

HYDRAS

A GAME BY KIERSTEN HEYL



2-4
PLAYERS



AGE
12+



15-30
MINUTES

THE GAME

Grow the most heads before the deck runs out, but beware, your opponents will try to cut your hydra down to size.

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 and set aside space for the discard pile.

COMPONENTS

Body Cards



4 Body Cards

60 Card Hydras Deck



24 Plain Neck Cards



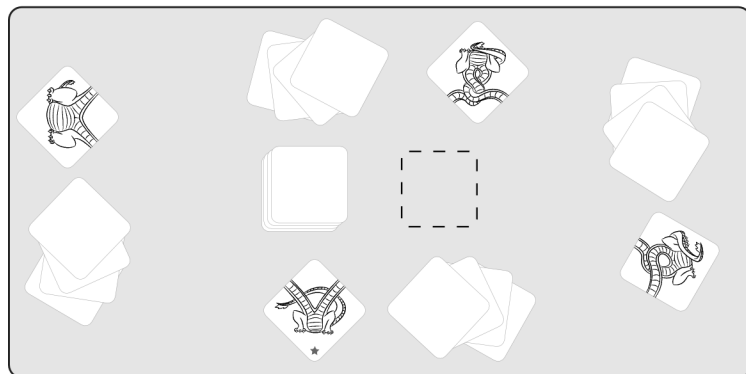
20 Sword Neck Cards



10 Poison Breath Neck Cards



6 Torch Cards



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 your turn you may play or discard a card. At the end of your turn draw back up to 4 cards.

NECK CARDS

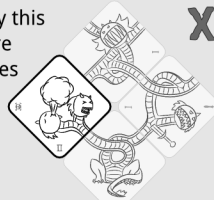
A neck card has between 0 and 3 heads. The number of heads on the card is denoted by a roman numeral (I, II, or III). Cards may also include either a sword or a skull and crossbones icon. Those icons will be explained later in the rules.



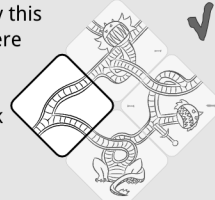
PLAYING NECK CARDS

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 neck card here because it does not match neck-to-neck on all sides.

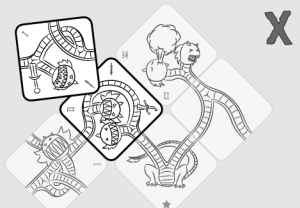


You **can** play this neck card here because it matches neck-to-neck on all sides.

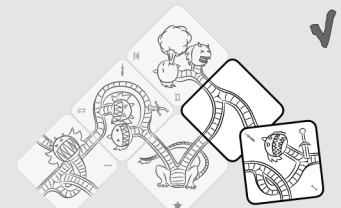


SWORD NECK CARDS

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 neck card on a hydra that has **2 or less** cards adjacent to it. Note, diagonal cards do not count as adjacent.



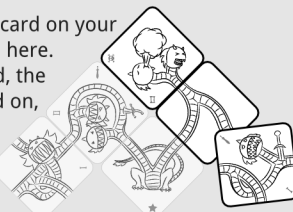
You **can't** play a sword on your opponent's hydra here because it is adjacent to more than 2 cards.



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

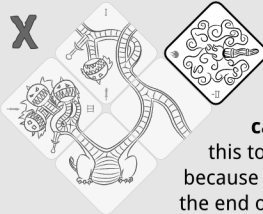
After you play a sword discard it. Your opponent must discard the card it was played on and any cards no longer connected neck-to-neck to the body.

You play a sword card on your opponent's hydra here. Discard the sword, the card it was played on, and the other highlighted card as it is no longer connected to the body by a neck.

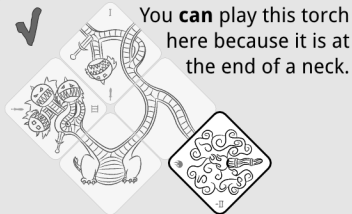


TORCH CARDS

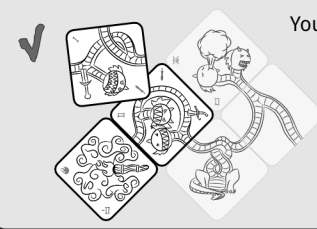
A torch can be played at the end of a neck on your opponents' hydras. Each one counts as -2 points at the end of the game. Torches block further growth until removed with a sword. A torch is treated like open space. It does not count as an adjacent card.



You **can't** play this torch here because it isn't at the end of a neck.

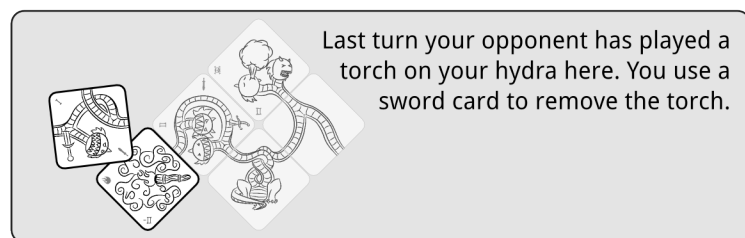


You **can** play this torch here because it is at the end of a neck.



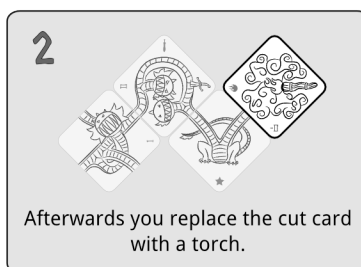
You can play a sword card on your opponent's hydra here because even though the card is next to 3 other cards, one of them is a torch which counts as open space.

A torch can be removed with a sword just like any other hydra card. The torch must have 2 or less adjacent cards.

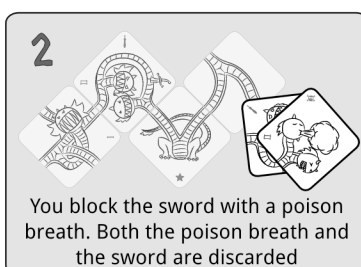
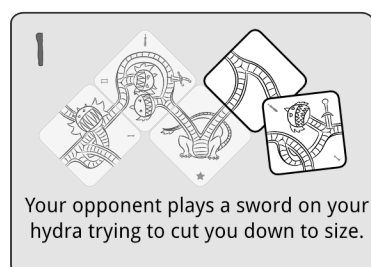


SLASH AND BURN

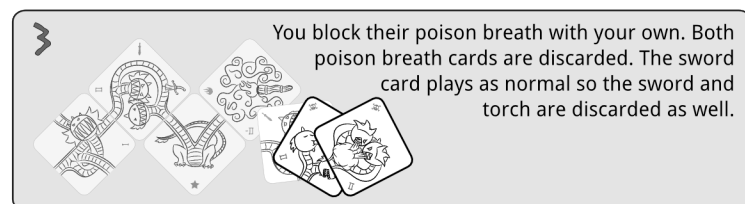
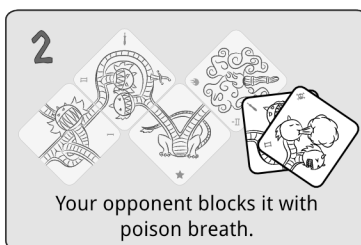
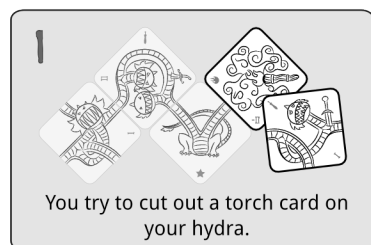
After playing a sword card you may replace the card you cut off with a torch from your hand.



POISON BREATH NECK CARDS
Some cards are marked with a skull and crossbones icon. Just like swords these can be played as neck cards. Alternatively poison breath can be played outside of the normal turn sequence to block a torch, sword, or poison breath card being played on any hydra.



Poison breath can be chained back and forth to block poison breath. This can occur as many times as both players have poison breath cards to play.



ENDING THE GAME

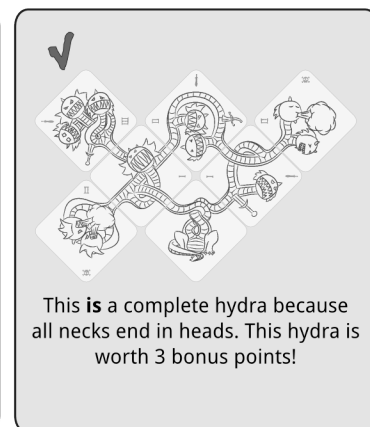
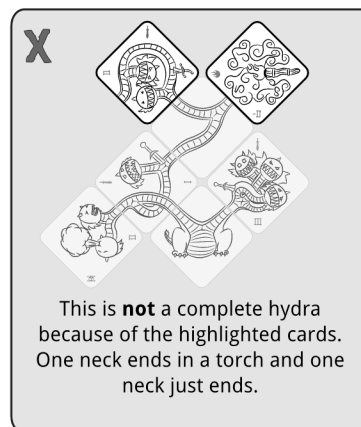
When the last card is drawn from the deck, each player, including the player who drew the last card will get one more turn and then the game is over.

SCORING

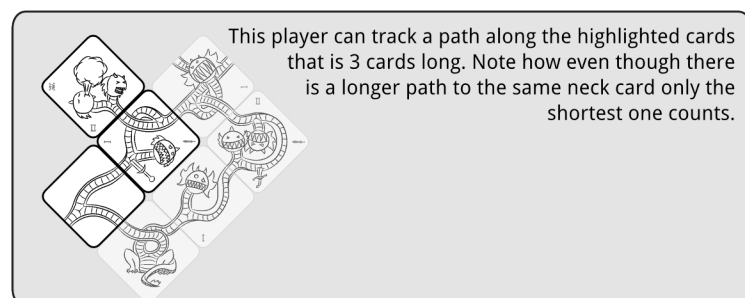
At the end of the game, points are scored for each head on your hydra. The number of heads is designated by a Roman numeral from 1 (I) to 3 (III) on each hydra card.

BONUS POINTS

If all of your necks end in heads at the end of the game, you score and extra 3 points for having a complete hydra.



The player with the longest neck scores an extra 3 points. You must take the shortest path to the end of the neck.



PENALTY POINTS

For each torch still on your hydra at the end of the game you lose 2 points. For each head still in your hand at the end of the game you will lose 1 point.

TIES

If there is a tie the player with the least sword cards in their hydra wins. If there is still a tie the player with the most poison breath cards wins. If there is still a tie then the players share the victory.

CREDITS

Game Design and Artwork:
Kiersten Heyl

Special Thanks:

Aravind Srivatsan, Carl Heyl, Conley Hunt, Devin Brown, Erin Haleen, Filip Wiltgren, 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.

Hydras is ©2012
Wizard Beard Games.

