OBJECT: One player controls the Avengers and the other player controls Hydra. Each player must defeat a randomly selected target character on the opposing team to win. Keep the character you are targeting a secret until the end of the game!

INSTRUCTIONS

SET UP

1. Determine who will control the Avengers and who will control Hydra. Take the Target Tokens, Character Cards, Character Movers, and matching colored base tiles that belong to your team.

2. Place your Target Tokens face down and mix them up. Randomly draw one of your opponent’s Target Tokens and keep it secret until the end of the game. If you capture this character, you win. Set the remaining Target Tokens out of the game and do not look at them.

3. Insert your Character Movers into the matching colored base tiles (note that the team symbol faces the arrow side of the base).

4. Arrange your teams on opposite edges of the Battle Platform so you can see your characters but your opponent cannot. You choose how to position your characters (over multiple games you may develop your own strategy for positioning your team). Fill in the remainder of the Battle Platform with the 23 spacer tiles. The Avengers player chooses where to locate the one empty space within the Battle Platform.

5. Place your Character Cards with their Special Powers face-up in front of you. HINT: Lay your cards in a different order than your Character Movers, to keep their locations secret!

6. The Hydra player goes first.

ON YOUR TURN

1. ROLL THE DIE

2. MOVEMENT Maneuver your characters around the Battle Platform by sliding tiles.
   - You may make any number of slides UP TO the number you rolled, or you may choose not to slide at all.
   - Start each slide by touching any ONE tile EXCEPT one of your opponent’s Character Movers (the other player’s Character Movers may move only if they are pushed by adjacent tiles).
   - You may slide tiles in any direction – sideways, forward, or backward – and each slide must move only one way.
   - When you slide multiple adjacent tiles together, it counts as one slide.
   - Once you remove your finger from a completed slide, it counts.

3. BATTLE After finishing your slides, if the FRONT or SIDE of any of your Character Movers is adjacent to the FRONT or SIDE of any of your opponent’s Character Movers, you may battle. However, you are not required to battle. If you choose to battle, see the HOW TO BATTLE section on the other side. If you do not battle, your turn is over.

Now it’s the other player’s turn.
HOW TO BATTLE

1 Declare Your Attack – The attacking player announces which Character Mover is attacking, and which of his opponent’s Character Movers is defending. Only one Character Mover from each team – one attacker and one defender – may be involved in each battle.

2 Reveal Battling Characters – Each player reveals their battling character by turning those Character Movers to show the other player, then placing them back on the Battle Platform where they were.

3 Match Up Your Character Cards – Place the Character Cards for those characters next to each other on the table, matching the way they’re positioned on the Battle Platform. The edges of the cards that are touching determine the battle bonus for each character in the battle.

4 Roll and Add Battle Bonus – Starting with the attacking player, each player rolls the die. Add the number you roll to your character’s active battle bonus. The defender then does the same.

5 Compare Battle Totals – The player with the higher total wins the battle and defeats the opponent’s Character Mover. If the battle is a tie, you must IMMEDIATELY battle with these characters again. If either player rolls on the die during a battle, that player automatically wins the battle, unless both players roll , then the battle is a tie.

6 Remove Defeated Character – Detach the defeated Character Mover from its base tile and set it out of the game, along with the matching Character Card. Leave the remaining base tile where it was on the Battle Platform. If the character you defeated matches the secret Target Token you drew at the beginning of the game, the game is over and you win (see Ending the Game section below).

7 Return Winning Character Card – The player who won the battle returns the victorious Character Card to their set of Character Cards.

8 Losing Player May Recharge Special Power – The player who lost the battle may immediately recharge any ONE of their spent Special Powers by flipping the Character Card over so the Character Card is face-down. You cannot use that Special Power again until that character’s Special Power is recharged and face-up.

9 New Battle or End Turn – You may attack with another character. Otherwise, your turn is over. You may not attack with the same character more than once during a turn.

SPECIAL POWERS

Each character has a Special Power described on the character’s Character Card. At any time during your turn, and at any time during your opponent’s turn, you may use ONE of your Special Powers if it’s face-up. You do not have to slide, or battle with, a character to use the character’s Special Power. Some character’s Special Powers may be used to help other characters during a battle.

Follow the directions on the card. After using a Special Power, flip that Character Card over so the Special Power is face-down. You cannot use that Special Power again until that character’s Special Power is recharged and flipped face-up.

When you lose a battle you may recharge any ONE of your Special Powers. Just flip that Character Card so the Special Power side is face-up.

ENDING THE GAME

If you defeat the Character Mover on your opponent’s team that matches the secret Target Token you drew at the beginning of the game, you win!