



AETERNA - GAMES

KLEOS

Rulebook

Working version. The mechanics have been refined through simulations and are considered sufficiently solid to document, but may still be adjusted after extensive physical playtesting.

VERSION 1.0 - SEPTEMBER 2026

○ THE GAME

Glory must endure.

KLEOS is a game of tactical confrontation in which each player builds their own prestige. Reaching Glory is not enough: you must preserve it.

2-3	48	16	5	7
PLAYERS	CARDS	DESIGNS	STARTING HAND	MAX. HAND

OBJECTIVE

Build 12 points of active Glory during your turn and proclaim KLEOS. If you still have at least 12 points at the start of your next turn, you win the game.

Your rivals have attacks, traps and other tools to prevent that Glory from surviving long enough.

12

GLORY POINTS

Reaching them is not enough.
You must preserve them.

CORE PRINCIPLE

Proclaiming KLEOS does not grant immediate victory. KLEOS is only confirmed if your Glory endures until your next turn.

02 SETUP

Before you begin

01 Shuffle the deck

Shuffle the 48 cards and place them face down to form the draw pile.

02 Deal 5 cards

Each player begins with a hand of 5 cards. A hand cannot exceed 7 cards.

03 Set aside the discard pile

Leave a space next to the deck for discarded cards. Cards that remain active in play are not part of the discard pile.

04 Determine who starts

The starting player takes the first turn. To offset this advantage, they skip only the normal draw at the end of their first turn.

0 THE TURN

Four steps.

1 Play

Play one card from your hand.

2 Resolve

Fully resolve its effect and any interaction it triggers.

3 Check Glory

If you reach 12 or more active Glory points during your turn, you may proclaim KLEOS.

4 Draw

Draw 1 card to end your turn, except for the starting player on their first turn.

04 GLORY AND KLEOS

Reach. Proclaim. Endure.

ACTIVE GLORY

Glory cards are played in front of you and remain in play. Their values are added together to determine your current prestige.

A Glory card petrified by Medusa remains in play, but contributes 0 points until freed.

PROCLAIM KLEOS

When you reach 12 or more points of active Glory during your own turn, you may proclaim KLEOS.

The game does not end yet. Your rivals have until the start of your next turn to reduce your Glory below 12.

VICTORY

If you still have 12 or more points of active Glory at the start of your next turn, KLEOS endures and you win immediately.

0 DECK AND DISCARD

WHEN A CARD RESOLVES

Cards that do not remain active are placed in the discard pile after their effect is fully resolved. Some cards remain in play because they protect, block or modify a specific situation.

IF THE DECK RUNS OUT

Shuffle the discard pile to form a new draw pile. Cards that remain in play are not recycled. The card currently resolving is not yet part of the discard pile.

EXCEPTION

Trident is removed from the game after its effect resolves. It does not enter the discard pile and therefore cannot be recovered by Pegasus.

06 GLORY CARDS

Build your prestige.

DESIGN	NAME	TYPE	FUNCTION
	AMPHORA	GLORY	Provides 1 Glory point.
	COLUMN	GLORY	Provides 1 Glory point.
	LAUREL WREATH	GLORY	Provides 2 Glory points.
	LYRE WITH LAURELS	GLORY	Provides 3 Glory points and allows you to draw 1 additional card.
	ZEUS	GLORY	Provides 5 Glory points.

LYRE WITH LAURELS

Its additional draw is part of the card effect and resolves before checking whether you may proclaim KLEOS.

07 TACTICAL CARDS

Action

DESIGN	NAME	TYPE	FUNCTION
	TORCH	ACTION	Removes an active Labyrinth or frees a card petrified by Medusa. It may help any player.
	SPARTAN HELMET	ACTION	Protects a Glory card. The next Medusa or Trident targeting it is cancelled and the Helmet is discarded.
	PEGASUS	ACTION	Recovers a card from the discard pile and returns it to your hand.
	WINGED SANDAL	ACTION	Allows you to immediately play a second card during that turn. A second Winged Sandal does not allow a third card to be played.
	GRAPES	ACTION	All players draw 2 cards. The player who plays Grapes draws 1 additional card.

08 TACTICAL CARDS

Attack

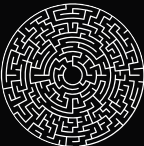
DESIGN	NAME	TYPE	FUNCTION
	MEDUSA	ATTACK	Petrifies an opponent's Glory card. While petrified, that card contributes 0 Glory points.
	MINOTAUR	ATTACK	The chosen opponent discards 2 cards from their hand. The affected player decides which ones.
	TRIDENT	ATTACK	Returns an opponent's Glory card to the deck and shuffles it. After resolving the effect, Trident is removed from the game.
SPECIAL			
	SHIELD WITH SPEARS	SPECIAL	Played as a reaction to an Attack: it cancels it and reflects its effect back to the player who launched it. The response cannot be countered.

SHIELD WITH SPEARS

It is a reaction: it may be played when receiving an Attack. The reflected attack returns to the player who initiated it and cannot start a new chain of Shields.

09 TACTICAL CARDS

Strategy and Trap

DESIGN	NAME	TYPE	FUNCTION
	SCROLL	STRATEGY	Look at the top 3 cards of the deck. Choose 1 to place on top and put the other 2 on the bottom. The final draw of the turn takes the chosen card.
	LABYRINTH	TRAP	The next player cannot use Attack cards during their next turn. Afterwards, Labyrinth is discarded.

CARD TYPES

Glory

Remains in front of the player and contributes points while active.

Action

Produces a tactical effect on the hand, discard pile, turn or a card in play.

Attack

Directly harms an opponent and may be answered by Shield with Spears.

Special

Breaks the normal flow of an Attack and is used as a reaction.

Strategy

Allows you to prepare a future advantage without directly attacking another player.

Trap

Imposes a temporary restriction on the next player.

IO KEY INTERACTIONS

When cards meet.

Helmet + Medusa

If Medusa targets a Glory card protected by Spartan Helmet, the Helmet is discarded and the petrification is cancelled. The Glory card remains active.

Helmet + Trident

If Trident targets a protected Glory card, the Helmet is discarded and the effect on that card is cancelled. Trident finishes resolving and is removed from the game.

Shield + Medusa

Medusa is reflected back at the attacker. The attacker must select one of their own active Glory cards; Medusa remains on it until removed by Torch.

Shield + Minotaur

The effect returns to the player who played Minotaur. That player discards 2 cards from their own hand, chosen by them.

Shield + Trident

The attack returns to its originator: one of their Glory cards is returned to the deck. Trident is then removed from the game as usual.

Torch

Can be used to remove an active Labyrinth or free a Glory card petrified by Medusa, even when the effect benefits another player.

ONE PROTECTION ONLY

Each Glory card may have at most one Spartan Helmet attached.

I SPECIAL CASES

Rules worth remembering.

Winged Sandal

The second card is played immediately during the same turn. If that second card is another Winged Sandal, it does not grant a third play.

Scroll

After arranging the top three cards, the chosen one remains on top. Unless another effect alters the deck, it will be the card drawn in the normal draw that ends the turn.

Lyre with Laurels

Its additional card is drawn when the Lyre resolves. Glory is then checked, and finally the normal end-of-turn draw occurs.

Grapes

Each opponent draws 2 cards and the player who plays Grapes draws 3 in total. The hand limit remains 7 cards.

Medusa

The petrified card is not discarded: it remains in the player's Glory area, but its value does not count while Medusa remains active.

Labyrinth

Affects the next player for one turn only. That player may use other card types; only Attack cards are prohibited.

Trident

The affected Glory card is returned to the deck, which is shuffled. Trident is removed from the game once resolved, so it cannot be recovered from the discard pile.

Deck depleted

The discard pile is shuffled to form a new draw pile. Active cards and the card still being resolved are not included.

I2 QUICK REFERENCE

A game at a glance.

SETUP

- 2-3 players.
- Shuffle the 48 cards.
- Deal 5 cards to each player.
- Hand limit: 7 cards.
- The starting player skips the normal draw on their first turn.

EACH TURN

- 1. Play one card.
- 2. Fully resolve its effect.
- 3. Check your Glory and proclaim KLEOS if you reach **12**.
- 4. Draw 1 card.

KLEOS

I2

Reach 12 points of active Glory during your turn.

Proclaim KLEOS and retain at least 12 until the start of your next turn to win.

REMEMBER

- Medusa makes a Glory card contribute 0.
- Helmet protects against Medusa or Trident.
- Shield reflects Attacks.
- Torch removes Medusa or Labyrinth.
- Trident is removed from the game.
- If the deck runs out, recycle the discard pile.

KLEOS

It is not enough to attain Glory. It must endure.