Welcome

Welcome, brave cosmic traveler, to the user manual for Astrobeasts – the intergalactic sensation that will have you gripping your keyboard in excitement! Prepare to embark on an out-of-this-world adventure where you'll traverse the vast expanse of the universe, competing in a tournament that pits your quirky and formidable aliens against others in a quest for absolute galactic supremacy!

In Astrobeasts, you'll dive headfirst into a universe teeming with bizarre creatures, wacky scenarios, and enough unexpected twists to make your head spin faster than a warp drive on overdrive. From the furthest reaches of distant galaxies to the seedy underbelly of top item shops, your journey will be as exhilarating as it is unpredictable.

But beware, fellow cosmic conqueror, for the competition is fierce and the stakes are higher than a rocket ship on a sugar rush. You'll need all your cunning, strategy, and perhaps a pinch of luck to outwit your opponents and claim victory. After all, in a tournament where anything goes, the only rule is there are no rules (well, except for the ones in this manual, of course).

So strap in, buckle up, and prepare to launch yourself into a cosmos of chaos and battle. The universe awaits, and it's time to show them who's the true Astrobeast!

Introduction

The goal of AstroBeasts is to collect and train your roster of Astrobeasts to eventually compete in and win the Galactic Astrobeast Tournament. Pit your team against your opponent's team in turn-based combat. Steadily level up and add Moves and Items to your arsenal to get stronger. How you choose to assemble your team and gear is up to you!

Gameplay

To begin the game, go to your browser and direct yourself to the website for play. There you can choose to Start a New Game, Load a Saved Game, or view Options.

Start a New Game

So you're ready for the challenge! Please begin by inputting your name - you have to have at least a letter for your name to proceed!

You'll then be introduced to your starter Astrobeasts, Skoll and Tarkeel. You can meet many more on the way, just as long as you have enough credits to buy them!

Load Game

Load a previously saved game by entering in the name you used when you started a New Game.

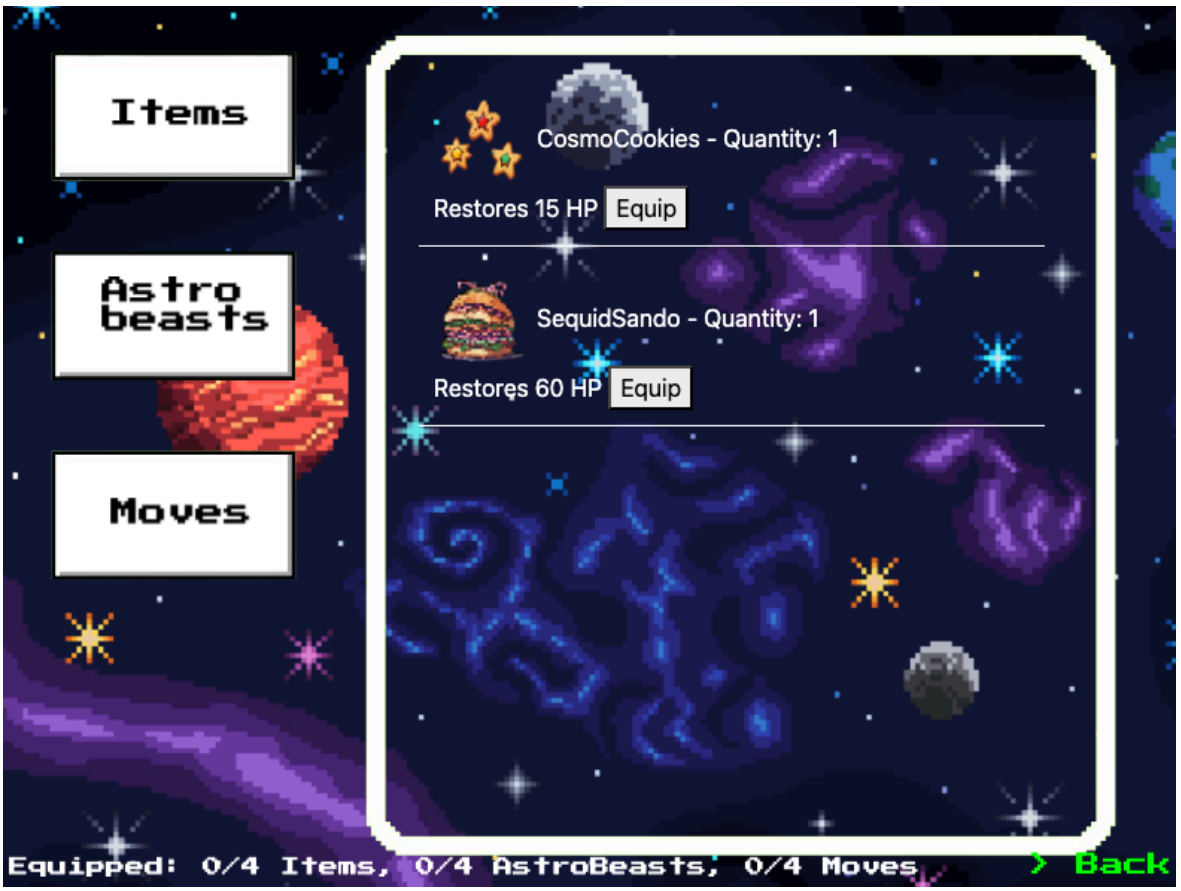
The Hub

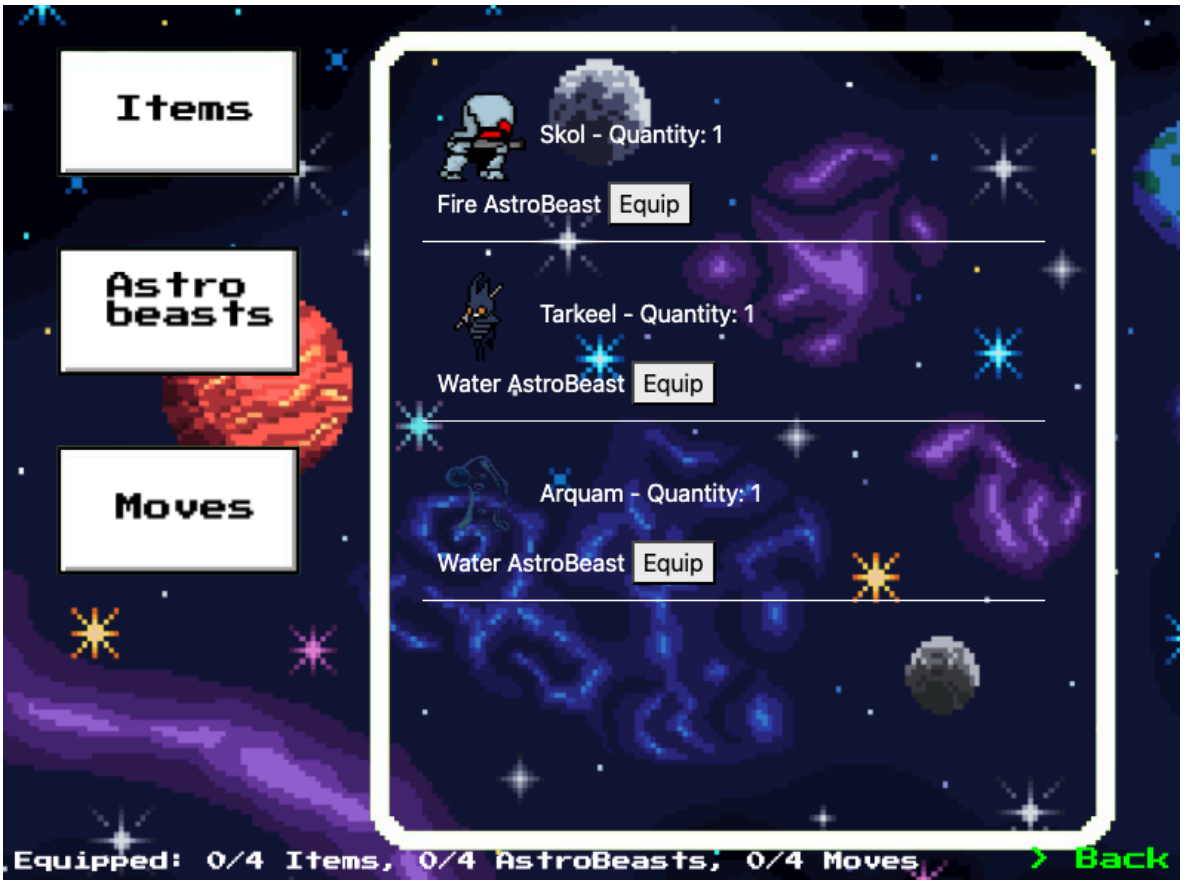
Welcome to The Hub! This is the game's main menu and starting point for all the possible adventures you can take! From The Hub, you can check your inventory, visit the shop and spend some money, go to the Dojo for some practice, and finally take a shot at the tournament!

Don't forget to hit Save in order to save the game when needed. If you forget, quitting the game by clicking Save & Quit will also save all your progress!

Inventory

The inventory is where you can view and equip what you've collected in the game so far! These can be items that give you a boost in battle, your roster of Astrobeasts, or your moves that you can deploy to your Astrobeasts during a fight! To navigate between these three options, simply click their respective buttons, as seen below. To equip or unequip an item, click the "Equip/Unequip" button associated with that item!

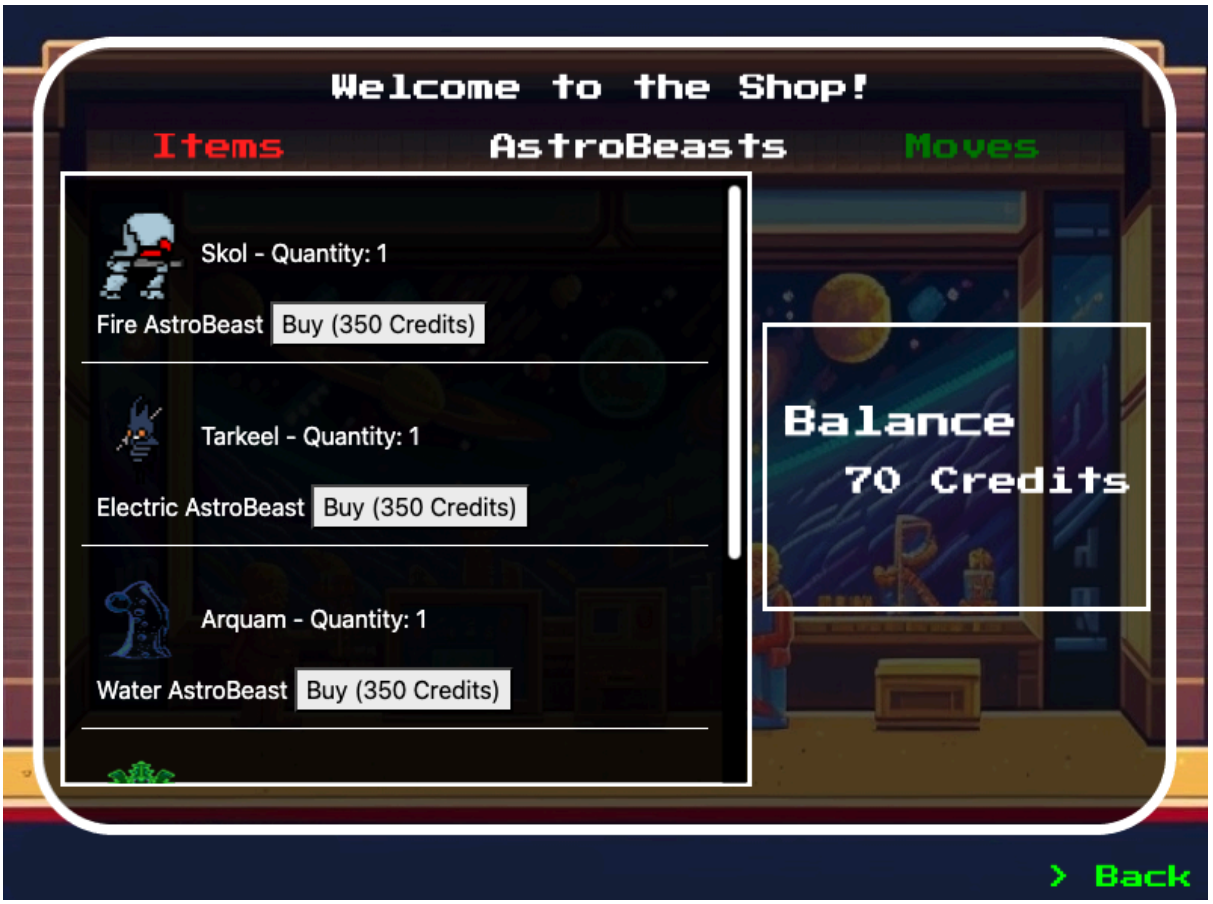

Items
Astro beasts
Moves
CosmoCookies - Quantity: 1
Restores 15 HP
Equip
SequidSando - Quantity: 1
Restores 60 HP
Equip
Equipped: 0/4 Items, 0/4 AstroBeasts, 0/4 Moves
Back

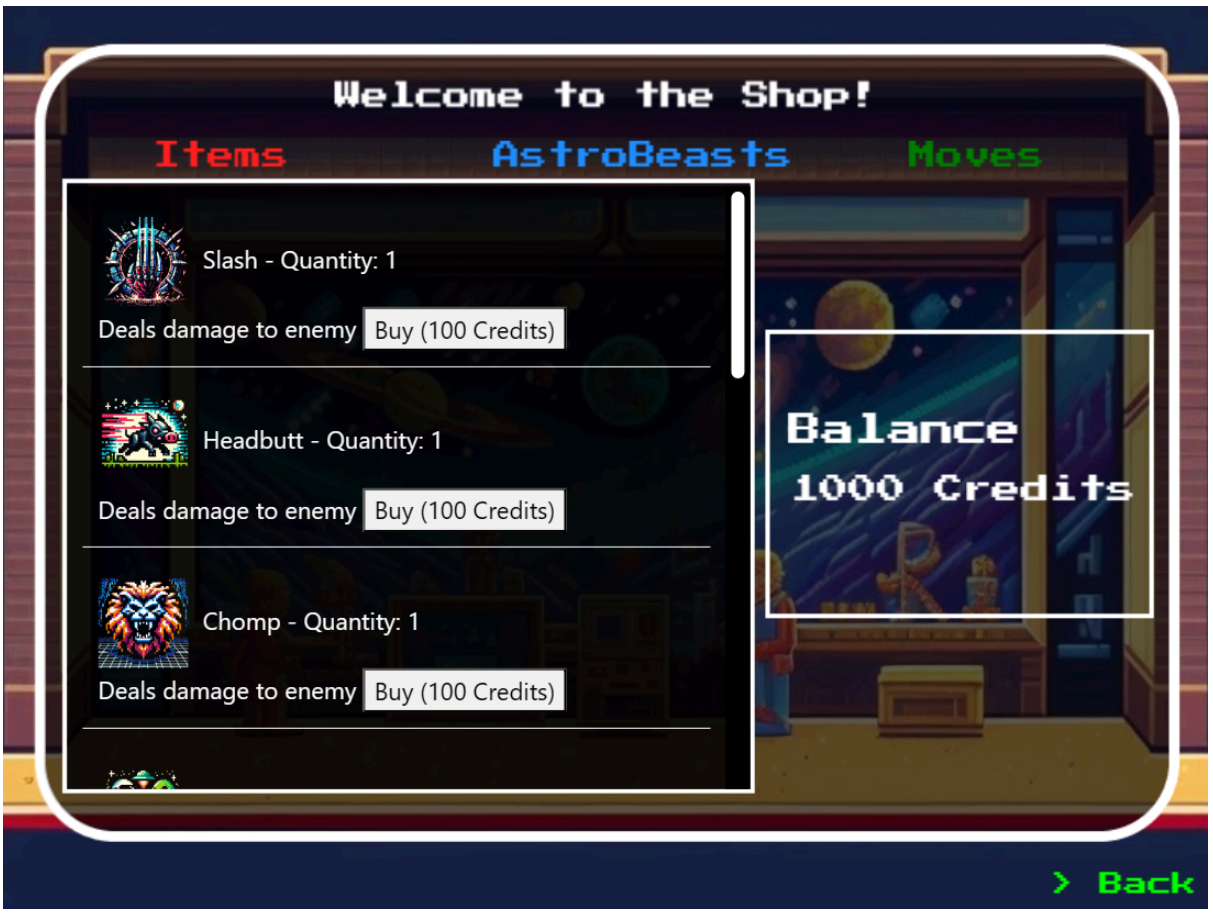

Items
Astro beasts
Moves
Skol - Quantity: 1
Fire AstroBeast
Equip
Tarkeel - Quantity: 1
Water AstroBeast
Equip
Arquam - Quantity: 1
Water AstroBeast
Equip
Equipped: 0/4 Items, 0/4 AstroBeasts, 0/4 Moves
Back

Shop

Come one, come all! The shop is where you can view your Credit Balance and buy new Items, Astrobeats, or moves! Make sure to keep your eye on your balance and budget accordingly – going broke in space hurts your chances of Victory!

Welcome to the Shop!
Items
AstroBeasts
Moves
CosmoCookies - Quantity: 1
Restores 15 HP
Buy (20 Credits)
AstroAde - Quantity: 1
Restores 30 HP
Buy (35 Credits)
SequidSando - Quantity: 1
Restores 60 HP
Buy (60 Credits)
Balance
70 Credits
> Back


Welcome to the Shop!
Items
AstroBeasts
Moves
Skol - Quantity: 1
Fire AstroBeast
Buy (350 Credits)
Tarkeel - Quantity: 1
Electric AstroBeast
Buy (350 Credits)
Arquam - Quantity: 1
Water AstroBeast
Buy (350 Credits)
Balance
70 Credits
> Back



Brace yourselves, because here's a list of items you can purchase - each with specific advantages and disadvantages!

Items

CosmoCookies

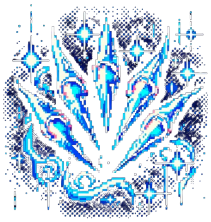
Restores 250 HP

AstroAde

Restores 700 HP

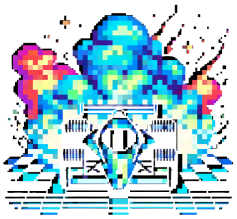
Restores 1000 HP

SequidSando



+50 ATK for the fight duration

Titanium Claws



+50 SPD for fight duration

Sonic Boosters

+50 DEF for fight duration

Hardlight Shell

+50 DEX, LUK for fight duration

Stim Beacon

+50 DEX, LUK for fight duration

Photon Shield

+50 DEX, LUK for fight duration

Grav Net

AstroBeasts

Skol

Balanced AstroBeast

Tarkeel

Electric AstroBeast

Arquam

Water AstroBeast

Shamrock

Lucky AstroBeast

Zallo

Gravity AstroBeast

Icell

The Harbinger of Winter

Ragnex

The Eternal Dread of the Cosmos

Strikoh

The Tempest’s Last Stand

Scourge

The Doom of the Red Quesar

Aesum

The Divine and Arcane Light

Tyboar

The Ancient Titan of Thunder

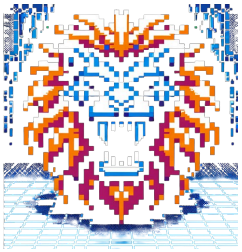
Moves

Scratch

Low damage, medium accuracy

Pounce

Medium Damage, low accuracy



Chomp

Medium damage, medium accuracy

Tackle

High damage, low accuracy

Strike

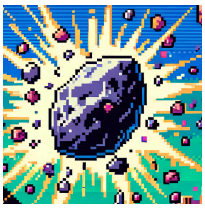
Medium damage, very high accuracy

Fireball

Very high damage, low accuracy

Hydrojet

High damage, medium accuracy

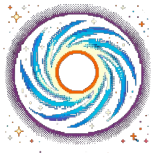


Seismic Toss

Very high damage, very low accuracy

Lightning Jolt

High damage, high accuracy



Gravitic Pulse

Very high damage, high accuracy

Dojo

Enter the Dojo to train your Astrobeasts in simulated combat against weaker opponents. Doing so will reward you with Credits and Experience. Earned Credits can be used in the Shop to purchase upgrades such as new Moves and consumable Items that can be used in combat.

Tournament

Enter the Galactic Astrobeast Tournament and battle your way through three levels of the bracket to be crowned the Galactic Champion! Fight three of the strongest Astrobeast trainers in the known galaxy, and emerge victorious!

Options

The options screen, accessible in the start menu, is where you can view the game's leaderboard, the game credits, and have the ability to mute/unmute the game's soundtrack.

Tips and Tricks

- If you are having trouble with a level, be sure to train in the Dojo and earn Credits to spend in the Shop to help you in your next battle.
- After each battle, be sure to equip the maximum amount of Moves and consumable Items.
- Don't be afraid to stack your consumable Items during a tough fight.

Credits

Here are the great developers behind AstroBeasts! Have fun playing!