

# THE UMBRELLA ACADEMY™

THE BOARD GAME



GERARD WAY & GABRIEL BÁ



mantic





# THE UMBRELLA ACADEMY™

## THE BOARD GAME

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River Horse

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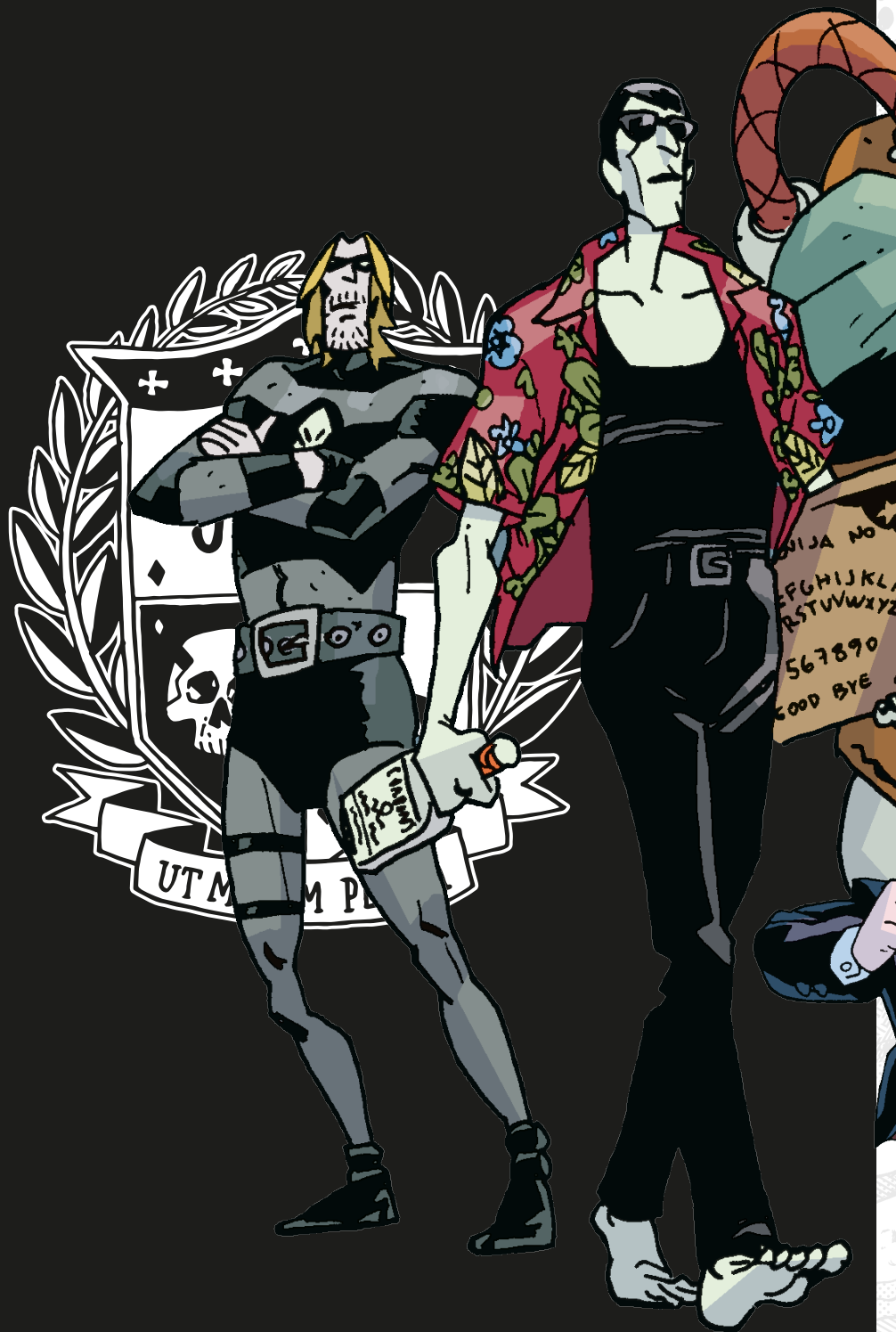
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# WELCOME TO THE UMBRELLA ACADEMY

The Umbrella Academy: The Board Game is a co-operative game in which the players work together as the Heroes from the famous Umbrella Academy. To win, they must overcome a succession of dangerous hazards and defeat dastardly villains in order to save the world!

## GAME COMPONENTS

### CARDS

#### Skill



#### Wound



#### Hazard - standard and Villain ones



#### Feud



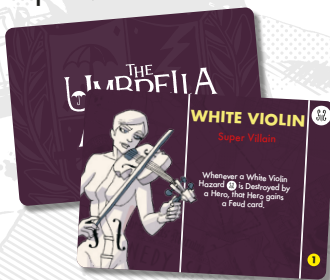
#### Ally



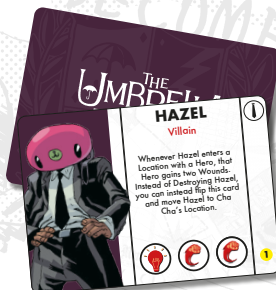
#### Advantage



#### Super Villain



#### Villain



**HERO MODELS**



Spaceboy



Rumor



Séance



Kraken



Number Five

**ALLY TOKENS**



Pogo



Spaceboy



Rumor



Séance



Kraken



Number Five

**VILLAIN TOKENS**



Conductor



Orchestra member x8



Hazel



Cha Cha



Vanya



White Violin

**BATTLE TOKENS**



Wits x18



Power x18



Fight x18

**OTHER TOKENS**

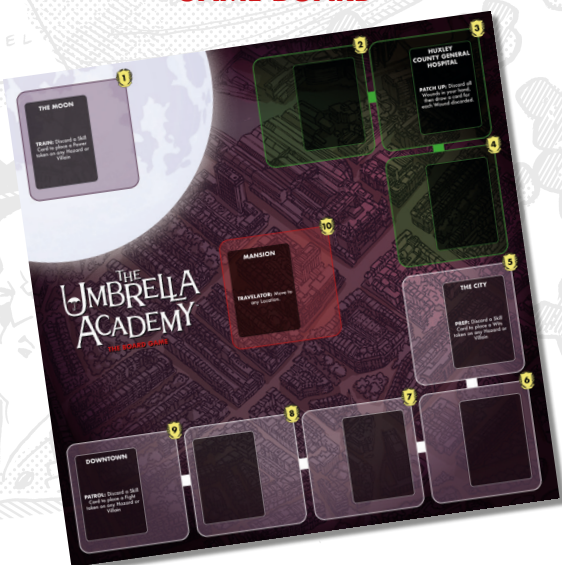


First player token



Partner token






**GAME BOARD**





# SET UP

Before you begin, there are some steps you need to go through to prepare the game.

1. Place the game board in the centre of the table within easy reach of all the players.
2. Shuffle the **Ally cards** and place them face down near the board to create the **Ally Deck**.
3. Shuffle the **Feud cards** and place them face down near the board to create the **Feud Deck**.
4. Place the 20 **Wound cards** face up near the board to create the **Wound Deck**.
5. Each player now chooses one of the Heroes to play as -  Spaceboy,  Rumor,  Kraken,  Séance or  Number Five, taking both the appropriate Hero model and that Hero's **Skill cards**. Each player should also draw two Feud cards from the Feud Deck. All 12 cards are now shuffled together and placed face down in front of each player to form the **Hero Deck**.

*\*Note: In a five player game, each player should also shuffle a single Wound card into their Hero Deck. Players should now draw a number of cards to form their initial hand of cards. Players should keep these face down, but they can tell other players what they have in their hand at any time.*

Number of players	Cards to draw/Hand size
2	5
3	4
4	3
5	3*





6. Each player takes their Hero model and places it in its start **Location**.  
**Séance:** Huxley Country General Hospital (Location number **3**)  
**Kraken:** Downtown (Location number **9**)  
**Spaceboy:** The Moon (Location number **1**)  
**Rumor:** The City (Location number **5**)  
**Number Five:** The Mansion (Location number **10**)
7. Place any Hero Skill cards not being used back in the box.
8. Shuffle the **Advantage cards** together and deal out **20** Advantage cards into **five** separate piles of four.
9. Place the remaining Advantage cards back in the box.
10. Choose a **Super Villain Mission** from pages 22 and 23 to face, and take its unique deck of ten **Hazard** cards from the box. Shuffle those cards with ten normal Hazard cards then deal out these twenty cards equally onto the five decks of Advantage cards.

*For your first game we suggest taking on the dangerous **Hazel and Cha-Cha** Super Villain Mission, but be careful not to gain too many Wounds!*

Follow any other set up instructions for the Super Villain Mission you have chosen and then put the Super Villain card, showing the 1 side (not the Finale side), where all players can see it.

11. Place the **Save the World** special card onto the middle pile of cards.



12. Shuffle each of the five piles separately, then place them face down on top of each other from left to right to form a single deck. The Save the World card should now be somewhere in the middle of the deck. This is now the **Main Deck** and should be placed next to the game board.
13. Draw the top ten cards from the Main Deck and place them face up onto each of the ten Locations on the game board in order from 1 to 10 (as shown in the example on page 10).
14. Place the 10-sided die and the **Battle Tokens** where players can reach them.
15. The player that last used an Umbrella, or the youngest player, goes first. Give them the **First Player Token**.

**You are now ready to play!**



# EXAMPLE GAME SET UP

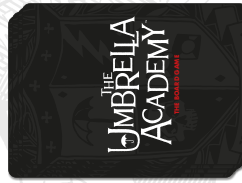
In this example, three players have chosen to play as Spaceboy, Rumor and Séance. They have placed their models on their starting location, and have created their Hero Decks, drawing 4 cards each into their initial hand.

The other card decks are placed to the side and the Super Villain Card is visible to all players.

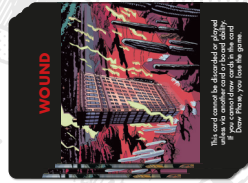
Bill has the First Player token.



Main Deck (face down)



Wound Deck (face up)



Ally Deck (face down)

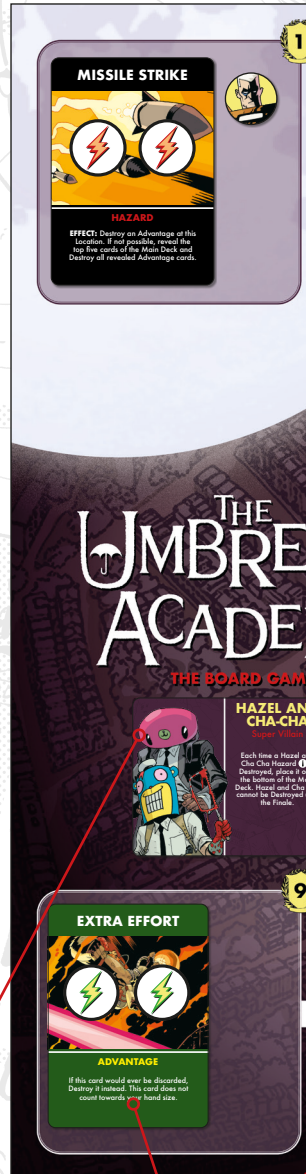


Feud Deck (face down)



Super Villain Card

10 cards from the Main Deck, placed face up onto each Location



Battle Token supply and 10-sided die



Sarah's Hero Deck and initial hand of 4 cards

**1**

**COME LOOK AT THIS CHA CHA**

**HAZARD**

**EFFECT:** If Hazel and Cha Cha are not in the same Location, move Cha Cha to Hazel's Location. Otherwise, move Hazel and Cha Cha to a Hero's Location. Then discard this card. If this card is Destroyed, place a card from the Main Deck in this Location.

**2**

**LEVITATOR BELT**

**ADVANTAGE**

Move to any Location. If this card is ever discarded, Destroy it instead. This card does not count towards your hand size.

**3**

**ATTACK**

**HAZARD**

**EFFECT:** Choose a Hero, they must choose to discard a Skill card or gain a Wound.

**4**

**WEAPON**

**ADVANTAGE**

If this card would ever be discarded, Destroy it instead. This card does not count towards your hand size.

**5**

**STOP PLAYING AND FINISH THEM**

**HAZARD**

**EFFECT:** If any Player has four or more Wounds in their discard pile, the Heroes lose the game. If this card is Destroyed, move Hazel and Cha Cha to this Location.

**6**

**PLAN**

**ADVANTAGE**

If this card would ever be discarded, Destroy it instead. This card does not count towards your hand size.

**7**

**ALLY IN TROUBLE**

**HAZARD**

When this Hazard is drawn, draw a random Ally from the Ally Deck. If this Hazard is Destroyed by the Heroes, place that Ally in this Location. **EFFECT:** Destroy the Hazard without placing an Ally.

**8**

**MISSILE STRIKE**

**HAZARD**

**EFFECT:** Destroy an Advantage at this Location. If not possible, reveal the top five cards of the Main Deck and Destroy all revealed Advantage cards.

**9**

**10**

**WARRIOR**

**ADVANTAGE**

If this card would ever be discarded, Destroy it instead. This card does not count towards your hand size.

**CHA CHA**  
Villain

Whenever Cha Cha enters an Advantage with Cha Cha in the discard pile, the Heroes lose the game. If this card is Destroyed, place a card from the Main Deck in this Location.

**HAZEL**  
Villain

Whenever Hazel enters an Advantage with Hazel in the discard pile, the Heroes lose the game. If this card is Destroyed, place a card from the Main Deck in this Location.

Hazel and Cha Cha Tokens

Villain Cards

Bill's Hero Deck and initial hand of 4 cards

Harley's Hero Deck and initial hand of 4 cards

First Player Token

11



# HOW TO PLAY

The game is played in **Turns**. Each Turn is divided into four **Phases**. Each Phase is completed before moving on to the next one. Once all four Phases are complete, if the game is not over, the next Turn begins, starting with the Play Phase again.

The four phases are:

1. Play Phase
2. Draw Phase
3. Effect Phase
4. Crisis Phase

## WINNING AND LOSING THE GAME

Winning the game requires that you successfully complete the condition on the Super Villain card, which is different for each villain and mission being played. Often it means defeating that villain by placing enough Battle Tokens on them.

Losing can happen in multiple ways, most commonly by gaining too many Wounds, letting too many Locations on the board gain Hazards, or by letting the Main Deck run out of cards.



## COMMUNICATION

The Umbrella Academy board game is a co-operative one and the players must work together to thwart the villains and save the world. Players should keep their hand of cards secret but are otherwise allowed to discuss strategy with the other players and say what cards they have at any time.

## A GREATER CHALLENGE

Sometimes, families just don't talk! Once you have played a few games and you think your player team are up for a tougher challenge, then try playing with the following rule:

Players are **NOT** allowed to communicate their intentions, or what cards they have, or suggest what other players should do (or not do), during the Play Phase. All planning must be done in advance before each the Play Phase begins!

# 1. PLAY PHASE

During the **Play Phase** players take turns making **Actions**. Starting with the person with the **First Player Token**, players make one Action before play then continues with the next player, clockwise round the board. This continues until all players have performed all the Actions they wish and have **Passed**.

**Discarding cards.** When players discard cards from their hand, unless specified otherwise, they are placed in that player's Discard Pile. The Discard Pile is shuffled and placed back face down to form a new Hero Deck when the previous Hero Deck runs out of cards.

## ACTIONS

Players can perform one of the following Actions when it is their turn to play.

### Action: Move

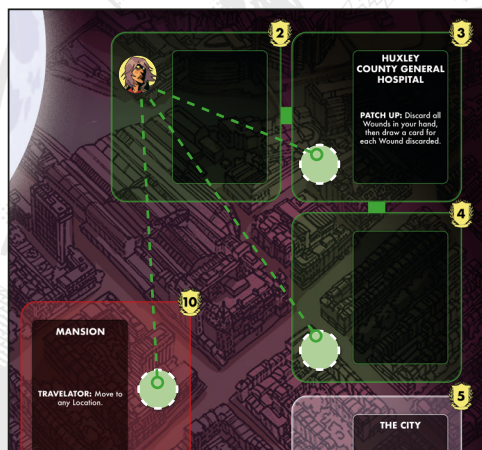
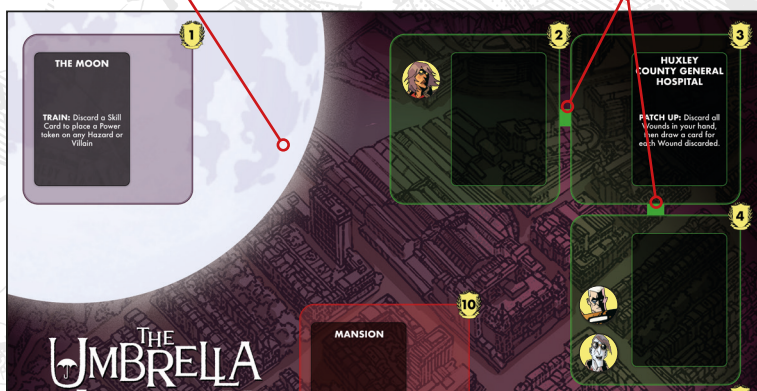
By discarding a card from their hand, a player may move in one of the following ways:

- Move their Hero model from any Location to the Mansion Location
- Move their Hero model from the Mansion Location to any other Location
- Move their Hero model from any Location to any **Connected Location**

Connected Locations are shown graphically on the game board.

Locations 1 and 2 are not connected

Locations 2, 3 and 4 are all connected



For example, if Rumor was at Location 2, her player could discard a card to move Rumor to a Connected Location, or to the Mansion.





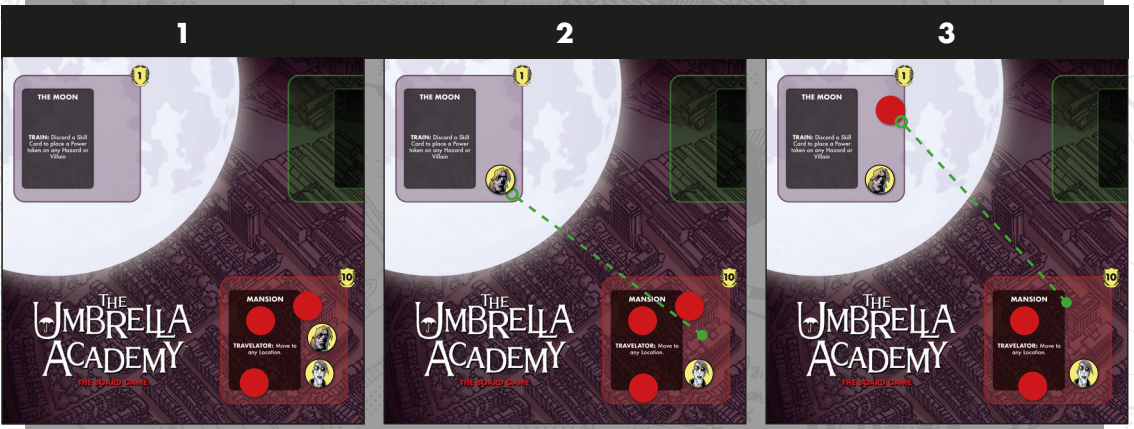
## FOLLOWING

If a Location contains more Villains than the combined total of Heroes and Allies at that Location, the “excess” Villains are said to be Free. Each Free Villain will follow any Heroes moving from that Location to the new Location.

*Note that any Villains that have had Battle tokens played on them (see below), will take those tokens with them when they Follow a Hero.*

For example:

1. Séance and Kraken are in the Mansion with three Orchestra Members.
2. Kraken’s player moves their Kraken model to the Moon.
3. The one Free Orchestra Member, follows Kraken and moves to the Moon too.



## Action: Play a card from your hand to your Location

You can play a card with any **Fight**, **Power**, or **Wits** symbols on it to add the corresponding **Battle Token** to a Villain or Hazard at your Hero model’s Location. You must specify which Villain or Hazard you are placing the Battle Token(s) on – they are not placed generally in a Location.



**WITS**

**POWER**

**FIGHT**

If there are enough of the right type of Battle Tokens to match the requirements of a Hazard or Villain as specified on its card, you may immediately **Destroy** it, removing it from the game board. Battle Tokens “spent” in this way are returned to the supply.

If the card you play has **Modifier** card text at the bottom, that is also actioned, but any other text on the card is not.



This card will grant a Power Battle Token and also has Modifier text



This card requires 1 Wits, 1 Power and 1 Fight to match and Destroy it.

Once a card has been played and any tokens placed and text resolved, the card is discarded to the player's Discard Pile (note that Advantage cards are instead Destroyed).

### EXAMPLE OF PLAYING A CARD TO A LOCATION TO PLACE A BATTLE TOKEN

- Number 5 is in a Location with a Hazard that already has a Fight Battle Token placed on it.



- Number 5's player plays a Skill card that puts another Fight Battle Token onto the Hazard. The Skill card is then discarded.



- The requirements (2 Fight) for the Hazard have been matched, and so the Hazard is Destroyed and the tokens returned to the supply.



**Action: Play a card from your hand for its effect**

Action the card text of a card in your hand by playing it, unless it has the **Modifier** keyword before it. Once the text is resolved, the card is discarded.

**Action: Discard a card**

You may discard a Skill card for no effect. Note that you cannot discard a Feud or Wound card using this Action.

**Action: Pick up Advantage cards**

If there is no Hazard in your Hero model's Location, you may pick up any Advantage cards in the Location and add them to your hand.

**Action: Use board ability**

Some Locations on the game board have an ability that players can use. For example, the Hospital allows a player to Discard Wound cards. If there are no Hazards or Advantages at your Hero model's Location, you may use the ability printed on the game board there.

**Action: Pass**

If you choose to **Pass** you cannot make any other Actions for the rest of the Phase. You can Pass at any time when it is your turn to play, and must do so if you cannot do anything else. Once all players have Passed, the game proceeds to the **Draw Phase**.





**DISCARDING ADVANTAGE CARDS**

Most cards are discarded to your Discard Pile when played, but an important exception to this is Advantage cards.

Advantage cards are discarded back into the game box and are not used again in the current game.

**SPECIFIC RULES TRUMP GENERAL RULES**

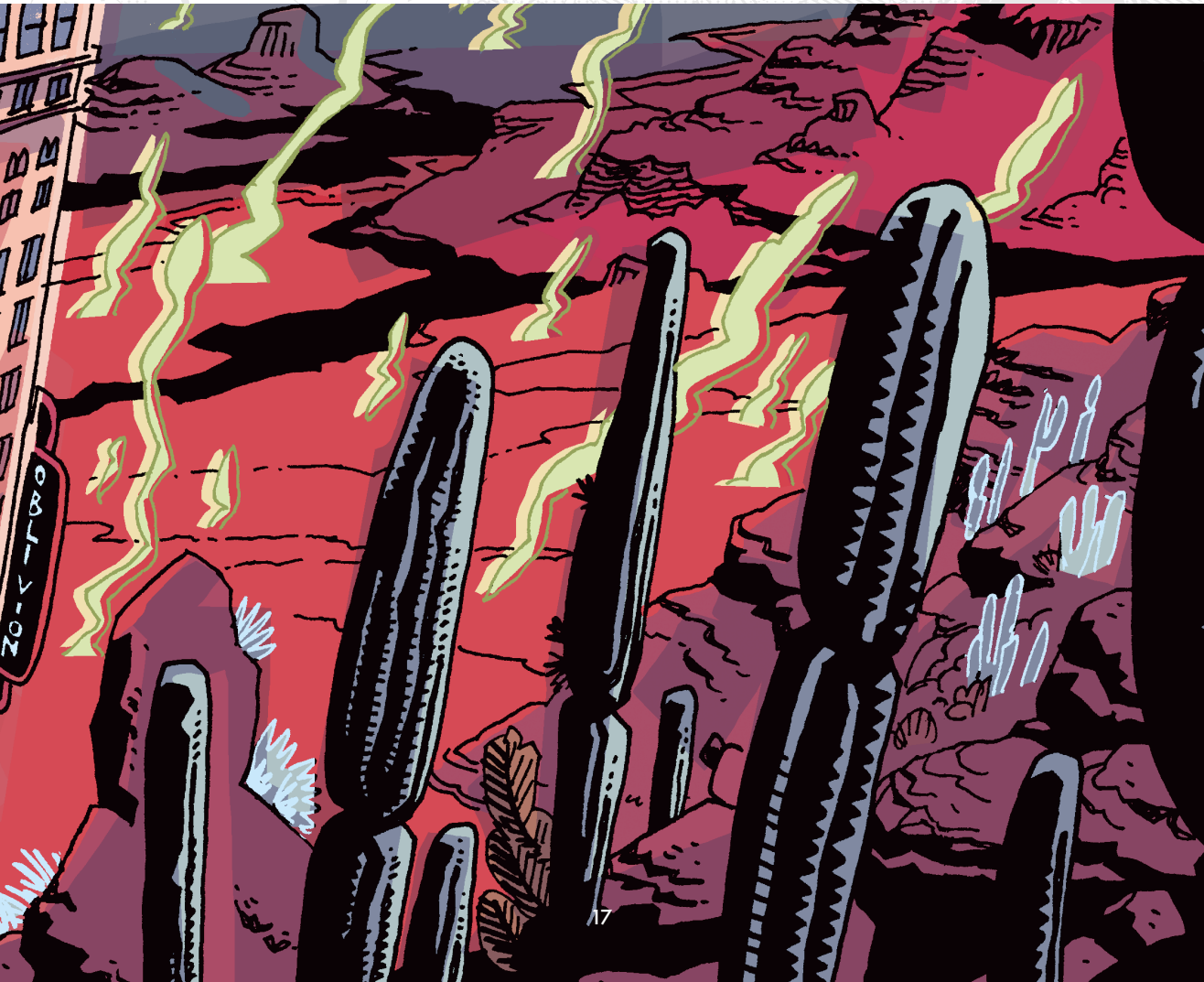
Any text on a card overrules any conflicting text in this rulebook.

If two or more cards have conflicting rules, the current player may choose which card text to follow.

**TIMING AND CHOICE**

If the text on two cards would resolve at the same time, the player with the First Player Token chooses the order in which they resolve. Similarly, if a card could be resolved with two or more targets, the player with the First Player Token decides the resolution order.

*For example: If an effect references the Location with the most Heroes, but there is a tie, the player with the First Player Token would choose which Location to resolve the effect at.*





## 2. DRAW PHASE

Each player draws cards from their Hero Deck until they have cards in their hand equal to the player hand size as shown on page 8. Note that Advantage cards do **not** count toward a player's hand size.

**!** *If a player has a Wound card in their hand and does not draw any cards during the Draw Phase the Heroes are defeated and the game is lost!*

Once each player has drawn their cards, play continues to the **Effect Phase**.



## 3. EFFECT PHASE

Starting with the Moon (Location 1) and working in Location order, resolve the **Effect** text on all cards in each Location.

Hazards have many different effects, but there are some common ones: **Devastating** Locations, and causing Heroes to gain **Wounds**.

### DEVASTATED

When a location is **Devastated**, all cards are removed from that Location and a Devastated card is placed there instead. A **Devastated card** is a Hazard that cannot be removed from the Location - it stays there for the rest of the game.

### GAINING WOUNDS

When a Hero gains a Wound they take a **Wound** card from the **Wound Deck** and place it face up onto their Discard Pile. Whenever Wounds are Destroyed they are returned to the Wound Deck (not the box).

**!** *If there are no Wounds left in the Wound Deck when a Hero gains a Wound, they die and the Heroes lose the game!*

### CHECK FOR DEFEAT

Once cards at the last Location have been resolved, check for **Defeat**. If there are six or more Hazards on the board (including Devastated cards), the Heroes have been Defeated and they lose the game!

If the Heroes are not Defeated, play now continues to the **Crisis Phase**.

## 4. CRISIS PHASE

Starting with the Moon (Location 1) and working in Location order, draw cards from the Main Deck and place one face up in each Location without a Hazard. More than one card can be in a Location, but never more than one Hazard.

**!** *If there are no cards left in the Main Deck at any time, the Heroes have run out of time and they lose the game!*

Now clear away all Battle Tokens from Villains and Hazards that remain on the game board and return them to the supply.

Once this has been completed, pass the First Player Token clockwise around the table to the next player, a new Turn begins with the Play Phase.





# GLOSSARY

## **ADVANTAGE CARDS**

These are one-use cards which give powerful bonuses to Heroes. If an Advantage card would ever be discarded, Destroy it instead.

## **ALLY CARDS**

Ally cards have special rules depending on the Allies in play on the board. Each Ally card corresponds to an Ally model or token. Ally cards form the Ally Deck.

## **BATTLE TOKENS**

Wits, Power, and Fight tokens are placed onto Hazards and Villains in order to Destroy them. Whenever you place a Battle Token on a Hazard or a Villain by playing a Skill or Advantage card, that token stays there until the end of the Turn, or until the Villain or Hazard is destroyed. At the end of the Crisis Phase, tokens at Locations that didn't help Destroy a Hazard or Villain are returned to the supply.

## **DEFEAT / LOSING**

Players can be Defeated and lose the game in a number of ways:

- A hero can die, either by gaining a Wound when none remain in the Wound Deck or by not being able to draw cards during the Draw Phase while they have a Wound card in their hand.
- A card must be drawn from the Main Deck but it has run out of cards
- Six (or more) Locations have Hazard cards in them at the end of the Effect Phase.

## **DESTROYED CARDS**

Destroyed cards are placed back in the box; they will not be used again this game.

## **DRAWING AND DISCARDING**

Draw cards from your Hero Deck to add to your hand. If you need to draw, reveal, or otherwise interact with your deck but it is empty, shuffle your Discard Pile to form a new Hero Deck. Cards are drawn one at a time. Discard cards face up onto your Discard Pile. You may look through your Discard Pile at any time.

## **DEVASTATED**

When a location is Devastated, all cards are removed from that Location and a Devastated card is placed there instead. Devastated cards are Hazards and cannot be removed.

## **FEUDS**

When a Hero gains a Feud they take a Feud card from the Feud Deck and place it face up onto their Discard Pile.

## **FREE VILLAIN**

Free Villains are any Villains (models or tokens) over the total of Heroes and Allies in a Location. If there is a choice, players may choose which Villains are Free.

## **HAND**

Players can have more cards in their hand than their hand size, but will not draw cards during the Draw Phase if they do. Advantage cards do not count towards a player's hand size.

**HAZARDS**

Hazards are a challenge that Heroes will have to overcome by placing enough of the right type of Battle Tokens on them to match or beat the requirement on the Hazard card. When a Hazard has enough Battle Tokens on it to meet the requirement, it can be immediately Destroyed by the current player, even if it is in a different Location to their Hero. The Battle Tokens are returned to the supply.

**LOCATION**

There are ten Locations on the game board. A Location may contain any number of Advantage cards, Heroes, Allies, and Villains, but may only ever contain one Hazard.

**MOVE**

- From any Location to the Mansion Location
- From the Mansion Location to any other Location
- From any Location to any Connected Location.

Each Free Villain will follow any Heroes moving from their Location.

**PARTNER TOKEN**

This token is used to denote the partner of a player with the Partner Feud card.

**RANDOM LOCATION**

The die used in Umbrella academy has 10 sides, each corresponding to a Location on the game board. Roll the die when you are required to pick a random Location.

**SAVE THE WORLD**

This is a special card that is shuffled into the middle of the deck during game set up. When this card is revealed during the Effect Phase, flip the Super Villain card to its Finale side and then discard this card to the box.

**SUPER VILLAIN CARD**

The Super Villain card has special rules that are in play depending on the Super Villain mission you are using. When the Finale is activated during the Effect Phase, the Super Villain card is flipped, and the rules change.

**VILLAINS**

Villain cards have special rules depending on the Villains you are facing. Each Villain card corresponds to one or more Villain models or tokens in play. Villain cards do not go into the Main Deck and are used for reference while in play.

**WINNING**

Winning the game requires completing the objective on the Finale side of the Super Villain Mission card being used.

**WOUNDS**

When a hero gains a Wound they take a Wound from the Wound Deck and place it face up onto their Discard Pile. Whenever Wounds are Destroyed they are returned to the Wound Deck rather than the box. If there are no Wounds left in the Wound Deck when a Hero gains a Wound, the Hero dies and the players lose the game!



# SUPER VILLAIN MISSIONS

## Hazel & Cha Cha


### SET UP:

Place the two models or tokens representing the Hazel and Cha Cha Villains into two random Locations (using the 10-sided die).

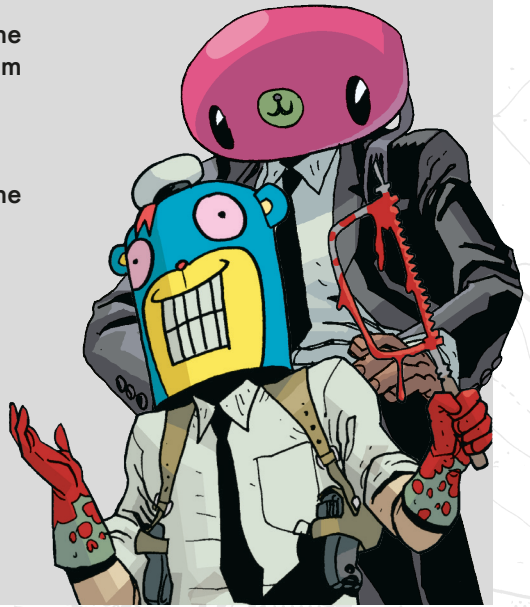
### VILLAIN CARDS:

Place the cards for Hazel and Cha Cha by the game board, both with the 1 side face up.

### HAZARD CARDS:

Use the following 10 cards with the  icon

- 2X COME LOOK AT THIS HAZEL
- 1X COME LOOK AT THIS CHA-CHA
- 2X FIND THEM HAZEL!
- 2X RED LIQUORICE AND ARMAGEDDON
- 1X SUGAR RUSH
- 1X THE TARGET
- 1X STOP PLAYING AND FINISH THEM



## White Violin


### SET UP:

Place the model or token representing the Vanya Hargreeves Villain into a random Location.

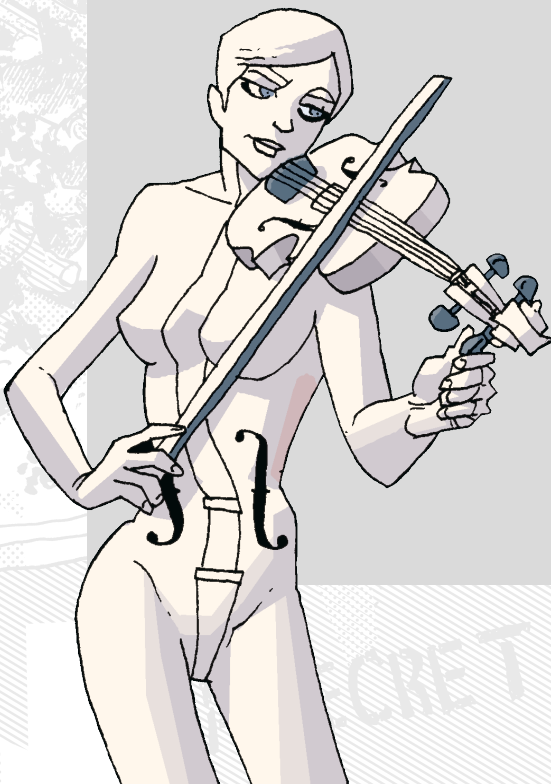
### VILLAIN CARDS:

Place the cards for Vanya Hargreeves by the game board, with the 1 side face up.

### HAZARD CARDS:

Use the following 10 cards with the  icon

- 2X JEALOUSY
- 2X RAGE
- 2X REGRET
- 2X LONELINESS
- 2X CONFUSION



## Orchestra Verdamnten


### SET UP:

Place one model or token representing an Orchestra Member Villain into a random Location (using the 10-sided die), for each Hero being used.

### VILLAIN CARDS:

Place the cards for Orchestra Member and Orchestra Conductor by the game board, face up.

### HAZARD CARDS:

Use the following 10 cards with the  icon

2X HARMONY  
2X ENSEMBLE  
2X CRESCENDO  
2X CONCERTO  
2X CADENZA



## SOLO PLAY

To play the game as a solo experience, make the following changes to the game:

- During set up, choose three characters rather than one, shuffling all three decks of Skill cards together to make a 30 card Hero Deck. No Feud cards are added to the deck.
- During the Draw Phase of each Turn draw ten cards.
- Skill cards can only be used to affect their corresponding Hero character, so if you were to play Rumor's White Lie, it could only affect Hazards in her model's Location.
- Advantage cards may be used by any Hero, no matter who picked them up. Though you are one player, each model represents a different Hero, so if more than one Hero would be affected by a Hazard effect, you will suffer the effect multiple times.
- Though you are one player, each model represents a different Hero, so if more than one Hero would be affected by a Hazard effect, you will suffer the effect multiple times.



THE  
**UMBRELLA**  
**ACADEMY™**

THE BOARD GAME

UT MALUM PLUVIA



mantic