HUBWORLD AIDALON

Preview Quick Start

(Print and Play)

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 exile a card or 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

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)*.

Unexhausted

Exhausted

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. Cipher
9. 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' become 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.

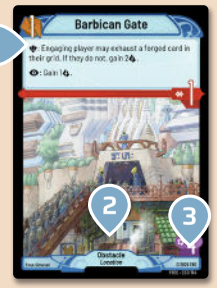
Reactions

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 resolve 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 it has a cipher ability, you must also fulfill that.
   - 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 it has a cipher ability, you must also fulfill that.
   - 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

4a. Confront () the card
(See above.)

3b. Forged, exhausted card
(Choose to bypass or confront.)

4b. Bypass the card
(Ignore it.)

3c. Empty grid slot

3d. Unforged card
(Choose to bypass or discover.)

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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Print & Play Deck

This print and play version of the demo deck for Hubworld: Aidalon is made with updated graphics closer to the final product. The following icons are different from the preview decks:

	New Icon	Old Icon
Presence		
Barrier		
Encounter		

Ciphers

Cipher is no longer a keyword. Instead, if a cipher appears on a card, it will be in this box at the bottom of the card:

Engaging player exhausts a card in their Archives path.

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0

• Rory & Bug

"We Fetch It, You Catch It!"

Exhaust this card and lose 2: Shift this card.

3

2

Agent
Renegade

Banner & Simonet

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2

• Kryzar the Rat

Navigator of the Cortex Maze

As you approach a district, exhaust this card: Stage 1 card *(you can stage agents, obstacles, and sources).*

3

3

Agent
Enforcer

Banner & Simonet

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1

Barbican Gate

: Engaging player may exhaust a forged card in their grid. If they do not, gain 2.

: Gain 1.

1

4

Obstacle
Location

Evan Simonet

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1

Barbican Gate

: Engaging player may exhaust a forged card in their grid. If they do not, gain 2.

: Gain 1.

1

4

Obstacle
Location

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4

Eye Enforcers

Lose 1: Archive 1 card at random from engaging player's Council.

If this card is in your grid, archive it: Archive 2 cards at random from engaging player's Council.

3

5

Obstacle
Persona

Evan Simonet

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4

Eye Enforcers

Lose 1: Archive 1 card at random from engaging player's Council.

If this card is in your grid, archive it: Archive 2 cards at random from engaging player's Council.

3

5

Obstacle
Persona

Evan Simonet

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1

Transit Station

While this card is in your front row: It gets +4.

While this card is in your middle row: It gets +2.

1

1

Obstacle
Location

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1

Transit Station

While this card is in your front row: It gets +4.

While this card is in your middle row: It gets +2.

1

1

Obstacle
Location

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1

Waterway Ferry

After this card is forged: Shift it.

2

3

Obstacle
Contraption

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1 **Waterway Ferry**

After this card is forged: Shift it.

2 3

Obstacle
Contraption

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3 **Canal Network**

: Shift an unforged card in engaging player's grid.

Exhaust your seeker: Shift a card in engaging player's grid *(forged or unforged)*.

2 5

Obstacle
Location

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3 **Canal Network**

: Shift an unforged card in engaging player's grid.

Exhaust your seeker: Shift a card in engaging player's grid *(forged or unforged)*.

2 5

Obstacle
Location

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3 **Capricious Informant**

Exhaust this card and look at the top 2 cards of your Commons: Add 1 of those to your Council and archive the other.

4 4

Source
Persona

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3 **Capricious Informant**

Exhaust this card and look at the top 2 cards of your Commons: Add 1 of those to your Council and archive the other.

4 4

Source
Persona

Brantseg & Simonet ©2025 EBG

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1 **Disagreeable Inspector**

As you confront a card, exhaust this card: That card gets –2 until the confrontation ends.

4 2

Source
Persona

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1 **Disagreeable Inspector**

As you confront a card, exhaust this card: That card gets –2 until the confrontation ends.

4 2

Source
Persona

Evan Simonet ©2025 EBG

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3 **Shardwinner**

While this card is in your Council path: It gets + collection icon.

While this card is in your Commons path: It gets +4.

4 2

Source
Persona

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3 **Shardwinner**

While this card is in your Council path: It gets + collection icon.

While this card is in your Commons path: It gets +4.

4 2

Source
Persona

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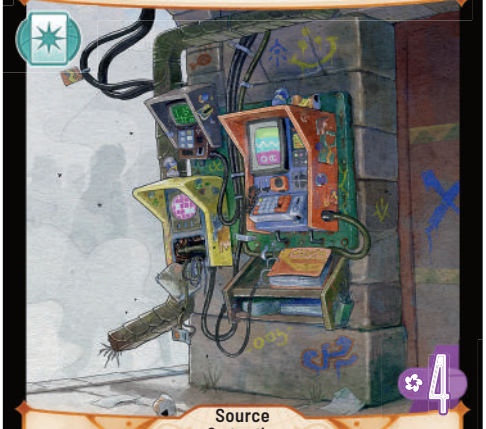
2

Tele-Mail Cluster

After this card is forged: Stage 1 card *(you can stage agents, obstacles, and sources).*



4

Source
Contraption

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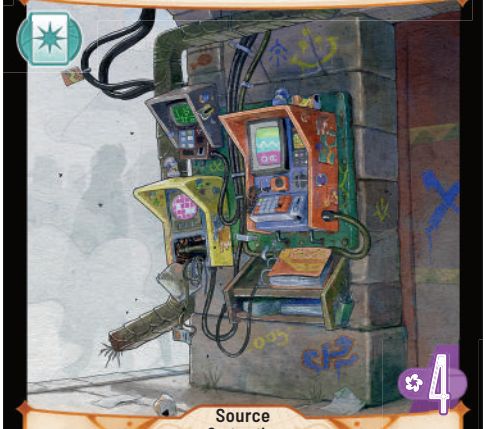
2

Tele-Mail Cluster

After this card is forged: Stage 1 card *(you can stage agents, obstacles, and sources).*



4

Source
Contraption

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2

The Dragon's Hoard

While this card is forged: Each adjacent card gets +1 *(forged or unforged).*

3

Source
Location

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2

The Dragon's Hoard

While this card is forged: Each adjacent card gets +1 *(forged or unforged).*

3

Source
Location

Evan Simonet

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0

Likely a Trap

After a player completes an encounter with an unforged card in your grid: They may discover that card. If they do not, archive the top 2 cards of their Commons.

Moment
Subterfuge - Tactic

Banner & Simonet

0

Likely a Trap

After a player completes an encounter with an unforged card in your grid: They may discover that card. If they do not, archive the top 2 cards of their Commons.

Moment
Subterfuge - Tactic

Banner & Simonet

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0

Calling in Favors

: Gain 4 and draw 1 card.

Moment
Commerce - Influence

Evan Simonet

0

Calling in Favors

: Gain 4 and draw 1 card.

Moment
Commerce - Influence

Evan Simonet

PRCO - 147/164

1

Infiltrate

As you begin discovering cards in a Council during a breach: Discover +2 cards.

Moment
Subterfuge

Evan Simonet

Infiltrate

1

As you begin discovering cards in a Council during a breach: Discover +2 cards.

Evan Simonet

Moment
Subterfuge

PRCO - 148/164

Fun Run

0

After you complete a breach on a Commons: Gain 3.

Evan Simonet

Moment
Subterfuge - Tactic

PRCO - 157/164

Fun Run

0

After you complete a breach on a Commons: Gain 3.

Evan Simonet

Moment
Subterfuge - Tactic

PRCO - 157/164

Smooth Handoff

0

Choose a player: They lose 1 and draw 1 card.

Evan Simonet

Moment
Subterfuge - Tactic

PRCO - 161/164

Smooth Handoff

0

Choose a player: They lose 1 and draw 1 card.

Evan Simonet

Moment
Subterfuge - Tactic

PRCO - 161/164

Round Structure

Main Phase - Available Actions

- **: Gain** 1.
- **: Draw** 1 card.
- **: Stage** an agent, obstacle, or source.
- **: Shift** a card in your grid.
- **: Play** a moment with an ability.
- **: Use** an ability on your forged card.
- **: Delve**. *(Not as your first game action.)*

Refresh Phase

1. Reset to in your pool.
2. Gain 1. Discard down to 10.
3. Draw 1 card. Discard down to 5 cards *(archive the discarded cards)*.
4. Unexhaust your cards. *(Don't forget your seeker!)*
5. Pass the first player token.

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Extra Reminders

Ability Icons

- **Action:** Spends your token.
- **Reaction:** Resolve when the ability tells you ***(in bold)***.
- **Instant:** Resolve during an window.
- **Discover:** Resolve when a player discovers this card.
- **Confront:** Resolve when a player confronts this card.

Instant () Windows

During an instant window, you can:

- **Forge** cards *(by paying their cost)*.
- **Collect** with cards.
- **Play** a moment with an ability.
- **Use** an ability on your forged card.

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