



When the First Villain is Defeated:
Congratulations, you've defeated your first Villain! The first Mission is complete.
Because you're about to face a Villain, your team has earned the right to Knock Out a Hero for this current Mission.
A Mission starts with flipping over a new Villain card and ends when the Villain is Defeated. Don't start this next Mission just yet! There's one more important thing your team needs to do...

Knocking Out Players:
Your group is about to enter a voting portion of the game. During this portion of the game, your team informally discusses who they believe to be HYDRA, and then has the option to vote them out of the team for this upcoming Mission. There should be lots of finger pointing with rationale for why Heroes believe what they believe. It helps to watch and remember how many Attack Cards people play during the previous Offensives to try and deduce who may have put in red cards.
Much of this discussion is guesswork though, there's no way to 100% prove anything! To gain more information, you'll need to Knock Out players for the next Mission to see if anything changes. Theoretically, by Knocking Out a HYDRA agent, the Offensives will have less red cards and Villains will be easier to Defeat. However, if you Knock Out a S.H.I.E.L.D. member, the HYDRA agents will have an easier time sabotaging the next Mission.
Set a timer for 2 minutes. When the 2 minutes are up, the group immediately votes to Knock Out a Hero. On the count of 3, every player simultaneously points to another Hero. By pointing, you are casting a vote to Knock Out that Hero for this upcoming Mission. If you do not wish to Knock Out a Hero, you may point straight up in the air. The Hero with the most fingers pointed at them is Knocked Out and the voting round ends. However, if there is a tie for majority OR the majority is pointing up, no one is Knocked Out and the voting round ends.

If you are Knocked Out of a Mission:
You rejoin the team after the current Mission is over. A Mission ends when the Villain is Defeated.
You may not play any Attack Cards on the Villain. However, you still draw and discard Attack Cards and receive the First Player Token as normal. Although you are Knocked Out, you still have an opportunity to "influence" the Mission. After everyone draws Attack Cards, but before any are played, you must hand 1-2 Attack Cards face down to another Hero on the Mission. You may not give them randomly.

After your team has voted:
Now that your team has completed the Knock Out Phase, it's time to start the next Mission. Reveal the next Villain in the pile, and place the appropriate amount of Health tokens on the card. If the Draw Pile ever runs out, shuffle the Discard Pile to make a new Draw Pile. Hopefully the team chose wisely in the Knock Out Phase...

STOP HERE UNTIL YOU'VE DEFEATED YOUR SECOND VILLAIN.

When the Second Villain is Defeated:
Congratulations, the second Mission is complete! Now that you're on a Villain, you may Knock Out 2 Heroes instead of just 1. Your team will have 2 voting rounds to do so. As soon as one voting round ends, the next round begins by setting the timer for 2 more minutes of discussion. Knocked Out Heroes still vote. If a clear majority of Heroes wish to end the voting round early, the team may stop the timer and immediately vote. Once both voting rounds have been exhausted, the next Mission begins and the Villain is revealed regardless of how many Heroes are Knocked Out.

HAIL HYDRA! – If you are a HYDRA agent and you didn't get Knocked Out this Mission, you can choose to flip over your Loyalty Disc and yell "HAIL HYDRA!" at any point during this Mission. If you choose to do so, you immediately Damage New York City 3. Then, you will always play your Attack Cards first, and you must play them face up. These directions will change when playing the **FULL RULES**.

End of the Game:
If the City is Destroyed at any point, HYDRA wins!
If you defeat the third Villain and New York City still has health, S.H.I.E.L.D. wins! Now that you've experienced full play through of HAIL HYDRA once, you will be able to play the **FULL RULES** game with greater ease. In the full game, you'll find:

- Hero Abilities – Individual powers that you can use at a critical moment to win the day for S.H.I.E.L.D. or bury the team as HYDRA!
- HAIL HYDRA! – HYDRA agents can reveal themselves at ANY point in the game. They then have alternate rules that are followed for the remainder of the game.
- Red Skull, The Final Villain – Red Skull has the Cosmic Cube! Defeat him in an epic final battle every game! It makes winning as S.H.I.E.L.D. even more difficult.
- More Villains in each game – Only facing 3 Villains is for newcomers... bump it up to 5 and S.H.I.E.L.D. is in for a challenge!
- And more!

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HAIL HYDRA

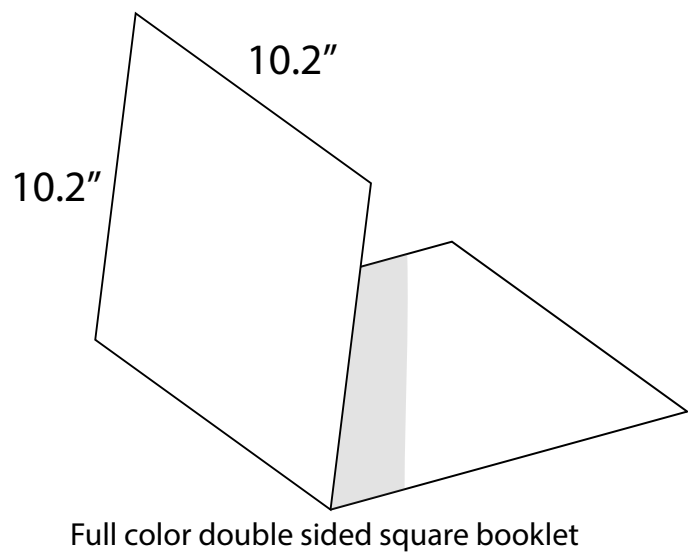
FIRST GAME RULES

This Rule Sheet Is A Read-Along:

HAIL HYDRA is a Social Deduction game. Social Deduction games typically are characterized by each player having a secret role, often with some players hidden as an opposing team. There's lying, finger pointing, and persuasion as you deduce who is working towards the team's goal and who is not.

If you've never played HAIL HYDRA or a Social Deduction game before, don't worry, this rule set is made just for you. If your group has played HAIL HYDRA once already, go to the Full Game Rules located on the other Instruction Sheet included in this box.

These instructions are written as a read-along for your first HAIL HYDRA experience. The player with the most clear speaking voice should read them aloud to the group. You are encouraged to perform the actions step by step as they appear in the instructions. It will walk you through the game and give you things to think about along the way.



Full color double sided square booklet

Front



Video Instructions Available!
Don't like to read? Go to www.spinmaster.com/HailHydra to watch our video explaining the game!

Object of the Game:
You will be defeating Villains as a team of Heroes. If a Villain survives a round, it will inflict damage on New York City. It's up to your team to defeat them quickly and strategically! But beware, there may be HYDRA agents sabotaging your efforts...

- S.H.I.E.L.D. members (the good guys)– Defeat all the Villains before New York City is Destroyed
- HYDRA agents (the bad guys)– Sabotage the S.H.I.E.L.D. member's efforts to defeat Villains, allowing the Villains to Destroy the City.

- Contents:**
- 80 x Attack Cards
 - 8 x Loyalty Discs
 - 18 x Villain Cards
 - 14 x Hero Cards
 - 13 x Health Discs
 - 3 x Defense Discs
 - 1 x New York City Card
 - 1 x Avengers Tower Mover
 - 1 x First Player Token

Set Up:
Shuffle the 80 Attack Cards and place them face down on the New York City Card in the spot marked "Draw Pile."



Villains are broken up into 4 levels of difficulty signified by the HYDRA skulls on the back of their cards. Randomly and secretly take one Villain, one Villain, and one Villain from the box. **Don't touch the Final Villain Card.** You're not ready for Red Skull's world-ending strength just yet. Place all three Villains face down in a pile next to the New York City Card with the Skull Villain at the bottom, the Skull Villain in the middle, and the Skull Villain on top.

Count the number of players and refer to the chart in the next column. The player count will determine the starting health of New York City and the amount of HYDRA agents hidden in your team. Place the Avengers Tower Mover onto the New York City Card on the number specified in the chart.

PLAYERS PLAYING	5	6	7	8
NEW YORK STARTING HEALTH	24	20	27	22
S.H.I.E.L.D. MEMBERS IN GAME	3	4	4	5
HYDRA AGENTS IN GAME	2	2	3	3

ONLY USE THIS TABLE FOR FIRST GAME

Everyone publicly chooses a Hero to play as. Place the Hero face up in front of you. Do not worry about the text on the card or the information on the back; you won't be using it in this first game. Your role has no special powers and is no different from anyone else's.



Reference the chart above. After showing the group both types of Loyalty Discs, place that many HYDRA and S.H.I.E.L.D. Loyalty Discs face down in a pile and mix them all up. Pass one face down to each player. Each player secretly looks at their disc. Don't show your Loyalty Disc to anyone! The amount of HYDRA agents in the game is public knowledge. Everyone is considered a 'Hero,' even if they are HYDRA.

Players who are HYDRA will know who each other are, but S.H.I.E.L.D. members will not. To ensure this happens, someone should volunteer to say the following aloud after memorizing it:

"Everyone close your eyes."

HYDRA agents, open your eyes and look at each other.

HYDRA agents, close your eyes.

Everyone open your eyes."

"Only HYDRA agents should have opened their eyes. If more or less people opened their eyes than there are HYDRA agents in the game, stop the game, reshuffle the Loyalty Discs, and restart this step. Don't cheat, or you'll have a sub-par HAIL HYDRA

The person to last read a MARVEL comic takes the First Player Token. This will be the first player of the game. Don't worry about understanding why you're doing this next step; it's a one-time setup step. The Hero to the left of the First Player Token draws 2 Attack Cards. The Hero to their left draws 4 Attack Cards. Anyone still without cards draws 6. You may look at your Attack Cards, they will be explained shortly.

First Player Token



Health Discs help track the Villain's remaining health in the game. Reveal the Villain now. Note the Villain's starting Health in the top left corner of the card. Place that many Health tokens on the Villain.



Some Villains have additional buffs. If they do, a symbol with the buff will be next to their attack.

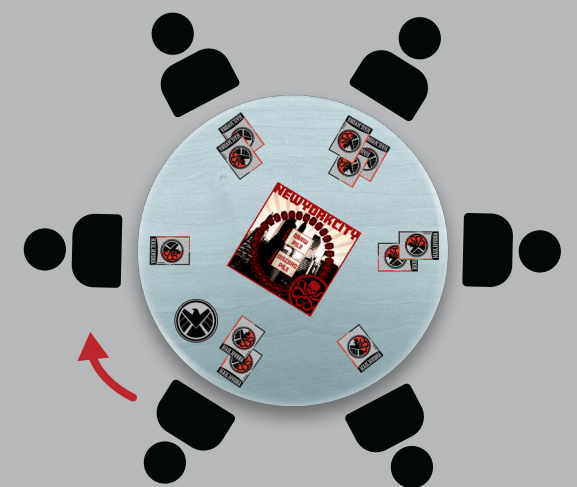
Defense - Makes the Villain more resistant to attacks. Place the specified amount of Defense Discs next to the Villain's Health Discs. If a Villain with Defense is dealt Damage, reduce the damage the team's attack deals by the Villain's current Defense value.

Quick Attack - The Villain's power impacts this Offensive in some way. Be sure to read the power before beginning the fight against this Villain.

The game is played in Offensives and Missions. Each Offensive consists of the following:

For the first Offensive of the game, Step 1 is skipped. Even though you're skipping Step 1, continue playing along while reading the rest of the steps.

1. Pass the First Player Token to the Hero on the left. The Hero receiving the Token secretly discards all remaining Attack Cards in their hand face down into the space on the New York City Card marked "Discard Pile," then draws 6 Attack Cards from the draw pile. Every other Hero draws 1 Attack Card (including this first Offensive!). Blue numbers will attack the Villain. Red numbers will cancel out blue numbers. If you're S.H.I.E.L.D., you want to play Blue Attack Cards. If you're HYDRA, you want to play Red Attack Cards.
2. The player with the First Player Token places 1-3 Attack Cards face down in front of them on top of their own Hero Card. The next Hero going clockwise does the same. This continues until all Heroes have contributed at least 1 Attack Card. You **must** play a card.



Everyone plays 1-3 Attack Cards face down in front of them on top of their own Hero Card.

Play starts with the Hero with the First Player Token. After they lay cards down, the Hero to their left plays.

3. Collect all Heroes' face down Attack Cards, shuffle them, and reveal them. Add the blue numbers and subtract the red numbers. If the total is positive, damage the Villain that amount by taking away their Health Discs. If the total is 0 or negative, nothing happens. If a Villain with Defense is dealt Damage, reduce the damage by their current Defense value. Text on Attack Cards is thematic and does not impact damage to Villains in any way.

DAMAGING THE VILLAIN



The Team's Attack
(Cards in Center)



+ 3 + 4 - 5 = 2 DAMAGE TO THE VILLAIN

4. If the Villain is still alive (still has Health Discs), perform the Villain's attack and immediately resolve any effects. When New York City is Damaged, lower the Health of New York City by moving the Avengers Tower on the New York City Card. If New York City is Destroyed (reaches 0) at any point in time, the game is over and the HYDRA agents win.
5. Discard the team's attack face down into the discard pile. This is the end of an Offensive. Begin another Offensive if the Villain is not Defeated.

Read the next full column before playing a second Offensive.

Communication Rules:

You are encouraged to communicate at all points during the game. This helps deduce who is secretly sabotaging the group. You may lie at any point.

When laying down Attack Cards, you are only allowed to say "This is good" or "This is bad." Even after Attack Cards are revealed, you are **NEVER allowed to communicate anything that hints at any specific Attack Card.** This rule is in effect for the entirety of the game.

NO Specifics! You cannot say:

~~I contributed the best blue card in the game!~~

~~Did you put in that red -5?~~

These are OK to say:

This is bad.

I put in a good card.

You must be open about how many Attack Cards you are contributing. It helps the team deduce who is secretly a HYDRA agent.

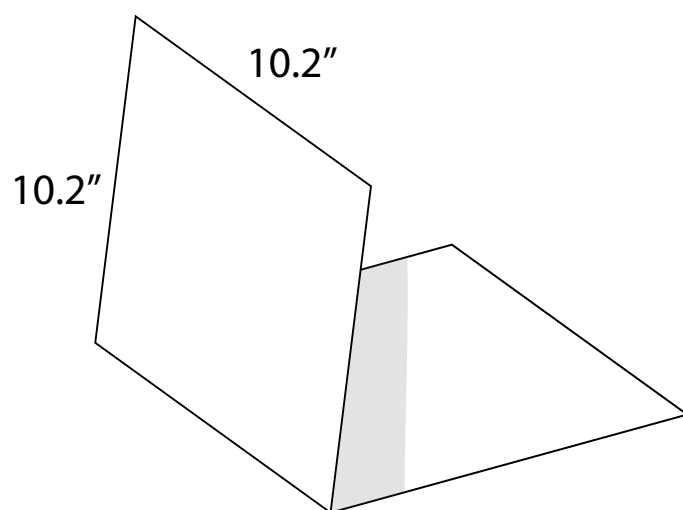
You may be forced to play cards you do not want to play. This is part of the game. You still are not allowed to be specific about what you played.

Strategy Tip:

In this game, it is advantageous for HYDRA agents to act like S.H.I.E.L.D. members and lie about what Attack Cards they contributed, so as to not draw suspicion to their loyalty. The vast majority of the game, S.H.I.E.L.D. members will not play red cards. So, if you are HYDRA and you want red cards in the mix, you'll likely be the ones that need to throw them in. Contributing multiple blue cards as HYDRA virtually guarantees the success of S.H.I.E.L.D. during that Offensive.

The distribution of Attack Cards is 50% Blue and 50% Red. However, the Red digit values are often higher.

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Back