

STAR WARS™

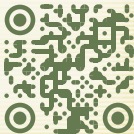
JABBA'S PALACE™



OVERVIEW

In *Jabba's Palace*, 2–6 players descend into the lair of the vile gangster, Jabba the Hutt. Use the skills of the heroes of the Rebel Alliance and foul denizens of Jabba's palace to defeat your foes and carry out your agenda.

Learn to Play



CONTENTS



19 Character Cards



1 Cloth Bag



4 Agenda Cards



13 Victory Tokens



6 Reference Cards

SETUP

1. Give each player a reference card and return any unused reference cards to the bag. Reference cards list the number, effect, and quantity of each character card type.
2. Shuffle the 19 character cards to create the deck. Place the deck facedown on the table within easy reach of all players.
3. Take the top card of the deck and set it aside **facedown** without looking at it. If you are playing a 2-player game, take 3 more cards and set those aside **faceup**.
4. Deal each player 1 card from the deck as their starting hand.
5. Randomly select 1 agenda card. Place it faceup on the table and return the others to the bag. **For your first game, use the “Exalted One” agenda card.**
6. The player who most recently rescued a friend takes the first turn.

PLAYING THE GAME

Jabba's Palace is played over several game rounds. In each round, you use the effects and numbers on your cards to fulfill the agenda and eliminate the other players.

PLAYER TURN

Take turns in clockwise order. On your turn, draw 1 card from the character deck. Then choose and play 1 of your 2 cards, resolving its effect.

The played card stays in your play area faceup, and you keep the unplayed card in your hand.

CHARACTER CARDS

Each character card has a number (top left) as well as an effect that triggers when you play it during your turn. Each character card is also affiliated (bottom right) with either the Rebels (☰) or the Palace (☷), which matters for certain agendas and character card effects.



AGENDAS

At the start of the game, an agenda is selected that determines how players can win each round. The agenda remains in play for the entire game; it is not replaced each round.

OUT OF THE ROUND

The palace is a dangerous place; many card effects can knock you out of the current round. When this happens, discard your hand faceup to your play area (without resolving its effects).

Until the next round, you cannot win the round, you cannot be chosen for card effects, and your turn is skipped. Flip your reference card facedown as a reminder.

PLAYED AND DISCARDED CARDS

It is important that everyone know which cards have already been played and which cards may be left in the deck, so **all played and discarded cards must always be visible to everyone.**

END OF A ROUND

For all agendas, the round ends in 1 of 2 ways: when the deck runs out or when only 1 player is left in the round.

DECK RUNS OUT

After any turn, if the deck is empty, determine among the **players still in the round** who wins the round (based on the agenda). For example, the winner of the “Exalted One” agenda is the player still in the round with the highest-number card in hand.

The winner gains 1 victory token. If there is a tie (regardless of agenda), all tied players win the round and each gains 1 token.



1 PLAYER LEFT

Regardless of the agenda, if you are the only player still in the round (all other players are out due to card effects), the round immediately ends; you win and gain 1 token.


STARTING THE NEXT ROUND

To start a new round, repeat steps 2–4 of setup (shuffle the character cards, set some aside, and deal each player 1 card). **You do not select a new agenda each round.**

The player who won the previous round takes the first turn. If there was a tie in the previous round, randomly decide among the tied players who takes the first turn.

WINNING THE GAME

The game ends when 1 player has enough victory tokens to win (based on the number of players—see table below). Multiple players can simultaneously win the game.

	2	3	4	5	6
	6	5	4	3	3

CHARACTER CARD EFFECTS

Each card features a Rebel (♣) or a Palace (♠) character. A set of dots on the bottom left of each card shows how many of that card are in the deck.



8. JABBA THE HUTT ♠

Choose another player. If that player has a ♣ (Rebel) card in their hand, they are out.

7. LUKE SKYWALKER ♣

Choose another player. If that player has a ♠ (Palace) card in their hand, they are out.

6. RANCOR ♠

The player with the lowest non-0 card is out. Count up out loud from 1 until someone's card number is called. If multiple players are tied for lowest, all tied players are out. If all remaining players are out, the round ends without a winner.

5. BOBA FETT ♠

Choose another player. That player places their hand faceup in your play area (without resolving its effect) and draws a new hand.

Cards placed this way can count toward you winning certain agendas (Jabba's Court, Rescue Mission).

If the deck is empty, the chosen player draws the facedown set-aside card.

5. LEIA ORGANA ♣

Draw 2 cards from the deck into your hand. Choose and keep 1 of the 3 cards now in your hand, and place the other 2 facedown on the bottom of the deck in any order.

If there is only 1 card in the deck, draw it and return 1 card. If there are no cards left, this card is played with no effect.

4. BIB FORTUNA

Until the start of your next turn this round, other players cannot choose you for their card effects.

You can still be affected by cards that affect all players (Rancor).

In the rare case that a card is played that requires choosing another player for its effect (Guard, Luke Skywalker, etc.) and all other players still in the round are “protected” by Bib Fortuna, that card is played with no effect.

4. LANDO CALRISSIAN


Choose another player and secretly look at their hand (without revealing it to anyone else). Then, you **may** trade hands with that player.

3. MERCENARY

Choose another player. You and that player secretly compare your hands (without revealing them to anyone else). Whoever has the lower-number card is out.

If there is a tie, neither player is out.

3. CHEWBACCA

Choose another player. If that player has a  (Palace) card in their hand with a number of 4 or less, they are out.

2. SALACIOUS CRUMB

Choose another player and secretly look at their hand (without revealing it to anyone else).

2. R2-D2

Either choose another player and secretly look at their hand or secretly look at the set aside card. Regardless of which card you look at, do not reveal it to anyone else.

1. GUARD

Choose another player and guess a number. If the chosen player has a card with that number in their hand, they are out.

1. C-3PO

Choose another player and guess a number. If the chosen player has a card with that number in their hand, they are out. If not, they guess a number. If you have a card with that number in your hand, you are out.

0. HAN SOLO

Han Solo has no effect when played.



At the end of the round, if you have Han Solo in your hand, you gain 1 victory token. This is in addition to any tokens gained for winning the round.

AGENDA EFFECTS


EXALTED ONE

At the end of the round, all players still in the round reveal their hands. The player with the highest-number card **in hand** wins the round.


MY KIND OF SCUM

At the end of the round, all players still in the round reveal their hands. The players with the highest  (Rebel) and highest  (Palace) cards **in hand** both win the round.

JABBA'S COURT

At the end of the round, each player still in the round adds the numbers on  (Palace) cards **in their play area**. The player with the highest **sum** wins the round.

RESCUE MISSION

At the end of the round, each players still in the round counts how many  (Rebel) cards are **in their play area**. The player with the highest **quantity** wins the round.

RULE MISTAKES

Accidental or not, there are many ways in which a player could make a rule mistake, such as dishonesty when chosen for a Guard effect.

Players should make sure they understand game rules and always double-check their cards; mistakes like these can disrupt the game.

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QUICK REFERENCE

SETUP AND START OF ROUND

Randomly select an agenda card (setup only).

Shuffle the 19 cards. Set 1 aside facedown (and 3 more faceup if playing with 2 players).

Deal 1 card to each player. The player who most recently rescued a friend (or won the previous round) takes the first turn.

TAKING A TURN

Draw 1 card. Play 1 of your 2 cards, resolving its effect.

END OF ROUND

The round ends in 1 of 2 ways, and the winner gains 1 token:

- If the deck is empty, refer to the agenda card to determine the winner.
- If only 1 player is left in the round, that player wins.