# 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 of the players play as Angel team, the others play as Demon team.

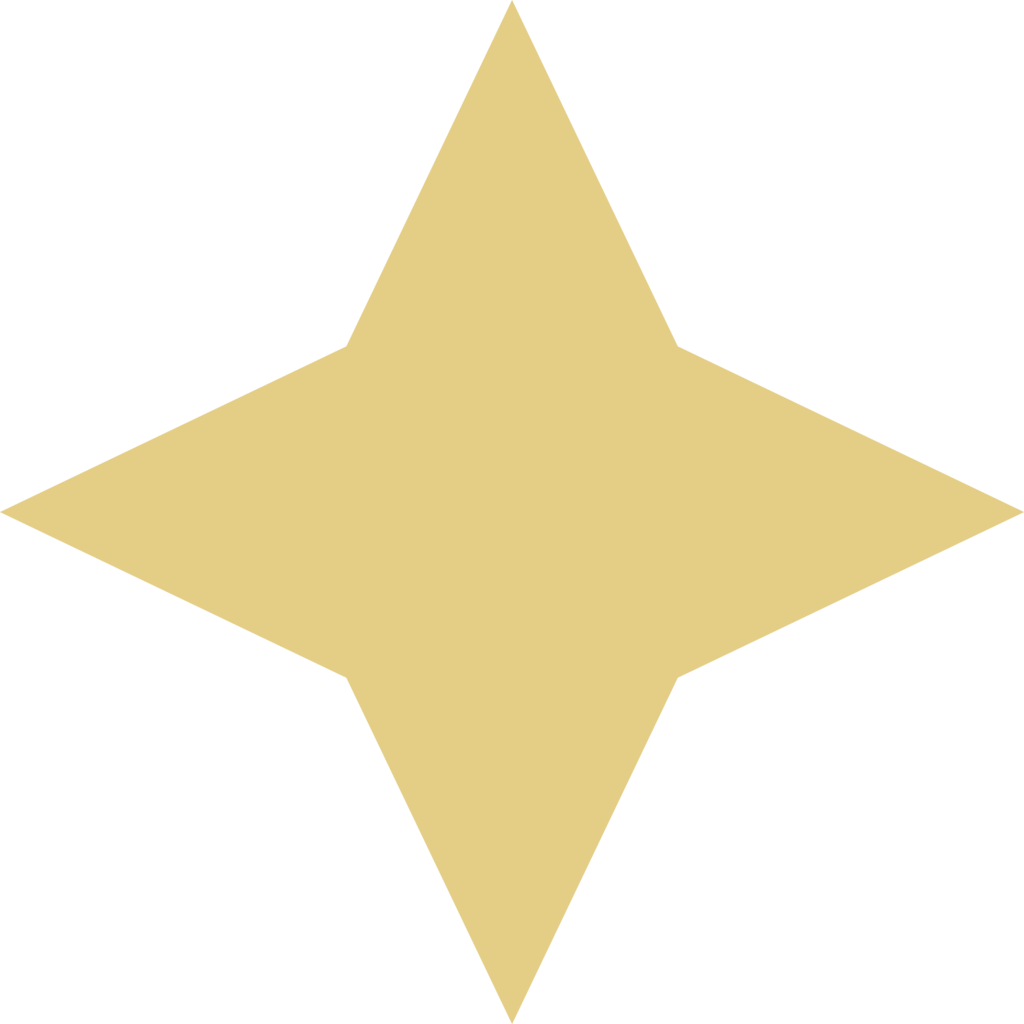
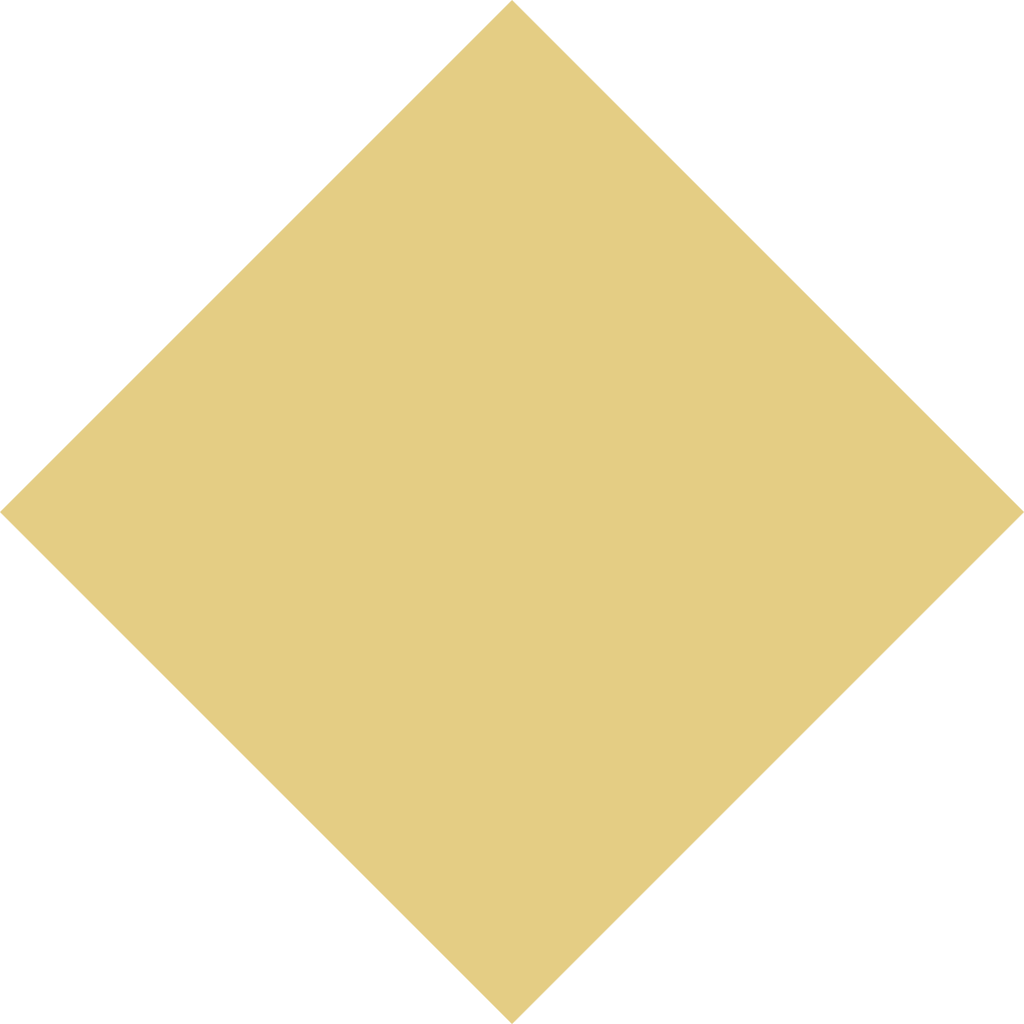
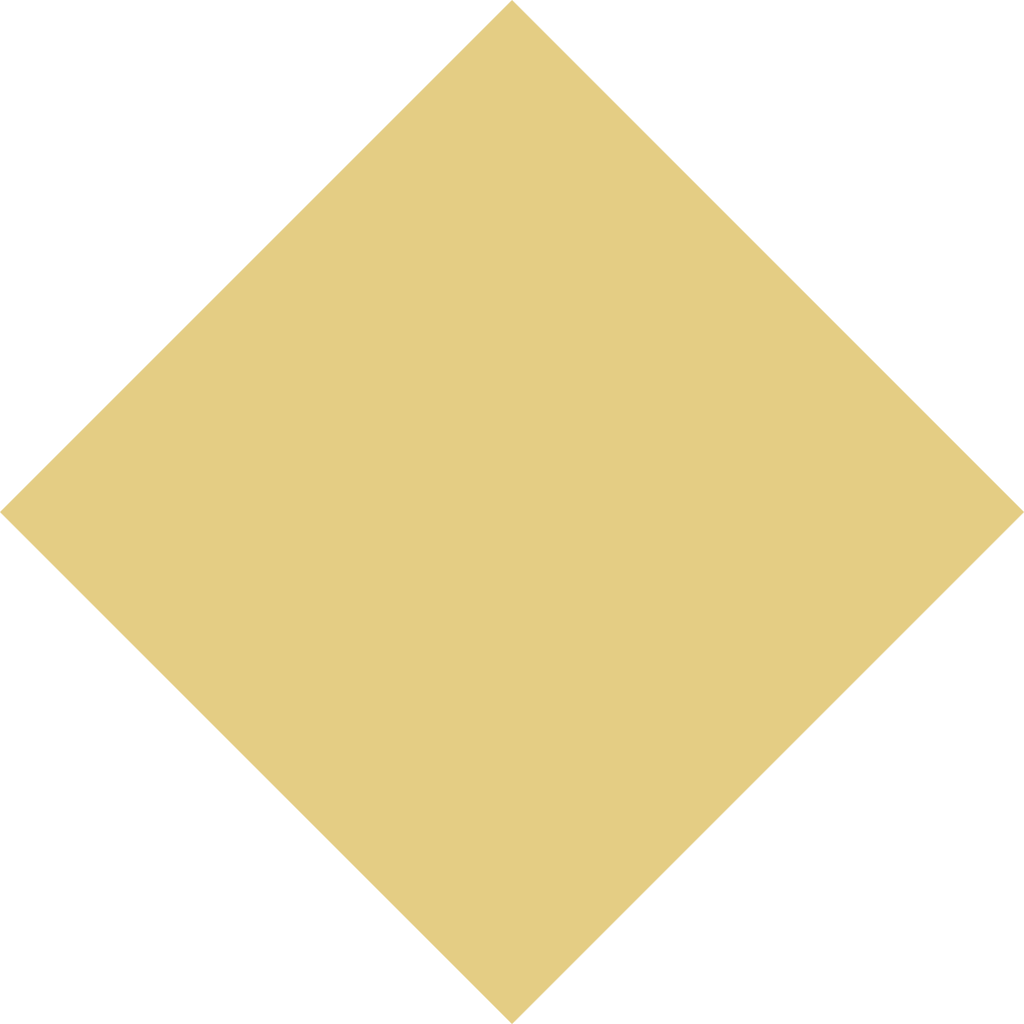
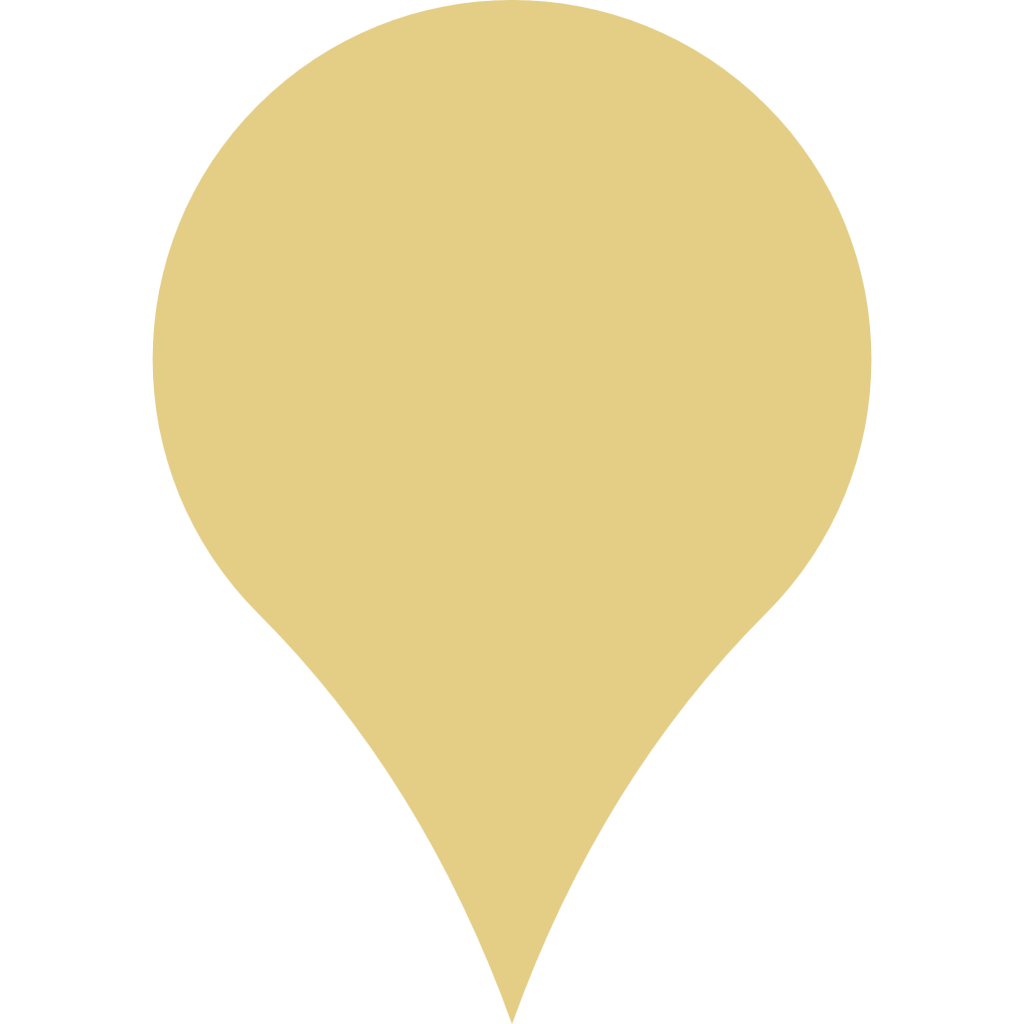
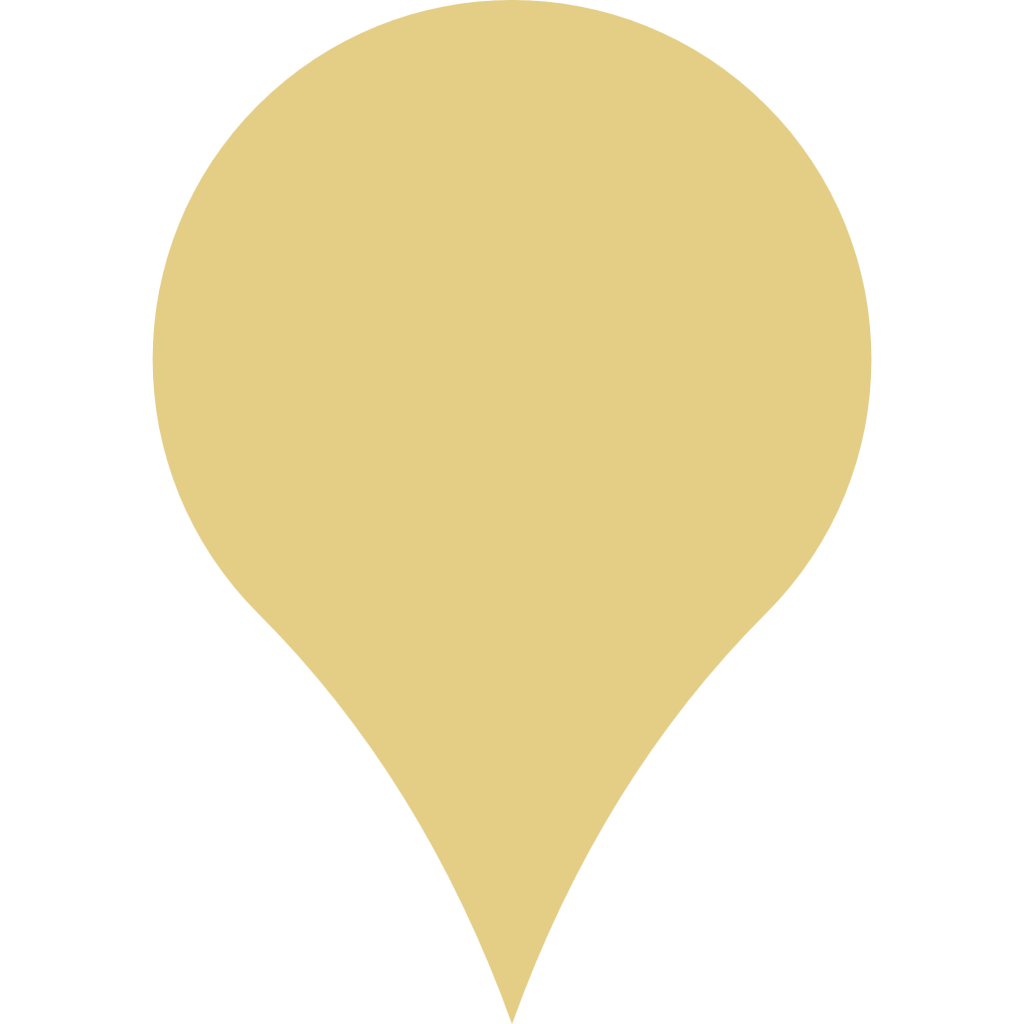
Victory:

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 places 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 图片包含 游戏机, 画

描述已自动生成.

At the beginning of each round, the corresponding player should reveal 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.

## Revealing 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

背景图案

中度可信度描述已自动生成: Chests. If stops here, draw 1 treasure card and receive the reward.

卡通人物

低可信度描述已自动生成: Stagnation. If stop here, stop move for one round.

卡通人物

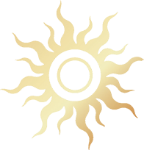
中度可信度描述已自动生成: Portal entrance. If pass by here, teleport to the correspondent exit.

卡通人物

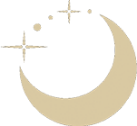
低可信度描述已自动生成: Portal entrance. If pass by here, teleport to the correspondent exit.

## Spots Mechanics

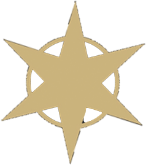
### Treasure cards

: Draw 1 fate cards

### Stop

: Stay here and the player will be banned from action for one round.

### Portal

→卡通人物

中度可信度描述已自动生成

### Using Elemental Instrument

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

1: no rotating

2: 45 degrees clockwise

3: no rotate

4: 45 degrees anticlockwise

### Using Celestial Instrument

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

1: no rotating

2: 45 degrees clockwise

3: no rotate

4: 45 degrees anticlockwise