

This is a patch file only. It is intended to be used by those who have printed out the last version of the game and only want to print the updates. If you have not printed the previous version, please download the full version of the game available at: <http://www.wizardbeardgames.com/hydras>

For best results print cards (pages 4-6) on at least 80 pound card stock. Use a heavier card stock if you can get it. The rules (pages 2-3) can be printed on normal paper. Printed pages (rules or cards) should not be set to shrink to fit. The existing document uses a half inch margin.

For best results cut cards using a guillotine or rotary cutter. If a cutter isn't available scissors will work fine but the cards won't match up as nice.

After this patch file is printed you will add the hydra cards below to your previous deck. You will need to remove the following three cards from that deck:



You should have a 60 card play deck, 4 body cards, and 12 labour cards when everything is done.

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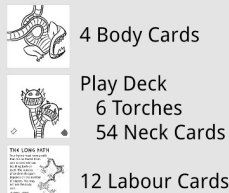




OBJECT OF THE GAME

Grow the most heads before the deck runs out. Be ready as your opponents will try to cut your hydra down to size.

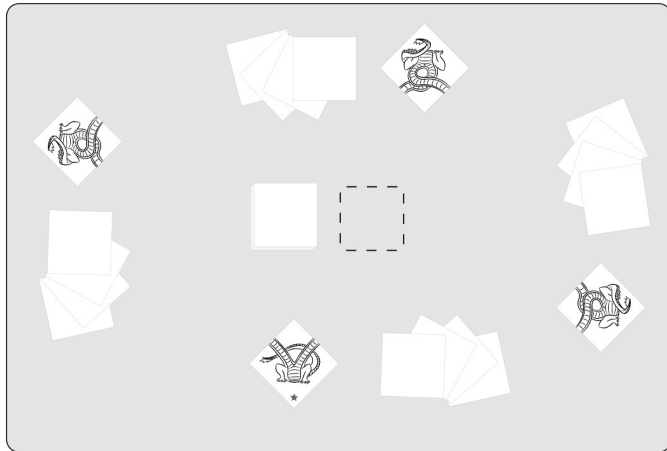
COMPONENTS



SETUP

Pull out 1 body card per player. Make sure the body with the star icon is included in the pulled cards. Shuffle those cards and deal 1 body card to each player. Extra body cards should be set aside.

Shuffle the play deck and deal 4 cards to each player. Set the play deck in the center of the table so all players can reach it. The discard pile will be next to the play deck.



STARTING THE GAME

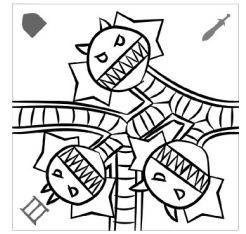
Your body card represents the start of your hydra. The player with the star icon on their body goes first. Play passes to the left after that.

PLAYING THE GAME

On each of your turns you must play or discard a card. At the end of your turn draw back up to 4 cards.

NECK CARDS

A hydra card has between 0 and 3 heads. The number of heads on the card is denoted by a roman numeral (I, II, or III) in 1 of the corners.

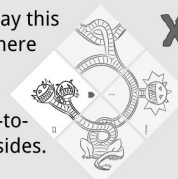


Cards may also include either a sword or a shield icon in their corners. Those icons will be explained later in the rules.

PLAYING NECK CARDS

You may play a neck card on any hydra on the table. The card must match neck-to-neck on all sides that are adjacent to other cards.

You **can't** play this hydra card here because it does not match neck-to-neck on all sides.



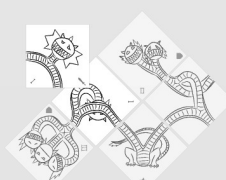
You **can** play this hydra card here because it matches neck-to-neck on all sides.



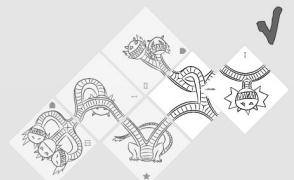
SWORD ICONS

Some cards have a sword icon in one corner. Instead of playing these cards on a hydra as detailed above, you may play them as swords to cut cards off of your or your opponent's hydras. Sword cards can be played on any card on your opponent's hydra that has **2 or less** cards adjacent to it. Note, diagonal cards do not count as adjacent and swords can not be played on body cards.

You **can't** play a sword on your opponent's hydra here because it is adjacent to more than 2 cards.

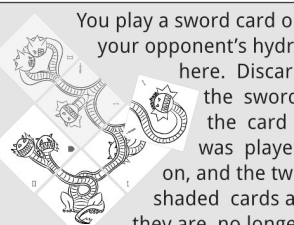


You **can** play a sword on your opponent's hydra here because it is adjacent to 2 or less cards.



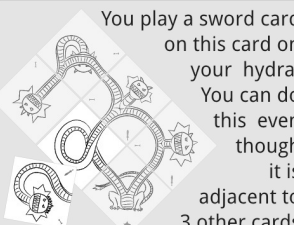
After you play a sword discard it. Your opponent must discard the card it was played on and any cards no longer connected neck-to-neck to the body.

You play a sword card on your opponent's hydra here. Discard the sword, the card it was played on, and the two shaded cards as they are no longer connected to the body by a neck.



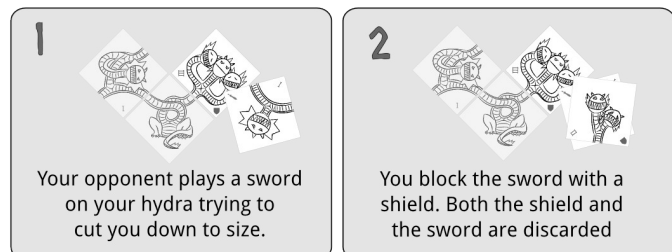
Sword cards may be played on any card on your own hydra regardless of the number of cards adjacent to it. Other than that they work exactly as if you'd played them on an opponent's hydra.

You play a sword card on this card on your hydra. You can do this even though it is adjacent to 3 other cards because it is your own hydra.



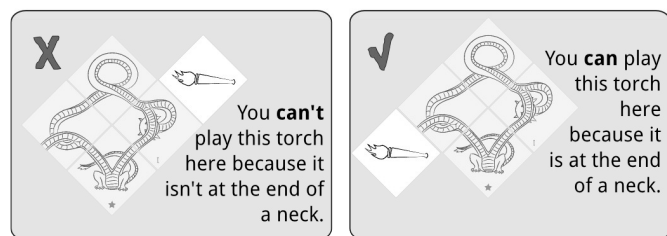
SHIELD ICONS

Some cards have a shield icon in 1 corner. Just like swords these can be played as neck cards. Alternatively shields can be played outside of the normal turn sequence. They are played in response to **any** card played on your hydra. When a shield card is played, discard both the shield card and the card that was played on your hydra.

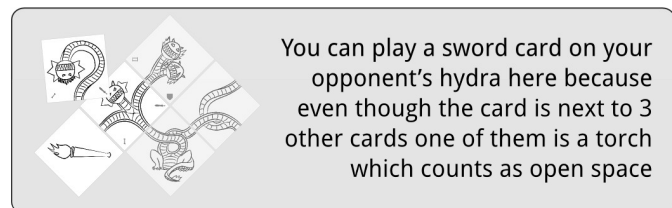


TORCH CARDS

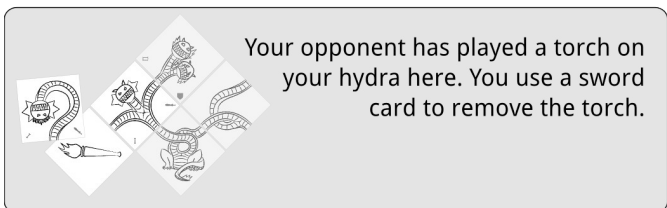
Torches are played at the end of a neck. Until the torch is removed, no further progress can be made on that neck.



A torch is treated like open space for sword plays. It does not count as an adjacent card.



A torch can be removed with a sword just like any other hydra card.



ENDING THE GAME

When you draw the last card from the deck, play until you reach the player who has the star on their hydra body. Each player will get one additional turn and then the game is over. By the end of the game each player should have had the same number of turns.

SCORING

At the end of the game, points are scored for each head on your hydra. To eliminate confusion or debate the number of heads will be designated with a Roman numeral from 1 (I) to 3 (III) on each hydra card.

If there is a tie the player with the least sword icons on their hydra wins. If there is still a tie the player with the most shield icons wins. If there is still a tie then the players share the victory.

LABOUR CARDS

After you've played a few games with the rules above you may want to introduce the optional labour cards for added complexity and strategy. A labour card represents a secret task that you are trying to complete by the end of the game. If you complete the task then you gain some bonus points, but if you fail to complete the task, you lose points instead.

Each labour card consists of a title, a description of what must be accomplished, a point value (from 1 to 3 points), and an explanatory illustration. Some, but not all, of the cards include a table as they will scale with the number of players in the game.



During setup deal a number of labour cards to each player depending on the number of players:

2 players: 5 cards 3 players: 4 cards 4 players: 3 cards

Each player must choose to keep at least 1, but up to the number of labour cards dealt to that player. These cards are kept secret from other players.

At the end of the game score as normal, but for every labour a player completes add that labour's point value to their score. For each labour they fail to complete, lose that many points.

CREDITS

Game Design and Artwork:
Kiersten Heyl

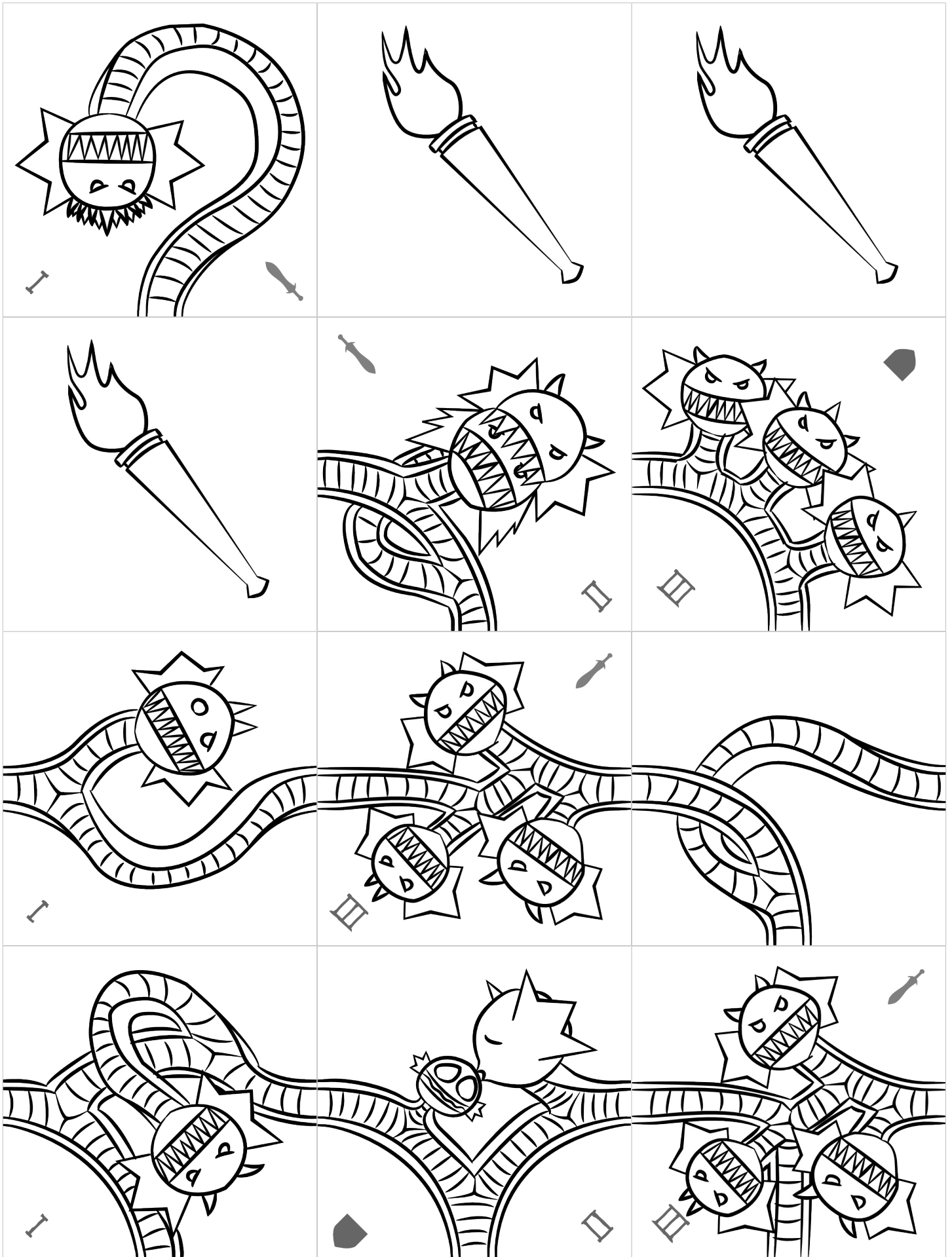
Special Thanks:

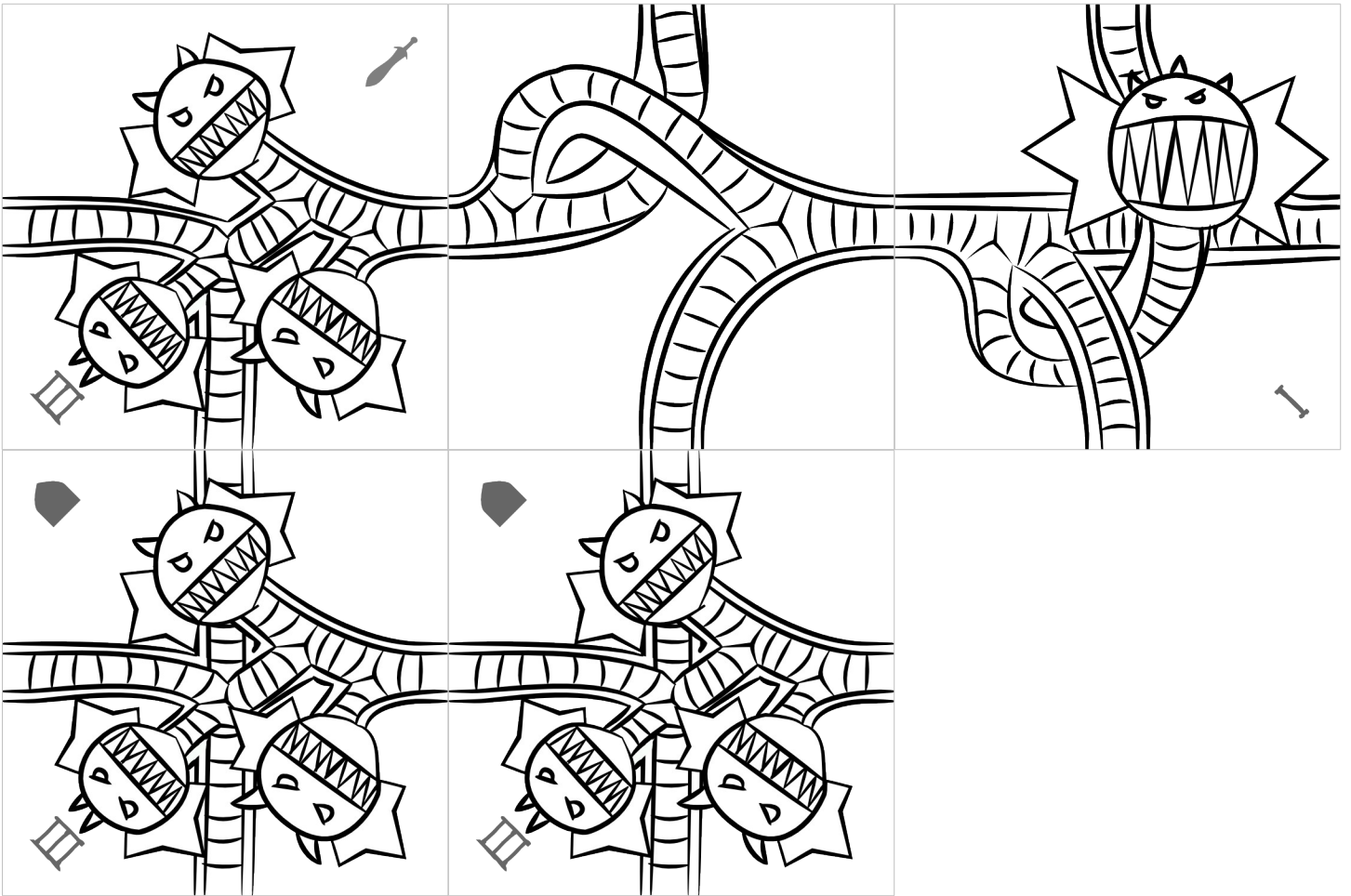
Aravind Srivatsan, Carl Heyl, Conley Hunt, Devin Brown, Ginger Hill, Mandy Maxwell, Megan Heyl, Nathan Bryan and a very special thanks to my wife, Rosemary who put up with me rambling on about hydras for months.

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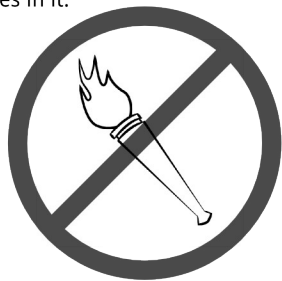






UNBURNED

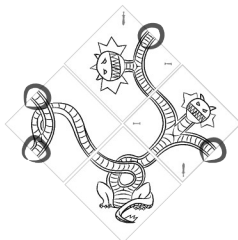
Your finished hydra must not have any torches in it.



I

DECAPITATOR

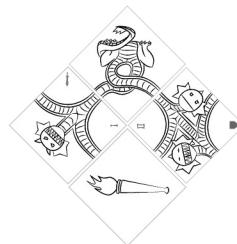
The hydra to your left must have at least 4 necks that don't end in a head.



I

BURNINATOR

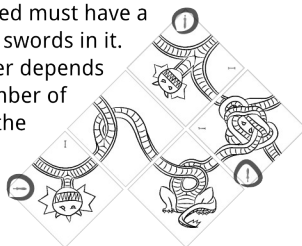
The hydra to your right must have at least one torch on it at the end of the game.



I

VETERAN

Your finished must have a number of swords in it. The number depends on the number of players in the game.



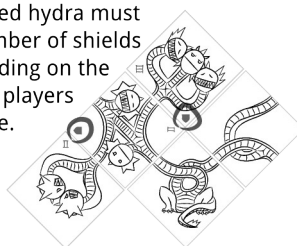
PLAYERS SWORDS

2	5
3	4
4	3

I

DEFENDED

Your finished hydra must have a number of shields in it depending on the number of players in the game.



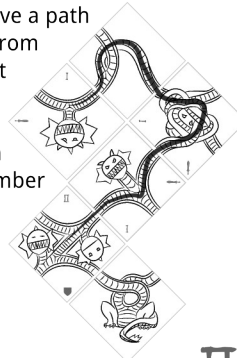
PLAYERS SHIELDS

2	3
3	2
4	1

II

THE LONG PATH

Your hydra must have a path that can be traced from card to card without doubling back on itself. The number of cards in this path depends on the number of players. You may not use the body card.



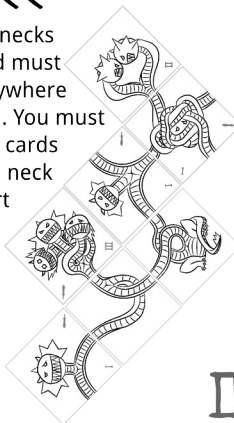
PLAYERS CARDS

2	7
3	6
4	5

II

SPLIT TREE

Your two starting necks on your body card must never connect anywhere else in your hydra. You must have a number of cards played off of each neck based on the chart below.



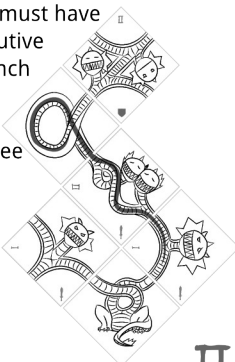
PLAYERS CARDS

2	4
3	3
4	2

II

LONG SKINNY NECK

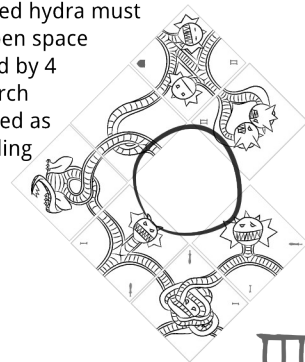
Your finished hydra must have a number of consecutive cards that don't branch or end (only straight neck cards, or cards with a 90 degree bend). The number depends on the number of players.



II

HOLE IN THE MIDDLE

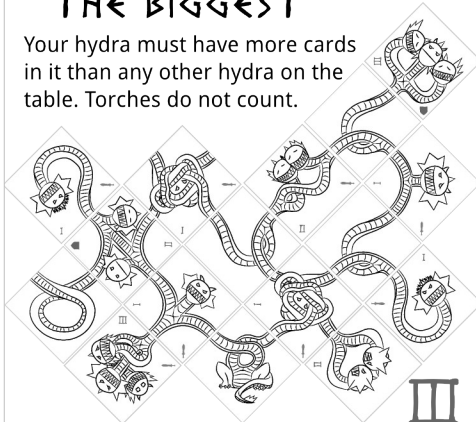
Your finished hydra must have an open space surrounded by 4 cards. A torch can't be used as a surrounding card.



III

THE BIGGEST

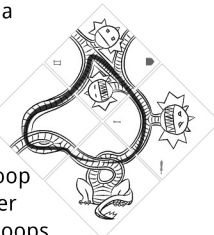
Your hydra must have more cards in it than any other hydra on the table. Torches do not count.



III

LOOPS

Your hydra must have a number of loops in it depending on the number of players. A loop consists of 4 or more cards that make a complete circuit. A loop can not contain another loop. Two connecting loops don't count as a third larger loop as well.



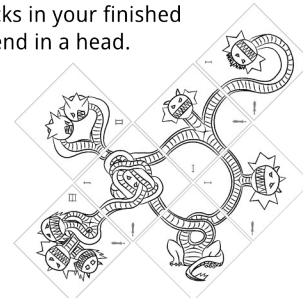
PLAYERS LOOPS

2	4
3	3
4	2

III

COMPLETE

All of the necks in your finished hydra must end in a head.



III