

## AIM OF THE GAME

Work as a team to battle a set number of villains and survive the Final Battle!

### SET UP

1. Each player picks 1 Player Card and 1 Life Card. Place the Life Card under the Player Card so that all the white bars are showing (See Figure 1). Place the remaining Player Cards back into the box.

2. Shuffle the Hero Attack Cards (See Figure 2) and give a number to each player depending on the player count:

PLAYER COUNT	HERO ATTACK CARDS	VILLAIN CARDS	VILLAIN ATTACK STRENGTH
1*	6	4	6
2	5	4	7
3	4	5	8
4	4	5	9
5-6	3	6	10

\* FOR SOLO RULES, PLEASE SEE PAGE 6.

3. Using the chart above, select the amount of Villain Cards with the Villain Attack Strength number (See Figure 3) appropriate for your player count. (4 Villain Cards with Attack Strength of 7 for a 2-player game, 5 Villain Cards with a Villain Attack Strength of 8 for a 3-player game, etc.). Place them at the top of the play area in a stack. Place the remaining villains back in the box.

4. Shuffle the Villain Attack Deck and place it in a stack next to the Villain Cards at the top of the play area.

5. Shuffle the Dysfunctional Family Deck and place them in a stack at the top of the play area.

6. Place the Final Battle Card off to the side.

See a full game setup on the next page:



Figure 1: Slide the Life Card up and down under the Player Card as you take damage or heal during game play. You have died, and are out of the game, when you have no more life bars showing.



Figure 2: Hero Attack Cards. All cards have an ATTACK & HEAL value.



Villain Attack Strength

Figure 3: Place this amount of Villain Attack Cards.

# PLAY

The player that has most recently read an Umbrella Academy comic starts first. This player takes the Start Card and places it in front of them. Play goes clockwise.

ALWAYS talk to and work together with your teammates! Discuss the cards you have in your hands and strategize the best way to defeat the lineup of Villain Attack Cards on the table. **NOTE: the only time talking is penalized is when the "FAMILY SECRETS" Dysfunctional Family Card is played.**

## Start of the round:

1. Draw the top Villain Card from the stack you created and place it in the play area.
  2. Flip over a Dysfunctional Family Card and **immediately** follow the rule shown for this round only.
  3. Deal the amount of villain attack cards as indicated by the number and card diagram shown on the card front. Place Villain attack cards in a lineup in the center of the play area.
- **DELUXE VERSION GAME BOARD.** If you have either the Deluxe or White Violin game variants, use the locations indicated on the game board for placement of the Dysfunctional Family, Villain Attack, Villain, and Final Battle decks.

## Example of a three player game

### FLIP 1 DYS. FAMILY CARD PER ROUND



### DYS. FAMILY DECK



### VILLAIN DECK



### VILLAIN ATTACK DECK



### FLIP THIS MANY VILLAIN ATTACK CARDS TO MAKE THE LINEUP, BELOW



### FINAL BATTLE CARD



HERO ATTACK DECK

START CARD. THIS CHANGES HANDS FOR EACH ROUND.



PLAYER 1



PLAYER 2



PLAYER 3

You are ready to play!

## ON YOUR TURN

- Each player battles one card at a time per turn. **PLAY GOES LEFT TO RIGHT ACROSS THE VILLAIN ATTACK CARDS LINEUP AND EACH CARD MUST BE ADDRESSED.**
- Pick a Hero Attack Card from your hand and do **ONLY ONE** of the following 4 actions:

### 1 Attack a Villain

Each Hero Attack Card and Villain Attack Card has an ATTACK value in the upper left corner. If your Attack Card value is higher than the Villain Attack card value, you can Attack and defeat that card. (See Figure 4).



**Figure 4:** Play an Attack Card from your hand with a higher value than the Villain Attack Card to defeat that card. Immediately remove it from the lineup and discard your card.

#### STRATEGY TIP

Try to beat the Villain Attack card with the lowest value Attack Card you have that can defeat it, saving your stronger cards for later in the lineup or carry them to the next round.

### 2 Heal

Each Hero Attack card also has a HEAL value in the upper left corner. You may choose to heal instead of attack if your Attack Value is less than the Villain Attack Card value you are up against. (See Figure 5). Adjust your Life Card accordingly to the heal value shown. **IMPORTANT NOTE: When you choose to heal instead of attack, you leave the Villain Attack Card uncontested, and you will need to take that damage. Distribute the damage across the team. Players should discuss as a team and decide together how to spread the damage dealt to their heroes. Adjust all Life Cards accordingly.**



**Figure 5:** Play an Attack Card from your hand with a lower value than the Villain Attack Card and Heal your character the total heal value. The Villain Attack card you were responsible for remains in the lineup and you will have to distribute its Damage total amongst the players.

#### STRATEGY TIP

If you cannot beat a Villain Attack Card, it's a great time to heal. However, you are better off playing a card with a high HEAL value when letting low value Villain Attack Cards go uncontested. For example, play an attack card that allows you to heal 3 and let a villain attack card go uncontested that only deals 1 damage. Manage your healing carefully to stay alive!

### 3 Block

If the Attack Value on the card you play is EQUAL to the Villain Attack Card value, you can choose to Block the Attack. Place your Attack Card over the Villain Attack Card value. (See Figure 6) This card is considered **CONTESTED** and is removed from the lineup. However, you must take **HALF** the Damage rounded up of that Villain Attack Card.



**Figure 6:** Play an Attack Card from your hand with an equal value to the Villain Attack Card and Block that Villains Attack. Remove the Villain Attack Card from the lineup and take half the damage rounded up. Discard the card you played.

#### STRATEGY TIP

Blocking is a great way to reduce the damage a Villain Attack Card can cause, while also removing it from the lineup. All Villain Attack cards that are uncontested (not defeated or blocked) will be added to the Final Battle, making it more challenging to win. Block Attack Cards to keep them out of the Final Battle.

## Play a Story Card

Story Cards are included in the Hero Attack Deck, and can be played 1 of 2 ways: Use the ATTACK value in the upper left corner to defeat a Villain Attack Card,

**OR** Follow the storyline on the card for many other actions, but beware! Many of these cards have a price, and can cost you life bars when you use them. You will also leave the Villain Attack Card you are responsible for uncontested, leaving it in the lineup and taking it's damage.



### STRATEGY TIP

Remember, when you play a Story Card that does not directly defeat the Villain Attack Card you are responsible for, that Villain Attack Card will be uncontested and you must take it's full damage and place it under the Final Battle Card. This will make your Final Battle more challenging.

## Storylines include:

### Restore a Hero to Full Life

Use this card for yourself or give it to another player. Adjust the Life Card accordingly.

### Life Boost

Give 3 bars of life to another player, but lose 1 life bar of your own. Slide this card under the Life Card of the teammate you're giving it to so the added bars of life are visible.

### Strength in Numbers (The Horror Returns)!

Use Your Hero Power Twice - place this card on top of your Player Card as a reminder. You may use your Hero Power a second time against any Villain Attack Card on the table. You may only use this card for yourself.

### Hero Boost

Place this card on any Hero Attack Card on the table and add the Hero Boost number shown to your attack, **BUT** lose 1 life bar as a cost. Adjust your Life Card accordingly.

### Sibling Rivalry

Remove 1 Villain Attack Card from the lineup on the table, **BUT** lose 1 life bar as a cost. Adjust your Life Card accordingly.



## SPECIAL HERO POWERS

During your turn you may choose to use your Hero's Special Power. You can do this IN ADDITION to playing a card, but only once per round. Turn your Hero Card 45 degrees to indicate you have used your Special Power this round.

**IMPORTANT NOTES:** Each time a player uses their special power it costs them 1 life bar. **PLAYING YOUR SPECIAL POWER IS OPTIONAL!** For example, you do not have to play it if it costs you your last life bar. However, there may be times during the game when sacrificing yourself to beat a villain is worth it!

**THE HORROR - "STRENGTH IN NUMBERS."** Add 2 life bars to any player or 1 life bar each to 2 players. Adjust all Life Cards accordingly.

**THE KRAKEN - "HITS TWICE."** Play a second Hero Attack Card against any Villain Attack Card and tally the 2 cards together.

**SPACE BOY - "DOUBLE SHOT."** Pick a Hero Attack Card on the table and double the damage.

**NUMBER 5 - "TIME TRAVEL."** Swap any 2 Villain Attack Cards placed to try and put them in a position to be defeated easier.

**THE RUMOR - "I HEARD A RUMOR."** Any Villain Attack Card of your choosing is defeated no matter what the Villain Card's attack value is.

**SÉANCE - "TALK TO THE DEAD."** Pick a card from the Hero Attack discard pile and play it against a Villain Attack Card still on the table.

**VANYA - "I'M NOT LIKE THE OTHERS."** Remove 4 Villain Attack Cards from the lineup, but deal 2 damage to any 1 hero (adjust that hero's Life Card accordingly). Then turn Vanya face down for the next round. Her Hero Power cannot be used 2 rounds in a row. **TIP:** Vanya possesses the strongest hero power, but it comes at a cost. Decide as a team for the best times to deploy it. You might want to make sure she is available for the Final Battle.

## ROUND END

If you have survived the Battle after each Villain Attack Card in the lineup has an outcome (Defeated, Blocked, Uncontested), the Battle is complete and the Round is over. Deal the total damage from all Uncontested Villain Attacks Cards remaining in the lineup amongst the surviving players. Place these Villain Attack Cards under the Final Battle Card and place the Villain Card next to that stack.

Surviving players may now discard or hang on to any remaining cards in hand. Draw back up to your hand limit and pass the turn marker to the next player in clockwise order. **If the Hero Attack Deck is empty at any point before the next round, shuffle all Hero Attack Cards from the discard pile and add them to the stack.**

Surviving heroes now face the next Villain, placing the required amount of Villain Attack Cards in a row and starting a new battle. **If any teammate has no life bars remaining, they have died, and are out of the game. The surviving teammate or teammates will continue the remaining rounds without them, attempting to beat all Villain Cards in the stack. The dead player may still discuss how to best defeat the villains for each turn, but they won't be able to receive or play any cards.**

## FINAL BATTLE! (APOCALYPSE)

If you manage to survive every round and face your required Villains, you have now entered the FINAL BATTLE!

1. Take the Villain Attack Cards from underneath the Final Battle Card, shuffle them, and deal them in a lineup.
2. Flip over a Dysfunctional Family Card and follow the rule.
3. Randomly draw one of the Villain Cards that you faced and place it at the beginning of the Villain Attack Card row with its ATTACK side up. **Note this Attack Value is much stronger than normal Attack Cards.**
3. Play as you have for the previous rounds, attacking, healing, blocking, or playing Story Cards to defeat the villain.



Place one of the Villain Cards here with its Attack side up.  
This card will have a much stronger Attack Value you must deal with.

## END OF GAME

The game ends when either of the following occurs:

**WIN** - Any Hero is alive at the end of the Final Battle.

**LOSE** - The heroes have all died, with no life bars remaining on any card. Try, try again!

### SOLO VARIANT

1. Choose your Hero: **Avoid Vanya or The Horror for solo play.**
2. Find the Pogo Life Bonus card in the Hero Attack Deck and place it near you. **You can play this card at any time to restore your Hero to full life ONCE per game.**
3. Remove all Life Boost cards from the Hero Attack Deck and give one to your chosen character. You will start the game with 8 total life. **You're gona need it!**
4. Do not use the Dysfunctional Family Deck. **You're going it alone, who needs family?**
5. Battle 4 Villains, and use only the 6 Strength Villains.
6. You will have a hand size of 6 cards.
7. Survive all four Villains and the Final Battle to win!



Use Pogo wisely to restore your Hero to full health when things are looking desperate.

Give your character one Life Boost card to begin the game, and remove all others from the deck.

7 ATTACK

LIFE BOOST!

GIVE 3 LIFE BARS TO ANOTHER PLAYER BUT LOSE 1 LIFE BAR.



## COMMONLY OVERLOOKED RULES

You **MUST** face each Villain Attack card in order from left to right.

Any Villain Attack Card neither Defeated nor Blocked will deal damage and be placed under the Final Battle Card.

Heroes can only have one Life Boost card during the game.

Your Hand Size, amount of Villains faced and the Villain Attack Card Strength varies per player count. See chart on Pg. 1.

If a player dies (their life bar card only shows the word DEATH) they are out of the game.

When a Villain Attack Card is Blocked, it deals half of it's listed damage rounded up, but is removed from the lineup.

Hero Attack Boost Cards can be played ANYTIME to boost the value of another Attack Card played.

Villain Attack Boost Cards in the Dysfunctional Family Deck boost the FIRST Villain Attack Card in the lineup only.

Number Five's Special Power is used on VILLAIN Attack Cards in the lineup.

Damage from Villain Attack Cards can be distributed amongst all players. Work together to decide the best way

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# THE UMBRELLA ACADEMY

GAME



THIS IS  
THE COVER  
TO THE  
RULES

GABRIEL  
BA

AGES 12+  
1-6 PLAYERS  
20 MINUTES

**CONTENTS:** 199 cards (1 Final Battle Card,  
1 Start Card, 7 Player Cards, 7 Life Cards,  
26 Dysfunctional Family Cards, 26 Hero Story Cards,  
32 Villain Attack Cards, 36 Villain Cards,  
& 63 Hero Attack Cards).