

The Big Apple sleeps, unprepared for the days of insanity to come as the Green Goblin plots to sow chaos in the streets across the Five Boroughs. His is a growing terror, bringing panic to the people and rendering ordinary law enforcement helpless while his henchmen kidnap, extort, and pillage their way across the city. Meanwhile, the Goblin himself gathers the resources to perfect his secret formula and enhance his powers to unimaginable heights!

But all is not lost. The Spider-Verse has been thrown wide open as Spider-Man, Ghost-Spider, Miles Morales, and Spider-Ham combine forces across the dimensions to face the green terror head-on! Only their daring and skill can stand between the Goblin and total control of New York. They'll have to guard their secret identities with care, as intrepid reporters take to the streets in droves to report on their heroics during this massive crime wave.

It's a tight web to walk with the fate of the city on the line. But if anyone is up to the task, it's the Amazing Spider-Heroes!

WELCOME TO THE SPIDER-VERSEN

This expansion adds four new web-slinging Heroes, a mad Villain, new Locations, and the new Secret Identity Challenge. These can either be used in isolation to create a legitimate New Yorker experience, or mixed with other Heroes, Villains, Locations, and Challenges from the core box and other expansions to create infinite different play experiences.

COMPONENTS











GHOST-SPIDER

MORALES







(12 FOR EACH HERO)





12 MASTER PLAN CARDS









1 VILLAIN DASHBOARD

















SPECIAL SETUP

Note that Green Goblin has Special Setup instructions displayed on the back of his Villain Dashboard.

SECRET IDENTITY CHAULENGE

The Secret Identity Challenge can be added to any game, not just when exploring the Spider-Verse. This Challenge places Journalist tokens in some Locations. always watching the Heroes' actions. You can spend actions to move them out of the way, but if you keep engaging in heroics or fights when they're around, you'll eventually be exposed, which will severely hinder you for a while.

During setup, place a Journalist token on each Location adjacent to the Heroes' starting Location and another Journalist token on the Villain's starting Location.

When a Hero in a Location with a Journalist token performs any actions other than A, including using their Hero Special Effect, that Hero gets 1 Exposure token (Locations' End of Turn effects don't count). A Hero can only get a maximum of 1 Exposure token per turn.

During their turn, a Hero can use 🔯 actions to move any Journalist token to an adjacent Location (the Hero doesn't need to be in the same Location as the Journalist token). Keep in mind that moving a Journalist from your Location will get you an Exposure token.

As soon as a Hero accumulates 3 Exposure tokens, that Hero's Secret Identity becomes public. Having their Secret Identity exposed has two effects on a Hero:

- 1. That Hero immediately takes 1 damage.
- 2. On their next turn, that Hero must play their Hero card facedown on the Storyline. The card has no effect, but they can still benefit from the symbols in the previous Hero card on the Storyline.

Once a Hero's Secret Identity is exposed, they no longer gain Exposure tokens.

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