

ASGARD



4-8



10-20



12+



Soon on
gamefound



TYPES OF CARDS

This module's cards are divided in two factions:
LOKI ASPECTS and DEITY ASPECTS.

The cards that make up each faction are listed below.

LOKI ASPECTS



1x



1x



1x



1x



1x



1x



1x



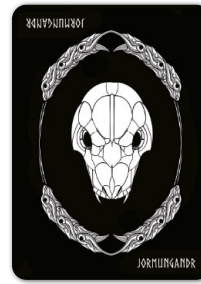
1x



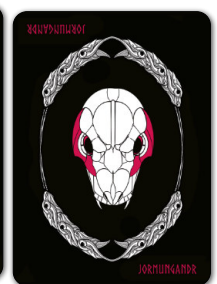
1x



1x



1x



1x



1x



1x



1x



1x

DEITY ASPECTS



1x



1x



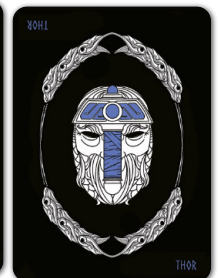
1x



1x



1x



1x



1x



1x



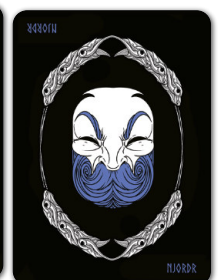
1x



1x



1x



1x



1x



1x



1x



1x

GAME SETUP

Asgard cards represent both deities and aspects of Loki. Each of them has a coloured version (RED for the Loki Aspects, BLUE for the Deities) and a monochrome version.

To set up the deck in play, a number of cards equal to the number of players has to be randomly selected. It is fundamental that both the Loki and Fenrir cards are ALWAYS PRESENT in this deck.

Once the deck is built, players will have to build a second deck. The second deck will contain the same cards that are in the first deck, but in monochrome version.

In case of an even number of players, the number of Deity and Loki Aspects cards must be equal. For example, in a game with 4 players the deck will be made of the Loki and Fenrir cards, plus two random Deities.

In case of an odd number of players, the number of Deities in play will have to be higher than the number of Loki Aspects. For example, in a game with 5 players, the deck will be made of the Loki and Fenrir cards, plus three random Deity cards.

Every monochrome card is to be displayed on the playing surface, facing up, so that all players can see them. The colored cards are instead to be shuffled and distributed to players, facing down.

Each player can only have one colored card and they must keep their card's identity a secret.

Select a player at random to begin the first turn.

QUESTION PHASE

Each player, in a clockwise sequence starting from the first player, will ask a question to any player at the table. The target player must answer the question, keeping in mind the following rules:

- The answer **MUST** make a reference to their own card's quirks, as indicated in the reference table on page 3.
- These references can be made in any moment of the interaction, even before or after answering the question itself.

Players must make a reference to their Deity, but at the same time, their answer should not give away their card's identity.

Relating but vague answers, or answers that reference multiple Deities (including the player in question's own Deity) are considered valid.

Make sure to use all of your creativity to honor your Deity without giving away who you actually are right away!

Any player can receive any number of questions during the same turn, asked by different players.

Once each player has asked a question, the game moves to the next phase.

DISCOVERY PHASE

At this point, the monochrome cards are to be shuffled and distributed to the players. Again, only one monochrome card can be assigned to each player, and must be kept a secret.

Each player then looks at the card they have just received.

They may decide to either place it back on the playing surface, or to assign it to another player. Both actions must be done with the card facing down.

A player may be assigned with more than one card in this phase.

When every player has chosen their action, the monochrome cards are turned face up. Each player whose Divinity or Loki Aspect card matches with one of the monochrome cards they have received is eliminated from play.

Once the eliminated monochrome cards are removed from the second deck, place the remaining monochrome cards back on the surface.

A new turn then starts over from the Question phase.

VICTORY CONDITIONS

If at the start of the turn there are either one or no Deity cards remaining in play, Loki wins.

Otherwise, if there are only Deity cards remaining in play, the Deities win instead.

LOKI ASPECTS

Loki	Must lie at least once in every answer they give.
Fenrir	Must make a reference to either violence, blood, or the Color Red.
Hag	Must make a reference to either age or the color Gray.
Hela	Must make a reference to either death, sadness or the color Black.
Fly	Must make a reference to either something small, discomfort or emphasize the letter Z while speaking.
Horse	Must make a reference to either manual labor, fatigue, or the color Brown.
Sigyn	Must say something that is hard to believe, but not necessarily false. Must make a reference to either hunger, something big or the color Green
Jörmungandr	Must make a reference to either hunger, something big or the color Green.

ASGARD DEITIES

Freyja	Must make a reference to either love, passion or the color Red.
Heimdall	Must make a reference to something they can see while answering the question.
Thor	Must make a reference to either War, Alcohol or the color Black.
Tyr	Must make a reference to either sacrifice, balance or the color Brown.
Balder	Must make a reference to either affection or invulnerability.
Skadi	Must make a reference to either nature, cold or the color Green.
Njord	Must make a reference to either the sea, salt or the color Blue.
Freyr	Must make a reference to either food, sex or pigs.

GAMES OF POWER

EXPANSION PACK



4-8



10-20



12+

STBI • FNDR < XPNTIS
> NUIS JCYSTBI • FNDR
STBI • FNDR < XPNTIS
> NUIS JCYSTBI • FNDR
STBI • FNDR < XPNTIS
> NUIS JCYSTBI • FNDR
STBI • FNDR < XPNTIS
> NUIS JCYSTBI • FNDR
STBI • FNDR < XPNTIS
> NUIS JCYSTBI • FNDR

LOKI ASPECTS



1x



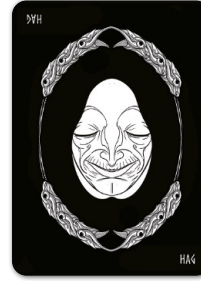
1x



1x



1x



1x



1x



1x



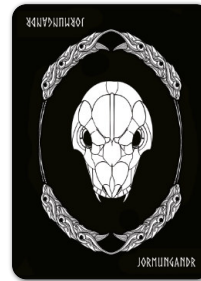
1x



1x



1x



1x



1x



1x



1x



1x



1x

ASGARD DEITIES



1x



1x



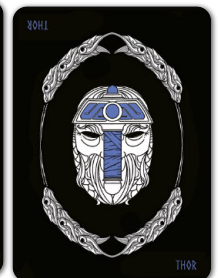
1x



1x



1x



1x



1x



1x



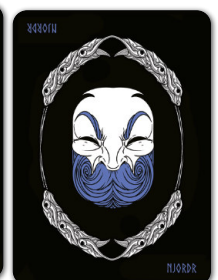
1x



1x



1x



1x



1x



1x

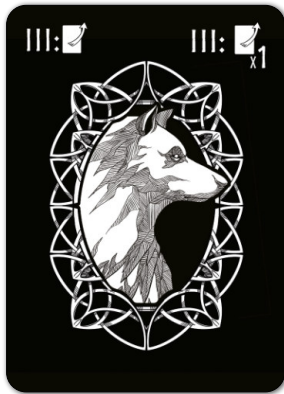


1x

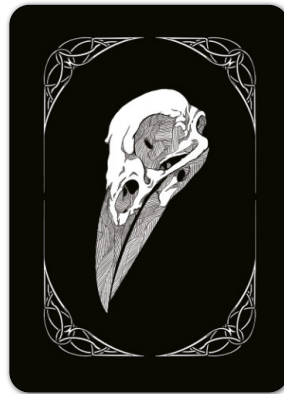


1x

PLOT CARDS



8x



10x



10x

GAME SETUP

Set the game as if to play the Asgard Module like normal.

In addition, shuffle the Wolf, Omen and Skull cards, from now on called 'Plot Cards' and distribute them to the players randomly. The number of distributed cards goes from 1 to 3, based on the players' choice and the complexity they want to add to the game.

Each player places these cards face up in front of them, and every remaining card should be put back in the box.

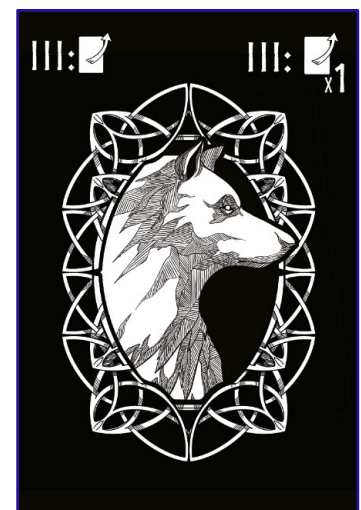
RULES

Each Plot Card has a special power and can be used in a specific moment. Once used, the Plot Card has to be put back in the box as well.

Use before answering a question.

The player may refuse to talk, and so to avoid answering the question. If the player speaks for any reason again before the turn is over, the effect will expire, and they will have to answer the questions regardless of the Wolf card being played. They will have to discard the Plot Card at the end of the turn in any case.

WOLF



OMEN

Use before the end of your action.

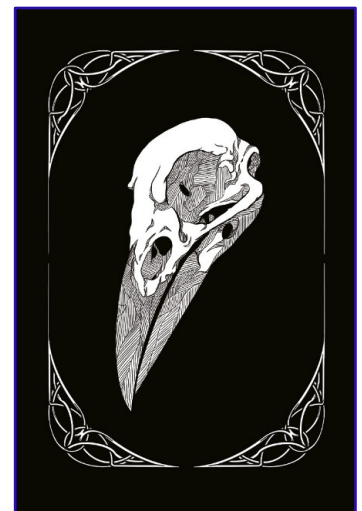
The player may ask an additional question to the same target they have just asked a question to. This additional question may be asked immediately after the first question is spoken, or after the target has answered the first question.



SKULL

Use during the final part of the turn, during the monochrome card distribution.

A player may use this card only during this phase to ignore a single monochrome card that was assigned to them in the Discovery phase. Said monochrome card must be placed back down on the surface face down. This can allow the player to avoid being eliminated from play in that turn.



PARTY GAME!

When a player is eliminated from play, whoever assigned the correct monochrome card to them (and thus eliminated them from play), must dare them to do something that references their own Deity or Aspect card, as per the page 3 table. In case a player has received more than one card, they have to ask who it was to assign the correct one in order to proceed.

Example A

A player with the Hag Deity Card eliminates another player by assigning the correct monochrome card to them. The player then decides that the now eliminated opponent will have to slouch for the remainder of the game (like an old woman would, but this detail should not be revealed in order to not give away their own identity!).

Example B

A player with the Loki Aspect Card has eliminated another player. They decide that their opponent has to call their mother to tell her they will start a new diet on the following day. (They are making their opponent lie, but at the same time their diet is a reference to sacrifice. The player is thus 'disguising' themselves as Tyr, another Deity in play in the current game).