HUBWORLD AIDALON

Quickstart Guide

Gameplay Overview

Hubworld: Aidalon is a competitive card game of daring espionage, deduction, and suspense for 2 or more players. Take on the role of a **seeker** as you navigate the vertical streets of Aidalon Prime, delving into your opponent's districts to uncover their **agents** and win them to your side. Secure 3 agents from your opponent and you win the game!

Winning and Losing

At any point, **if you have 3 or more agents in your score area, you win**! Additionally, during the refresh phase, if your rival attempts to draw from their Network *(deck)* while it's empty, you win!

Setup

To set up a game, both players perform the following in order:

1. Place your **seeker** card in your seeker area.
2. Decide who takes the **first player token**. Whoever has this token is known as "the first player."
3. Shuffle your deck, then place it into your **Network** area.
4. Draw **5 cards** from the top of your Network into your **Council** *(hand)*.
5. You may take one mulligan. To do so:
   - Take any number of cards from your Council and set them aside facedown.
   - Draw that many cards from your Network into your Council.
   - Shuffle your set-aside cards into your Network.
6. From a neutral bank, move **3 action tokens** (➔) and **5 shard tokens** (◆) to your token pool.

Then proceed to the main phase on the **next page**.

Score Area

Your score area is where you keep the **agents** you've secured.

The Grid

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

Seeker Area

Place your seeker here.

Scrap

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



Token Pool

Your action (➔), shard (◆), and heat (🔥) tokens go here.

Archives *(District)*

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

Council *(District)*

Your hand.

Network *(District)*

Your deck.

Use this Quickstart Guide to play your first few games. Then, read the rulebook for a deeper understanding *(PDF available on our website)*.

Find Learn to Play Videos, our online Rules Glossary, pre-constructed decklists, and more via the QR code.

Card States



Unforged



Forged

Cards are staged in your grid unforged *(facedown)*. Later, you can forge a card by paying its shard cost and flipping it faceup *(see "⚡ Instants" on the next page)*. Cards with a **unique symbol** (✦) in their title allow only one copy to be forged in your grid at a time.



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 "Round Structure" on the next page)*.

Symbol Legend

◆ Shard	✸ Draw	🔥 Heat	Barrier Cost	Scrap Cost
➔ Action	⚡ Instant	Reaction	Confront	Discover

Card Types

1. Title and Subtitle
2. Card Type and Traits
3. Shard Cost
4. Ability Box
5. Barrier Cost (Barrier Cost)
6. Scrap Cost (Scrap Cost)
7. Cipher Box
8. Collection Icons (◆ or ✸)
9. Resource Limits *(For the Refresh Phase.)*



Agents
The ultimate resources, but vulnerable.



Obstacles
Defenses and traps.



Sources
Useful economic or offensive assets.

Agents, obstacles, and sources **can be staged** *(see "Main Phase" on the next page)* in your grid. To help you remember this, their art windows are below their ability boxes, unlike moments and seekers.



Moments
Eventful one-time effects.

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



Seekers
Characters who guide playstyle.

Placed in your seeker area during setup.

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Round Structure

1. Main Phase

The round begins! Starting with the first player, take turns performing any single action from the list below *(spend ≫ in your pool, flipping it facedown to do so)*. Repeat until all players have no ≫ remaining.

≫: **Gain a shard** (◭) from the bank into your pool.

≫: **Draw a card** (▣) from your Network *(deck)* into your Council *(hand)*.

≫: **Stage** an agent, obstacle, or source from your Council by placing that card unforged in one of your grid slots. If another card is already there, discard it *(if unforged, archive it; if forged, scrap it)*.

≫: **Shift** a card in your grid to an adjacent *(non-diagonal)* grid slot. If there is already a card there, the two cards exchange positions.

≫: **Play a moment** with an **action ability** (≫) *(pay its shard cost)*.

≫: **Use an action ability** (≫) on your seeker or on a forged card in your grid.

≫: **Delve**. *(See "Delving" on this page. NOTE: No player is allowed to perform a delve action as their first action of the game, unless an ability initiates a delve.)*

2. Refresh Phase

Once all actions (≫) are spent in all players' pools, simultaneously perform the following steps:

1. **Reset to** ≫ ≫ ≫ in your pool.
2. **Gain a shard** (◭). If you have more shards in your pool than your seeker's shard limit, remove shards from your pool until you match the limit.
3. **Draw a card** (▣) *(if you cannot because your Network is empty, your rival wins)*. If you have more cards in your Council than 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. The player with the **first player token** gives it to the other player. *(That player now becomes "the first player.")*
6. **The round ends**. Proceed to the next round.

Instants

Before and after each player's action in the main phase, opportunities called "instant windows" become available where players can perform instants. You may also use instants in the "approach" windows of a delve. The four instants you can perform are:

↯: **Forge** an unforged card in your grid by flipping it faceup and paying its shard cost. *(You can forge right after staging, but it's often better to keep cards hidden until you need them, or to surprise your opponent as they approach.)*

↯: **Collect** with your seeker or with a forged agent or source in your grid by exhausting it, then gaining shards (◭) or drawing cards (▣) for each of its corresponding collection icons.

↯: **Play a moment** with an **instant ability** (↯) *(paying its shard cost)*.

↯: **Use an instant 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 no one is delving, start with the first player. If a delve is occuring, start with the defending player *(the player whom the delve is targeting)*.
2. That player performs as many instants as they'd like *(including none)*. When they're done, the next player 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, 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 may perform as many reactions as you'd like. If multiple players wish to perform reactions at the same time, start with the first player outside of a delve or the defending player during a delve, then continue alternating as you would with instants.

Delving

Delving is the main way you'll interact with your opponent's cards and secure their agents. When you delve, choose a **path** *(column)* in an enemy's grid that leads to one of their districts—**Network**, **Council**, or **Archives**. Then, encounter each grid slot along that path *(one at a time, starting with the front row)* by following these steps:

Encountering a Grid Slot

1. Approach the Grid Slot (↯)

You may perform instants *(see "Instants" on this page)*. The defender of the delve goes first in this instant window. *(Some "as you approach..." reactions (◎) may trigger before players perform instants.)*

NOTE: The approach window is a great time to forge your cards—surprising a delving player with an obstacle or the defender with a useful source to get past their cards.



2a. Forged + Unexhausted
Must confront (◉).



2b. Forged + Exhausted
Choose to avoid or confront (◉).

2d. Empty Grid Slot



2c. Unforged
Choose to avoid or discover (👁).

What's in the grid slot *(step 2)* determines your options below.

Confront (◉)
See below.

Avoid
Ignore the card or grid slot.

Discover (👁)
See below.

3. Pass the Grid Slot

You may retreat and end the delve. If you do not, continue. *(Some "as you pass..." reactions (◎) may trigger at the beginning of this window.)*

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 the District (↯)

You may perform instants *(see "Instants" on this page)*. The defender of the delve goes first in this instant window. *(Some "as you approach..." reactions (◎) may trigger before players perform instants.)*

2. Generate Heat (🔥)

Once per breach, you may spend 1◭, plus an additional 1◭ for each 🔥 already in the defender's pool. If you do, the defender gains 1🔥.

3. Discover Cards (👁)

One at a time, discover a number of cards from the district **equal** to the defender's 🔥 *(at random from Council or Archives, or from the top of Network)*.

4. Complete the Breach

You complete the breach *(even if you discovered 0 cards)*, then the delve ends. *(Some "as you complete a breach..." reactions (◎) may trigger.)*

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 pay its barrier cost (⫴) or end the delve. Finally, if you paid the barrier cost, you may either pay the card's scrap cost (⚙) or leave it be. The steps for confronting are:

1. The defending player may trigger the card's confront abilities (◉) *(if any)* in order from top to bottom.
2. If the card has a barrier cost (⫴), you may spend shards (◭) equal to the cost. If you don't, immediately end the delve *(even if the card is exhausted)*.
3. You may spend shards (◭) equal to the card's scrap cost (⚙).
   - If you do, secure the card if it's an agent or scrap it if it's an obstacle or source. *(If the card has a cipher, you must also fulfill that cipher to scrap the card; see "Card Types" #6 Cipher Box on the previous page.)*
   - If you don't, leave the card alone *(return it to its previous place and state)*.



Discovering Cards

During a delve, you might discover cards either unforged in the defending player's grid or inside one of their districts. When you do, first resolve the card's discover abilities (👁), then either pay the card's scrap cost (⚙) or return it to its previous place. The steps for discovering are:

1. The defending player may trigger the card's discover abilities (👁) *(if any)* in order from top to bottom.
2. If the card has a scrap cost (⚙), you may spend shards (◭) equal to that scrap cost.
   - If you do, secure the card if it's an agent or scrap it if it's an obstacle or source. *(If the card has a cipher, you must also fulfill that to scrap the card; see "Card Types" #6 Cipher Box on the previous page.)*
     *NOTE: Moments do not have a scrap cost and **cannot** be scrapped this way.*
   - If you don't, leave the card alone *(return it to its previous place and state)*.

NOTE ON ARCHIVES: When discovering a card in an Archives, you don't need to pay its scrap cost (⚙) to secure it or scrap it, but you do need to fulfill its cipher *(if any)*. *(NOTE: Moments **can** be scrapped in Archives.)*



Securing Agents

If you confront or discover an agent and pay its scrap cost (⚙) *(and fulfill any ciphers)*, secure that agent to your score area *(instead of scrapping it)*. If the agent is in an Archives, see the note on archives in "Discovering Cards" above. Additionally, if one of your agents would be scrapped for any reason other than having its scrap cost (⚙) paid *(like staging over a forged agent)*, add it to the score area of your rival *(player to your left)* instead.

Common Terms

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

Cipher: To scrap a card or secure an agent with a cipher, you must fulfill that cipher's requirement. Ciphers are active in all game zones, including Archives.

District: Each player has three districts: Council *(hand)*, Network *(deck)*, and Archives *(facedown discard)*.

Engaging Player: The player who is confronting or discovering a card. Both are forms of "engaging" a card.

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

Redirect: The act of changing your delve position. You continue along the new path from the specified position.

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

Row: A horizontal set of three 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)* one. If there is already a card there, they exchange positions.

Steal: The act of taking shards or heat from another player into your pool.

Multiplayer Rules

There are a variety of ways to play ***Hubworld: Aidalon***. For additional modes of play, read the Rulebook or check out our online Rules Glossary.

Free-for-All (3+ Players): In free-for-all mode, you can delve on any other player's districts. You win either by securing at least 3 agents, **each from a different player** *(if able)*, or by securing at least 5 agents from any combination of players.

- Always pass the first player token **counter-clockwise** *(to the player on your right)*.
- Actions and priority proceed **clockwise** from the first player except during a delve, when priority proceeds clockwise from the defender.
- When cards are discovered, the face of the card is shared only between the card's controller and the discovering player.