HUBWORLD AIDALON

Preview Quick Start

The Grid

Secretly expand your network by staging cards facedown into the **grid slots** of your 3x3 play area. Each **path** *(column)* of your grid leads to one of your districts.

Score Area

Agents you **secure** go here.

Exile

Your faceup discard pile for publicly discarded ("**exiled**") cards.

Archives

District

Your facedown discard pile for secretly discarded ("**archived**") cards.

Council

District

Your hand.

Commons

District

Your deck.

Token Pool

Your action (➔), shard (◆), & heat (🔥) tokens.

Setup

Each player does the following:

1. Place your seeker card in your seeker area.
2. From the neutral bank, move 3 action tokens (➔) and 5 shard tokens (◆) to your token pool.
3. Shuffle your deck and place it in your Commons area. This is your Commons.
4. Draw 5 cards into your hand. This is your Council.
5. You may mulligan by setting aside *(facedown)* cards you don't want from your Council, drawing back up to 5, and shuffling the set-aside cards into your Commons.
6. Decide who takes the first player token. Whoever has this token is known as "the first player."

Then proceed to the main phase *(see the next page)*.

Winning and Losing

You win if you secure 3 enemy agents in your score area *(each from a different player in games with 3+ players)* or if your rival tries to draw from their Commons while it is empty during the refresh phase.

Terminology on Cards

Adjacent: If the edges of two cards are touching *(vertically or horizontally)*, those cards are adjacent. Cards in positions diagonal to one another are not adjacent.

Cipher: To secure an agent with a Cipher ability, you must fulfill that Cipher's requirement. Cipher abilities are active in all game zones, including Archives.

District: Each player has 3 districts: Council *(hand)*, Commons *(deck)*, and Archives *(face-down discard)*.

Engaged: Confronting and discovering are the two types of engagement. When you confront or discover a card, you become the engaged player.

Path: The vertical column of grid slots leading to each of the three districts.

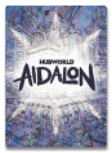
Rival: The other player *(or the player to your left in games with 3+ players)*.

Row: A horizontal row of grid slots: back *(closest to you)*, middle, and front *(farthest from you)*.

Shift: To shift a card, move it from its current grid slot to an adjacent *(non-diagonal)* grid slot. If there is already a card there, swap the two.

Unexhaust: The process of turning a card from an exhausted state to an unexhausted state.

Card States



Unforged

Forged

Unexhausted

Exhausted

Cards are staged in your grid unforged *(facedown)*. Later, you can forge the card by flipping it faceup and paying its shard cost *(see Instants on the next page)*.

Cards are staged in your grid unexhausted *(upright)*. Later, you may be able to exhaust the card by turning it sideways, showing it has been used for the round *(see the next page)*.

Symbols

- Shard
- Action
- Draw
- Instant
- Heat
- Reaction
- Barrier
- Confront
- Presence
- Discover

Card Types

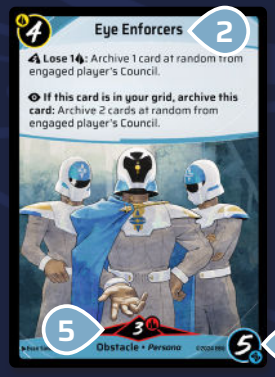
1. Shard Cost
2. Card Name
3. Ability Box
4. Collection Icons
5. Barrier Value
6. Card Type & Subtype
7. Presence Value
8. Limit Values *(for the Refresh Phase)*

Source

Economy and efficiency.

Obstacle

Defenses and traps.



Agent

Powerful but vulnerable.

Moment

Bursty one-time effects.

Seeker

Characters who guide playstyle.

*Sources, obstacles, and agents **can be staged** in your grid. To help you remember this, their art windows are below their ability boxes, unlike moments and seekers.*

*Single use cards that **cannot be staged** in your grid. Exiled after being played.*

Placed in your seeker area during setup.

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Round Structure

1. Main Phase

Starting with the first player and going clockwise, take turns performing 1 action from the list below *(spend ≫ in your pool to do so)*. Repeat until all players have no ≫ remaining.

- ≫ : **Gain** 1 ◭ from the bank into your pool.
- ≫ : **Draw** 1 card from your Commons into your Council.
- ≫ : **Stage** an agent, obstacle, or source from your Council into a slot of your grid unforged and unexhausted *(do not pay its shard cost at this time)*. If there is already a card in that grid slot, archive it if it's unforged or exile it if it's forged.
- ≫ : **Shift** a card in your grid to an adjacent *(non-diagonal)* grid slot. If there is already a card there, swap the two.
- ≫ : **Play** a moment with an ≫ ability *(pay its shard cost)*.
- ≫ : **Use** an ≫ ability on one of your forged cards.
- ≫ : **Delve.** *(See Delving below. Cannot delve first ≫ of the game.)*

2. Refresh Phase

Once all players have spent all of their ≫, each player simultaneously does the following:

1. Reset to ≫≫≫ in your pool *(your seeker's action limit)*.
2. Gain 1 ◭. If you have more than 10 ◭ in your pool *(your seeker's shard limit)*, remove shards from your pool until you match the limit.
3. Draw 1 card *(if you can't because your Commons is empty, you lose)*. If you have more than 5 cards in your Council *(your seeker's council limit)*, archive cards from your Council until you match the limit.
4. Unexhaust each of your exhausted cards. *(Don't forget your seeker!)*
5. Pass the first player token to the player on your left. They are now 'the first player.'
6. The round ends. Start a new one.

Instants

At multiple points of the main phase, opportunities called 'instant windows' becomes available where players can perform instants. As a rule of thumb, if an action or ability is not resolving, an instant window is open. The four types of instants are:

- ⧗ : **Forge** an unforged card in your grid by flipping it faceup and paying its shard cost.
- ⧗ : **Collect** with your seeker or with a forged agent/source in your grid by exhausting it, then gaining a shard (◭) or drawing a card (▣) for its corresponding collection icon.
- ⧗ : **Play** a moment with an ⧗ *(instant)* ability by paying its shard cost.
- ⧗ : **Use** an ⧗ ability on your seeker or on a forged card in your grid.

If multiple players want to perform instants at the same time, proceed as follows:

1. If the instant window is during a delve, start with the defending player *(the player whom the delve is targeting)*, otherwise start with the first player.
2. That player performs as many instants as they'd like *(including none)*. When they're done, the next player in clockwise order gets a turn to perform their instants.

This process continues indefinitely, with each player given a turn to perform as many instants as they'd like again and again. However, once all players consecutively pass their turn to perform instants, the instant window closes.

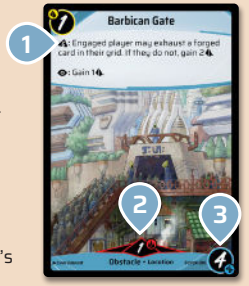
Reactions

Some cards have ⟳ *(reaction)* abilities that you can choose to use when the ability tells you. Just like instants, you can do as many ⟳ as you'd like. And if multiple players wish to use ⟳ at the same time, start with the first player outside of a delve or the defending player during a delve, then go clockwise.

Confronting Cards

During a delve, you might confront forged cards in the defending player's grid. When you do, first work your way down through the card's ⚔ *(confront)* abilities, then either break its ▟ *(barrier)* or end the delve. Finally, you may either break the card's ⟲ *(presence)* to secure/exile it or leave it be. The steps for confronting are:

1. Defender may trigger the card's ⚔ ability *(if any)*.
2. If the card has a ▟, you may pay ◭ equal to the value to break it. If you don't, immediately end the delve.
3. You may pay ◭ equal to the card's ⟲ to break it.
   - If you do, secure the card if it's an agent, or exile it if it's an obstacle or source.
   - If you don't, leave the card alone *(return it to its previous place & state)*.

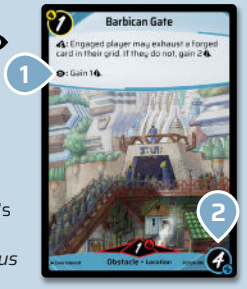


Discovering Cards

During a delve, you might discover cards either unforged in the defending player's grid or from inside one of their districts. When you do, first work your way down through the card's 👁 *(discover)* abilities, then either break the card's ⟲ to secure/exile it or return it to its previous place. In games with 3+ players, only you and the defending player look at the discovered card. The steps for discovering are:

1. Defender may trigger the card's 👁 ability *(if any)*.
2. You may pay ◭ equal to the card's ⟲ to break it.
   - If you do, secure the card if it's an agent, or exile it if it's an obstacle or source.
   - If you don't, leave the card alone *(return it to its previous place & state)*.

NOTE: When discovering a card in an Archives, you don't need to pay ◭ to secure it or exile it, but you do need to fulfill its Cipher keyword ability *(if any)*.



Securing Agents

Agents cannot go to the Exile. If you confront or discover an agent and break its ⟲, secure that agent to your score area *(instead of exiling it)*. Additionally, if one of your agents would be exiled for any reason other than having its ⟲ broken, add it to your rival's score area *(the player to your left)*.

Delving

You cannot delve as your first ≫ of the game *(for each player)*. Delving is the main way you'll interact with your opponents' cards and secure their agents. When you delve, choose a **path** *(column)* in an enemy's grid that leads to one of their districts—**Commons**, **Council**, or **Archives**. Then, **encounter** each grid slot along that path *(one at a time, starting with the front row)* by following these steps below:

Encountering a Grid Slot

1. Approach
Certain abilities may trigger *(e.g. "As you approach a grid slot…")*.

→ **2. Instant Window (⧗)**
(See Instants above.) The defender of the delve goes first in this instant window.

→ **3a. Forged, unexhausted card**
3b. Forged, exhausted card
(Choose to bypass or confront.)
3c. Empty grid slot
3d. Unforged card
(Choose to bypass or discover.)

→ **4a. Confront (⚔) the card**
(See above.)
4b. Bypass the card
(Ignore it.)
4c. Discover (👁) the card
(See above.)
What's in the slot (step 3) determines which choices you have for step 4.

→ **5. Complete the Encounter**
You may retreat & end the delve.
If you do not, continue.

*After you encounter each grid slot (**front**, **middle**, and **back**) along your chosen district path, breach the district at the end.*

Breaching a District

1. Approach
Certain abilities may trigger *(e.g. "As you approach a district…")*.

→ **2. Instant Window (⧗)**
(See Instants above.) The defender of the delve goes first in this instant window.

→ **3. Generate Heat (🔥)**
Once per breach, you may pay 1 ◭, plus an additional 1 ◭ for each 🔥 already in the defender's pool. If you do, the defender gains 1 🔥.

→ **4. Discover Cards (👁)**
Discover cards *(one at a time)* from the district **equal** to the defender's 🔥 *(random from Council or Archives; top of Commons)*.

→ **5. Complete the Breach**
You "complete the breach" *(even if you didn't generate 🔥 or discover cards)* and the delve ends. Certain abilities may trigger.

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