

The Realm Eternal stands as a bastion of justice throughout the cosmos. Only Loki, the God of Mischief, dares threaten Asgard's peace with his obsession for usurping the throne. Loki's minions, all traitors and henchmen mired in his tricks and illusions, work both secretly and openly to execute his master plan. It's up to Thor, Valkyrie, Korg, and Beta Ray Bill to untangle the web of intrigue and bring Loki to justice. Trouble is, even knowing Loki's ultimate goal, one can never be certain what traps the Trickster God has laid for the Heroes pledged to thwart his claim to rule.

Fortunately, the trio are not without their allies, Asgard being home to many of the universe's most powerful individuals. But, can they all be trusted? Loki's insidious illusions play upon hearts and minds, needs and desires, and no one, not even the Mighty Thor himself can wholly guard against his influence. Why, even one of the renowned trio might be unwittingly in Loki's employ!

It's a race against time and hidden fears as this Tale of Asgard unfolds.

WELCOME TO ASGARD!

This expansion adds four new legendary Heroes, a mischievous Villain, new Locations, and the new TraitorChallenge. These can either be used in isolation to create a pure Asgardian experience, or mixed with other Heroes, Villains, Locations, and Challenges from the core box and other expansions to create infinite different play experiences.

COMPONENTS



THOR

VALKYRIE

KORG

BETA
RAY BILL

LOKI



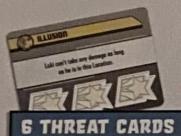
48 HERO CARDS
(12 FOR EACH HERO)



4 ALLEGIANCE
CARDS



12 MASTER PLAN CARDS



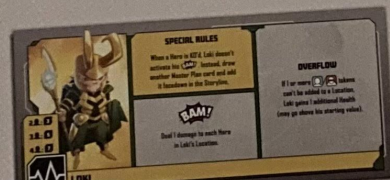
6 THREAT CARDS



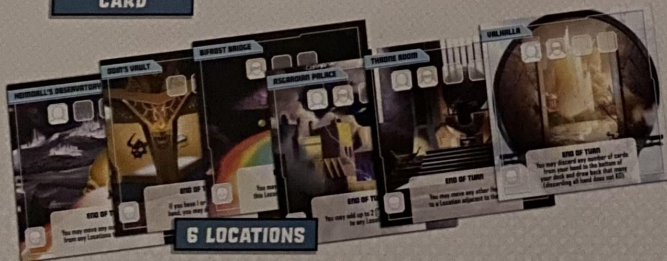
4 MISTRUST
TOKENS



1 CHALLENGE
CARD



1 VILLAIN DASHBOARD



6 LOCATIONS

MADE IN CHINA

MARVEL

AGE
14+

1-4
PLAYERS

SPIN
MASTER
GAMES

CMON

MARVEL
© MARVEL

UNITED

ALONE

Some cards may refer to a Hero being alone or not. A Hero is alone if there are no other Heroes in the same Location as them. A Hero sharing a Location with the Villain is still considered to be alone.

TRAITOR CHALLENGE

The Traitor Challenge can only be used in games with 3 or 4 players.

This Challenge secretly assigns 1 player the role of Traitor, subtly working against the Heroes' objectives. Loyal Heroes must earn each other's trust, and seek to identify the Traitor, before they are revealed and openly join the Villain's side.

During setup, give each player 1 random facedown Allegiance card (remove 1 Loyal card if playing with only 3 players), 1 Mistrust token, and 1 token (to use normally).

Players secretly look at their Allegiance cards. Whoever gets the Traitor card is the Traitor, secretly working with the Villain against the Heroes. They win only if the other Heroes lose.

During the game, when taking their turn, a player can choose to play their Hero card facedown in the storyline in order to discard their Mistrust token. Hero cards played facedown have no effect, but the Hero can still benefit from the symbols on the previous Hero card on the Storyline.

As soon as 2 Missions have been completed, everyone simultaneously points their finger at the player they think is the Traitor. Then, reveal their Allegiance cards. Each Loyal player that correctly guessed who the Traitor is gains a token. Any Loyal Heroes who still have their Mistrust token immediately take damage until KO'd (unless they are currently Invulnerable).

The Traitor player now removes their Hero deck and game piece from play. From now on, they will play as the Villain. Each time the Villain should play a Master Plan card, the Traitor looks at the top 2 Master Plan cards instead, then plays 1 of them on the Storyline and puts the other at the bottom of the deck. If there is only 1 Master Plan card left, the Traitor plays it directly.

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