Contest of Argonauts is a competitive tabletop strategy game inspired by competitive MOBA games such as Overwatch and League of Legends. Each of the 2-4 players chooses three characters from a roster of unique 15 heroes to use for their team and each team designates a captain from their three characters. This is the core mechanic of the game, to draft from a roster of characters in order to develop strategies that optimizes their unique abilities in order to defeat your opponent.

Each hero has two skills, a passive, and an ultimate ability, the each are unique to each character. Player have a pool of Battle Points (BP) starting with one and increasing by one every round of the match (capping at turn 10). BP is used to activate their character’s skills and ultimate abilities. Passives cost zero BP and are always available to the player.

The game is played with a best-of-three matches style. The objective for each match is to reduce the opponents designated capitan to zero HP. Turns act in a back and forth manner (similar to chess) where a player can move, activate skills, and attack (in any order) with one of their characters each turn. When all characters have had their turn, each players BP is reset incremented and a new round starts. During the match whenever a character (other than a captain) is defeated the map gets smaller in order to avoid player drawing out the game by continuously running away their opponent.