HUBWORLD AIDALON

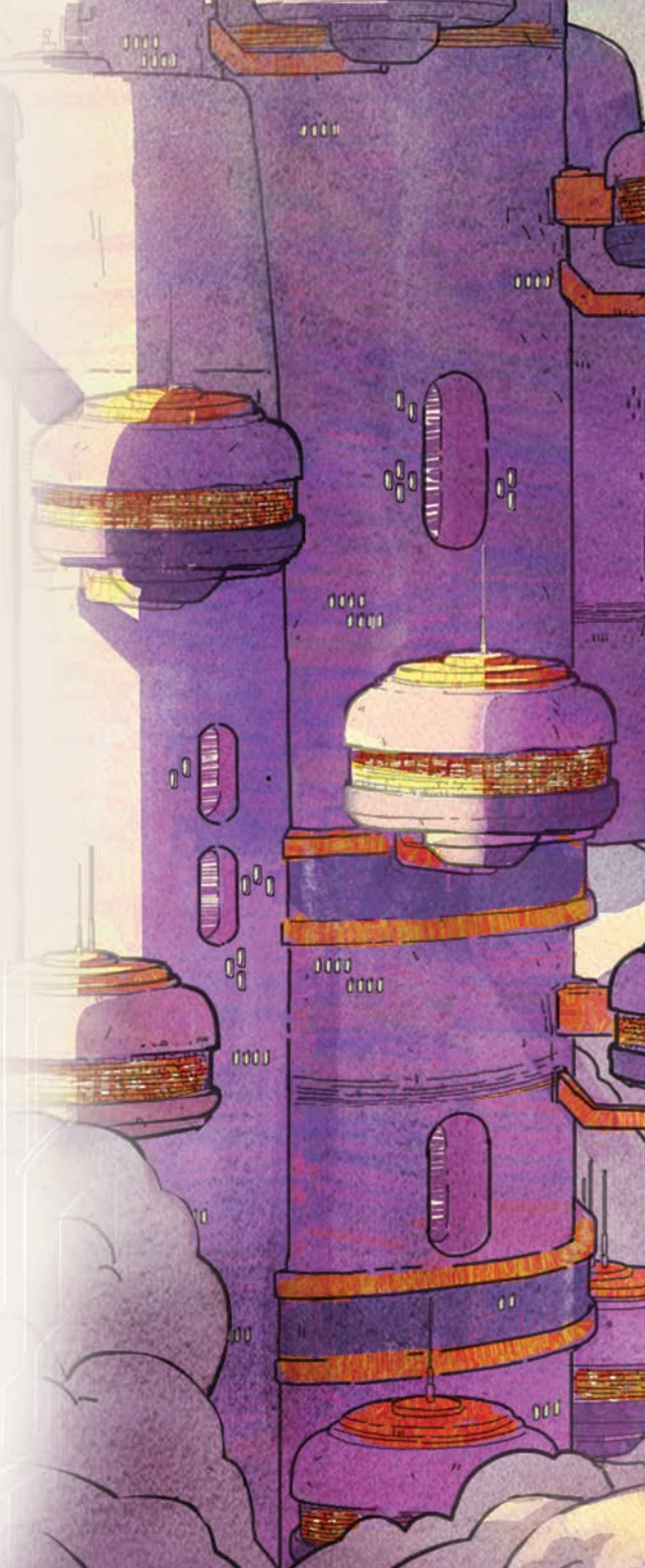


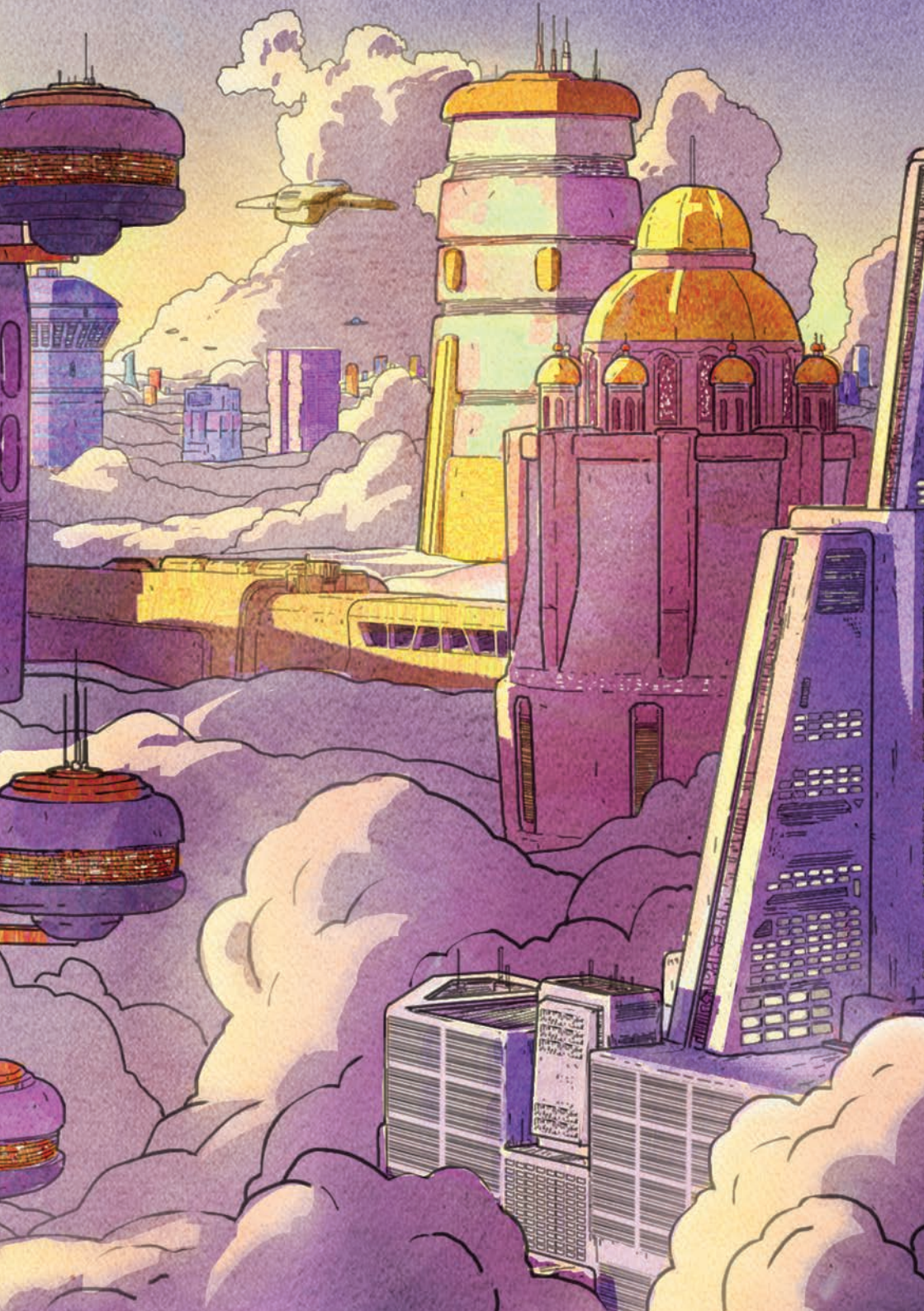
RULEBOOK

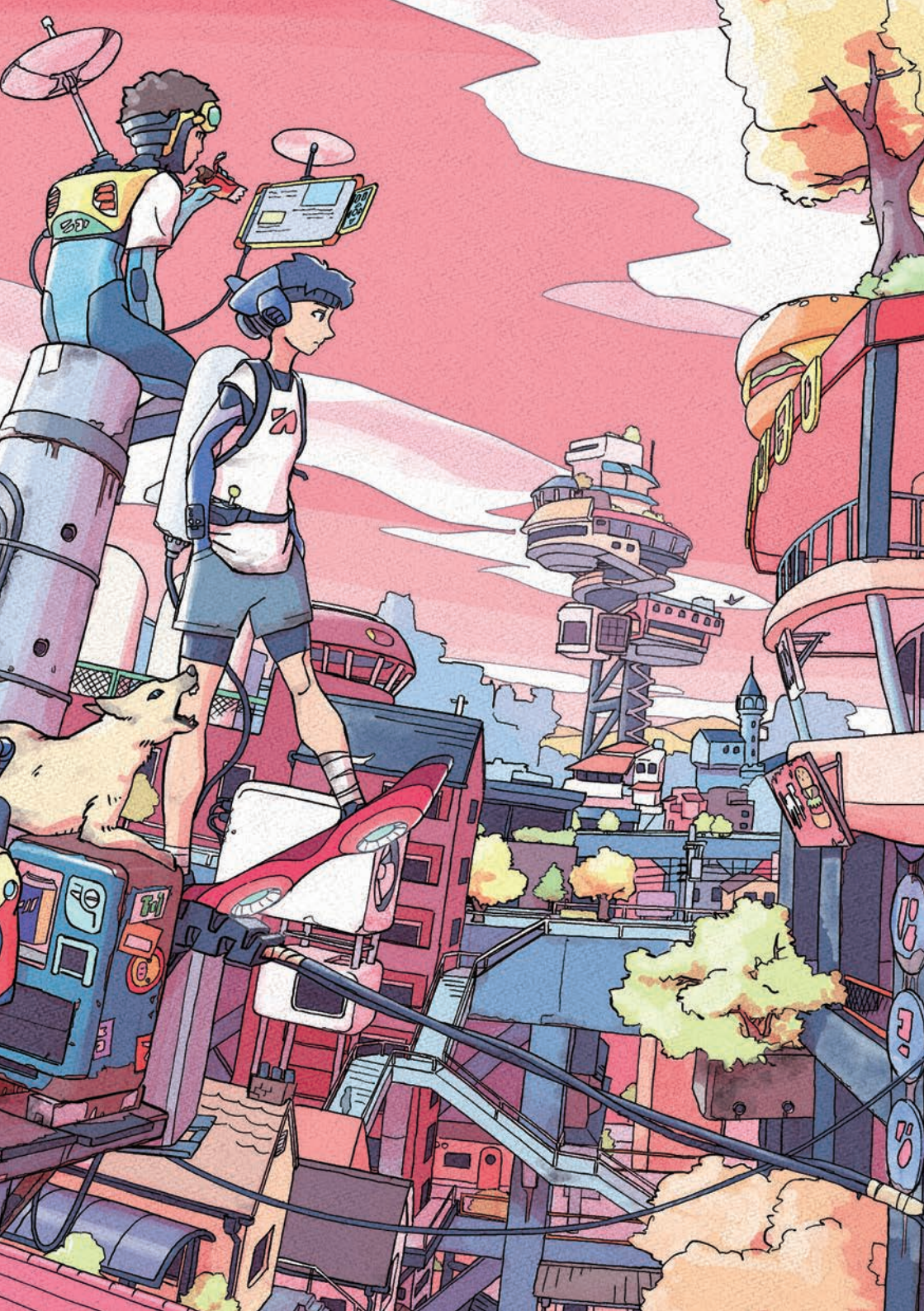
Aidalon was once the busiest hubworld in the galaxy, serving as the ultimate pit stop for far-traveling freighters delivering goods between the inner and outer sectors. Then the **Collective** arrived, inviting every corner of the galaxy into their massive intergalactic republic with the promise of utopian advancements. Their proprietary portal technology connected all worlds, making space travel nearly obsolete and leaving shipping lanes to outlaws and unregulated cargo. Aidalon's shipyards quickly became scrapyards, yet its people persevered.

With the galaxy now firmly in the Collective's grip, many worlds must adapt. Hubworlds like Aidalon must reinvent themselves, finding a new way forward in a now highly connected universe, and one that is controlled and regulated by the Collective. However, with turbulent times comes opportunity.

In the myriad districts of Aidalon Prime, exceptional individuals known as **seekers** may be the ones poised to sieze that opportunity. Navigating the dense gigacity and trading in the black-market currency known as **shards**, seekers enlist the aid of **agents**, the most influential beings on Aidalon. These agents have the affiliations, power, and resources to assist seekers in achieving their goals, whether that's to help those closest to them, grasp more power for themselves, or help shape the future of their homeworld.











Welcome to Hubworld: Aidalon

Card games are special. They offer something many other games cannot: the ability to seek out your own way of playing, by building decks and piloting them to explore ideas and tell stories.

Hubworld: Aidalon is our love letter to that kind of card game, like the ones we all have anchored in our memories. Back when looking at card art felt like peering through the veil to another world, filling your mind with questions and exciting ideas. When every new box of cards felt like a chest of treasures to uncover.

Our hope is that this set box, along with every other future set, will give you that same feeling. That there's some way to use each card, or something to learn from each piece of art. That constructing decks will give you a sense of wonder, and drafting will bring you and your friends together. We hope you love it as much as we have loved making it.

We're excited to have you along for this journey from the streets and skyways of Aidalon to your kitchen and local game store tables. We are grateful for your being here, fellow seekers.

Much love,
Cory, Michael, & the Earthborne Games Team

CARDS

8 Seekers
24 Agents
4 Reminder Cards
44 Obstacles *(x2)*
44 Sources *(x2)*
44 Moments *(x2)*

TOKENS



16 Action Tokens



2 First Player Tokens



28 Shard Tokens



18 Heat Tokens



20 Player Marker Tokens



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!

To find and secure agents, you'll **delve** into one of your opponent's three districts: their Network *(deck)*, Council *(hand)*, or Archives *(discard)*. Each is protected by a path of up to 3 cards, comprising a **3x3 grid**. Your opponent will load up their grid with an assortment of hidden defenses and taxing distractions amid their own useful tools, forging powerful cards to thwart your plans at inopportune moments.

You'll need to determine for yourself how you'd like to balance defensive strategies versus aggressive tactics while creating an economy that will supply you with a steady flow of cards and shards, both of which are critical to securing your opponent's agents and achieving victory.

Getting Started

This rulebook provides the information needed for 2 players to play their first few games. Once you've learned the basics, there are a few ways to enjoy ***Hubworld: Aidalon***.

- Play with the four pre-constructed decks in this set, each found at the front of their respective color's box *(before the reminder card)*.
- Build your own custom decks, following the rules on page **24**.
- Draft decks as a group, following the rules on page **25**.
- Play multiplayer games with 3 or more players, following the rules on page **23**.

Basic Concepts

The Golden Rule

If the text of a card contradicts the rules, the card takes precedence.

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 while it's empty, you win!

Game Areas

The play space is divided into several distinct areas:

Grid *(Play Area)*

Your grid is comprised of 9 grid slots divided into 3 paths *(columns)* and 3 rows. The paths are your **Network path**, **Council path**, and **Archives path**, each leading to its respective district during a delve. The rows are your **front row**, **middle row**, and **back row**. Each grid slot can contain only one card at a time.

Score Area

Your score area is where you keep the agents you've secured. *(Remember, if you have 3 or more agents in your score area, you win!)*



Scrap *(Faceup Discard Pile)*

Your Scrap contains cards that have been used or removed from play.

Some game steps or card abilities will tell you to "scrap" a card. When this occurs, place that card faceup into your Scrap. However, if one of your agents ever enters your Scrap, immediately add it to your rival's score area. Cards in your Scrap are faceup, and **anyone may look at cards in your Scrap at any time**.

Archives *(Hidden Discard Pile)*

Your Archives district represents people and places that may be compromised, or plans too risky to initiate.

Some game steps or card abilities will tell you to "archive" a card. When this occurs, place that card facedown into your Archives. Cards in your Archives are facedown and **hidden from everyone but you**.

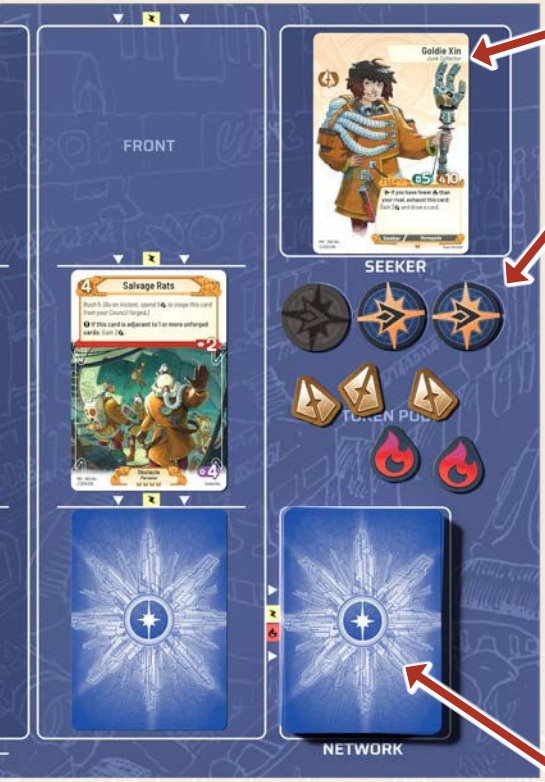






Bank

The bank is a shared area with action, shard, and heat tokens accessible to all players. **These tokens are unlimited.** *(If the bank runs out of a token type, use a suitable replacement.)*



Seeker Area

Your seeker is placed in this area, separate from your grid.

Token Pool

Your token pool *(often abbreviated to "pool")* is where you keep your action tokens, shard tokens, and heat tokens.

Actions (≫) represent the time it takes to perform tasks. When you spend an action, flip an action token in your pool to its spent gray side; when you gain an action, flip an action token in your pool to its unspent side.

Shards (◭) represent the underground currency used by those outside the law. When you gain a shard, move a shard token from the bank to your pool; when you spend or lose a shard, do the opposite.

Heat (🔥) represents how compromised your sphere of influence is. When you gain a heat, move a heat token from the bank to your pool; when a heat is removed from your pool, do the opposite.

Network *(Deck)*

Your Network district represents known contacts and points of interest in the local area, as well as future strategies and plans. Cards here are hidden from everyone, including you. *(Remember, during the refresh phase, if your opponent attempts to draw from their Network while it's empty, you win!)*

Council *(Hand)*

Your Council district represents the allies you're strategizing with and the tactics you can bring to bear. Your Council is your hand of cards and is **hidden from everyone but you**.

Card Types

All cards in ***Hubworld: Aidalon*** are one of five types that detemine their functionality:



Agents

The most influential individuals on Aidalon. Seekers rely on them to achieve their goals.



Obstacles

Traps, guards, and a variety of distractions that keep your opponent at bay with barriers ( ) and other effects.



Sources

People, places, and beings that provide helpful effects and can be used to collect extra shards ( ) and cards ( ).

Agents, obstacles, and sources can be placed into your grid through a process called ***staging*** *(see page 16, "The Main Phase - Actions"). This is indicated by their card layout, with the ability box on top and the art on bottom.*



Moments

Events, schemes, disasters, and stories that provide a myriad of effects.



Seekers

Characters with their own goals who seek out the aid of agents to find their way forward.

Neither moments nor seekers can enter your grid, indicated by their layout with the ability box on bottom and the art on top. Moments are scrapped once played, and your seeker stays in your seeker area the entire game.





Card Anatomy

1. Title and Subtitle: The card's name. Some titles are preceded by a **unique symbol** (✦), indicating that you can have only one copy of that card forged in your grid at a time. Seekers and agents also have a subtitle.

2. Card Type and Traits: Above *(or to the left on seekers)* is the card's type, which determines the rules and functionality of the card. Below *(or to the right on seekers)* is the card's trait(s), which adds thematic flavor and may sometimes be referenced by card abilities.

3. Shard Cost: For **agents**, **obstacles**, and **sources**, this is how many shards you must spend to turn that card faceup in your grid *(also called "forging" a card. See page 12)*. For **moments**, this is how many shards you must spend to play that card from your Council *(hand)*.

4. Ability Box: This is how a card affects the game.

5. Barrier Cost ( ): Found on **agents** and **obstacles**. During your opponent's delve, if they confront a faceup card in your grid with a barrier cost, your opponent must either spend shards equal to that cost or end their delve.

6. Scrap Cost ( ) and Cipher Box: During your opponent's delve, if they engage *(confront or discover)* this card, this is how many shards they may spend to scrap it. If the card is an **obstacle** or **source**, it is scrapped; if the card is an **agent**, your opponent secures it. If that card has a cipher box *(an attached, purple text box)*, the opponent must fulfill that cipher's requirement in addition to paying the scrap cost. **Moments** do not have a scrap cost and cannot be scrapped when discovered in a Council or Network.

7. Collection Icon (or): Found on **seekers**, **agents**, and **sources**. Cards with these icons can be used to **collect** at many points during the game *(see page 18, "Instant Windows")*, allowing you to gain shards ( ) or draw cards ( ) equal to their icons.

8. Resource Limits: Found on **seekers**, these values determine how many shards you can keep in your pool and how many cards you can keep in your Council at the end of a round.

9. Affiliation Pips: These determine restrictions while constructing a deck *(see page 24, "Constructing a Deck")*.

Card States

There are four states that a card in your grid can have: either **unforged** OR **forged** and either **unexhausted** OR **exhausted**.



Unforged

An unforged card is **facedown** in your grid. Agents, obstacles, and sources are staged into your grid unforged.

Some card abilities may instruct you to unforge a card. To do so, flip that card facedown. You can look at unforged cards in your grid at any time.



Forged

A forged card is **faceup** in your grid.

You can forge cards at many points of the game *(see page 18, "Instant Windows")*. To do so, spend shards ( ) equal to that card's shard cost, then flip that card faceup.



Unexhausted

An unexhausted card is in an **upright** orientation in your grid. Cards are always staged into your grid in an unexhausted state.

Some game steps and card abilities may instruct you to unexhaust a forged or unforged card. To do so, turn it upright.

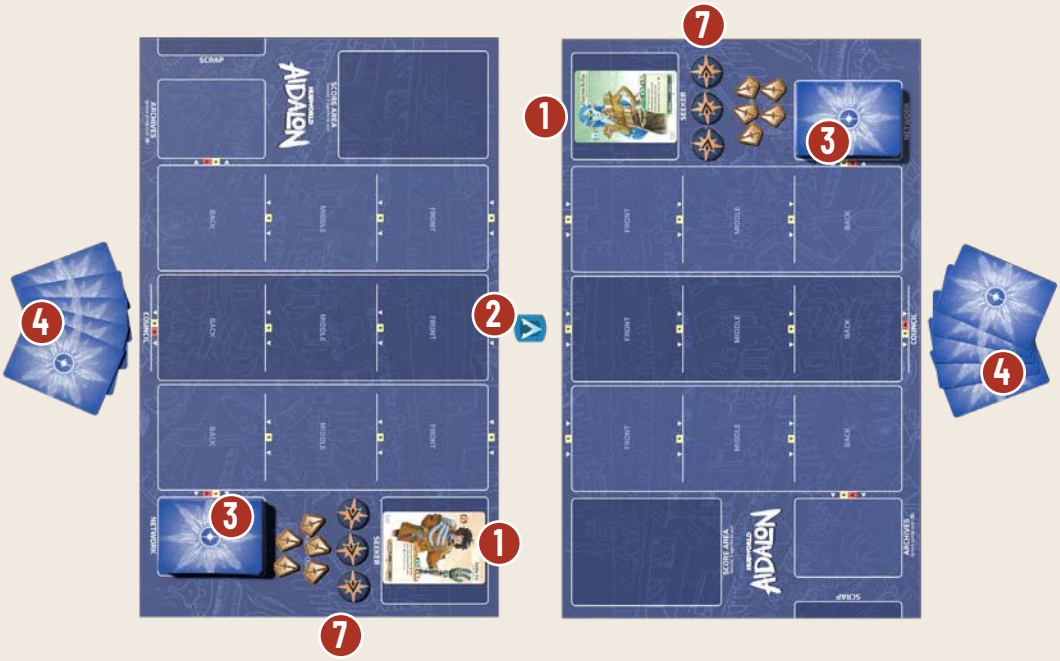


Exhausted

An exhausted card is in a **sideways** orientation in your grid.

Some abilities may instruct you to exhaust a forged or unforged card. Collecting with an agent, source, or seeker also exhausts the card. To exhaust a card, turn it sideways.

Playing the Game



Game Setup

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

1. Place your **seeker** card faceup in your seeker area.
2. Determine which player goes first using a method of your choice. That player receives the **first player token**. The player with the first player token is referred to 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. *(This is your hand, hidden from everyone but you.)*
5. You may take one mulligan. To do so:
   - Choose 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. Create a token bank by placing a pile of action tokens (➔), shard tokens (◆), and heat tokens (🔥) into a game area that is easily accessible to both you and your opponent. **These tokens are unlimited.** *(If the bank runs out of a token type, use a suitable replacement.)*
7. From the bank, move **3 action tokens** (➔) and **5 shard tokens** (◆) into your personal token pool.
8. Proceed to the main phase *(see page 14)*.

TIPS FOR YOUR FIRST HAND

When choosing which cards to mulligan from your Council, it can be helpful to have:

- One or no **agents**
- One or more cards with a **barrier** (⋔)
- One or more cards with **collection icons** (◆ or ✦)

Round Phases

Hubworld: Aidalon is played over the course of several **rounds**. Each round is broken into the main phase and the refresh phase.

The **main phase** is where the majority of gameplay occurs. In the main phase, you will take actions, perform instants, use your cards, and attempt to secure agents from your opponent.

After the main phase finishes, the **refresh phase** occurs. In this phase, you will gain resources, reset your play area, and pass the first player token.

(1) Main Phase

During the main phase, starting with the first player, you and your opponent **alternate** taking **actions**, with each action requiring you to spend one or more of the action tokens in your pool *(flipping it to its spent gray side)*. After you take an action and it fully resolves, your opponent takes an action, then you take another action, etc. If you run out of actions during the phase, your opponent continues taking actions until they have none remaining. Once there are no actions left in any player's pool, proceed to the refresh phase.

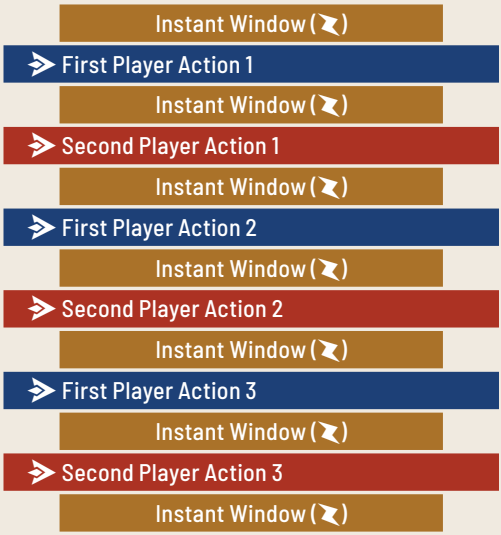
There are seven basic actions you can choose from during the main phase. You can perform actions in any order and may repeat an action any number of times.

The seven basic actions are:

- : **Gain a shard** ( )
- : **Draw a card** ( )
- : **Stage** an agent, obstacle, or source in your grid
- : **Shift** a card in your grid
- : **Play a moment** with an **action ability**
- : **Use an action ability** on one of your forged cards or seeker
- : **Delve**

Some action abilities may require spending additional actions (such as). Simply spend the required number of actions to resolve that ability, then continue alternating play as normal.

Before and after each action *(including after the final action of the round)* is a special opportunity called an **instant window**. During an instant window, you can **forge** cards, **collect** with cards, use instant abilities ( ), or pass, none of which require you to spend actions *(see page 18, "Instant Windows")*.



If one or both players gain extra actions in a round via card effects, this pattern of alternating actions continues until all actions are used.

THE ONLINE RULES GLOSSARY

Looking for additional details or specific rulings? Many concepts discussed in this rulebook are simplified for brevity. More detailed information can be found in our online **Rules Glossary**. If there is a conflict between this document and the Rules Glossary, the Rules Glossary takes precedence.



THE FLOW OF THE GAME

As you read the next sections, it may be difficult to understand why certain actions or mechanics are important. To help paint the picture, this note outlines the general flow of gameplay below. ***Don't worry about memorizing every detail now****; just get a sense of the overall scope. And feel free to return to this note again once the pieces start to click into place.*

To win, you need to secure 3 agents from your opponent. The best way to do this is by **delving**—the more you delve, the better your chances are of coming in contact with agents.

However, delving can be expensive. You will need to use **shards** ( ) during delves to pay the **barrier costs** ( ) of your opponent's cards that would otherwise stop your delve; **generate heat** ( ) on your opponent to search through their districts; and/or pay the **scrap costs** ( ) of agents, obstacles, and sources you engage.

There are a few main ways to get shards:

- Perform a **basic action** to gain a shard.
- Play a **moment** that gives shards.
- Collect with your **seeker** *(if they have a shard collection icon).*
- Utilize **agents** and **sources** in your grid *(by collecting or using their abilities).*

While gaining shards through basic actions and your seeker is reliable, it can be slow. And given that moments are scrapped after use, the shards they provide may not be enough to carry you through to the end of the game. To sustain your momentum, repeatedly utilizing agents and sources in your grid is usually best.

To utilize an agent or source, you first need to **stage** it by placing it into your grid unforged *(facedown).* Then, during any instant window, you can pay the card's shard cost to **forge** it *(flip it faceup).* Once an agent or source is forged, you can collect with it to gain resources, or you may be able to gain shards by using its ability.

Keep in mind that agents and sources may become targets for your opponent to secure or scrap. To protect your agents and sources, you can stage and forge **obstacles**. Many obstacles have a barrier cost and/or a special ability that hinders your opponent when they engage it, reducing the chance that your opponent can interfere with cards in your grid. Additionally, because your opponent must pass through your grid before they reach your **districts**, forged obstacles can prevent your opponent from discovering and/or interfering with cards in your Network, Council, and Archives.

In summary, delve often and generate heat with the goal of securing agents, but maintain a steady stream of shards to do so. Keep the shards flowing by collecting with or using the abilities of forged agents and sources. Protect your cards and districts with obstacles that impede your opponent.

(1) Main Phase (continued) - Actions

≫: Gain a shard (◭)

Shards allow you to play moments, forge cards, pay barrier costs (⁂), pay scrap costs (♻), generate heat (🔥) on your opponent, and activate different card abilities. To perform this action:

1. Spend an action (≫).
2. Move one shard token (◭) from the bank to your pool.

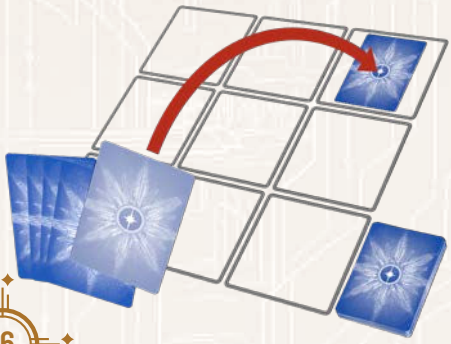
NOTE: At the end of the round, if you are over your seeker's shard limit of 10, you will lose shards until you are at the limit.



≫: Stage an agent, obstacle, or source in your grid

Staging is the act of placing an agent, obstacle, or source from your Council into any one of the slots in your grid. Cards are staged **unforged** and **unexhausted**, and only one card at a time can be in a grid slot. Once a card is staged, it remains in your grid until you stage over it with another card, your opponent interferes with it, or it is archived or scrapped by an ability. To perform this action:

1. Spend an action (≫).
2. Choose an agent, obstacle, or source in your Council, then place that card unforged into any one of your grid slots. If another card is already there, discard it *(if unforged, archive it; if forged, scrap it)*, then stage the new card. Remember, if a forged agent is scrapped this way, your rival secures it.

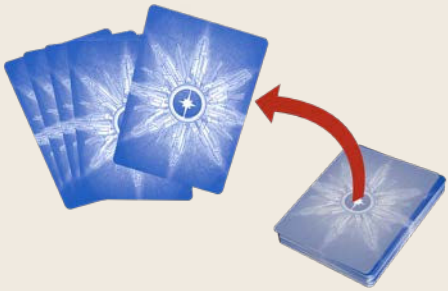


≫: Draw a card (✱)

Drawing cards gives you extra avenues to success. Additionally, if you find that you have too many agents in your Council, drawing more cards can dilute your opponent's chances of discovering those agents. To perform this action:

1. Spend an action (≫).
2. Draw the top card of your Network into your Council.

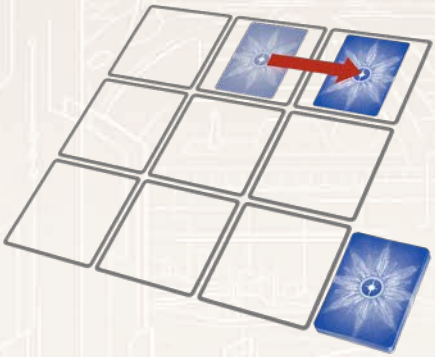
NOTE: At the end of the round, if you are over your seeker's council limit of 5, you must archive cards from your Council until you are at the limit.



≫: Shift a card in your grid

Shifting allows you to reposition a card in your grid. This is most often done defensively and can sometimes be used to bluff. To perform this action:

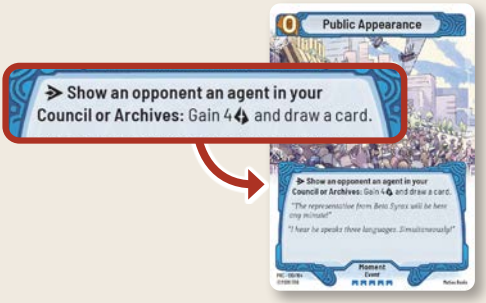
1. Spend an action (≫).
2. Choose a card in your grid, then move it to an adjacent grid slot *(forward, backward, left, or right)*. If another card is already in that slot, that card exchanges positions with the shifting card.



≫: Play a moment with an action ability (≫)

Moments are cards that resolve and are scrapped after one use, offering a quick boost to your offensive, defensive, or economic capabilities. To perform this action:

1. Simultaneously do the following: Show a moment with an action ability (≫) in your Council to all players; spend actions (≫) equal to the number of action icons in that ability's boldfaced requirement text; spend shards (◭) equal to that moment's shard cost.
2. Resolve that moment's ability.
3. Scrap that moment *(place it in your faceup discard pile)*.



≫: Use an action ability (≫) on one of your forged cards or seeker

A forged card or seeker with an action ability (≫) can provide a variety of useful effects. Some abilities may require additional costs or conditions to resolve. To perform this action:

1. Choose your seeker or a forged card in your grid with an action ability (≫).
2. Spend actions (≫) equal to the number of action icons in that ability's boldfaced requirement text.
3. Resolve that ability.

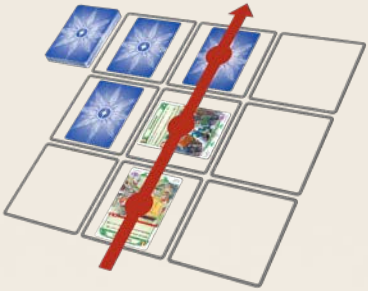


≫: Delve

Delving is possibly the most important action you can take, as it is the most reliable way to secure your opponent's agents. When you start a delve, choose one of your opponent's district paths, then go through a multi-step journey along that path, confronting or discovering cards you encounter along the way *(if any)*. To perform this action:

1. Spend an action (≫).
2. Choose a district path—either **Network** path, **Council** path, or **Archives** path—that belongs to your opponent, then initiate a delve on that path. *(You may choose a district path even if that path and/or district contains no cards.)*

NOTE: No player is allowed to perform a basic delve action as their very first action of the game (unless a card ability initiates a delve). For step-by-step instructions on the delving process, see page 19.



(2) The Refresh Phase

Once all actions (≫) are spent in both player's 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, you lose)*. 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. *(They are now "the first player.")*
6. **The round ends**. Proceed to the next round.

Instant Windows

Instant windows are chances to perform instants (⧗). As a rule of thumb, **if a game step or card ability is not resolving, you are likely in an instant window.**

When an instant window opens, players take turns—**starting with whoever has priority**—deciding whether to perform instants or pass. The first player has priority unless there is a delve occuring, in which the defending player *(the person the delve is targeting)* has it instead.

On your turn in the window, you can **perform as many instants as you wish**, or none at all. Once finished, the next player has the same chance. This continues until both players pass consecutively, at which point the instant window closes.

If no one acknowledges the instant window when it opens, it closes on its own. However, you must give your opponent a fair opportunity to respond rather than intentionally rushing past it.

The four instants you can perform during an instant window are:

- ⧗: **Forge** a card in your grid
- ⧗: **Collect** with your seeker or a forged agent or source in your grid
- ⧗: **Play a moment** with an **instant ability**
- ⧗: **Use an instant ability** on one of your forged cards or seeker

Forging

Only agents, obstacles, and sources that are unforged in your grid can be forged. To forge a card, spend shards (◆) equal to its shard cost, then flip it faceup. *(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.)*

Collecting

Only your cards with collection icons (◆ *or* ✱), which include your seeker, forged agents, and forged sources, can be used to collect. To collect with a card, **exhaust it**, then gain shards equal to the number of shard collection icons (◆) on that card and/or draw cards equal to the number of card collection icons (✱) on it. *(You **must** gain shards and draw cards for each respective collection icon on the card when collecting with it.)*

Playing Moments with Instant Abilities (⧗)

To play a moment with an instant ability (⧗) from your Council, simultaneously show that moment to all players and spend shards (◆) equal to its shard cost. Resolve the moment's ability, then scrap it *(place it in your faceup discard pile)*.

Using Instant Abilities (⧗) on Cards

Your forged cards or seeker may also use their instant abilities (⧗) at this point. Resolve the chosen instant ability following any of its requirements *(the bold text)*.

ROUND PRIORITY

"Priority" is an advantage that allows a player to go first during timing conflicts. These conflicts occur when multiple players wish to perform **instants** (⧗) or **reactions** (↻) *(see page 22, "Triggered Abilities")* at the same time. Outside of a delve, the first player *(the person with the first player token)* has priority; during a delve, the defending player *(the person the delve is targeting)* has priority.

The player with priority always starts triggering processes. During a player's triggering opportunity, they may resolve **any number** of instant abilities or reaction abilities *(depending on whether an instant window or reaction window is open)*. Once a player finishes resolving their abilities or passes the chance to do so, the next player may resolve any number of their relevant abilities. These triggering opportunities continue back and forth, with no limit to the number of times a player can take an opportunity. However, once both players consecutively pass their opportunity, the window closes.

Advanced Concepts

The Details of Delving

A delve is a multi-step structure where you choose one of your opponent's districts *(Network, Council, or Archives)*, then journey along that district's respective path with the goal of breaching the district at the end.

During this process, you will likely engage *(confront or discover)* cards in the grid slots along that path and in that district. Most delves are broken into 5 main steps:

1. **Choose a district path** to delve on.
2. **Encounter** the grid slot in the **front row** of that path.
3. **Encounter** the grid slot in the **middle row** of that path.
4. **Encounter** the grid slot in the **back row** of that path.
5. **Breach** the **district** at the end of that path.

NO DELVING ON YOUR FIRST ACTION!

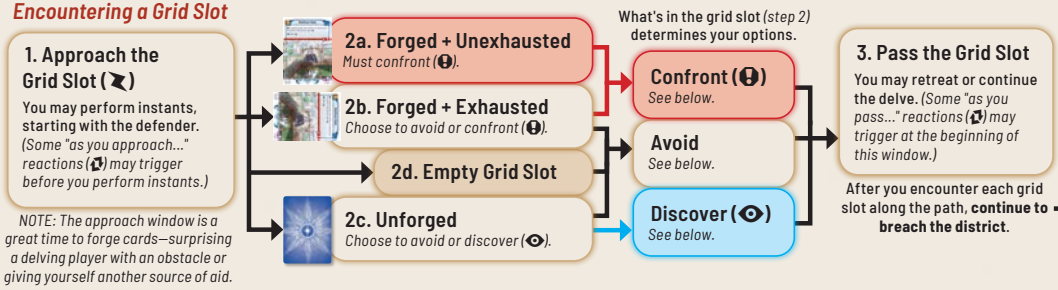
During your very first action of the game, you are not allowed to perform a basic delve action. Remember, this rule applies to **everyone at the table, not just the first player**. The only exception is if a card ability somehow initiates a delve.

A delve continues until one of the following occurs:

- You **complete** the process of breaching a district.
- You choose to **retreat** from the delve.
- You cannot or choose not to pay a **barrier cost** (⟡⟡) on a forged card.
- An ability ends the delve.

A delve does not automatically end if you secure an agent. This means that **you may be able to secure multiple agents** within the same delve.





Encountering a Grid Slot

Encountering a grid slot follows these steps:

1. **Approach the Grid Slot:** You approach the grid slot and any card in it *(some "as you approach..." reaction abilities may trigger now)*. Then, an instant window opens where both players can use instants. This process starts with the defending player *(the player who is the target of the delve)*. Any instant may be used here, and some "if you are approaching" instant abilities are only usable at this time.
2. **Confront, Discover, or Avoid:** What happens next depends on what's in the grid slot you're encountering. If the grid slot contains...
   a. ...a card that is **forged + unexhausted**, **confront** it.
   b. ...a card that is **forged + exhausted**, choose to either **confront** OR **avoid** it.
   c. ...a card that is **unforged** *(either unexhausted or exhausted)*, choose to either **discover** OR **avoid** it.
   d. ...no card, **avoid** the grid slot.
3. **Pass the Grid Slot:** You pass the grid slot and any card in it *(some "as you pass..." reaction abilities may trigger at this time)*. Here, you have two options—either retreat from the delve or continue.
   a. If you **retreat**, the delve ends.
   b. If you **continue** and the next section along the path is **another grid slot**, return to step 1 *("Approach the Grid Slot")*; if you continue and you've reached the end of the path with the next section being a **district**, see "Breaching a District" on the next page.

Confronting in a Grid Slot

To confront a card, resolve the following in order:

1. If the card has a **confront ability**, your opponent may resolve it.
2. If the card has a **barrier cost**, you may spend shards equal to the cost.
   a. If you do, the delve continues.
   b. If you do not, the delve ends *(even if the card is exhausted)*.
3. You may spend shards equal to the card's **scrap cost**. *(If the card has a cipher, you must also fulfill that. See page 22, "Ciphers".)*
   a. If you do and it's an **agent**, secure it.
   b. If you do and it's an **obstacle** or **source**, scrap it.
   c. If you do not, leave the card where it is.
4. The confrontation ends.

Discovering in a Grid Slot

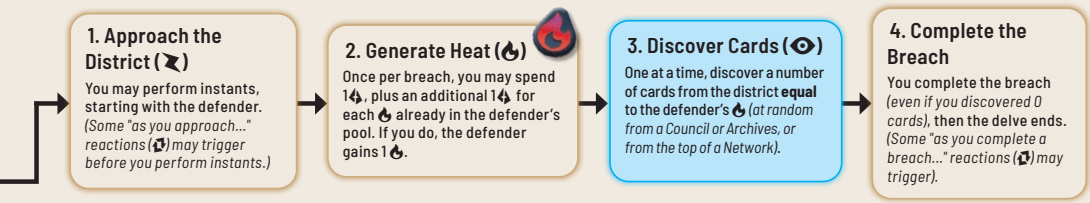
To discover an unforged card in a grid slot, resolve the following in order:

1. Look at that card *(the defender may also look)*.
2. If the card has a **discover ability**, your opponent may resolve it.
3. You may spend shards equal to the card's **scrap cost**. *(If the card has a cipher, you must also fulfill that.)*
   a. If you do and it's an **agent**, secure it.
   b. If you do and it's an **obstacle** or **source**, scrap it.
   c. If you do not, leave the card where it is *(return it to its unforged and unexhausted/exhausted state)*.
4. The discovery ends.

Avoiding a Card or Grid Slot

To avoid a card or grid slot, proceed to step 3 *("Pass the Grid Slot")* of the encounter.

Breaching a District



Breaching a District

Breaching a district follows these steps:

1. **Approach the District:** You approach the district *(some "as you approach..." reaction abilities () may trigger now)*. Then, an instant window opens where both players can use instants (). This process starts with the defending player *(the player who is the target of the delve)*. Any instant may be used here, and some "if you are approaching" instant abilities are only usable at this time.
2. **Generate Heat:** Next, you may spend one shard () plus one additional shard () for each heat token () already in the defender's pool *(if any)*. If you do, they gain a heat. *(For example, if the defender has no , you'll spend 1; if they have 2, you'll spend 3.)*
3. **Discover Cards from the District:** Next, discover cards from the district. The number of cards you discover is **equal to the number of heat ()** the defender has at the start of this step. If they have no heat, you will discover 0 cards; if they have fewer cards than their heat, discover all the district's cards. **Discover each card one at a time**.
4. **Complete the Breach:** Your breach of the district is complete *(some "as you complete a breach..." reaction abilities () may trigger)*. The delve ends.

THE ENGAGING PLAYER

Many confront abilities () and discover abilities () mention the "engaging player." The engaging player is the player currently **engaging** *(either confronting or discovering)* that card.

Discovering () from a District

To discover cards from a district, resolve the following in order, with minor variations depending on the district that is being breached:

1. **If Network:** Set the **topmost** card of the Network aside, out of play.
   If Council or Archives: Set a **random** card from the Council or Archives aside, out of play. *(Both you and the defender may look at the set aside card, regardless of district.)*
2. If the card has a **discover ability** (), your opponent may resolve it.
3. **If Network or Council:** If the card has a **scrap cost** (), you may spend shards () equal to the cost. *(If the card has a cipher, you must also fulfill that. Moments do not have a scrap cost and **cannot** be scrapped this way.)*
   If Archives: You may scrap the card. *(Ignore scrap costs but adhere to ciphers, if any. Moments **can** be scrapped this way.)*
   a. If you do and it's an **agent**, secure it.
   b. If you do and it's an **obstacle** or **source** *(or moment in Archives)*, scrap it.
   c. If you do not, leave the card set aside.
4. If you can discover more cards *(determined by the heat () the defender has or by certain card abilities)*, return to step 1; otherwise, proceed to step 5.
5. Return each card set aside during this discovery to the district:
   If Network: Return them to the top of Network in the same order they were in before you discovered them.
   If Council or Archives: Return them in a random order to Council or Archives.
6. The discovery ends.

Ability Types

An ability is text that indicates how a card affects the game. There are three types of abilities: **triggered** abilities, **constant** abilities, and **keyword** abilities.

Triggered Abilities

A triggered ability is an ability that may be resolved at certain points of the game, as specified below. During these points, if you control the card with the triggered ability, **you may choose whether or not to resolve it**. However, once you decide to do so, you must resolve the ability in its entirety.

Each triggered ability consists of a type icon and an effect. Some triggered abilities also have bolded text that indicates an additional requirement that must be paid and/or met in order to resolve that ability. The five types of triggered abilities are:

Action (≫): Action abilities are active *(i.e., usable)* while on your seeker, on a forged card in your grid, or on a moment in your Council, and you can resolve an action ability whenever you have action priority. The number of action icons preceding the ability determines how many actions you spend when resolving it *(such as "≫ ≫: Draw 3 cards")*.

Reaction (↻): Reaction abilities are active while on your seeker, on a forged card in your grid, or on a moment in your Council, and you can resolve a reaction ability anytime the ability tells you to do so. If a reaction ability would resolve in the middle of the resolution of another ability, wait for the first ability to finish, then resolve the reaction.

Instant (↯): Instant abilities are active while on your seeker, on a forged card in your grid, or on a moment in your Council, and you can resolve an instant ability during any instant window *(see page 18, "Instant Windows")*.

Confront (◉): You can resolve a confront ability when your opponent confronts a forged card with that ability in your grid.

Discover (👁): You can resolve a discover ability when your opponent discovers an unforged card in your grid with that ability or discovers a card from one of your districts with that ability.

Constant Abilities

A constant ability is an ability that is continuously active. A constant ability does not have an ability icon to signify its ability type.

Some constant abilities have bolded text that indicates an additional requirement that must be met before becoming active. **If a constant ability is not preceded by a bolded requirement, its text is active everywhere and at all times** *(in any state or game area—forged, unforged, in a district, in a score area, etc.)*.

Keyword Abilities

A keyword ability is a word or phrase that applies specific rules to a card. The keyword abilities are:

Cache X: As you forge a card with Cache X, you may place X shards (◆) from the bank onto that card.

Refund X: As the scrap cost (⚙) of a card with Refund X is paid by an opponent, you may gain X shards (◆). *(Cards scrapped from Archives do not trigger Refund X.)*

Rush X: During an instant window, you may spend X shards (◆) to stage a card with Rush X from your Council into your grid forged. *(Staging forged is also considered the same as forging. As such, "after a card is forged" reaction abilities may trigger from Rush X.)*

Ciphers

Ciphers are sometimes found at the bottom of agents, obstacles, or sources as a purple text box attached to the scrap cost (⚙).



While engaging a card with a cipher, **you must fulfill the cipher to secure or scrap that card**, no matter the card's game area. In a Council, Network, or grid, this is in addition to paying that card's scrap cost (⚙). In an Archives, you may choose to secure or scrap the card *(ignoring scrap cost)*, but you must still fulfill the cipher to do so.

Miscellaneous Procedures

While many procedures have already been presented *(such as delving, forging, or scrapping)*, others that you may run into are:

Look At / Show: The same effect but from different viewpoints—to "show" a card, let your opponent "look at" the face of it. You may also look at a card you're showing. When you "look at" a card, only you do so. This is not the same as discovering and does not trigger discover abilities (👁).

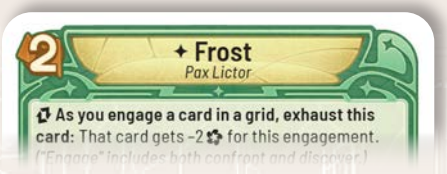
Redirect: During a delve, some abilities may redirect you to approach a grid slot or to engage a card. If you are redirected, your delve position changes to a new grid slot in the same or different path, and the remainder of the delve continues along that path.

Steal: To steal X shards (◭) or heat (🔥), take that many shards or heat from your opponent's pool into your pool.

Swap: To swap two cards, simultaneously exchange their positions in the grid without changing their states (forged, unforged, exhausted, or unexhausted).

Transfer: To transfer X shards (◭) or X heat (🔥), give that many shards or heat from your pool to your opponent's pool.

Unique Symbol (✦)



You can have only one copy of a unique card *(by title)* forged in your grid at a time. If you forge a second copy, scrap the first.

Modes of Play

There are a variety of ways to play ***Hubworld: Aidalon,*** from simple head-to-head to large multiplayer free-for-alls.

When playing with 3 or more players:

- Always pass the first player token **counter-clockwise** *(to the player on your right)*.
- Priority for ability resolution proceeds **clockwise** from the first player, except during a delve, when it proceeds clockwise from the defender *(the person the delve is targeting)*.
- When cards are discovered either in a grid slot or in a district, the face of the card is **only shared between the card's controller and the discovering player**.

The different modes of play are:

Head-to-Head (2 Players): The rules in this document are for this mode.

Free-for-All (3+ Players): In free-for-all mode, you can delve on any other player's districts. You win either by securing 3 or more agents, **each from a different player** *(if able)*, or by securing 5 or more agents from any combination of players. Additionally, during the refresh phase, if your rival attempts to draw from their Network while it's empty, you win!

Team (4 Players; 2 Teams): In team mode, work with a teammate to secure agents. Your team needs to secure 6 or more agents to win, with 3 or more agents coming from one opponent and 3 or more agents from the other. In team mode, you must sit across the table from your teammate, with your opponents to your left and right *(ordered teammate, opponent, teammate, opponent)*. Additionally, during the refresh phase, if both opponents attempt to draw from their Networks while they're empty, your team wins!

Your Rival

Some rules text and card abilities may reference your "rival." In a 2-player game, your rival is the other player; in a game with 3 or more players, your rival is the player immediately to your left.

Constructing a Deck

Now that you're familiar with the general rules of ***Hubworld: Aidalon***, you may want to build your own deck. Building a deck allows you to explore different playstyles, shape how the game is played, and experience ***Hubworld: Aidalon*** in new ways!

Choose Six Agents



To start the deck construction process, choose exactly six agents from any affiliation(s). Each agent has a **large affiliation pip** that will help you determine which obstacles, sources, moments, and seekers you can include in your deck.

THE STORY OF YOUR DECK

When constructing your deck, try to consider the qualities of the seeker who will represent you. What do the agents they align with tell you about this character? Do they come from wealth or are they working class? How do the obstacles, sources, and moments in your deck paint a picture of their day-to-day existence in the city of Aidalon Prime?

These types of questions can help exciting stories emerge as you play games of ***Hubworld: Aidalon*** with your friends, and while you explore the card pool to generate fun and interesting deck ideas.

Counting Affiliation Pips



Choose obstacles, sources, moments, and one seeker to add to your deck. Each of these card types has a number of **small affiliation pips**. These pips count the number of agents you must have from that same affiliation in your deck.

Before adding an obstacle, source, moment, or seeker to your deck, check the number of affiliation pips it has. If you have that many agents *(or more)* from that affiliation in your deck, you can include that card. However, if you do not have that many agents from that affiliation in your deck, that obstacle, source, moment, or seeker cannot be included.

For example, if you have exactly 2 Old Aidalon agents in your deck, you can include any obstacle, source, moment, or seeker with 1 or 2 Old Aidalon affiliation pips. However, you cannot include cards with 3, 4, 5, or 6 Old Aidalon affiliation pips.

Deck Size and Number of Copies

- Your deck must contain exactly **37 cards**.
- Your deck must include exactly **1 seeker**.
- Your deck must include exactly **6 agents**. You are limited to a maximum of **1 copy** of each agent *(by title/subtitle)*.
- The remaining 30 deck slots can be filled with any combination of obstacles, sources, and/or moments. You are limited to a maximum of **2 copies** of each obstacle, source, and moment *(by title)*.

Draft Play

Drafting is a way to play ***Hubworld: Aidalon*** without needing to have a deck already constructed. Instead, all of the players participate in drafting a limited pool of cards from a larger set. Then they use this pool to build a single deck and play against the other participants in the draft.

Draft Process

When drafting, separate all of the cards you are using into 5 piles:

- Seekers
- Agents
- All other cards with 5 or 6 affiliation pips
- All other cards with 3 or 4 affiliation pips
- All other cards with 1 or 2 affiliation pips

Shuffle each pile, then perform the following steps:

1. Deal out a faceup bank of **3 seekers**. Going clockwise, each player will take 1 seeker, refilling the bank after each pick. On the last player's turn, they pick twice, then reverse the order until all players have 2 Seekers. *(For example, ABCDDCBA.)*
2. Deal **6 agents** facedown to each player as a "pack." Each player will then take 1 card from their pack and pass the rest to their **right**. Continue this until all players have 6 Agents.
3. Deal **9 of the 5/6 pip cards** facedown to each player as a pack. Each player will then take 1 card from their pack and pass the rest to their **left**. Continue this until all players have 9 of these cards.
4. Deal **12 of the 3/4 pip cards** facedown to each player as a pack. Each player will then take one card from their pack and pass the rest to their **right**. Continue this until all players have 12 of these cards.
5. Deal **15 of the 1/2 pip cards** facedown to each player as a pack. Each player will then take one card from their pack and pass the rest to their **left**. Continue this until all players have 15 of these cards.

At the end of this process each player will have a pool of **44 cards**.

DRAFT PLAYER COUNT

You can draft with any number of players. You will need a single set of ***Hubworld: Aidalon*** *(the full contents of this box)* for every 4 players. Each box is designed to be a perfect set for drafting, but as more cards come out, you are encouraged to mix-and-match sets to create your perfect draft.

Building Draft Decks

Build a deck from your pool of 44 cards:

- Your deck must contain exactly **37 cards**.
- Your deck must include exactly **1 seeker**.
- Your deck must include exactly **6 agents**. Unlike constructed decks, you **can have multiple copies** of the same agent *(by title/subtitle)*.
- The remaining 30 deck slots can be filled with any combination of obstacles, sources, and/or moments. Unlike constructed decks, a player can have **any number of copies** of each obstacle, source, and moment *(by title)*, and **affiliation pips are ignored**.

NOTE: Since these decks don't follow the normal deck construction rules, you cannot use them in any game or tournament that uses the constructed deck rules.

Playing with Draft Decks

Once you have built your draft decks, it's time to play some games! You can:

- Pair off for head-to-head games, trying your deck against each of the other drafters.
- Play one big multiplayer game *(see page 23, "Modes of Play")*.
- Create a tournament bracket and compete to see who has drafted the best deck that session.

How you use these decks is totally up to you. You could use your leftover cards as a sideboard, or even trade cards after your games to make tweaks to your decks. The important thing is to have fun!



The Collective

The Collective are the intergalactic corpo-government who rule over Aidalon. Their proprietary portal technology, which they've used to create the Interplanetary Portal Transit System, has given them near complete control over intergalactic trade. In the gigacity of Aidalon Prime, the Collective are represented by administrators, bureaucrats, law enforcement, and the general citizenry; all cogs in the vast corpo-government machine.

Old Aidalon

"Old Aidalon" is what the people of the city call the wealthy families, long-standing corporations, and businesses that built Aidalon into the bustling hubworld it was before the Collective moved in and seized economic and political control. Some in Old Aidalon view the change as a temporary setback, others as an opportunity. Regardless, the members of Old Aidalon still have vast resources at their disposal, and they have the will to put them to use.





The Remnants

The "remnants" are how the Collective refer to the reclusive free-thinkers, smugglers, strays, and everyday people who have refused to conform to the Collective's will. They've heard what the Collective has to offer and they're simply not interested. The remnants wish only to live their lives in a manner of their choosing, free from the corpo-government's cloying, bureaucratic control.

Omniworks

Without the unions and trade guilds that keep the gigacity running, life in Aidalon Prime would surely grind to a halt. The all-encompassing organization known as Omniworks maintains the power, the water, the telemail network—every bit of infrastructure, from the 'bots that clean the gigacity's gutters to the elemental converters that power the Collective's portal tech and to the simple nutrient dispensers found in each and every registered hab.



Frequently Asked Questions

Adjacency

What defines whether cards are adjacent?

If the edges of two cards are touching on the grid (vertically and/or horizontally), those cards are considered to be adjacent to one another. Cards in positions diagonal to one another are not adjacent.

Barriers

When is a barrier cost (⋔) active?

A card's barrier cost is active only while that card is forged (faceup) in a grid.

Can an ability that gives +/- barrier cost (⋔) be applied to a card without a printed barrier cost value, such as to a source?

No. An ability that increases or decreases a barrier cost can apply only to a card with a printed barrier cost value. If a card does not have a printed barrier cost value, then it has no barrier cost to increase or decrease.

Ciphers

If I discover a card with a cipher in an Archives, do I still need to fulfill the cipher's requirement to scrap that card?

Yes. The cipher is active while a card is in an Archives. As such, the cipher's requirement must be met for the engaging player to secure or scrap that card.

Confronting and Discovering

When does a confront ability (◓) trigger? When does a discover ability (👁) trigger?

You can resolve a confront ability when your opponent confronts a forged card with that ability in your grid. You can resolve a discover ability when your opponent discovers an unforged card in your grid or a card in one of your districts with that ability.

How many cards can I discover in a district during a delve?

Unless an ability says otherwise, the number of cards you discover in a district is equal to the amount of heat (🔥) your opponent had when you began discovering. If your opponent has more heat than cards in that district, discover all the district's cards. If your opponent has no heat, you discover 0 cards and then complete the breach.

If I discover a card in an Archives, do I need to pay its scrap cost (♻) to scrap it?

No. Once a card is discovered in an Archives and after any relevant discover abilities (👁) have been resolved, the discovering player may scrap it for free, regardless of the scrap cost. Ciphers still apply, however.

Forging and Collecting

Does forging or collecting require me to spend actions (➢)?

No. Forging a card or collecting with a card can be done during any instant window (⧗), and neither requires you to spend actions.

Can an unforged card be exhausted?

Yes. If a card ability instructs you to exhaust a card in your grid without specifying that card's state, unforged cards are eligible candidates.

Can an exhausted card be forged?

Yes. You can still forge exhausted cards, but they will keep their exhausted state after forging.

Instant Windows

Do I need to check if my opponent wishes to perform an instant during each and every instant window?

No. During an instant window, each player is responsible for declaring whether or not they wish to perform an instant. If neither player does so, both players are considered to have passed and the instant window closes.

Keywords

If I unforge a card with Cache X, do the shards that are still on the card stay?

Yes. Unforging a card does not remove shards or any other token from it.

Moments

Because moments do not have a scrap cost (♻), if I discover a moment in a Council or Network, can I scrap it for free?

A card not having a value is not the same as that value being treated as if it were 0. Because moments do not have a scrap cost, the scrap cost cannot be paid when a moment is discovered in a Council or a Network, and thus the moment cannot be scrapped. (If you discover a moment in an Archives, however, you can scrap it for free.)

Common Terms

Approach: The first step of an encounter or a breach while delving. An instant window opens here. *pg 20*

Archive(s): (n.) Your facedown discard pile; (v.) the act of sending a card to your Archives. *pg 8*

Avoid: Ignoring an empty grid slot or an exhausted/unforged card in a grid slot while delving. *pg 20*

Back Row: The row of grid slots closest to your districts. *pg 8*

Breach: The act of infiltrating a district during a delve. *pg 21*

Cipher: A purple text box attached to a scrap cost that must be fulfilled to scrap the card. *pg 22*

Collect: The act of exhausting a card, then gaining shards and/or drawing cards equal to the card's collection icons. *pg 18*

Confront: Interacting with a card while it is forged in a grid. A form of engaging. *pg 20*

Council: Your hand of cards. *pg 9*

Defending Player: The person the delve is targeting. *pg 19*

Delve: The multi-step process of choosing an opponent's path, encountering their grid slots in that path, and breaching the district at the end of that path. *pg 19*

Discover: Interacting with a card while it is unforged, either in a grid or in a district. A form of engaging. *pg 20*

District: A term that describes a Council, a Network, or an Archives. *pg 8*

Encounter: The act of infiltrating a grid slot during a delve. *pg 20*

Engage: A term that encompasses confronting and discovering. *pg 21*

Engaging Player: The player who is confronting or discovering a card. *pg 20*

Exhaust: The act of rotating a card sideways in your grid. *pg 12*

Forge: The act of paying the shard cost of a facedown card in your grid, then flipping that card faceup. *(Staging forged is also considered forging.) pg 12*

Front Row: The row of grid slots furthest from your districts. *pg 8*

Grid: Your 3x3 play area. *pg 8*

Grid Slot: One of the nine sections of your grid. Each grid slot can contain only one card. *pg 8*

Keyword: A word or phrase with specific rules. These are Cache X, Refund X, and Rush X. *pg 22*

Look At: The act of looking at a card. Unless otherwise instructed, only you see the card. *pg 23*

Network: Your deck of cards. *pg 9*

Pass: The step after engaging or avoiding a grid slot. At this stage, you'll either retreat from the delve or continue. *pg 20*

Path: A vertical column of grid slots leading to a given district. *pg 8*

Priority: Who goes first in timing conflicts. The first player has priority, except during a delve, when the defending player has it instead. *pg 18*

Redirect: The act of changing your delve position. You continue along the new path from the specified position. *pg 23*

Rival: The player to your left *(or your opponent in a 2-player game). pg 23*

Score Area: Where you keep agents you've secured. If you ever have 3 or more agents in your score area, you win. *pg 8*

Scrap: (n.) Your faceup discard pile; (v.) the act of sending a card to your Scrap. *pg 8*

Secure: The act of adding an agent to your score area. *pg 20*

Shift: The act of moving a card to an adjacent grid slot. If there is a card already there, the two cards exchange positions *(this is not swapping). pg 16*

Show: The act of letting another player "look at" a card. You may look at a card you're showing. *pg 23*

Steal: The act of taking shards or heat from another player into your pool. *pg 23*

Swap: The act of exchanging the position of two cards in a grid. *pg 23*

Transfer: The act of giving shards or heat to another player. *pg 23*

Unexhaust: The act of rotating a card upright in your grid. *pg 12*

Unique: Some titles are preceded by a (✦), which indicates that you can have only one copy of that card forged in your grid at a time. *pg 23*

Unforge: The act of flipping a card facedown in your grid. *pg 12*



Created By

Michael Boggs: Game Design, Content Development, Rules Writing, Playtest Coordination

Cory DeVore: Game Design, Content Development, Concept Artwork, Fiction, Rules Writing, Playtest Coordination

Andrew Navaro: Creative Direction, Graphic Design, Concept Artwork, Fiction

Andrew Fischer: Design Direction, Rules Writing

Robert Brantseg: Art Direction, Concept Artwork, Illustration, Fiction

Evan Simonet: Concept Artwork, Illustration, Graphic Design

Joe Banner: Concept Artwork, Illustration

Jeremy Zwirn: Design Review

Maxine Juniper Newman: Design Review

Leonard Ash: Technical Editing

Jon Healey: Proofreading

Playtesters

A special thanks to our playtesters, and especially to the Shardwinners. These exceptional testers really put the game through its paces. Without you, this game wouldn't be the same.

Hansi Ali, Julie Banner, Joshua Bartolome, Chris Basey, Joshua Bear, Darshan Bear, Giovanni Bianchini, Clinton Bolinger, David Clark, Dylan Coyle, Stephen Crowther, Scott Degenkolb, Matt Dolman, Matthew Eagin, Luke Eddy, Micha Elsner, Ricky Fairhurst, Alex Felton, Luca Gaffurini, John Getty, Melanie Gruber, Daniel Hahn, Amy He, Jack Heiden, Stephen Helmly, Cristian Hernandez, Marius Hinge, Pierce Karguth, Joseph Kane, Cole Keegan, Brodie Kelley, Andrew Kennedy, Andrew Kimbrey, Grant Kleinschmidt, Quinn Kleinschmidt, Wasyl Kurek, Melvin Lee, Jeff Lindsay, Joey Lindsay, Trevor Lynn, Maeve, Sophia Meister, Leo Meister, Alec Nelson, Didson New, Sean O'Malley, Carlos Ortiz, Matt Paulson, Christopher Pilz, Nicholas Polsinelli, Ben Post, Kindrid Sandberg, Ricardo Santos, Glen Saward, Ludovic Schmidt, Felix Schulte-Lünzum, Mark Schwader, Terra Sinquefield, Asher Stuhlman, Ryan Tannenbaum, Ben Torell, Chenyue Wang, Frances Winfield, Jamie Yan

Shardwinners: *Brodie Bensend, Antoine Blanckaert, Tim Bunn, Brian Butz, Alasdair Clarke, Bryan Davis, Cody Davis, Sean Doyle, Alex Duletsky, Josh Fullmer, Matt Gazda, Matthew Gould, Daniel Green, Liam Hanrahan, Anna Hughes, Nathan Kelly, Roman Komarov, Sean Labbe, Steve Lyman, Erik Miller, Ryan O'Connor, Christian Payne, Brennen Sandberg, John Sobierajski, Sean Tilson, Juan Vasquez, Ryan Walker, Daniel Wilmer*

Playtest Tournament Champion: *Davis Tower Kingsley*

EARTHBORNE®

©2026 Earthborne Games LLC. P.O. Box 9092, St. Paul, MN, 55109. No part of this product may be reproduced without specific permission. Earthborne Games and Hubworld: Aidalon, including logos and characters, are property of Earthborne Games.The Earthborne logo is a registered trademark of Earthborne Games. Game mechanisms © 2026 Oddity Engine LLC used under license by Earthborne Games. All rights reserved. Made in the USA.