they are forced onto one of the locations (Prison), removing that Location Card. For example: Hulk’s Thunderclap and Hawkeye’s Explosive Barrage.

**Examples:**
- Ant-Man’s Ant Swarm
- Spider-Man’s Web Slinger

All the damage caused by the Hero’s Power Cards is listed on the Hero Card. Additionally, all the damage dealt by the attacked Hero’s Power Cards is listed on the Location Card for that location, including The Kyln or Crystal Prison.

**Immunity:**
A Hero’s Immunity from Power Cards only lasts for one turn. After the turn, that Hero can be attacked and use powers like other Heroes. Their abilities and the damage dealt by their Power Cards can be negated.

**Disorientated:**
Any power that attacks a Hero in a different location than the acting Hero’s location, forces that Hero to move to that location. The Hulk Destroys a location and the two adjacent locations.

**Move:**
Moving only happens when an Escape ability can be used. Redwing cannot be damaged by any location except for primary power immunities.

**Negate:**
Any power that attacks a Hero that can be negated. Redwing starts on the same location that Redwing is on, nor can that Hero be attacked by the location that Redwing is on.

**Escape:**
Escape allows the Hero to destroy any location. When 3 PVP points are lost from an Attack, the Heroes at the rolling Hero’s location are moved to a different location, is immobile for the Heroes at the rolling Hero’s location. Captain Marvel is immune to the Redwing’s Raptor Strike power.

**PVP Point:**
These points are used to attack other Heroes, and the Heroes cannot escape until they are able to roll triples of any die results. Once triples are rolled, the Heroes are forced onto one of the locations.

**Select Location Card:**
Players can choose a Location Card to select their location. Heroes in The Ghost Orchid can use their Location Cards. The location_ghostorchid is replaced by the location_kyln if the Crystal Prison or Collector’s Cosmic Warehouse are rolled. Heroes can move to the location of their choice when their turn starts and they have an Escape ability. Otherwise, the Players can move to the location of their choice when the location is revealed and the location is the same location as the rolling Hero’s location until the start of the next turn. The Kyln is the same location as the rolling Hero’s location until the start of the next turn.

**Select Power Card:**
Players can choose a Power Card to select their Power Card. Each Hero’s Power Cards can only be activated once per turn. If there are other Heroes present, the escape ability can also be used. Heroes can attack, be attacked, and use powers like other Heroes. The ability can also be used. Heroes can attack, be attacked, and use powers like other Heroes. The ability can also be used. Heroes can attack, be attacked, and use powers like other Heroes. The ability can also be used.
the Crystal Prison. Play begins with the youngest player placing an empty Location Card. No Heroes may be placed in the locations until they are chosen by the player. The youngest player places first, followed by the other players in order around the table. Set the Hero’s PVP Point counter to 0. Character Card and Power Cards are placed face-up in front of the players. Set the Hero’s PVP Point counter to 0. The game ends when only one Hero remains standing or if a Hero manages to reach 21 PVP Points (is still in the game and has not lost). Note: The game ends immediately if one Hero manages to reach 21 PVP Points.

The Components

- 40 Location Cards
- 3 Power Cards
- 1 Character Card
- Custom Dice
- Hero cards
- Number Cards
- PVP Point Counter
- Symbol Cards
- Token

Goal of the Game
The game is a brawl of epic proportions. The Heroes are pitted against each other in a Universe known as the Collector has summoned Heroes to a place called the Crystal Prison. Using the mystical influence of ISO-8, the greedy Elder of the Mutants, Dormammu, has declared that the Collector’s new prison, the Crystal Prison, will be the site of a prison brawl. Heroes must navigate through the Crystal Prison to earn PVP Points, which are then used to activate Power Cards and other abilities. The acting player rolls the six custom dice and checks the dice results. The player may choose to activate Power Cards or may take the roll again by re-rolling the dice. The re-rolled dice must be used to activate Power Cards that featured in the initial results first. There are up to two rolls available. Only the re-rolled dice can be used to activate Power Cards, provided that at least one of the dice symbols is correct. The re-rolled dice must be used to activate Power Cards that featured in the initial results first. There are up to two rolls available. Only the re-rolled dice can be used to activate Power Cards, provided that at least one of the dice symbols is correct.

Gameplay Overview

- Turn Order: The acting player rolls the six custom dice and checks the dice results. The player may choose to activate Power Cards or may take the roll again by re-rolling the dice. The re-rolled dice must be used to activate Power Cards that featured in the initial results first. There are up to two rolls available. Only the re-rolled dice can be used to activate Power Cards, provided that at least one of the dice symbols is correct.

- Power Cards and other abilities
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