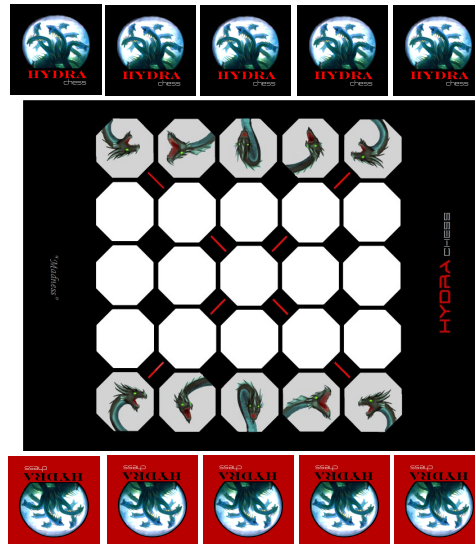


If you've played HYDRA chess and found it unnerving, the following version will ease your mind:

## HYDRA FUTURE – Rules

### SETUP

HYDRA *Future* works best on the 5x5 board. The setup is the same as for HYDRA, except that each player draws an additional five cards from the top of his deck, and lays them face down, in a line *just behind the five pieces on his back row*:



These five face-down cards are called “future” cards. As soon as there is one future card lying face-down behind each starting piece the game may begin. As in HYDRA chess, all card piles must remain in full sight of both players for the entire game.

### START

The game begins just like in HYDRA (see page 1).

HYDRA-castling rules apply.

During the game each player can look at his own five “future” cards so he knows exactly which piece will next occupy each of his Hydra octagons when his present pieces move off. This offers limited foresight to make strategic decisions.

Every time a player moves a piece off his Hydra row, he flips the card lying directly behind that piece, so both players can see it, places it on his face-up pile, and moves the corresponding piece from his reserve pool onto the vacant octagon. Another “future” card is then drawn and placed (face down) behind the new chess piece. A “future” card will be placed behind each new back row piece until a player's deck is exhausted, or until a king is captured.

Note: Once a “future” card has been laid behind a specific piece, it cannot be moved to any other piece.

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**Why 2 boards?** The 5x5 is preferred by most players. It's balanced, fun and deadly.

The 6x5 adds offensive positions *at the expense of the kings*. Play becomes more violent and requires more concentration. Games are generally shorter and more ruthless. We could have named it “*bloodbath*” but that sounded too gory.