# The Strike of Fate

## Overview

Player number:

2~8 Players

Round duration:

About 30min

Teams:

If there are odd players, each player is a team. If there are even players, half players play as Angel team, the others play as Demon team.

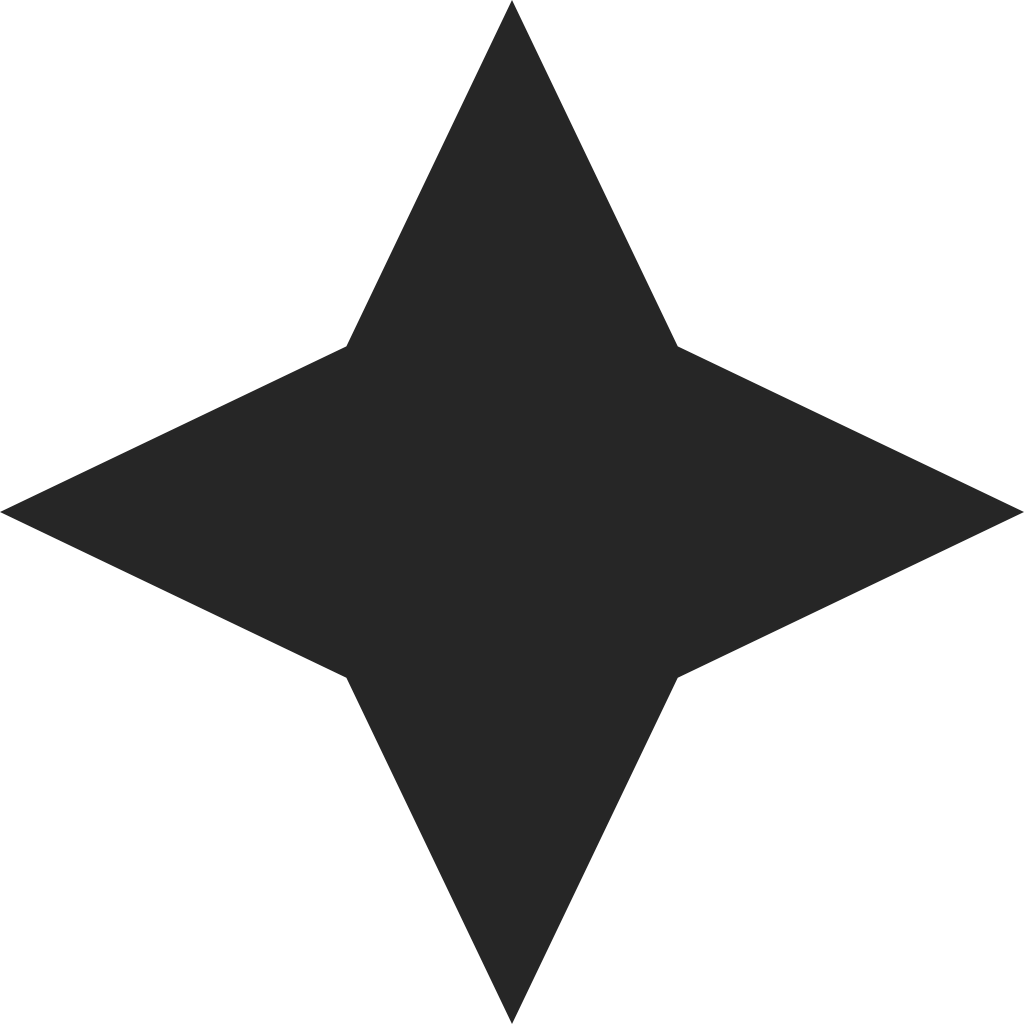
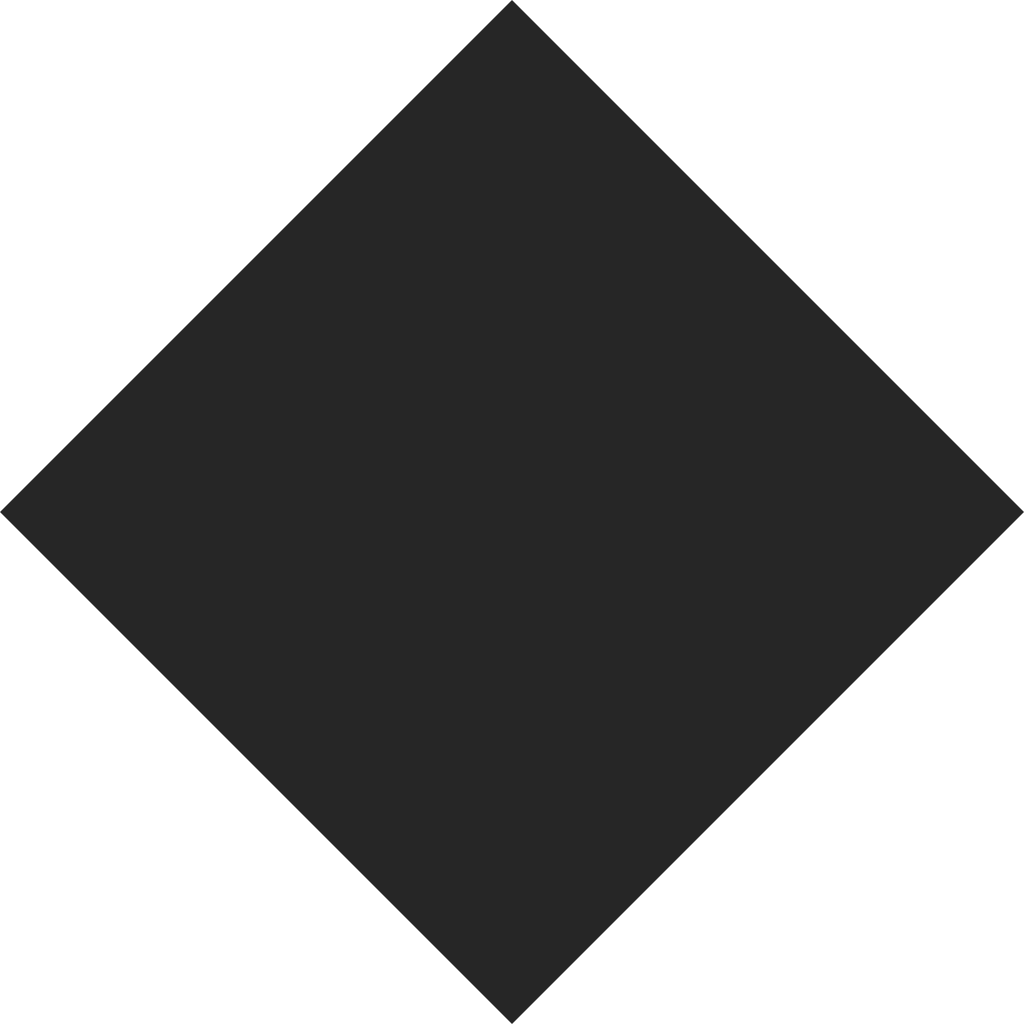
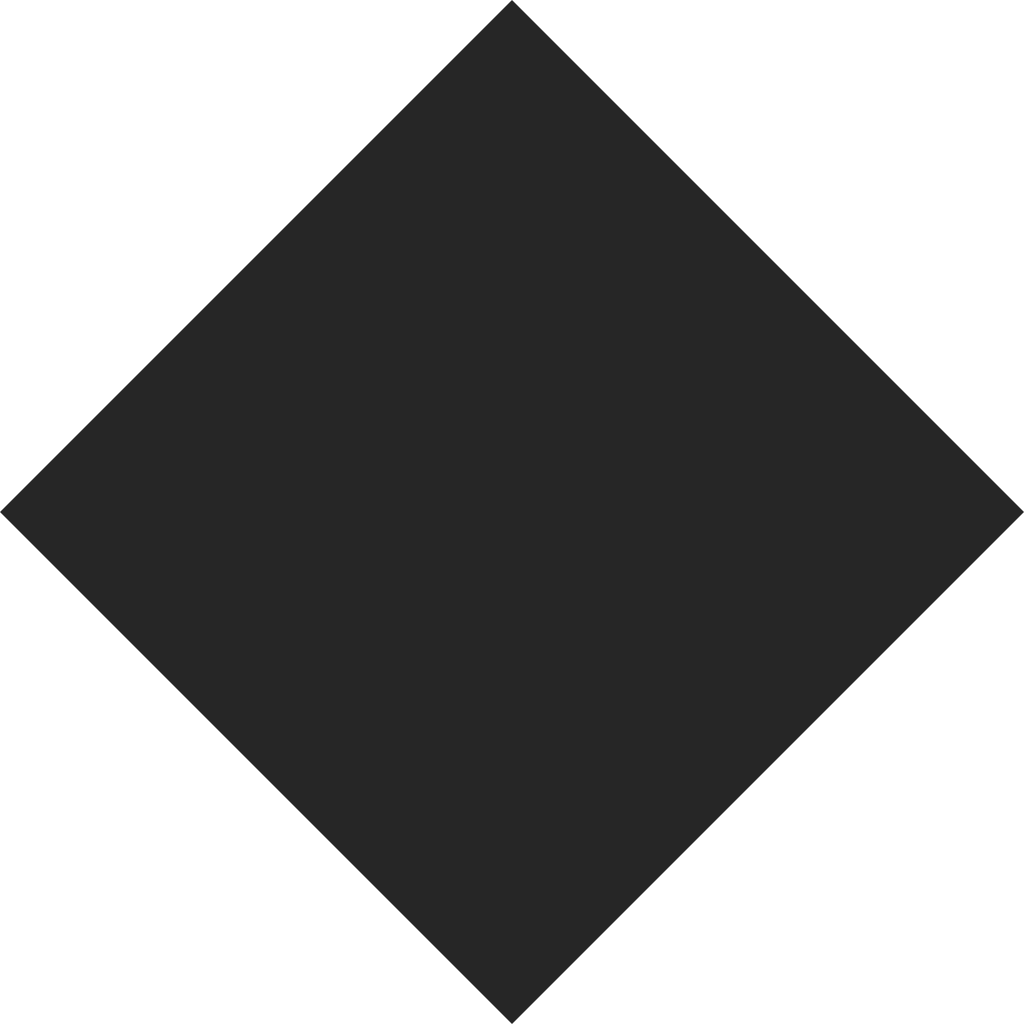
Victory:

The whole team of the player who reaches the end first, wins the game.

## Preparation

This board game provides all the necessary materials, no additional materials will be required while playing.

Game materials:

* A tetrahedron Dice 
* A deck of treasure cards
* A deck of fate cards
* 8 different player’s pawns
* A game board

## Game Starting

Pick starting spots:

Players choose their starting spots by discussion, or rolling dice.

Then each player place their pawn on the game board.

Shuffle deck:

Shuffle the deck of treasure cards.

Shuffle the deck of fate cards.

Allocate starting fates:

Each player draws 3 fate cards.

## Game rounds

Each player starts his/her round by a fixed order. The order is set by clockwise spotting their starting spot on the game board, begins at .

At the beginning of each round, the correspond player should reveal a fate, and move forward steps based on the fate revealed.

If after the move, the current player steps on a spot with another player. The current player will kick the other player back to the last portal exit.

## Reveal a fate

This is the core mechanic of the game.

The player has the authority to choose from 2 ways to reveal a fate:

Roll the dice once, the downward face is the fate revealed.

Play 1 fate card from hand, the number on the card is the fate revealed.

## Game board

The game board is divided into 3 Astrolabe.

The biggest Astrolabe is the Astrolabe of Reality.

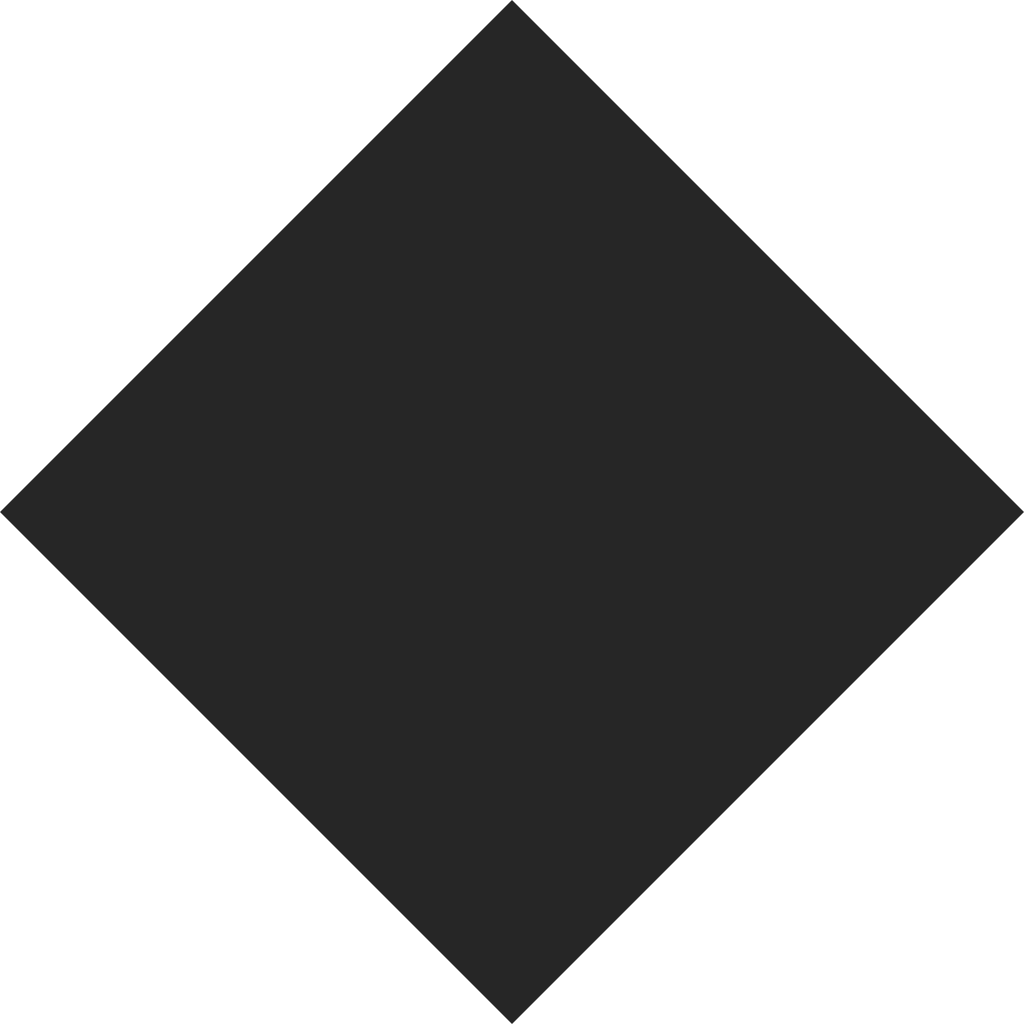
The middle Astrolabe is the Astrolabe of Elements.

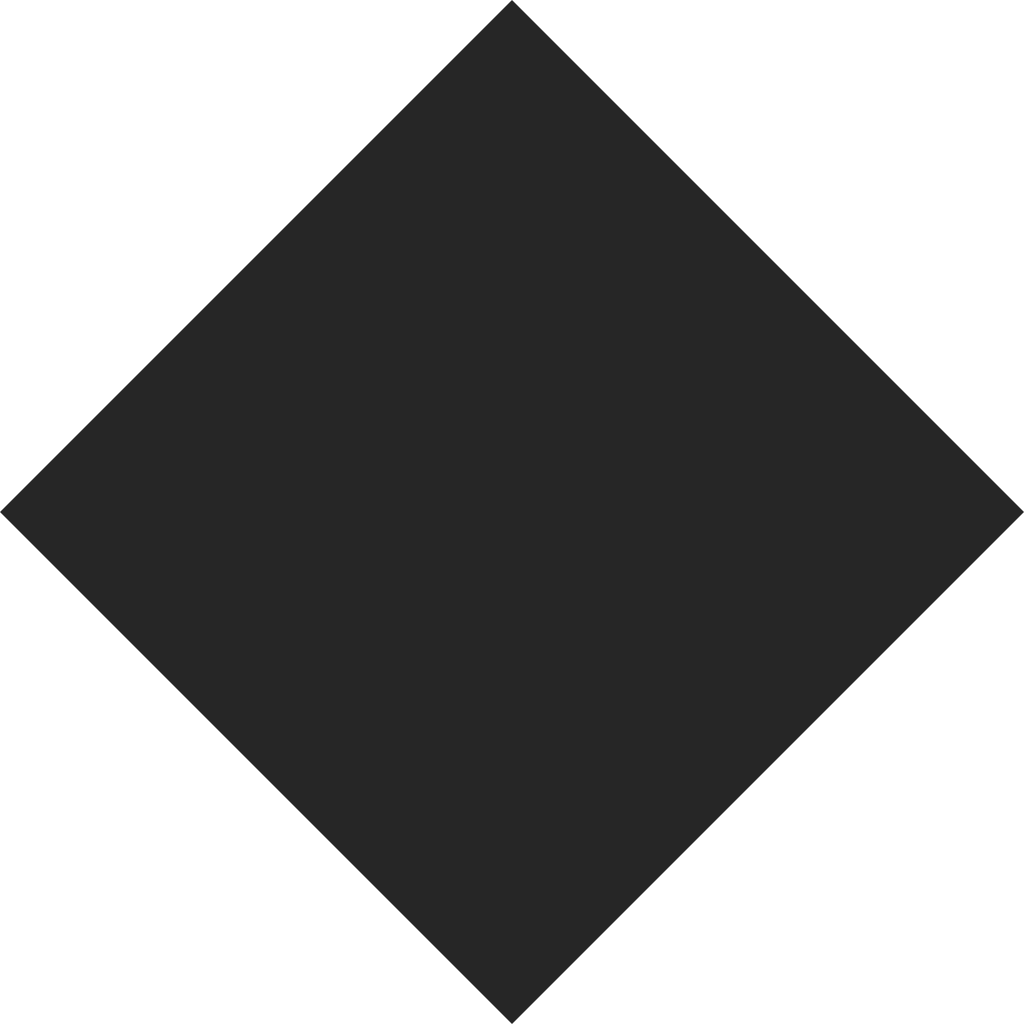
The center Astrolabe is the Astrolabe of Celestial.

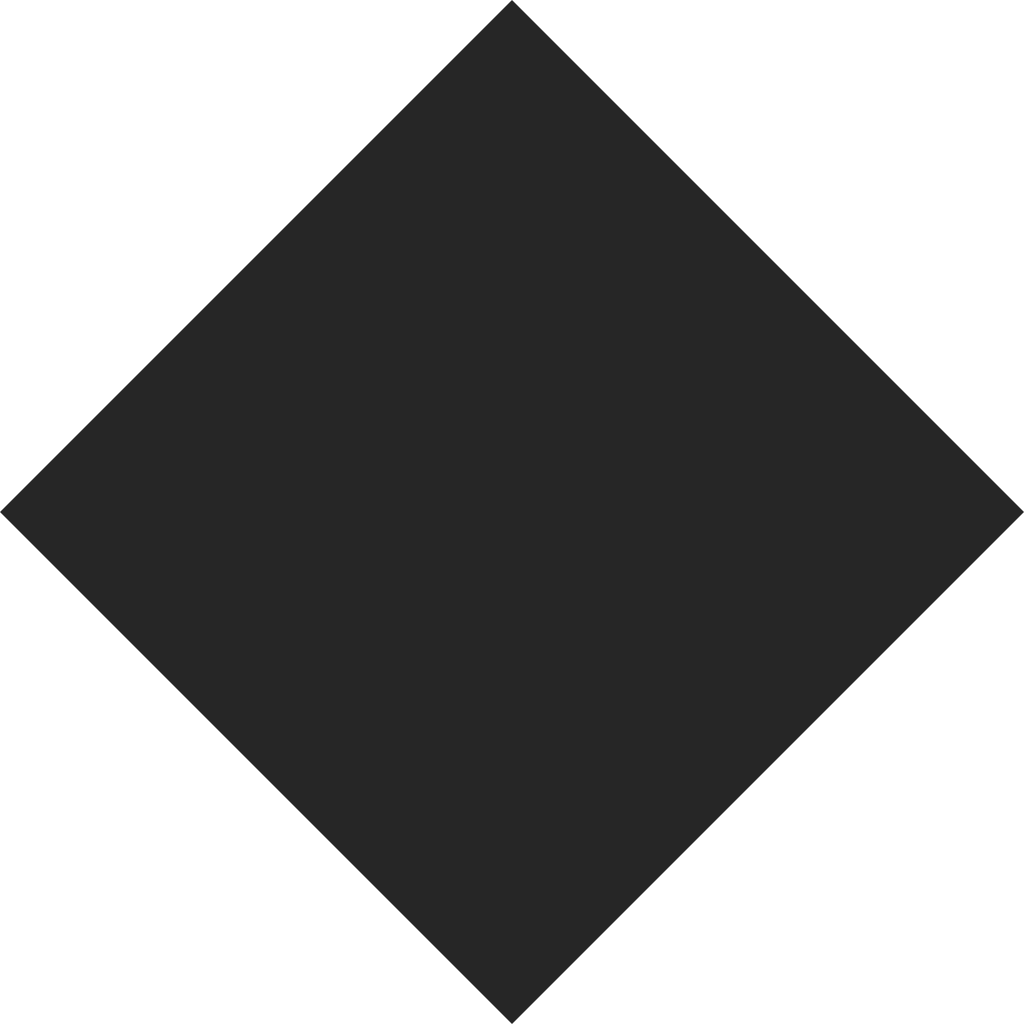
The Astrolabe of Elements & the Astrolabe of Celestial can be rotated to change the route connection of the game board.

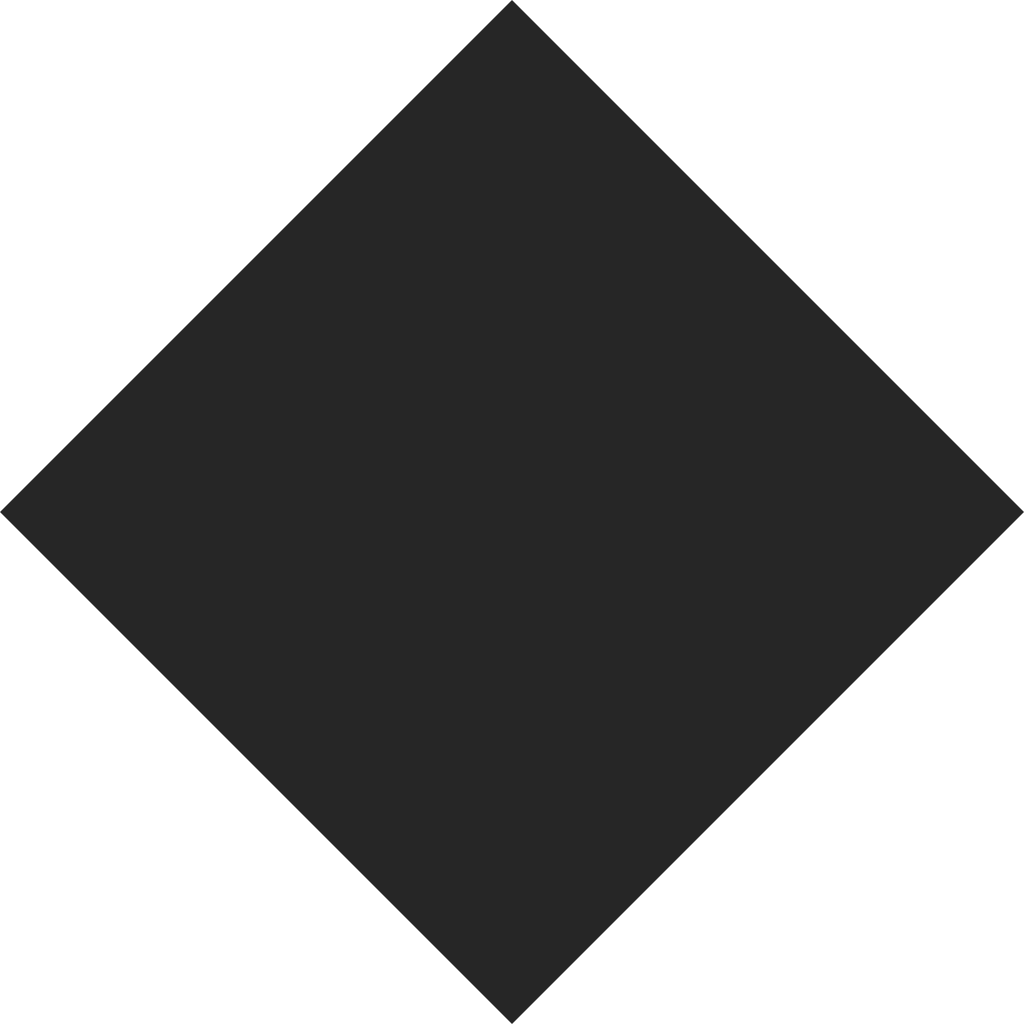
When the Astrolabe of Elements rotates, the Astrolabe of Celestial is also rotated with it.

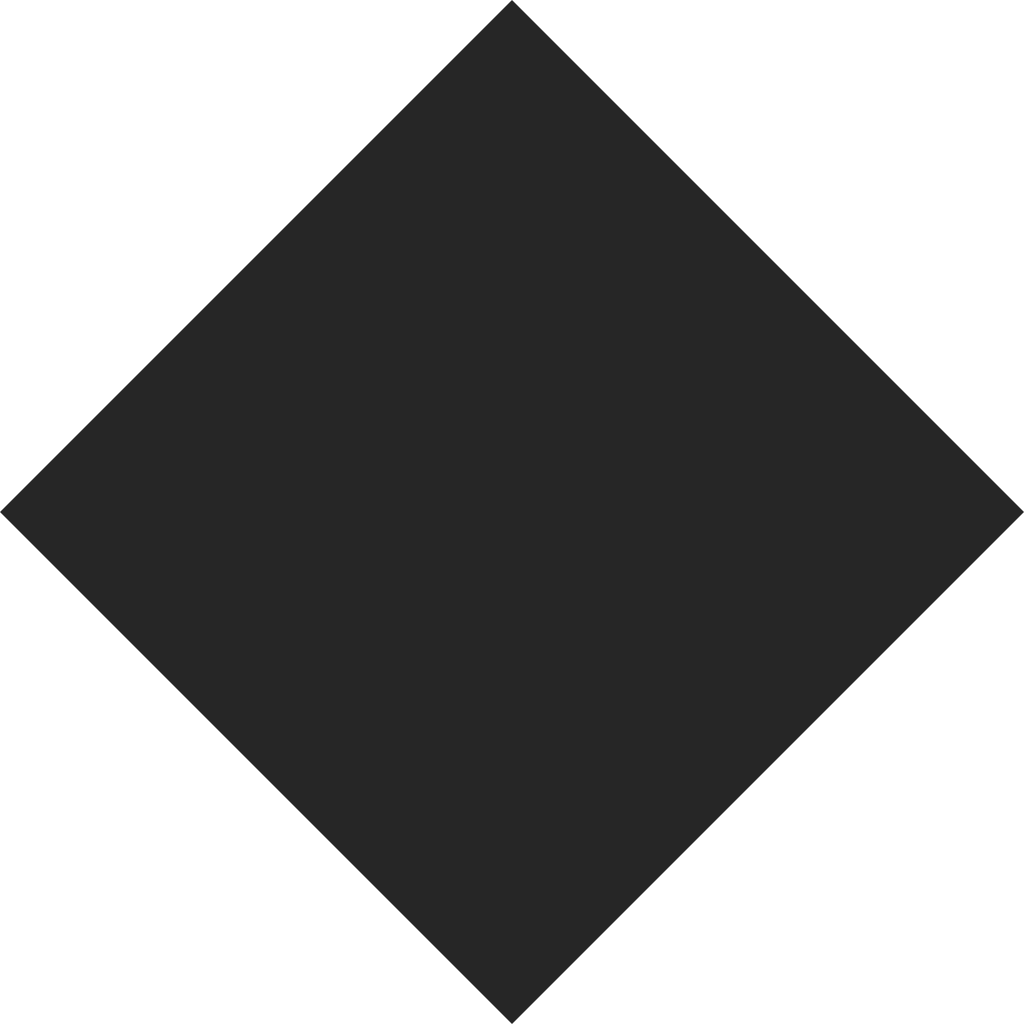
## Spots

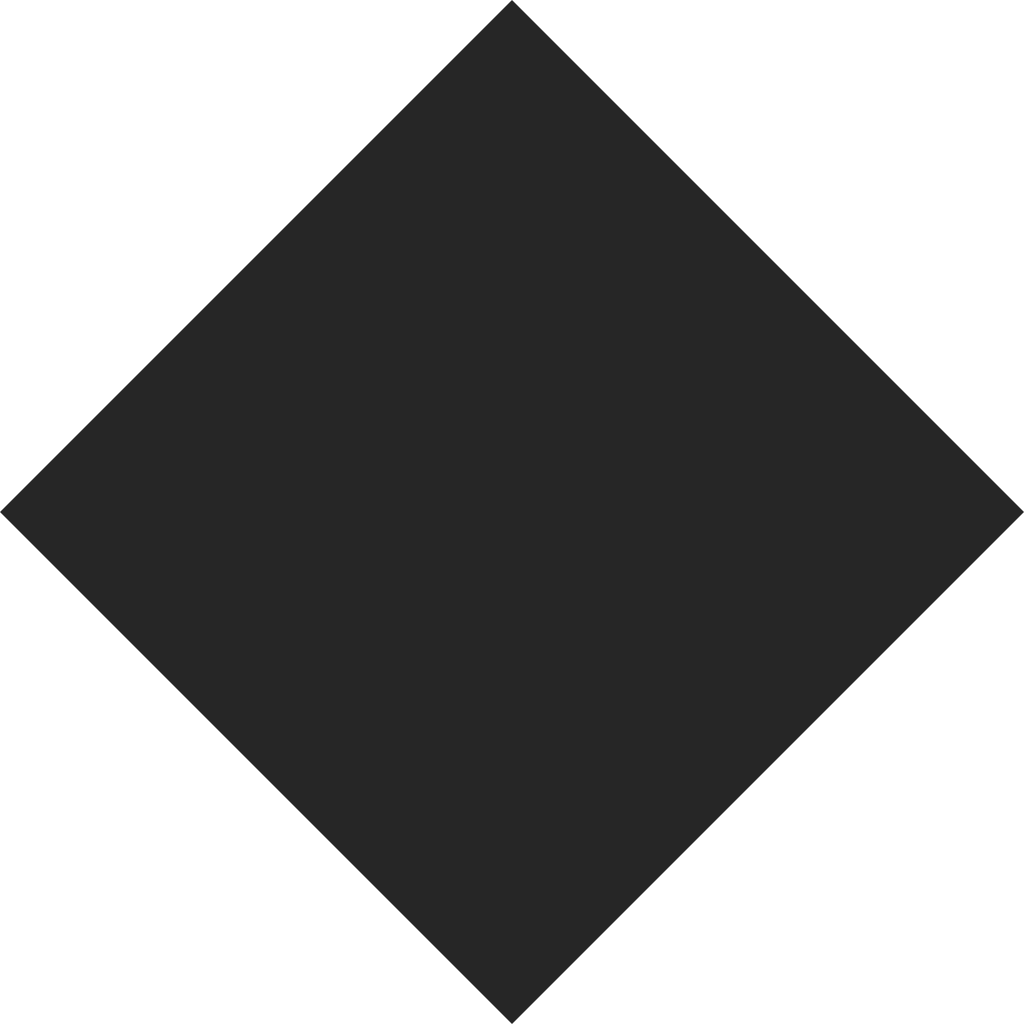
:Players’ starting spot

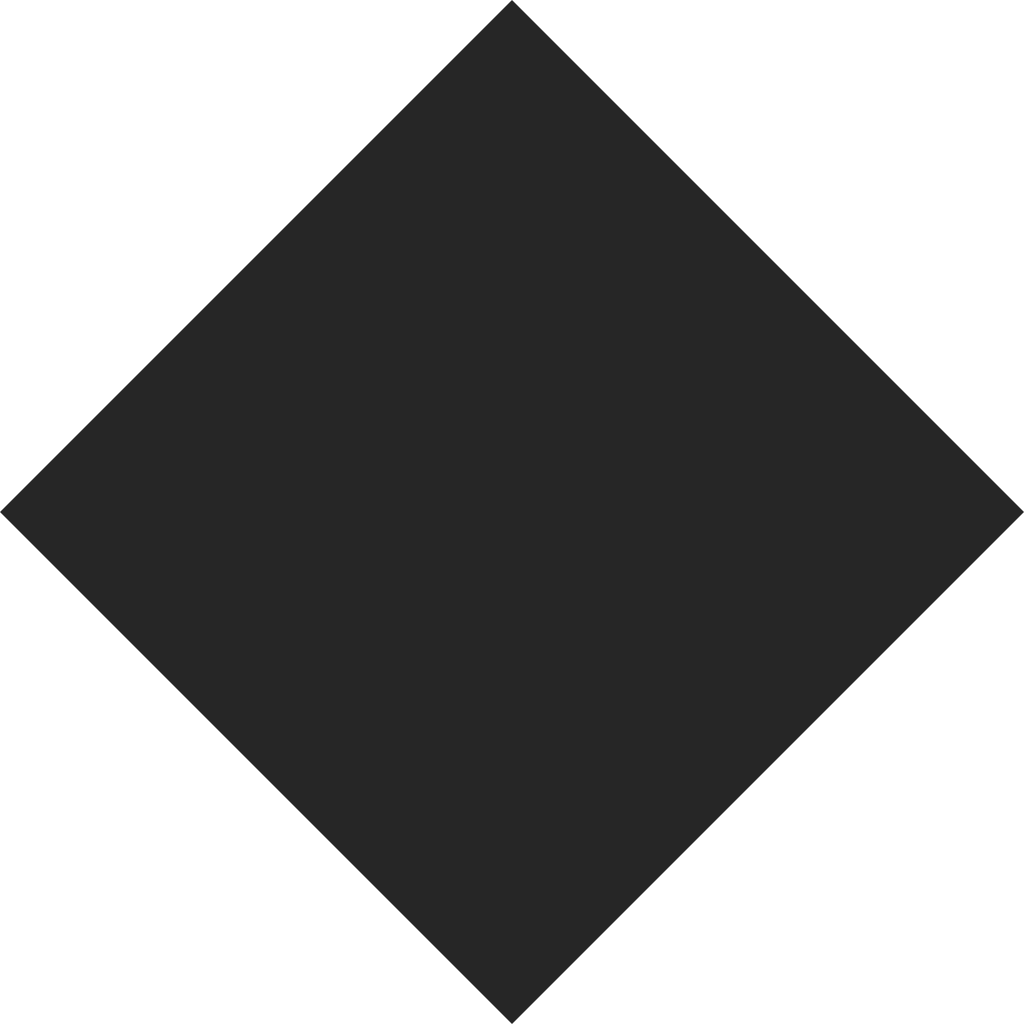
:nothing special

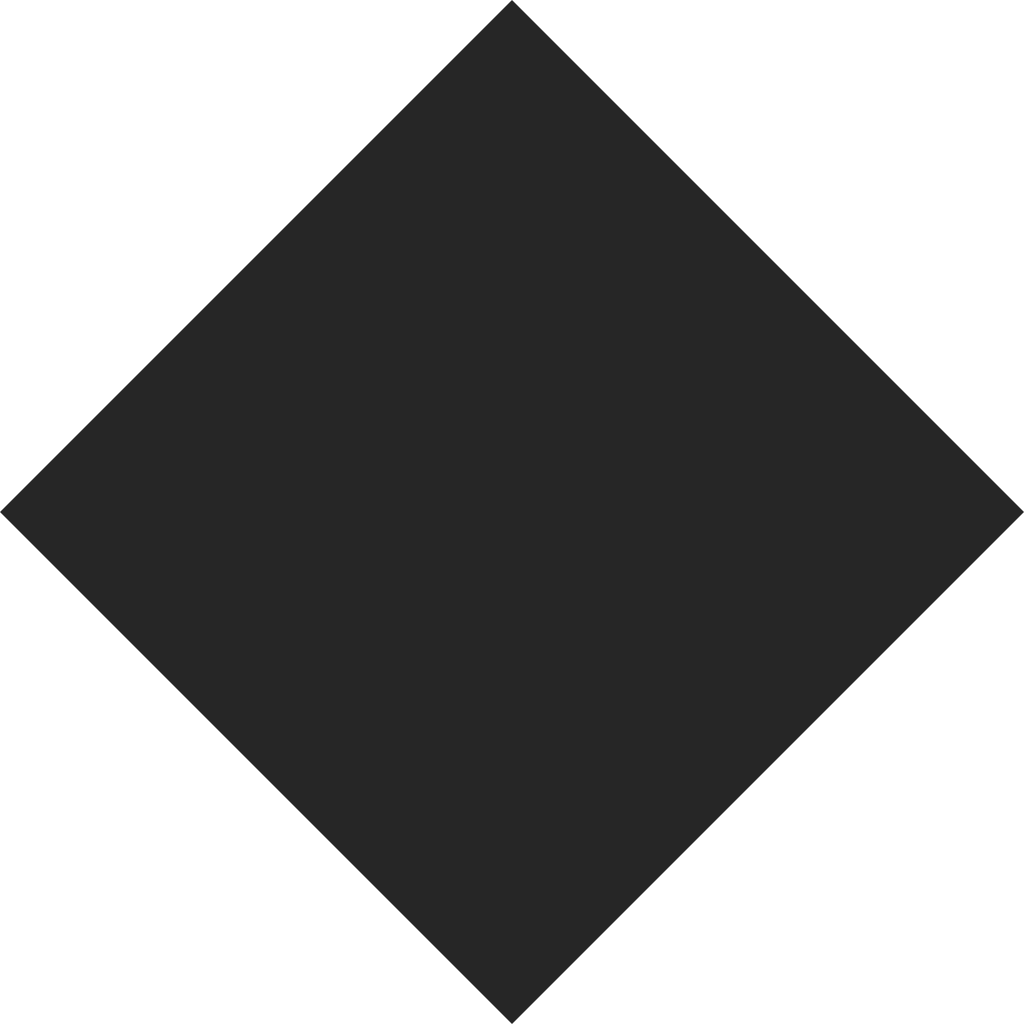
:Chests. If stops here, draw 1 treasure card and receive the reward.

:Paths choose. If pass by here, choose one path to go according to fate.

:Portal entrance. If pass by here, teleport to the correspondent exit.

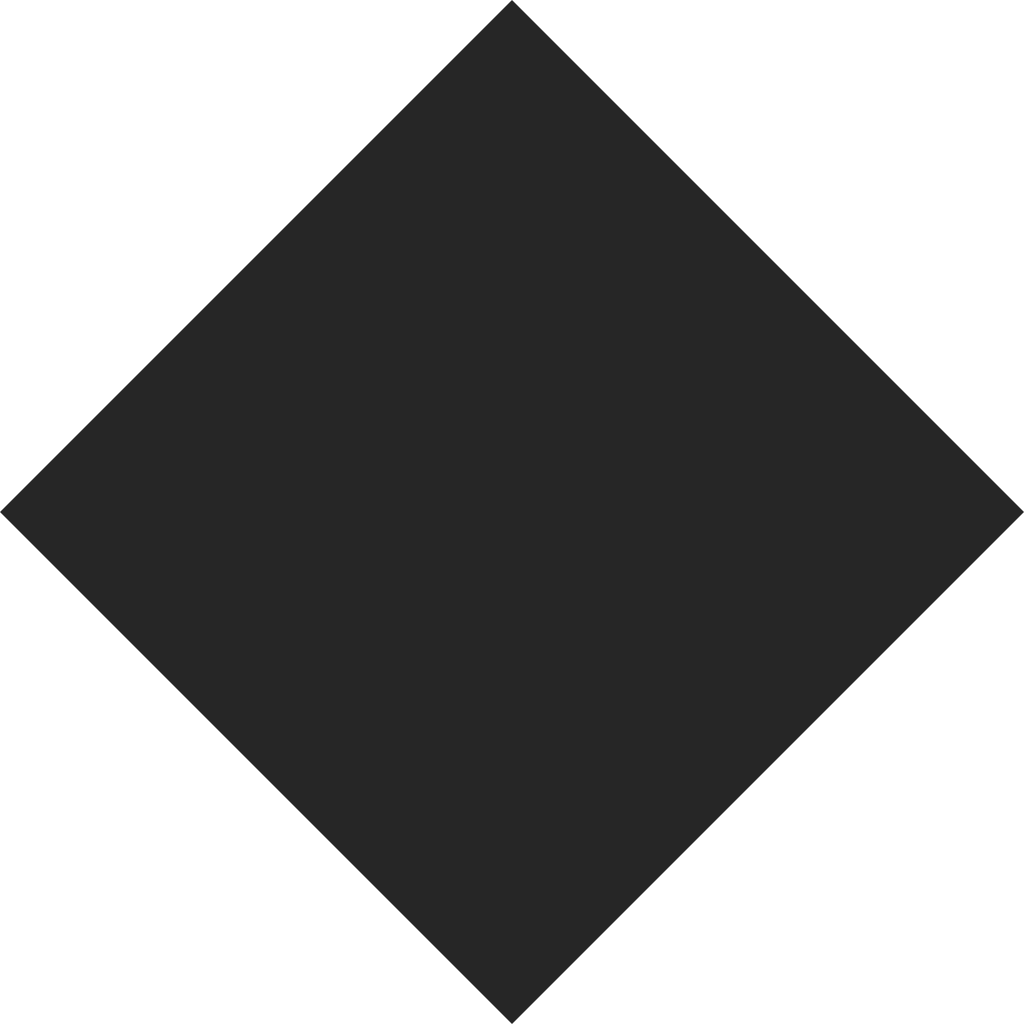
:Portal entrance. If pass by here, teleport to the correspondent exit.

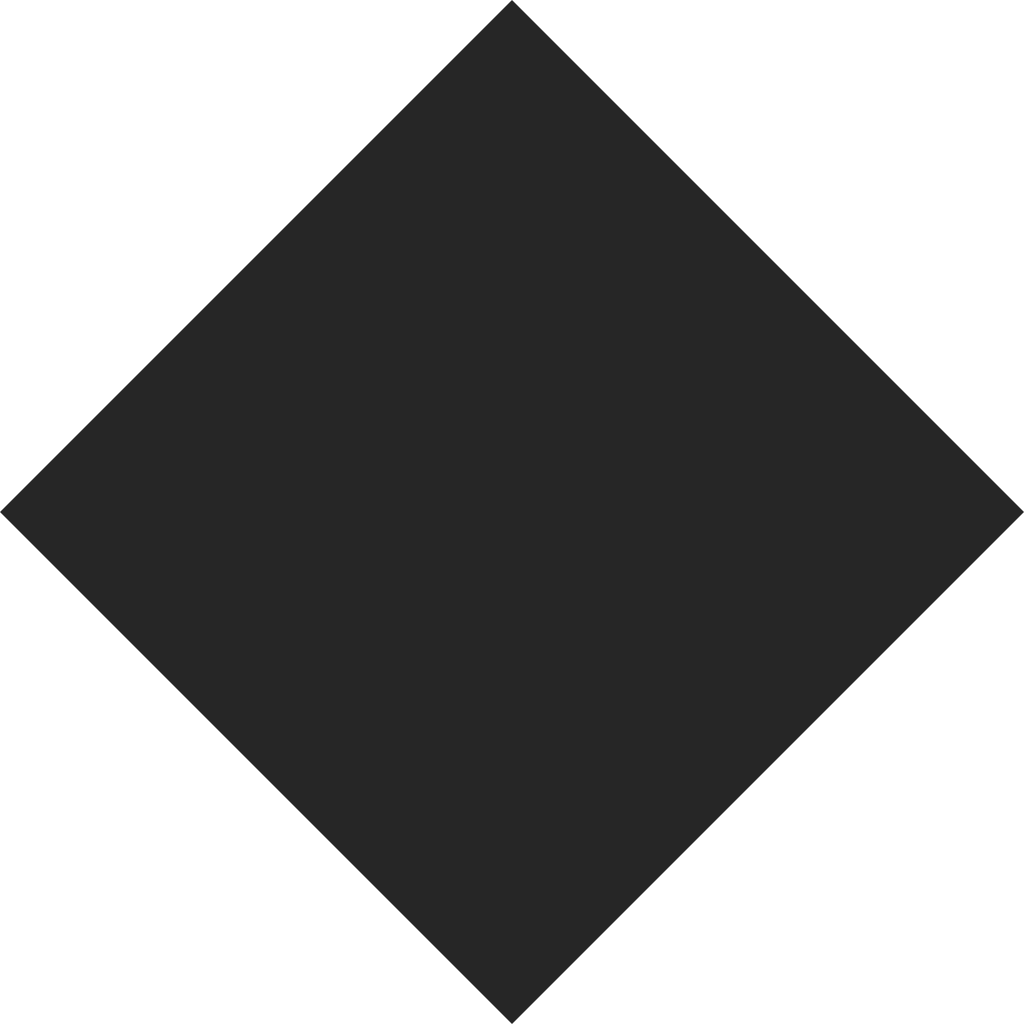
:Elemental Instrument. If stops here, reveal a fate to use Elemental Instrument.

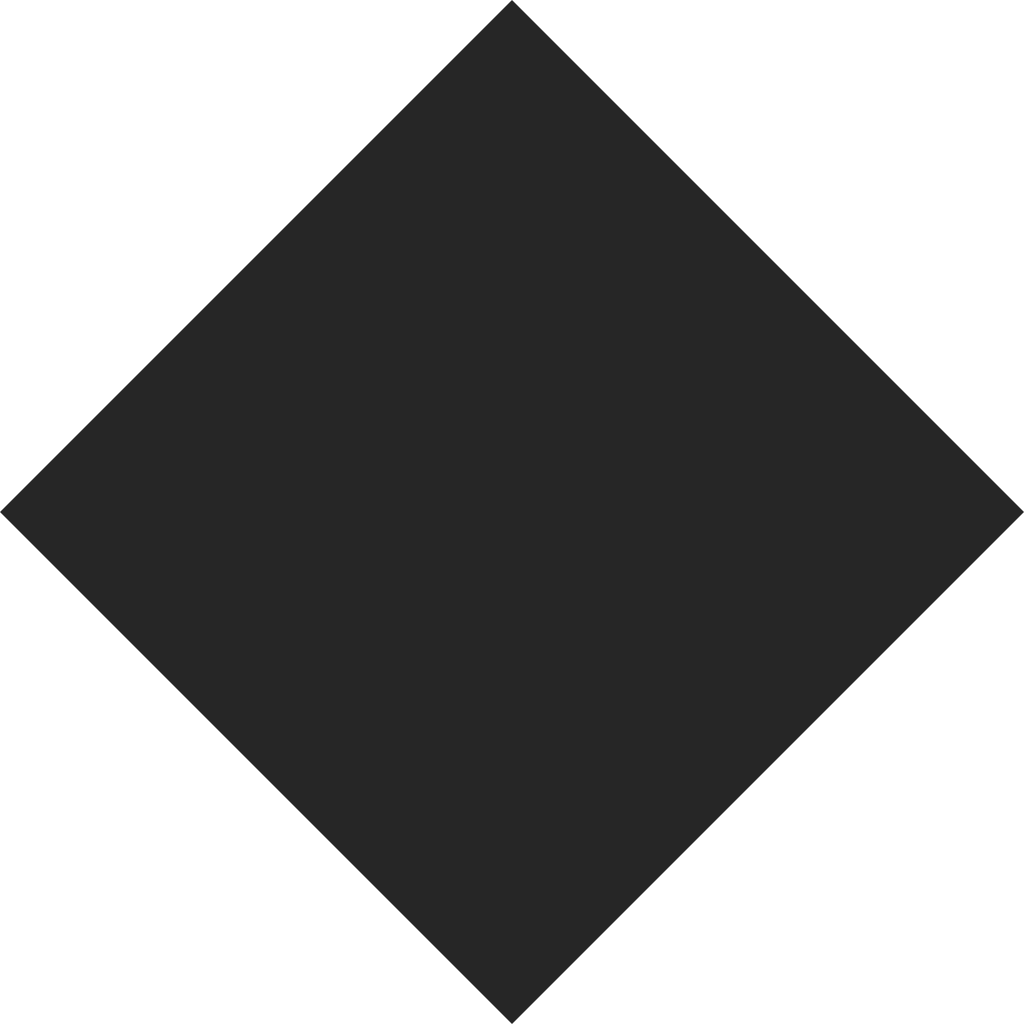
:Celestial Instrument. If stops here, reveal a fate to use Celestial Instrument.

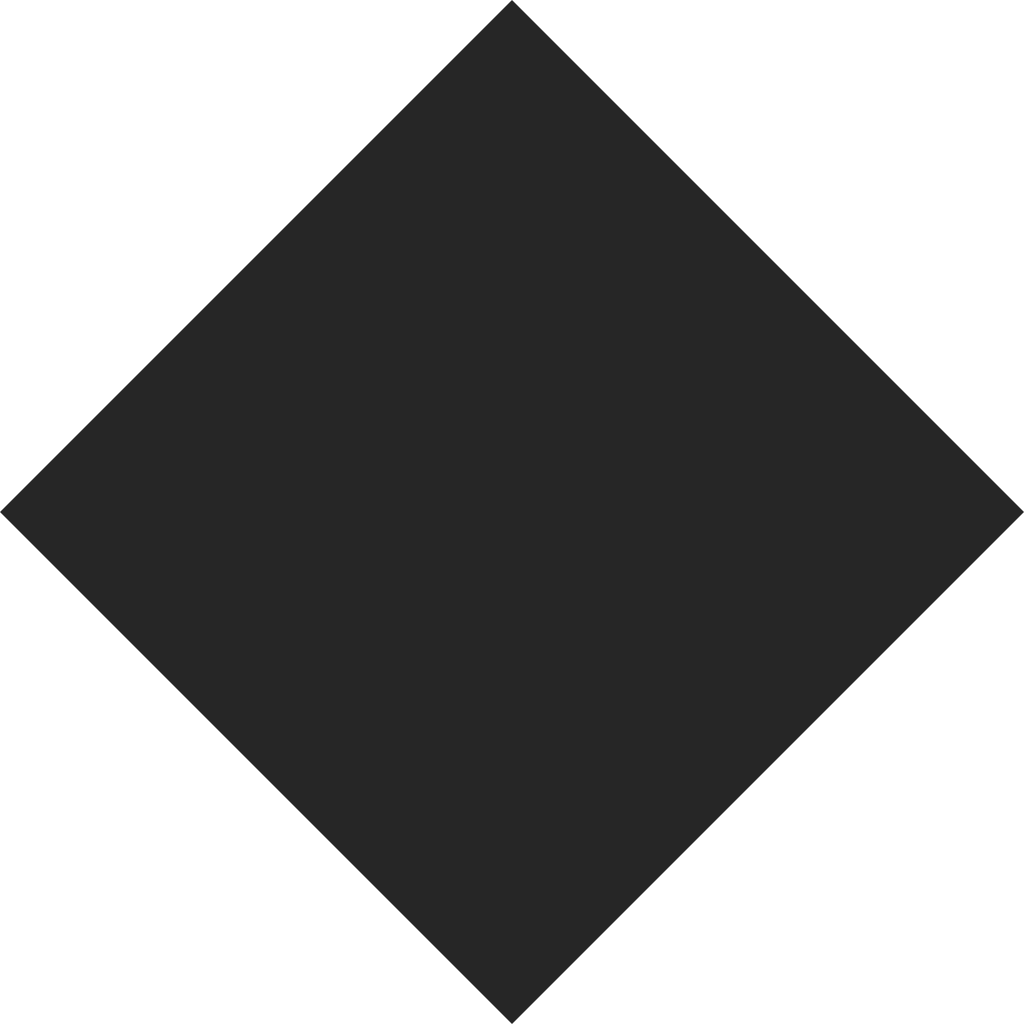
## **Spots Mechanics**

### Treasure cards

:Draw 0 fate cards

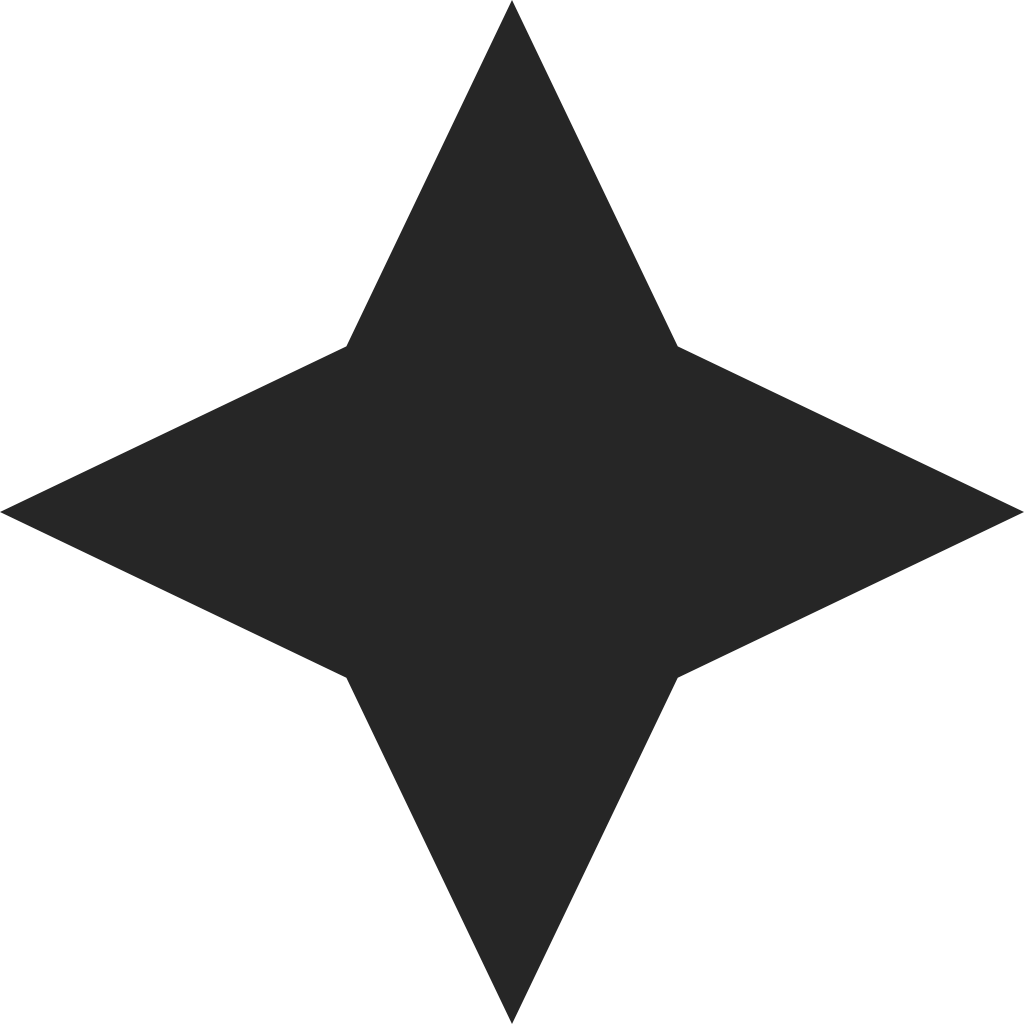
:Draw 1 fate cards

:Draw 2 fate cards

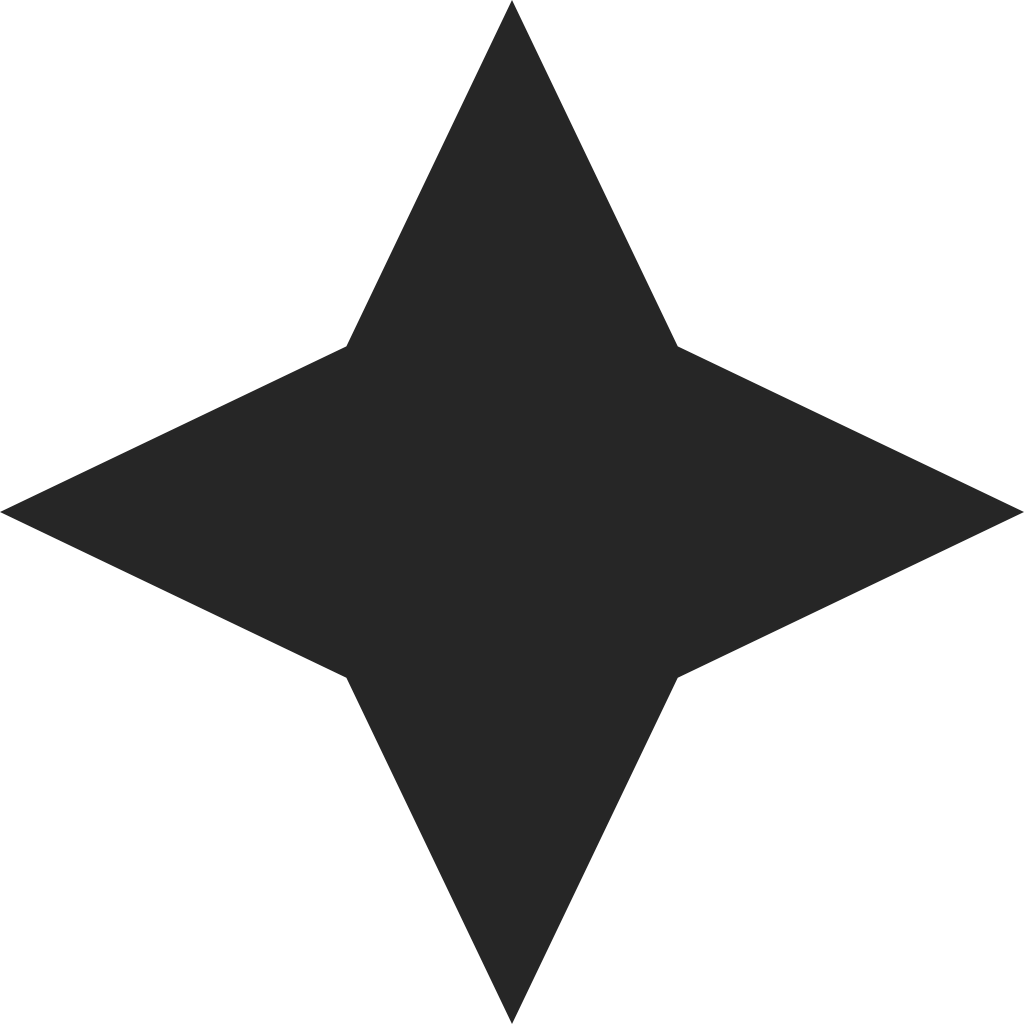
:Draw 3 fate cards

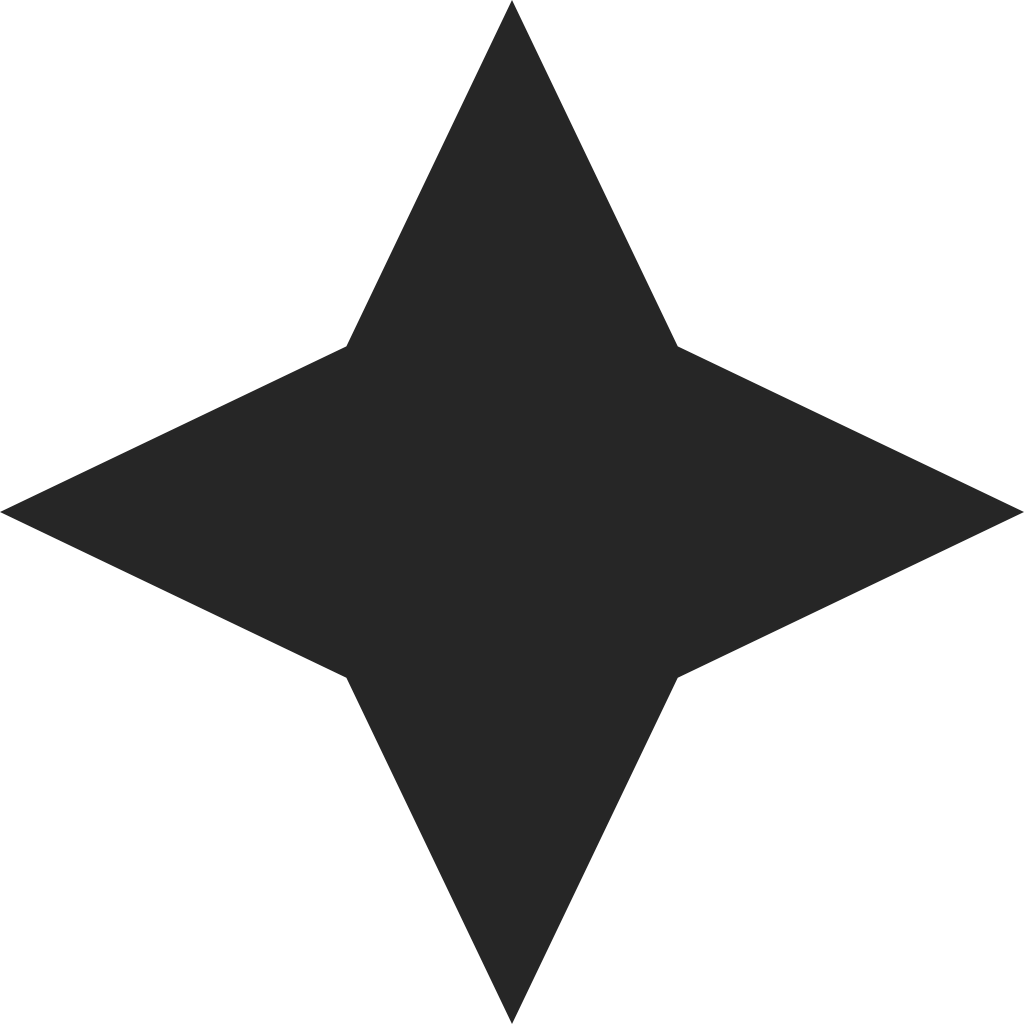
### Paths choose

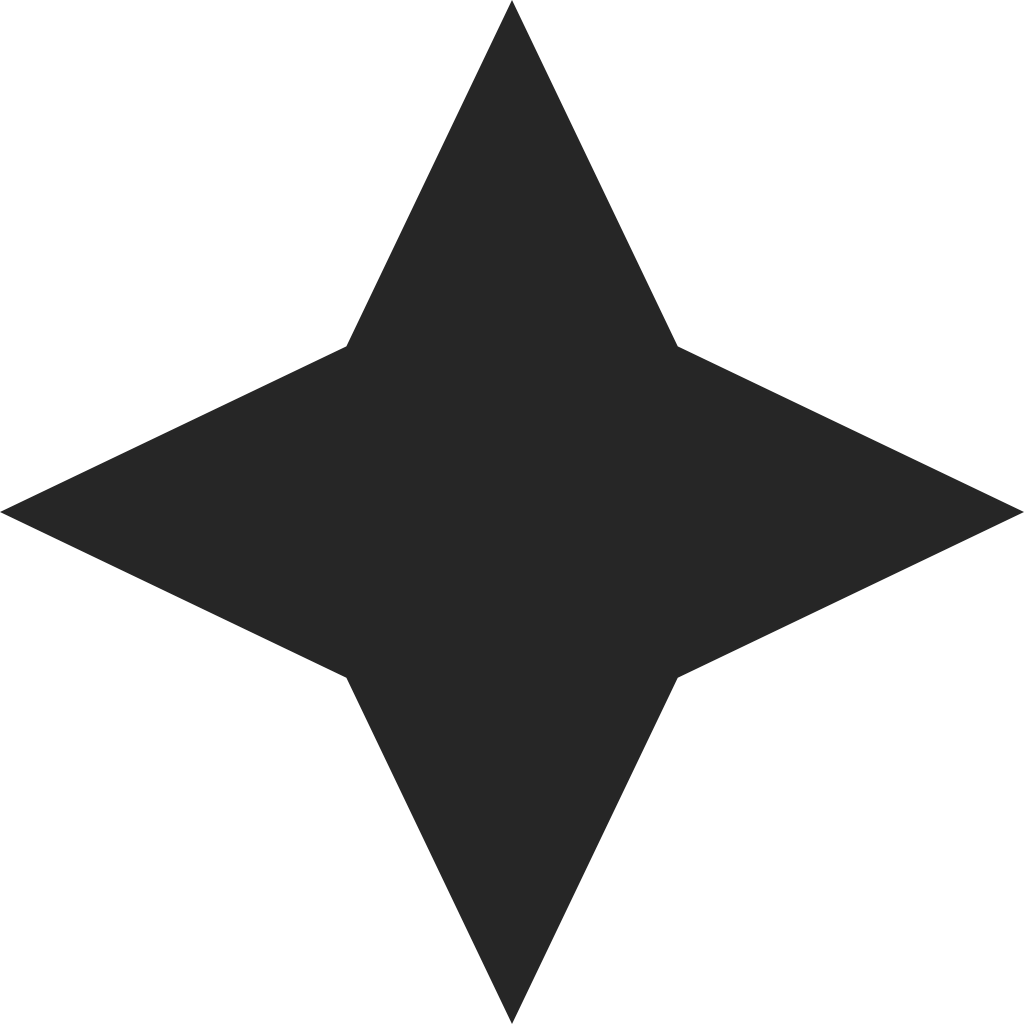
Reveal a fate to choose the path according to its description.

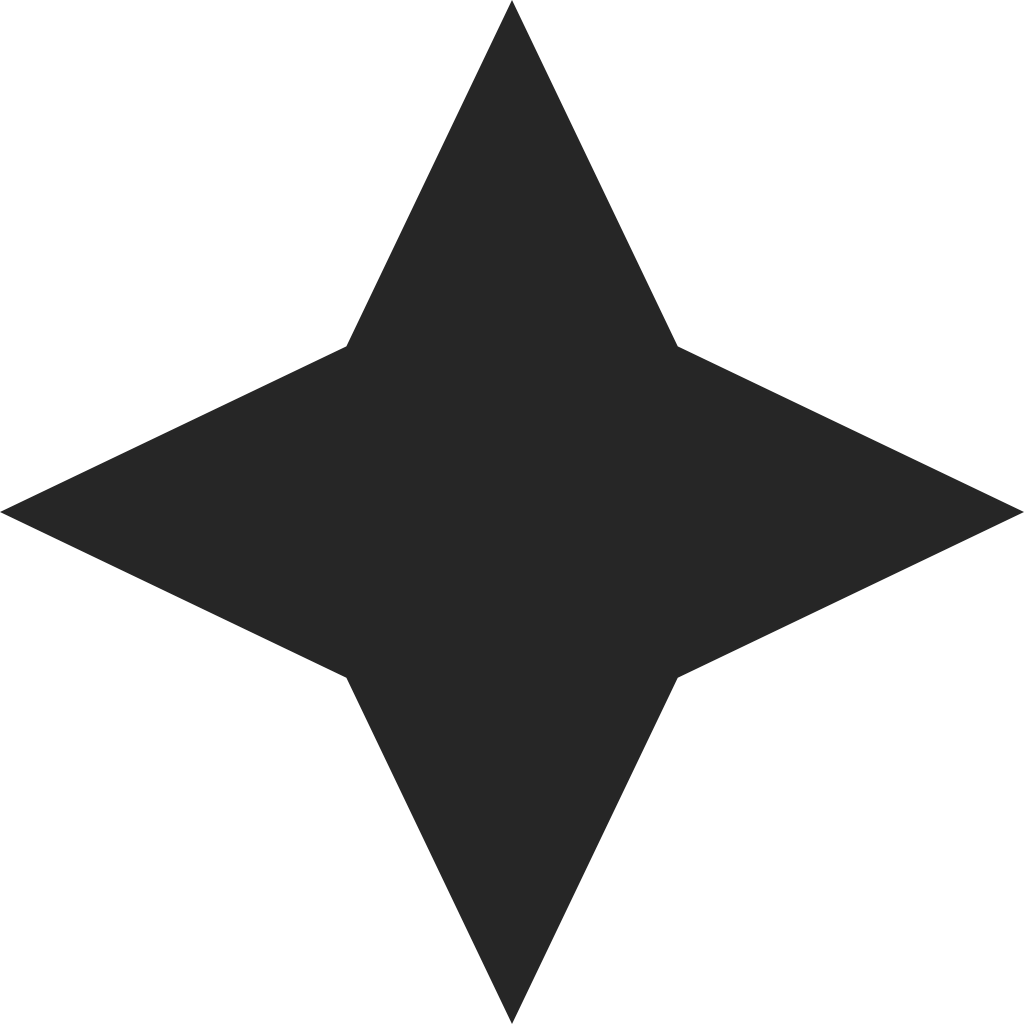


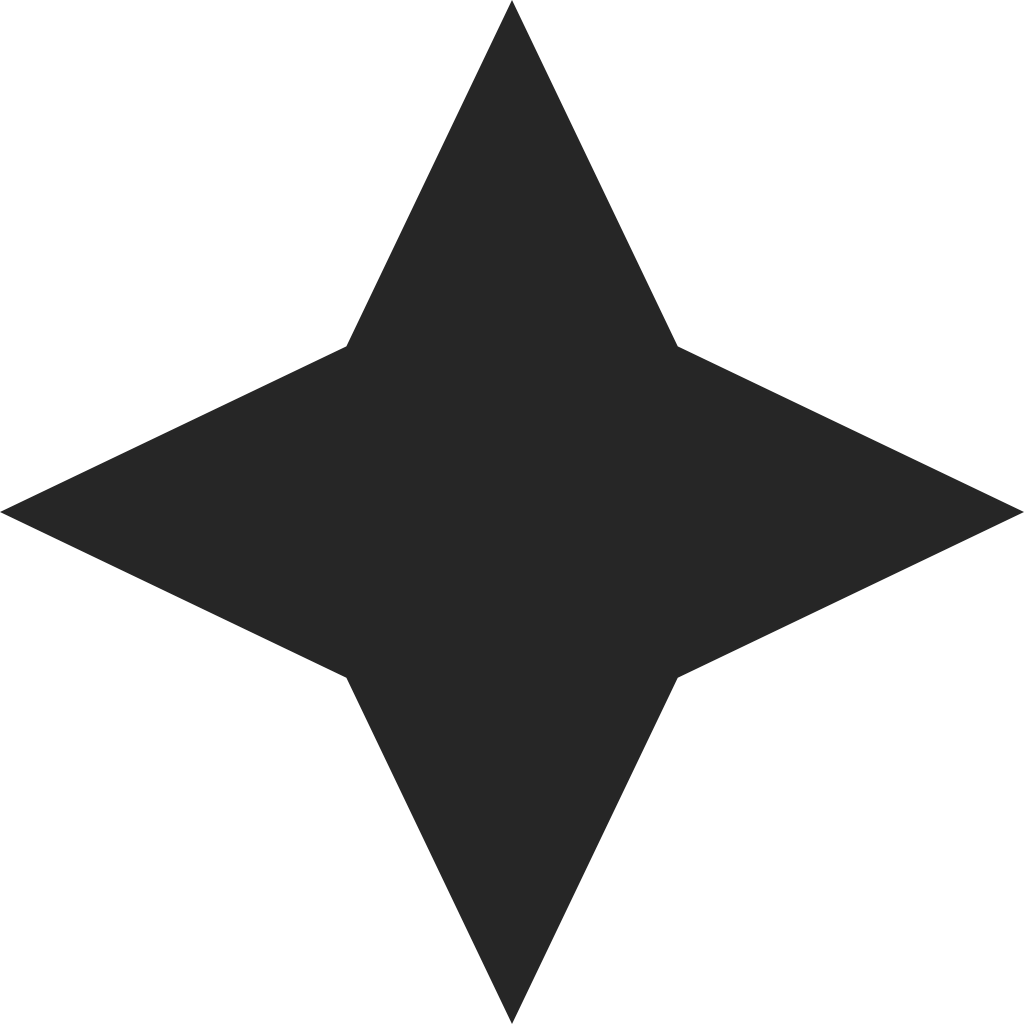
### Portal

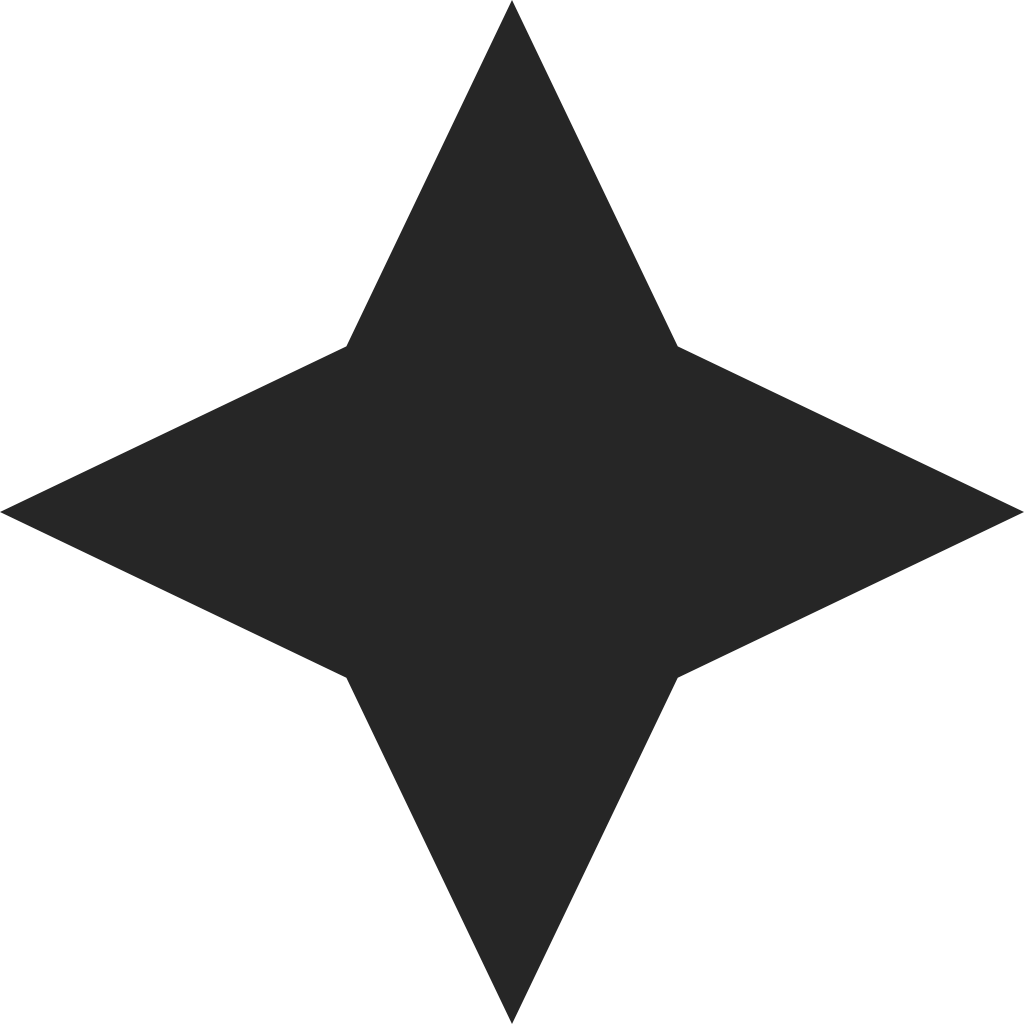
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### Use Elemental Instrument

Reveal a fate, then rotate the Astrolabe of Elements based on the fate

1: no rotate

2: 45 degrees clockwise

3: no rotate

4: 45 degrees anti-clockwise

### Use Celestial Instrument

Reveal a fate, then rotate the Astrolabe of Celestial based on the fate

1: no rotate

2: 45 degrees clockwise

3: no rotate

4: 45 degrees anti-clockwise