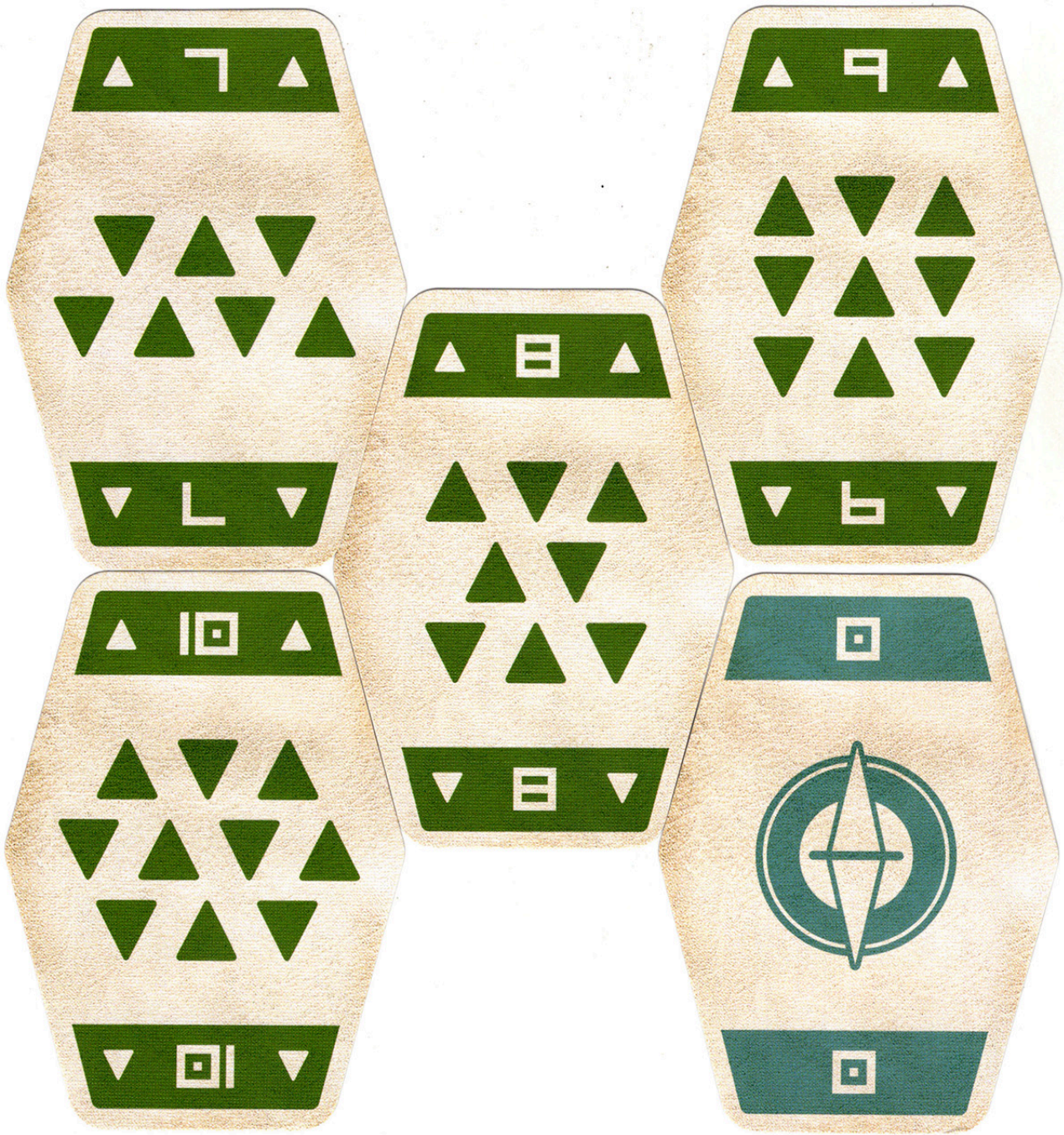
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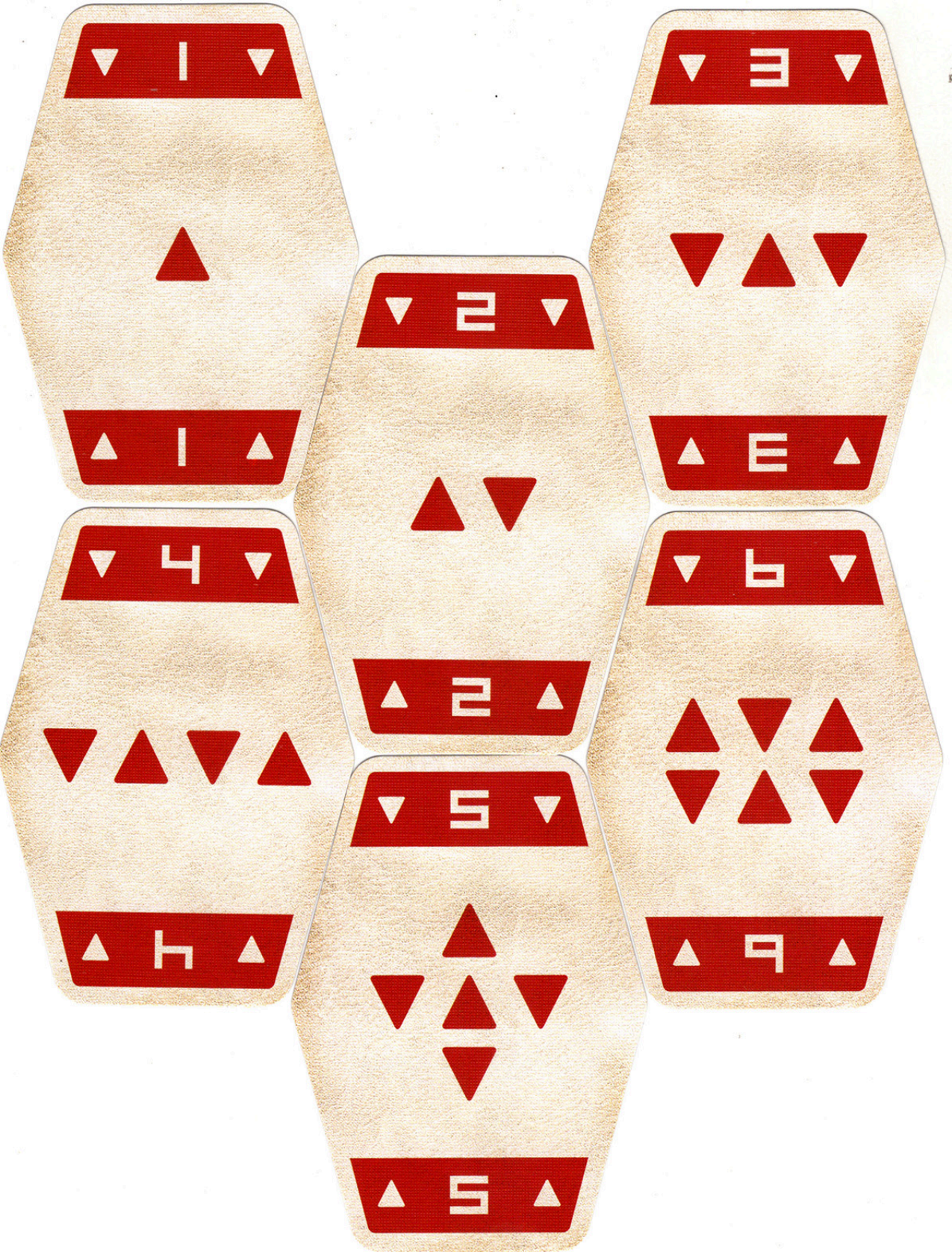
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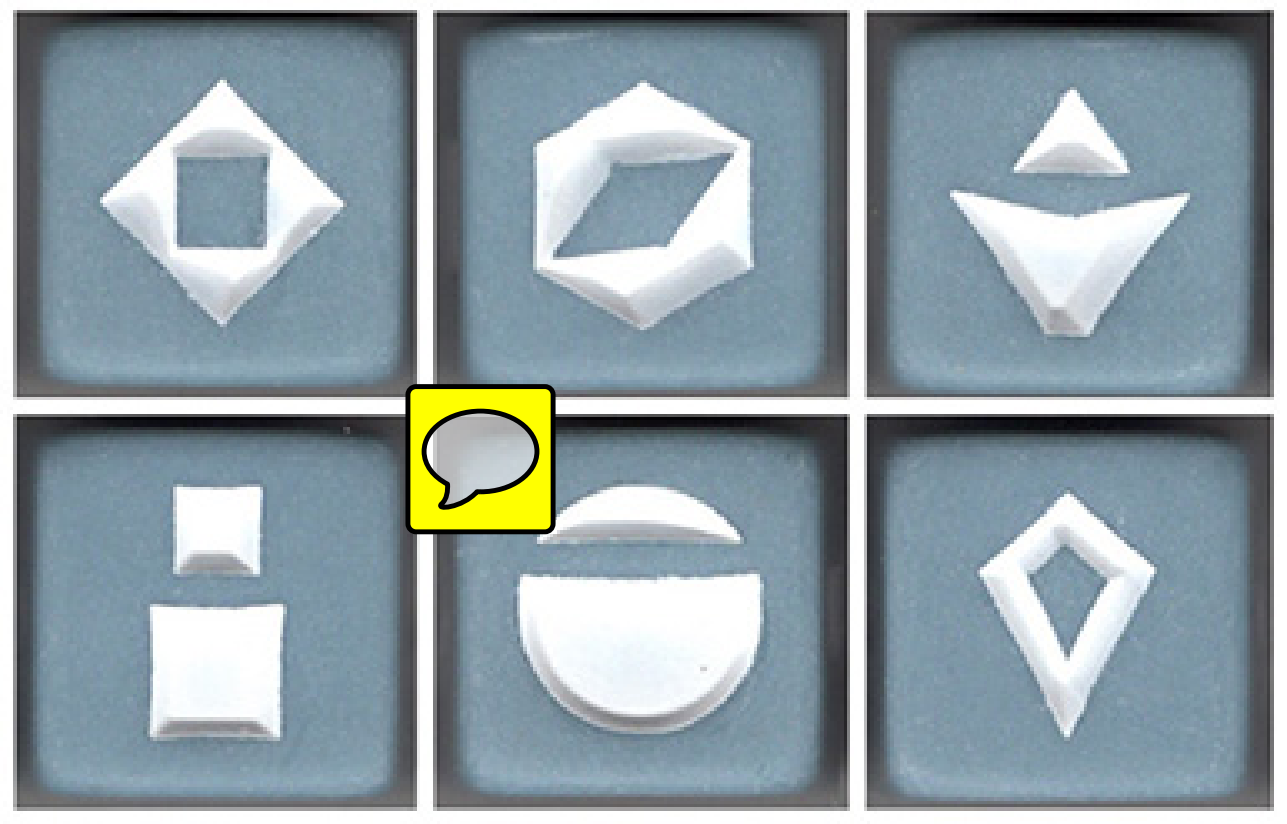

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STAR WARS

HAN SOLO CARD GAME

COLLECT THE BEST BOUNTIES IN THE GALAXY!



AIM FOR A SCORE OF ZERO WITH YOUR CARDS!



ADD OR SWAP CARDS TO IMPROVE YOUR HAND!









PLAY TO WIN THE *MILLENNIUM FALCON* TOKEN!



CONTENTS
62 CARDS • 24 CARDBOARD BOUNTY TOKENS • 2 DICE • GAME RULES

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