

Setup

Goal of the Game

Playing the role of a God, you must, with the other players, stop the advancing Evil Forces in Asgard.

Player Turn

1. Take an Enemy Card - Move the Enemy that was drawn and apply the Enemy's effect.
2. Perform actions - Perform 3 *different* actions from the available 9.

End of the Game

The players lose if *at the end of a God's turn* one of the following occurs:

- There are 5 or more Enemies beyond the wall of Asgard.
- There are 3 or more Enemies beyond the door of Valhalla.
- There is 1 enemy in Odin's Residence.

The Gods win if they run out of Enemy cards and none of the above have taken place.