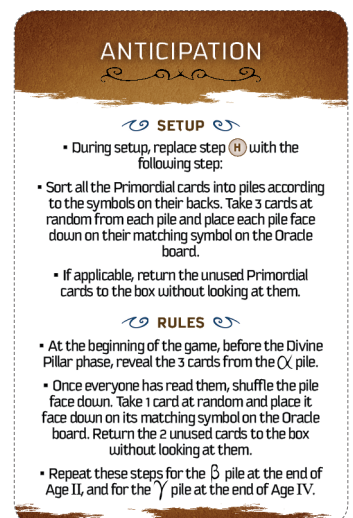
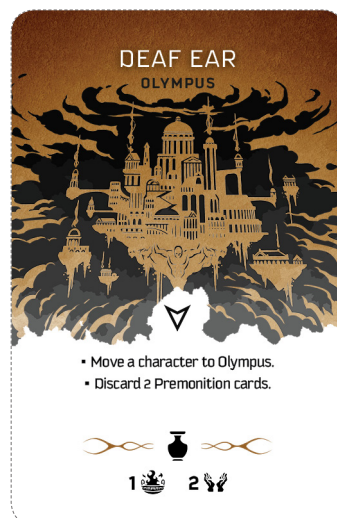
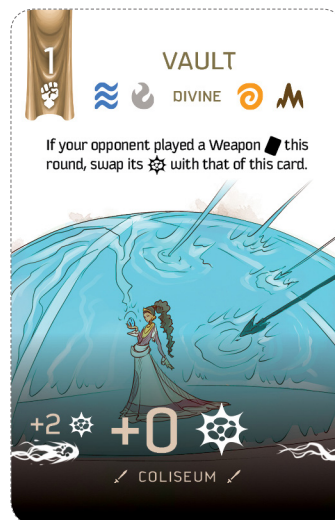
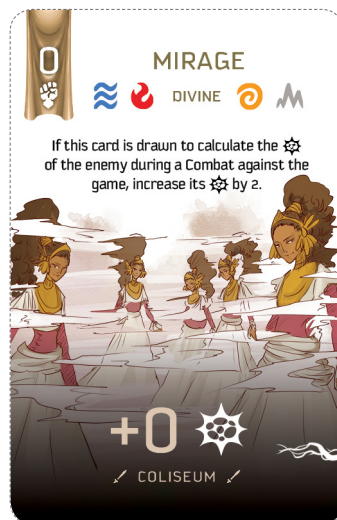
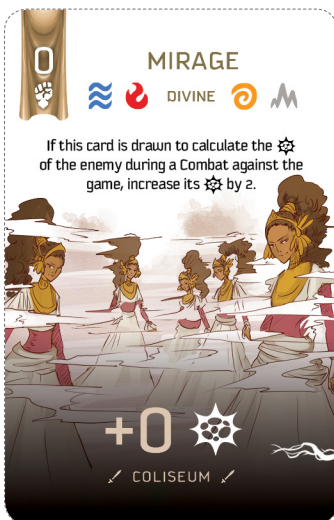


HYBRIS

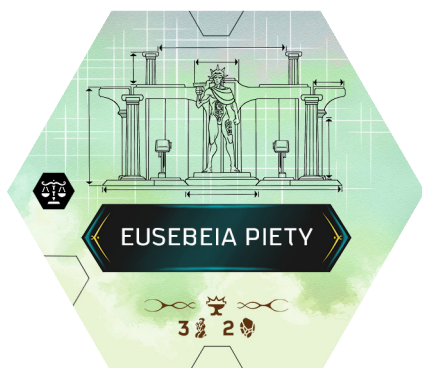
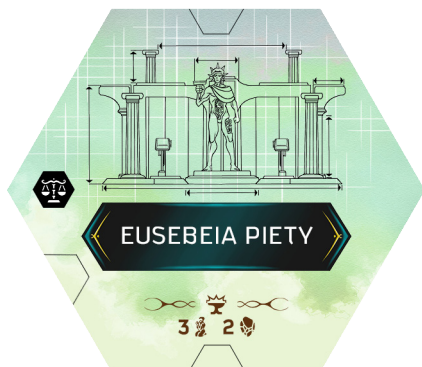
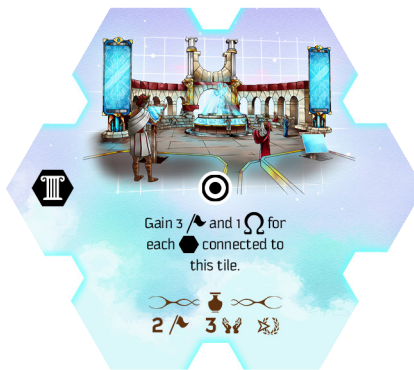
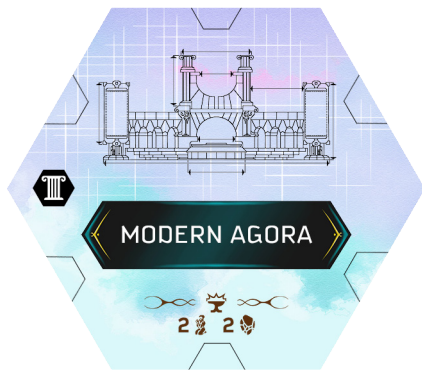
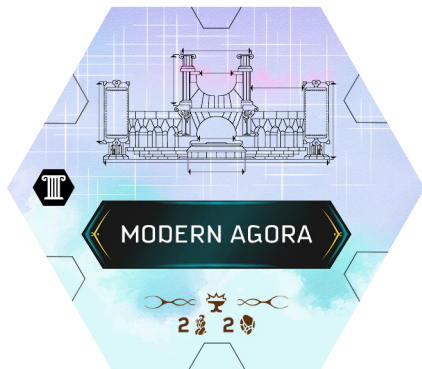
DISORDERED COSMOS

2025 BASE GAME UPDATES

2025 MINI CARDS BASE GAME FRONT



2025 BASE GAME TECHNOLOGIES



2025 NEW CARDS GAME PHASES BASE GAME FRONT

CLASSIC MODE

GAME PHASES

I - DIVINE PILLAR PHASE

In Ω order, each player chooses a Divine Pillar card.

II - PLANNING PHASE

Each player assigns a ♀ to each of their ⚔ and ⚔.

III - ACTION PHASE

In Divine Pillar order, each player takes turns to activate one of their characters, or passes.

1. Activating a ⚔ or ⚔ costs 1 ♀ (⚔ is free to activate).
2. Move the character to the Location based on their ♀ (⚔ can move anywhere). Place the ♀ in your ♀ space.
3. Gain the bonus or Suffer the penalty for placement.
4. Perform an action at the Location.

If you activate your ⚔, or pass, you must use your Divine Pillar card during your turn.

IV - END OF THE AGE

1. Return Divine Pillar cards.
2. Return all ♀ from ♀ space.
3. Move all ♀ from your ♀ space to your ♀ space.
4. Advance the Quests.
5. Advance each ⚔ in the Factory.
6. Resolve a Primordial card if applicable.
7. Return all your characters, except those defeated in the Underworld.

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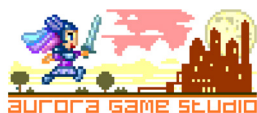
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2025 NEW CARDS GAME PHASES BASE GAME BACK

DUEL MODE

GAME PHASES

I - DIVINE PILLAR PHASE

1. In ⌚ order, each player chooses a Divine Pillar card.
2. In ⌚ order, each player chooses a second Divine Pillar card and declares their Stance.

II - PLANNING PHASE

Each player assigns a ♀ to each of their ⚔ and ⚡

III - ACTION PHASE

In Divine Pillar order, each player takes turns to activate one of their characters, or passes.

1. Activating a ⚔ or ⚡ costs 1 ⚡ (⚡ is free to activate).
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3. Move the character to the Location based on their ♀ (⚡ can move anywhere). Place the ♀ in your ⚡ space. Action spaces with ⚡ are blocked!
4. Gain the bonus or Suffer the penalty for placement.
5. Perform an action at the Location.
6. After placing a ⚔ or ⚡, place a ⚡ or ⚡ to the same or an adjacent Location, depending on your Stance.

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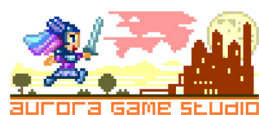
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



2025 New CARDS DIVINE Pillars Base Game Front

GAME AID



∞ DIVINE Pillars ∞

1. ASCENDANCY

ACTIVE PLAYER


- Gain 2 
- Gain 1  for each of your deployed 
- Gain 1  for each of your 
- Gain 1  and 2 

OTHER PLAYERS

- Gain 1  for each of their deployed 

2. TRUCE

ACTIVE PLAYER



- Gain 1 
- Perform the Influence action in a City of your choice.

OTHER PLAYERS


- Gain 2 

3. GUIDANCE

ACTIVE PLAYER

- Choose 1  from Olympus and perform the Build action with it (*pay its Build cost, flip it over, place it in the Factory, place one of your  on it*).

OTHER PLAYERS








- Draw 1  from the Coliseum

GAME AID



∞ DIVINE Pillars ∞

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

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



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

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



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GAME AID



∞ DIVINE Pillars ∞

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

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OTHER PLAYERS

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2025 NEW CARDS DIVINE PILLARS BASE GAME BACK

GAME AID

∞ DIVINE PILLARS ∞

4. AMBITION

ACTIVE PLAYER


- Gain 1 
- Until the end of the Action Phase, increase your  by 3 in any Combat.

OTHER PLAYERS

- Draw 1 

5. SYMBOLISM

ACTIVE PLAYER




- Remove 1  from an Enhancement tile (*placing it in a City as normal*).

OTHER PLAYERS



- Draw 1 Premonition card.

6. INDOCTRINATION

ACTIVE PLAYER

- Remove 1  or  from an Enhancement tile.
- Gain 1 

OTHER PLAYERS



- Gain 1 
- The active player adds 1  to the Well of Prayers for each other player. Apply any penalties for overflow to the active player.

GAME AID

∞ DIVINE PILLARS ∞

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


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OTHER PLAYERS



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

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
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

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
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2025 NEW CARDS ACTIONS BASE GAME FRONT

GAME AID

ACTIONS - BASE GAME

OLYMPUS



CONVERT

Choose a row on the conversion chart and pay the indicated number of from your Player board to immediately receive the corresponding bonus. You may perform any number of conversions, including the same one multiple times.



DESIGN

Take one of your choice from any of the piles and place it on space A in the Workshop at the Forge, blueprint side. Place one of your on top of the to identify it as yours.

THE FORGE



BUILD

Choose a in the Workshop with your on it and pay the Build cost (in and/or) as indicated on the .



PRODUCE

Slide all in the Factory forward one space, in the direction of the arrows.

THE ORACLE



SIGHT

Draw and secretly watch the first three Premonition cards of the Premonition pile. Choose one and add it to your hand. Place the two others at the bottom of the Premonition pile.



OMEN

Choose 1 from your hand and place it face up below the Oracle board with one of your on it. It must depict at least 1 Element that is not shown on any other . Then, you may pay 1 to secretly look at the Primordial card that will be revealed next.

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ACTIONS - BASE GAME

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THE ORACLE



SIGHT

Draw and secretly watch the first three Premonition cards of the Premonition pile. Choose one and add it to your hand. Place the two others at the bottom of the Premonition pile.



OMEN

Choose 1 from your hand and place it face up below the Oracle board with one of your on it. It must depict at least 1 Element that is not shown on any other . Then, you may pay 1 to secretly look at the Primordial card that will be revealed next.

GAME AID

ACTIONS - BASE GAME

OLYMPUS



CONVERT

Choose a row on the conversion chart and pay the indicated number of from your Player board to immediately receive the corresponding bonus. You may perform any number of conversions, including the same one multiple times.



DESIGN

Take one of your choice from any of the piles and place it on space A in the Workshop at the Forge, blueprint side. Place one of your on top of the to identify it as yours.

THE FORGE



BUILD

Choose a in the Workshop with your on it and pay the Build cost (in and/or) as indicated on the .



PRODUCE

Slide all in the Factory forward one space, in the direction of the arrows.

THE ORACLE



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2025 NEW CARDS ACTIONS BASE GAME BACK

GAME AID

∞ ACTIONS - BASE GAME ∞

THE MOIRAI ARE NOT ALLOWED

QUEST

Select one of the Quests and attempt to complete it by following the requirements of the card.

THE COLISEUM ARE NOT ALLOWED

TRAIN

Draw 1 from the Coliseum, adding it to your hand.

DOMINATE

Choose a of the Coliseum to fight by selecting their corresponding card. Engage in Combat with them.

THE UNDERWORLD

RESURRECT

Return one of your previously defeated to your reserve.

DRAIN

Gain a number of from the general supply equal to the Aegis value of the top Primordial card on the Underworld

THE MORTAL WORLD

INFLUENCE

Gain the benefits depicted in the City's banner. If you have a in the City, gain 1 extra or

DEPLOY

Introduce a in the Mortal World. Another player may Challenge your deployment. Distribute deployment rewards as follows.

GAME AID

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2025 New CARDS Aid for EXPANSIONS FRONT



GAME AID

ACTIONS - CATAclysm

THE OUTER LIMITS

THE CAMP

present in the Camp can be used by any player in the Outer Limits to perform the Explore and Defend actions.

EXPLORE

Transfer , then advance your on the Exploration track as many spaces as paid. Draw the number of Exploration cards indicated on the Bonus space above your , then keep one to resolve.

DEFEND

Transfer , then advance your on the Defense track as many spaces as paid. Make a Combat against Chaos, increase your by the value indicated on the Bonus space above your . If victorious, apply the Repelled effects

SUCCESS OF EXPLORE ET DEFEND ACTIONS

If one of the actions is successful, choose one of the rewards from the Reward line, between the Reward space below your and the previous spaces. Then, return your to the first space.

HANGAR BOARD

PLANIFICATION PHASE

After assigning your Location tokens, you may convert up to 5 into . Then, you may assign 1 to each of your unactivated .

WORKSHOP CHIEF

Whenever one of your is activated, your on that tile becomes . For any effect that requires a , you may use your instead. Whenever you perform an action in the Outer Limits, add 1 to the Camp from the reserve for free.



At the end of an Age, you may pay for each you want to keep that is on an unactivated . Return the other to the reserve.

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2025 NEW CARDS AID FOR EXPANSIONS BACK



GAME AID

ACTIONS - DIVINE BETRAYAL

TARTARUS



RELEASE

Move a Prisoner from their Jail space to an available space in the Location of your choice. You are the owner of this Prisoner.



MAKE A DEAL

Choose a row on the Tartarus conversion board, and pay the indicated number of to receive the corresponding bonus. You may perform as many different conversions as you wish.

TARTARUS RULES

SUFFERING CORRUPTION PENALTIES

Resolve the effect of the space where your Olympian token is located, as well as all previous spaces on the Corruption track.



If an effect has the ! icon and you cannot resolve it, your turn ends immediately.



IMPRISONMENT PENALTIES

Whenever a player wins a Combat against a Prisoner, the owner suffers the Imprisonment Penalty.



Advance 1 space on the Corruption track



Reveal the first card from the Corruption deck and resolve the



Prisoner effect



Gain 1 Guilt



GUILT

Whenever you gain , place one of your on the Primordial card in the Underworld. If the number of on the card is equal to or greater than the of the Primordial, the player or players with the most suffer the Wrath I effect of this Primordial. The are then returned to their owner.



OBSTRUCTION TOKENS

Whenever you have to take a , place it to the far right of the on your track. If you have at least 1 when you need to remove 1 , discard 1 instead.

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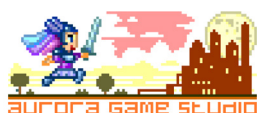
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

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2025 NEW CARDS Aid DIVINE BETRAYAL

CHRONOS MODE

I - DIVINE PILLAR PHASE

1. Resolve the Desolation effect of each face up Concept card in Divine Pillar number order. After resolving an effect, obliterate the Concept card.
2. For each Avatar on the Chronos board, Chronos gains the associated resource.
3. Players choose a Divine Pillar card:
 - Players place their  on the Focus space corresponding to the chosen Divine Pillar card.
 - If a player chooses Ascendancy or Ambition, adjust the Intensity reserve of the corresponding Concept by the modifier shown on the Chronos Enhancement tile, if any.
 - If you take another Divine Pillar card,  of the associated Concept. If no more Chain remains on this Concept, Chronos gains as many  as the Divine Pillar number associated to the Concept.

 In a solo game, you must choose 2 Divine Pillars cards, resolving the effects of taking both. However, place only one of your  on a Focus space of your choice.



II - PLANNING PHASE


1. Reveal the top card from each Concept deck. Place it on top of the corresponding deck.
2. Planning Phase continues as normal.



CHRONOS MODE

III - ACTION PHASE

1. In the Divine Pillar order, from 1 to 6, check the Focus space:
 - : that player chooses a character. If the character type matches the character bar of the Concept card, resolve the main effect of the card and obliterate it. Activate your character. If there is no character bar, you may resolve or not the main effect.
 - : if a Concept card is revealed, resolve the main effect of the card unless the players have all the requirements indicated on the corresponding Chain track. If not, they must choose between:
 - Resolve the main effect of the Concept card and obliterate it.
 - Chronos gains 1 resource corresponding to the Concept.
 - Move the associated Avatar with the Concept (if able).

 In the solo game, when you resolve your Divine Pillar card, don't apply the effect of the lower part of the card. Instead:

- If you focused on an Enhancement Concept, adjust the Intensity reserve of the Concept by the modifier.
- If you focused on a Chained Concept, Chronos gains 1 resource corresponding to the Concept.

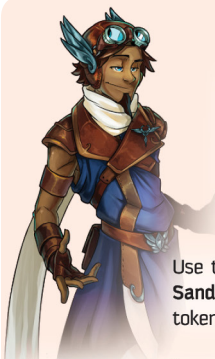
2. This cycle repeats until all players have passed, in which case the Phase ends immediately (do not complete the cycle).

IV - END OF AGE

Three new steps are added at the end of this Phase:



1. If a Primordial has been revealed, move the corresponding Avatar.
2. From left to right, resolve the main effect of each Avatar in the Mortal World.
3. Resolve any End of Age effects on Chronos's Enhancement tiles.



HERMES




Mischievous, Hermes will use his Arrogance token to act first or last during the Action Phase. Surprise your opponents by choosing the **Symbolism** or **Indoctrination** Divine Pillar and then taking the first turn!

Use the power of **Autolycus** or **The Winged Sandals** and then flip over your **Arrogance** token to disrupt your opponents' plans!

Fast, movement is an important ability for Hermes. Unlock **The Hermai** Enhancement as soon as possible, it allows you to immediately assign a  under a character you just gained. Try combining **The Caduceus** Enhancement and the **Technology Illuminated Stoa** to keep as many  as possible in your reserve.





Hermes is weak in Combat. Deploy the  Technology **Steam Polybol** to increase your .

Helpful tips for playing Hermes:

- Don't forget to use your **Messenger of the Gods** power.
- **Palaestra** can gain you a lot of .
- Use (and also flip) your **Arrogance** token at the right time.
- **The Mount Kyllini** can ruin your opponents' plans!




ENHANCEMENTS

THE CADUCEUS

Once per turn, when you place a  in your  space, swap it with another  under one of your available characters. Gain 1 .





PALAESTRA

Palaestra has +2  in Combat against a . Whenever Palaestra gains , increase the amount gained by 1.




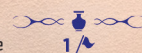
THE WINGED SANDALS

If you are challenged when deploying with Hermes, you may skip the Combat and return Hermes to your reserve, wounded. Give the challenging player either 2  or 1 . Flip your **Arrogance** token.





THE MOUNT KYLLINI

Whenever you draw a Premonition card, you may give it to another player. If you do, that player must give you a different Premonition card (if able) and 1 .






AUTOLYCUS

Autolycus must give any action space bonus to another player at that Location. That player must give you 1  or 1 , if able. Flip your **Arrogance** token.

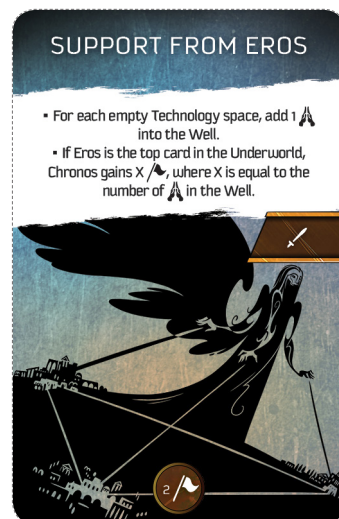
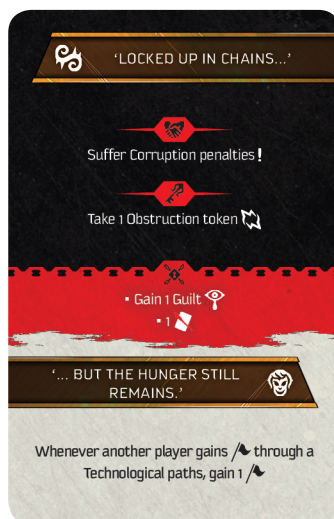
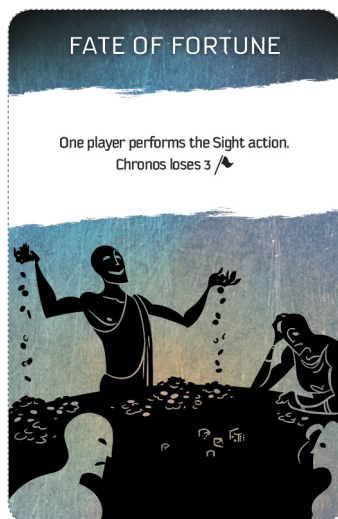


THE HERMAI

Whenever you gain a  or a  (including from the *Coliseum*), you may immediately place one of your available  under them.



MINI CARDS FOR DIVINE BETRAYAL EXPANSION



MINI CARDS BACK

