

RULEBOOK

WEDNESDAY


THE HYDE'S ATTACK



2-4 PLAYERS


20 MIN

AGES: 10+



A threat is upon Nevermore Academy and chaos ensues. The students must work to defend themselves!

Wednesday and some outcasts will have to work together to thwart a monstrous threat that has terrorized locations around Nevermore Academy. To be successful they will have to navigate around Nevermore and work together, with a little help from Thing, to prevent the Hyde's attacks and protect the rest of the students in this thrilling game.



OBJECTIVE

In this cooperative card game, you play an Outcast from Nevermore Academy who would prefer not to interact with the others. To win the game, however, you'll all have to work together and prevent as many Hyde attacks as possible. Do you have what it takes?

COMPONENTS



6 Location tiles



6 Outcast cards



6 Outcast pawns



62 Power cards



5 Targets

BEGINNER		PUSHOVERS TO SUPPORT		
THE BEY'S ATTACK	2 PLAYERS	3 PLAYERS	4 PLAYERS	
1 ST	14	21	28	
2 ND	16	24	32	
3 RD	18	27	36	
4 TH	20	30	40	
5 TH	22	33	44	

1 Level card double-sided



1 Thing pawn



1 Cotton bag



5 Hyde tokens

SETUP

- 1 Place Nevermore Academy in the middle of the table and randomly place the other five Locations around Nevermore Academy in any order.
- 2 Randomly place the five Targets face up in each of the five outer Locations.
- 3 Each player chooses an Outcast card and places the matching pawn in Nevermore Academy. Each Outcast has their own ability (see *Character Power* at the end of the rules). If a player selects Bianca, they will place the two “6” Power cards face up in front of them. Otherwise, return these cards to the box.
- 4 Shuffle the Power cards and deal 3 cards to each player. Put the rest of the deck in the draw space on Nevermore Academy.
- 5 Place the 5 Hyde tokens in the bag and place it next to the Locations set up.
- 6 Choose the level of difficulty. For your first game of Wednesday, choose the Beginner Level card.
- 7 Assemble Thing and place it next to the Location tiles setup.
- 8 The player wearing the most black (or the darkest color) goes first. Play continues clockwise. Place Thing in front of the player who will be going last and place the top Power card from the deck in his “hand”, facing the player.



Example of a setup for 4 players.

2 PLAY YOUR POWER CARD

Power cards help protect the Target on the Location from a Hyde attack. The higher the total number, the better prepared you are to stop the Hyde at this Location.

Important: You may not show or tell other players about the cards in your hand or those you are about to play.

After taking the Move action, play a Power card face down in your current Location.

Remember: If you are in Nevermore Academy, do not play a card.

If Thing is in front of you, you can play Thing's Power card instead of one from your hand.
(see step 4: Send thing to Another player)



When you play a Power card, be aware of special rules that apply to this Location and the Target in this Location.



Example:

If the Target with  $\rightarrow +1$ is in the Art Shed, all  Power cards played here are **worth +1**. However, all  Power cards will be worth zero.

WHAT YOU CAN SAY



Since it takes a while for Outcasts to learn to trust each other, you may not reveal the number or symbol of any Power cards in your hand or you are playing in a Location. However, you may say things like:

*"I've got this Location covered",
or "I think we need to focus on this Location more"
or "I didn't give much help here."*

OVERVIEW

A Hyde is on the loose and roving around Nevermore Academy. During the game, the Hyde will attack five Targets, one after another. As the outcasts, you must:

- ▶ Take turns moving to a Location and protecting that Target by playing one Power card from your hand.
- ▶ After everyone has played a turn, you will reveal a Hyde token to show where the Hyde was last seen.
- ▶ Keep taking turns and revealing Hyde tokens until you reveal the last one. The Hyde strikes that Location!
- ▶ Protect enough targets and you can prove your strength and cunning as the best Nevermore Academy students.

GAME PLAY

The game is played over 5 rounds. A round culminates in an attack by the Hyde, one attack per Location around Nevermore Academy. For each round, the number of turns corresponds to the number of Hyde tokens left in the bag. During the course of the game, the Hyde will attack each Location once. After being attacked, a Location cannot be attacked again in following rounds.

PLAYER TURN

During each round, all players take a turn, going clockwise. On your turn, take these actions in order:

- 1 Move your pawn to a Location.
- 2 Play 1 Power card from your hand (unless your Character ability tells you otherwise).
- 3 Draw 1 Power card from the deck on Nevermore Academy (unless your Character ability tells you otherwise).
- 4 You may send Thing to another player if Thing is in front of you.

1 MOVE TO A LOCATION

At the beginning of your turn, from the Location you are in, chose ONE of the following:

- ▶ Move your pawn to one adjacent Location (Nevermore Academy is adjacent to the 5 other Locations).
- ▶ Stay where you are. **Note:** *If you start your turn in the Woods, you must move to another Location.*

Each Location has a special rule that can influence the Power cards you choose to play. There is no limit on the number of pawns allowed in each location.



3 DRAW POWER CARDS

After playing your Power card, if you have less than 3 Power cards in your hand, draw until you have 3 cards. If you have 3 cards, do not draw. **Note:** *Yoko draws up to 4 cards and discards one.* The card in Thing's hand does NOT count towards your 3 cards. If the draw deck ever runs out, shuffle the discard pile and make a new draw deck.

4 SEND THING TO ANOTHER PLAYER

Thing is always ready to help! At the end of your turn, you may send Thing (and the Power card Thing is holding) to help another player at any location.

When Thing is in front of you during your turn:

- ▶ If you played Thing's Power card, draw one back. You may keep it in your hand and give one of your other Power cards to Thing, or give the card directly to Thing.
- ▶ You can exchange Thing's card with a card from your hand.
- ▶ Thing must always be holding one card.

Example: The Target with  →  will be the next one attacked by the Hyde. You have a "2" Power card but you are too far from the Target's Location. You give the "2" Power card to Thing and send it to a player closer to the Target so this player can play the Power card and help protect the Target.



AFTER EVERYONE'S TURN

After everyone has moved (or stayed) to a Location, played a Power card and drawn back up to 3 Power cards, a player picks a Hyde token from the bag and place it next to its corresponding Location.

Then everyone takes another turn, followed by revealing a Hyde token.

Continue this sequence until the last Hyde token is revealed, resulting in the Hyde's attack.



THE HYDE'S ATTACK

Each time you reveal a Hyde token, you'll discover where the Hyde was last seen leading up to the attack. It's only **the last Hyde token** revealed that gives the Location of the **actual attack**.



When the last Hyde token is revealed, you've discovered the Location where Hyde attacks:


1 Take the Power cards from the attack Location and place the Hyde token in the card spot on this Location. The Hyde token will stay there until the end of the game to show that Hyde attacked this Location. The Power cards at the other Locations stay in place to help with the next attacks.

2 Reveal all of the Power cards you took from the attack Location. Discard any cards that are not allowed to be played in this Location.

Example: If a "4" Power card was played on Jericho, you must discard it.

Note: Wednesday's ability allows you to switch cards. If someone placed a "4" Power card on Jericho, as Wednesday, you could switch it for a card matching the symbol of the Power card.

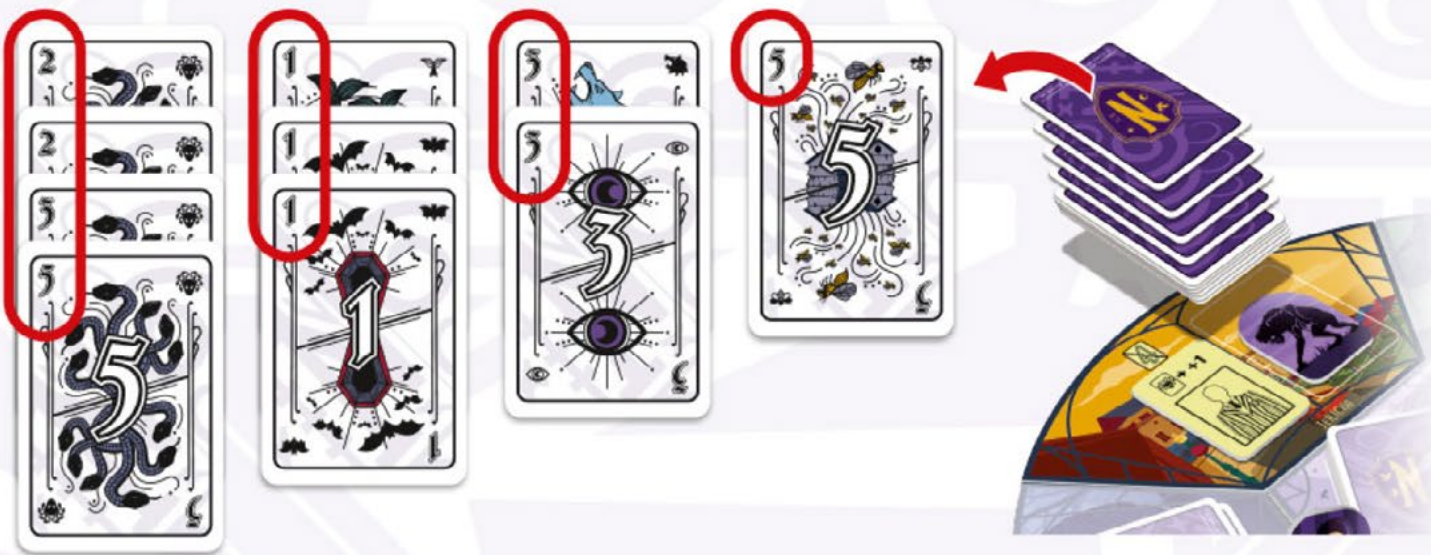
3 Add up all the Power cards played here. Be sure to use the Target's ability.

Example: If the Hyde attacks the Target with the rule  → +1, each  Power card are worth +1.

4 The Level card shows how many points you need to successfully protect the Target, based on the Hyde's attack rank and number of players:


▶ If the Power cards are equal to or greater than the required number of points, you stop the Hyde's attack and save this Target! Leave the Target on this Location.

▶ If the Power cards are less than the required number of points, the Hyde wounds the Target. Flip the Target to show that they were attacked and injured.



BEGINNER			
THE HYDE'S ATTACK	POINTS NEEDED TO STOP HYDE		
	2 PLAYERS	3 PLAYERS	4 PLAYERS
1 ST	14	21	28
2 ND	16	24	32
3 RD	18	27	36

SCORING




Here, the "2s", "3" and "5"  Power cards are worth +1.
 So, "3" + "3" + "4" + "6" + (3 x "1") + (2 x "3") + 5 = 30.
 As it is the Hyde first attack, Players won this round.

- 5 Collect all Hyde tokens from the Locations (except the one where the attack happened). Place them back in the bag for the next round.
- 6 Place all revealed Power cards from the attack Location in the discard pile.
- 7 Move all Outcast pawns back to Nevermore Academy to prepare for the next round.

It's the players' turn again, picking up in the turn order where you left off, and the Hyde is preparing to attack another Target at a different Location. **Note:** *Because there are fewer Locations left, the Hyde will strike faster and faster. And, with each attack, the Hyde becomes more ferocious so you'll also need a higher total number to stop the Hyde and protect the Target.*

WINNING THE GAME

To win the game, you must save at least 2 Targets.
 When you lose 3 Targets,
 the Hyde wins and you immediately stop the game.

-  If you lose 2 Targets, you are considered a beginner. You're just starting to figure out your powers.
-  If you lose 1 Target, you are considered intermediate. You're getting the hang of your powers but need to keep training to unlock your full potential.
-  If you do not lose any Targets, you have mastered your powers! You are the perfect Nevermore Academy students.



GLOSSARY

CHARACTER POWERS

Wednesday Addams

After the Hyde's attack, once the cards are revealed, you can swap one card from your hand with a played card of the same symbol or number.

Examples:

- ▶ *The attack was on the Pilgrim Village, where you cannot play a Power card with a Siren or Werewolf symbol. Once the cards on the Location are revealed, you see a Werewolf "4" strength card, and you have a Bee "4" strength card in your hand. You can switch the two cards.*
 - ▶ *Once the cards on the Location are revealed, you know you beat the points needed to stop the Hyde. You see a Siren "5" strength card among the cards, and you have a Siren "2" strength card in your hand. You can switch the two cards.*
- Note:** *make sure you still beat the points needed to stop the Hyde. By switching cards, if you score below the needed point, you lose. Wednesday does not need to be on the same Location as the attack to activate her power.*



Enid Sinclair

When the Hyde attacks, if you are on the same Location as the attack, add +2 to the total.

Examples:

Your pawn is on the same Location as the attack. After revealing all the Power cards from the attack Location and counting the score, you add 2 points to the total.



Bianca Barclay

You start the game with two "6" cards in front of you. On your turn, you may discard a card and play a "6" instead. Once revealed after a Hyde attack, remove the played "6" from the game.

Examples:

On a Location, you can discard a card from your hand and play one of the two "6" cards. You still play the "6" card face down. After the attack, place all revealed Power cards from the attack Location in the discard pile, except the "6". The "6" card will be placed in the box instead.



Ajax Pretropolus

When playing cards in a Location, you may play any number of "1" strength cards from your hand (including the card held by Thing).

Examples:

You have two "1" strength cards and the Location next to you contains the Target who turns "1" strength cards into "3" strength. You move onto that Location and play both of your two "1" strength cards face down. Then draw cards from the draw pile so you always have three cards in your hand.



GLOSSARY



Eugene Ottinger

On your turn, you may play a card on your current Location or an adjacent Location. You may still only play one card per turn.

Examples:

You begin your turn on Pilgrim Village. In your hand, you only have Power cards with a Siren or Werewolf symbol, so you cannot play a card there. You can play one of your cards face down on Art Shed or The Crypt since those two Locations are adjacent to Pilgrim Village in this game.



Yoko Tanaka

At the end of your turn, draw back up to 4 cards and discard a card of your choice.



Examples:


At the end of your turn, you draw two cards to have four cards in hand. Then you discard the card of your choice, including a card that was already in your hand.

LOCATION POWERS

The Crypt: If you play a "3", it will be worth "0" points, no matter the symbol on the Power card.

Jericho: If you play a "4", it will be worth "0" points, no matter the symbol on the Power card.

Pilgrim Village: If you play a Power card with a Siren  or Werewolf symbol , it will be worth "0" points.

Art Shed: If you play a Power card with a Bee symbol , it will be worth "0" points.

The Woods: At the beginning of your turn, if you are on The Woods Location tile, you must move to another Location. You cannot stay on this Location for more than one turn at a time.

TARGET POWERS



Once you reveal the Power cards on the attack Location with this Target, all played "2" strength cards become "4" strength cards. So, if someone played a "2" strength card, it counts as a "4".



Once you reveal the Power cards on the attack Location with this Target, all played "1" strength cards become "3" strength cards. So, if someone played a "1" strength card, it counts as a "3".



Once you reveal the Power cards on the attack Location with this Target, add 1 point to all Power cards with the Medusa symbol.



Once you reveal the Power cards on the attack Location with this Target, add 1 point to all Power cards with the Bat symbol.



Once you reveal the Power cards on the attack Location with this Target, add 1 point to all Power cards with the Eye symbol.





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