



Layton the Intently
Hyperbolic



2

Agent Hoo-man

CREATURE



MARTIAN • AGENT

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Reap: Choose a friendly non-Mars creature and an enemy non-Mars creature. Stun the chosen creatures.

© 2019 FFG

Marko Fiedler

160

Layton the Intently Hyperbolic



2

Agent Hoo-man

CREATURE



MARTIAN • AGENT

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Reap: Choose a friendly non-Mars creature and an enemy non-Mars creature. Stun the chosen creatures.

© 2019 FFG

Marko Fiedler

160

Layton the Intently Hyperbolic



Mars First

ACTION

Play: Ready and use a friendly Mars creature.

"Mars second, third, and fourth, too, if you ask me."
- Ulyq Megamouth

©2019 FFG

Timur Shevtsov

• 165 •

Layton the Intently Hyperbolic



1

Mindworm

CREATURE



BEAST

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Before Fight: The creature Mindworm fights deals damage equal to its power to each of its neighbors.

© 2019 FFG

Michele Giorgi

• 168 •

Layton the Intently Hyperbolic



3

Vezyma Thinkdrone

CREATURE



MARTIAN • SCIENTIST

Reap: You may archive a friendly creature or artifact from play.

Nothing helps me think like wanton destruction.

©2019 FFG



3

Vezyma Thinkdrone

CREATURE



MARTIAN • SCIENTIST

Reap: You may archive a friendly creature or artifact from play.

Nothing helps me think like wanton destruction.

©2019 FFG



Æmber Conduction Unit

ARTIFACT



ITEM

After an enemy creature reaps, if it is the first time a creature has reaped this turn, stun it.

©2019 FFG

Timur Shevtsov

• 176 •

Layton the Intently Hyperbolic



Combat Pheromones

ARTIFACT



ITEM

Omni: Sacrifice Combat Pheromones.
You may use up to 2 other Mars cards
this turn.

"Don't worry, this will only sting a lot."

©2019 FFG

Regis Torres

• 177 •

Layton the Intently Hyperbolic



Combat Pheromones

ARTIFACT



ITEM

Omni: Sacrifice Combat Pheromones.
You may use up to 2 other Mars cards
this turn.

"Don't worry, this will only sting a lot."

©2019 FFG

Regis Torres

• 177 •

Layton the Intently Hyperbolic



2

Nyzyk Resonator

CREATURE

1

MARTIAN • SOLDIER

For each neighbor Nyzyk Resonator has,
your opponent's keys cost +2◆.



7

Zorg

CREATURE



BEAST

Zorg enters play stunned.

Before Fight: Stun the creature
Zorg fights and each of that
creature's neighbors.

©2019 FFG

BalanceSheet

191◆

Layton the Intently Hyperbolic



10

Grommid

CREATURE



BEAST

You cannot play creatures.

After an enemy creature is destroyed
fighting Grommid, your opponent
loses 10.

©2019 FFG



3

Citizen Shrix

CREATURE



MUTANT

Play/Reap: Exalt Citizen Shrix.

Steal 1

Losing the election was just the beginning...

© 2020 FFG

Monztre

186 ●

Layton the Intently Hyperbolic



3

Citizen Shrix

CREATURE



MUTANT

Play/Reap: Exalt Citizen Shrix.

Steal 1

Losing the election was just the beginning...

© 2020 FFG

Monztre

186 ●

Layton the Intently Hyperbolic



3

Consul Primus

CREATURE



DINOSAUR • POLITICIAN

Enhance . (These icons have already been added to cards in your deck.)

Reap: Move 1 from a creature to another creature.



5

Cornicen Octavia

CREATURE

1

DINOSAUR • SOLDIER

Action: Capture 2

*"The cornicens go first so the rest
of us don't have to hear them."*

- Primus Unguis

© 2020 FFG

Dany Orizio

188

Layton the Intently Hyperbolic



4

Faust the Great

CREATURE



DINOSAUR

Your opponent's keys cost +1  for each friendly creature with  on it.

Play: You may exalt a friendly creature.

© 2020 FFG

Dany Orizio

192

Layton the Intently Hyperbolic



4

Faust the Great

CREATURE



DINOSAUR

Your opponent's keys cost +1  for each friendly creature with  on it.

Play: You may exalt a friendly creature.

© 2020 FFG

Dany Orizio

192

Layton the Intently Hyperbolic

Monument to Ludo

ARTIFACT



LOCATION

Action: Move 1 from a creature to the common supply. If Praefectus Ludo is in your discard pile, move 2 from that creature to the common supply instead.

© 2020 FFG

Natalie Russo

194

Layton the Intently Hyperbolic



5

Praefectus Ludo

CREATURE



DINOSAUR • POLITICIAN

Each other friendly creature gains,
“Destroyed: Move each from this creature to the common supply.”

© 2020 FFG

Monument to Faust

ARTIFACT



LOCATION

Action: Keys cost +1  during your opponent's next turn. If Faust the Great is in your discard pile, keys cost +2  during your opponent's next turn instead.

© 2020 FFG

Natalie Russo

236

Layton the Intently Hyperbolic

Monument to Octavia

ARTIFACT



LOCATION

Action: A friendly creature captures 1 .
If Cornicen Octavia is in your discard pile, that creature captures 2 instead.



Monument to Primus

ARTIFACT

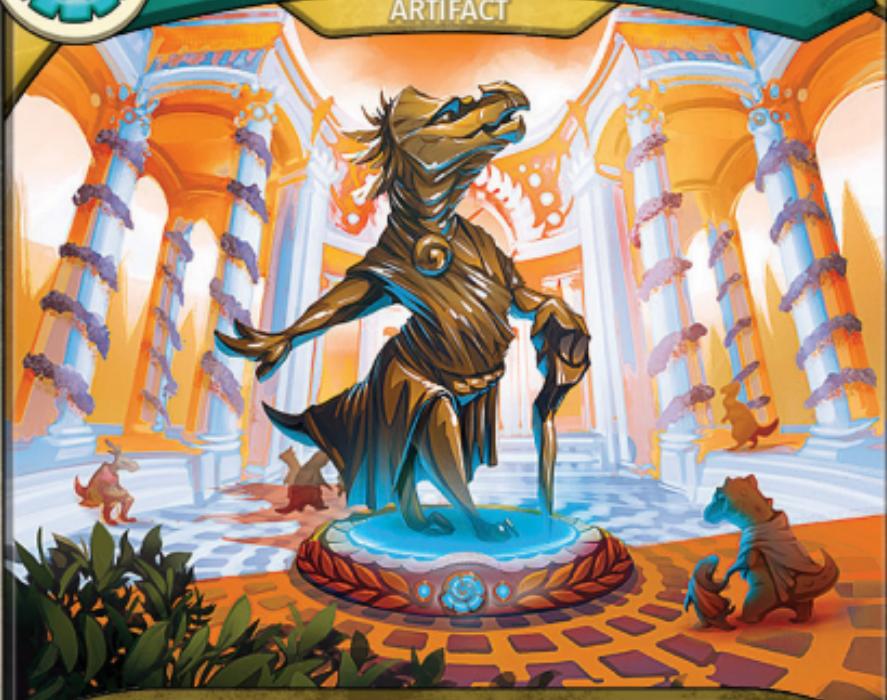


LOCATION

Action: Move 1  from a friendly creature to another friendly creature. If Consul Primus is in your discard pile, move 1  from a creature to another creature instead.

Monument to Shrix

ARTIFACT



LOCATION

You may spend ⚭ on Monument to Shrix as if it were in your pool.

Action: Move 1 ⚭ from your pool to Monument to Shrix. If Citizen Shrix is in your discard pile, move 1 ⚭ from any player's pool to Monument to Shrix instead.

© 2020 FFG

Natalie Russo

239

Layton the Intently Hyperbolic



2

Harbinger of Doom

CREATURE

3

DEMON

Destroyed: Destroy each creature.

No matter a demon's intentions, disaster always follows.

©2019 FFG

Marko Fiedler

• 076 •

Layton the Intently Hyperbolic



2

Harbinger of Doom

CREATURE

3

DEMON

Destroyed: Destroy each creature.

No matter a demon's intentions, disaster always follows.

©2019 FFG

Marko Fiedler

• 076 •

Layton the Intently Hyperbolic



2

Impspector

CREATURE



IMP

Destroyed: Purge a random card from your opponent's hand.

"When you have eliminated the imp-ossible, whatever remains, however imp-robable, must be the truth." - Quixo the "Adventurer"

© 2019 FFG



2

Impspector

CREATURE



IMP

Destroyed: Purge a random card from your opponent's hand.

"When you have eliminated the imp-ossible, whatever remains, however imp-robable, must be the truth." - Quixo the "Adventurer"

© 2019 FFG

Colin Searle

• 077 •

Layton the Intently Hyperbolic



Not Finished with You

ACTION

Play: Shuffle any number of creatures from your discard pile into your deck.

©2019 FFG

Grigory Serov

• 082 •

Layton the Intently Hyperbolic



Obsidian Forge

ARTIFACT

ITEM

Action: Sacrifice any number of friendly creatures. Then, you may forge a key at +6 current cost, reduced by 1 for each creature sacrificed this way. If you do, destroy Obsidian Forge.

©2019 FFG

Hans Krill

• 093 •

Layton the Intently Hyperbolic



7

Skullion

2

CREATURE

DEMON

Play: Sacrifice a friendly creature.

"Staying with the Skullions."

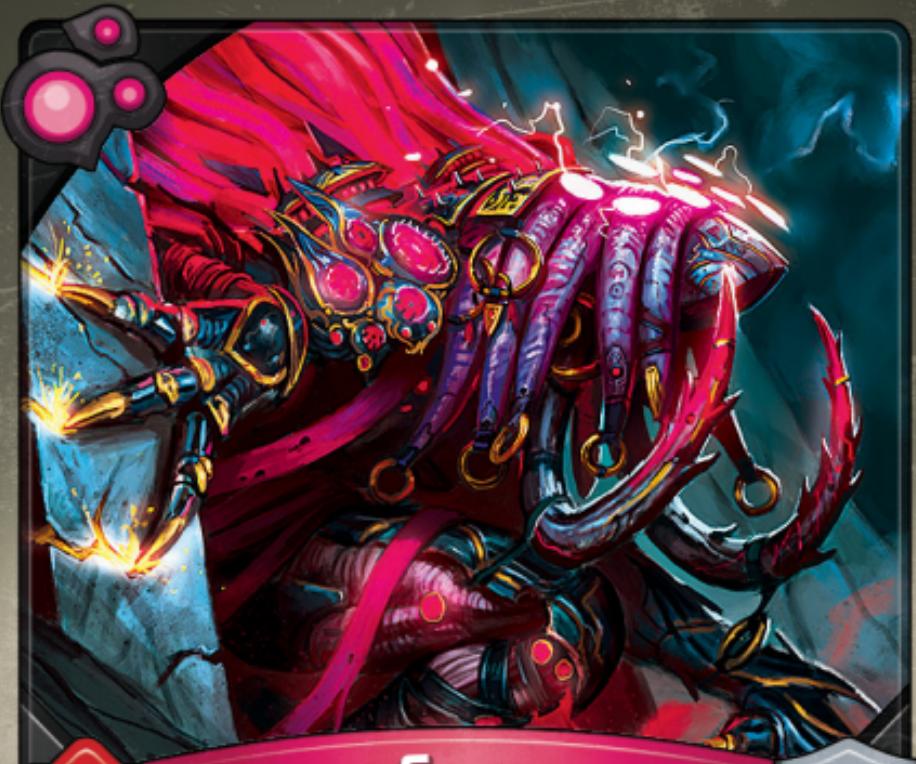
- Crucible slang for death

©2019 FFG

Caio Monteiro

• 095 •

Layton the Intently Hyperbolic



5

Snag

CREATURE

DEMON



Fight: Your opponent must choose the house of the creature Snag fights as their active house on their next turn.

©2019 FFG

Michele Giorgi

• 096 •

Layton the Intently Hyperbolic



Soulkeeper

UPGRADE



This creature gains, "**Destroyed:**
Destroy the most powerful enemy
creature."

© 2019 FFG



Grigory Serov

◆ 098 ◆

Layton the Intently Hyperbolic

Key to Dis

ARTIFACT



ITEM

Omni: Sacrifice Key to Dis. Destroy each creature.

©2019 FFG

Grigory Serov

• 108 •

Layton the Intently Hyperbolic



Snag's Mirror

ARTIFACT



ITEM

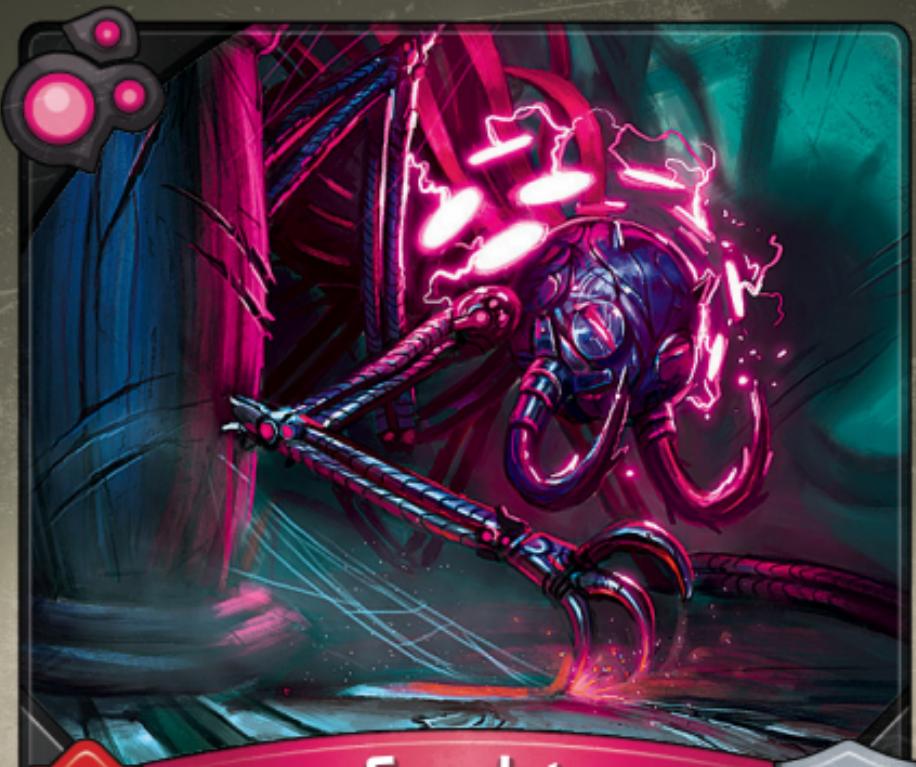
After a player chooses an active house, their opponent cannot choose the same house as their active house on their next turn.

©2019 FFG

Michele Giorgi

• 117 •

Layton the Intently Hyperbolic



2

Snaglet

CREATURE



IMP

Elusive.

Action: Choose a house. If your opponent chooses that house as their active house on their next turn, steal 2 .

© 2019 FFG

Michele Giorgi

• 118 •

Layton the Intently Hyperbolic

Layton the Intently Hyperbolic



Layton the Intently Hyperbolic

DECK LIST



Mars

- 160 Agent Hoo-man
- 160 Agent Hoo-man
- 165 Mars First
- 168 Mindworm
- 172 Vezyma Thinkdrone
- 172 Vezyma Thinkdrone
- ◆ 176 Æmber Conduction Unit
- ◆ 177 Combat Pheromones
- ◆ 177 Combat Pheromones
- ◆ 184 Nyzyk Resonator
- ◆ 191 Zorg
- ★ 197 Grommid



Saurian

- 186 Citizen Shrix
- 186 Citizen Shrix
- 187 Consul Primus
- 188 Cornicen Octavia
- 192 Faust the Great
- 192 Faust the Great
- ◆ 194 Monument to Ludo
- 195 Praefectus Ludo
- ◆ 236 Monument to Faust

- ◆ 237 Monument to Octavia
- ◆ 238 Monument to Primus
- ◆ 239 Monument to Shrix



Dis

- 076 Harbinger of Doom
- 076 Harbinger of Doom
- 077 Impspector
- 077 Impspector
- 082 Not Finished with You
- ◆ 093 Obsidian Forge
- ◆ 095 Skullion
- ◆ 096 Snag
- ◆ 098 Soulkeeper
- ★ 108 Key to Dis
- ★ 117 Snag's Mirror
- ★ 118 Snaglet

**GEN
CON**®

Enhanced