



Build an Empire that stretches across a galaxy!

Sword and the Stars is a game of Galactic Empire building in which one to five players guide the destinies of star-faring races as they expand from star system to star system. Based on SPI's popular *Empires of the Middle Ages*, *Sword and the Stars* simulates the dynamics of the creation, expansion, and perpetuation of an empire that stretches across hundreds of light years. Each player controls the central government of one race; during a year, the race may attempt to expand its range of operations through the creation of a StarGate, defend its system through the construction of a GuardianWeb, improve its technical level, encourage trade, or go on raids of pillage and conquest. Special rules cover the Confederation of Worlds, random events (from advances and failures of technology to the toppling of governments), colonization, and the appearance of alien raiders. *Sword and the Stars* includes a 17" x 22" map showing one quarter of a spiral galaxy, 56 Year Cards, 400 cardboard playing pieces, rules, and various playing aids.

Available as of 1 April 1981 through retail outlets nationwide!

SECTOR CHECKS: None required. Card Nr. 35

Operation	Result	Target	Act. Base
CONQUEST	C(6▶)	-1(5▶)	-1(◀4)
RAID	-	-1	-
GOVERN	-	-	+1(5▶)
COMMUNICATE	T(1▶)	-	-
GUARDIAN WEB	G	-	-
STARGATE	S	-	-

SECTOR CHECKS: 1,2. Card Nr. 42

Operation	Result	Target	Act. Base
CONQUEST	C(5▶)	-1(3▶)	-1(◀2)
RAID	-	-1(3▶)	-1(◀3)
GOVERN	-	-	+1(4▶)
COMMUNICATE	T	-	-
GUARDIAN WEB	G(8▶)	-	-1(◀8)
STARGATE	S(8▶)	-	-1(◀8)

SECTOR CHECKS: None required. Card Nr. 49

Operation	Result	Target	Act. Base
CONQUEST	C	-1	-1(◀4)
RAID	-	-1(7▶)	-1(◀8)
GOVERN	-	-	-
COMMUNICATE	T/C(8▶)	-	-
GUARDIAN WEB	G	-	-
STARGATE	S	-	-

SECTOR CHECKS: None required. Card Nr. 56

Operation	Result	Target	Act. Base
CONQUEST	C(8▶)	-	-1
RAID	R(1▶)	-1	-
GOVERN	-	-	+1
COMMUNICATE	-	-	-
GUARDIAN WEB	G(1▶)	-	-1(◀1)
STARGATE	S(1▶)	-	-1(◀1)