

Astrolabe

version 0.23.0

The stars whisper their secrets! Will your astrolabe lead you to victory?

designed by: Yasaman Farazan (y.farazan@gmail.com)

45-90 min | age 12+ | for 2-5 players



Pots vanish, bathhouses are no longer safe, and eerie howls at night send shivers down even the bravest spines. The Demons have returned, stronger, more cunning, and more ruthless than ever.

As renowned exorcists, you're eager to meet these Jinns and Demons. You know the art of Demon capturing and how to trap their powers in artifacts. Armed with your astrolabe, you strike fear into these mischievous spirits, binding them into objects and freeing their unfortunate victims.

Will you win over these ancient beings and earn your place as a legendary exorcist?

Table of Contents

Table of Contents	1
Introduction	1
Components and Setup	2
Overview	3
How To Play	4
1- Select the Astrolabe Action	4
2- Reveal astrolabes and take action	5
3- Astrolabe Actions	5
4- End of Round	9
Cards	10
Artifacts	10
Demon Cards	11
Talisman Cards	11
Events	12
Game End & the Winner	12
FAQ	13
Credits	14
Icons Reference	14

Introduction

The astrolabe was one of the most advanced scientific instruments of its time. Astronomers, scholars, and navigators used it to unlock the secrets of the cosmos. This intricate, metallic device helped to read time, track celestial movements, and even assist with astrological predictions.

In your hands, the astrolabe is more than a relic; it is your key to mastering the unseen forces at play. Use it wisely to choose the best action, aligning the right time of the day with the correct number. Equip yourself with powerful artifacts, track the stars to uncover the Demons' weaknesses, and eventually bind them inside artifacts.

Components and Setup

- **5 Astrolabes**
- **5 player board**
- **5 time tracker tokens**
- **15 Moon and 15 Sun Dust Tokens**
- **50 Star tokens (10 green, 10 red, 5 purple, 5 blue, 10 yellow, and 10 wild)**
- **1 bag**
- **1 sky board**
- **5 event markers**
- **40 unique Artifact cards**
- **42 Demon cards**
- **36 talisman cards**
- **7 event cards**
- **40 Focus tokens**
- **1 tie-breaker token**
- **1 endgame bonus token**
- **15 1VP and 15 5VP tokens**

1. Give each player an **astrolabe**(a), a **player board**(b), 8 **focus**(c), 1 **sun** and 1 **moon dust** (d), and a **time tracker** (e).
2. Everyone **resets** their astrolabes by making sure that the arrow pattern on all the rings of their astrolabe aligns and points in the same direction.
3. Put all the **focus** tokens in their place on the player board face down, and flip 2 face up (charged).
4. Give each player **1 Demon** and **2 Artifacts** (one from the starter artifact deck with a different back). You must put each artifact on one side of your board. Remove any extra starter artifact cards from the game.
5. Shuffle the **Demon** cards and reveal 4. Then put the deck near the cards.
6. Shuffle the **Artifact** cards and reveal 3. Then put the deck near the cards.
7. Shuffle the **talisman cards** and put them nearby face down.
8. Put **Star tokens** in the bag. Then put random stars on each constellation on the white stars on the **sky board**. Place the bag near the sky board. Put 5 **event markers** in the center of the sky board. Put the event markers on the indicated spaces of the sky board.
9. Shuffle the **event card** and put the deck face up near the sky board.
10. Place the **Moon and Sun tokens**, **VP tokens**, and the **endgame bonus** nearby.
11. Give the **tie-breaker token** to the player who has most recently read their horoscope.



Overview

Astrolabe is played over a series of rounds. In each round, players secretly set their astrolabe to choose an action, a number, and whether it is daytime, nighttime, or dawn. Then, all players reveal their choices and resolve them in order.

A round always follows this flow:

1. Set your Astrolabe (in secret)

- Rotate the astrolabe dial to select one action, one number, and a time of day.
- You may adjust your astrolabe rings.

2. Reveal Astrolabes

- Players reveal their astrolabes. Then take turns in order of their chosen numbers (from lowest to highest).
- On your turn, perform the chosen action, activate artifacts, and buy new ones.

3. Take Your Action

Activate your astrolabe action. You might:

- **Meditate** to get focus tokens.
- **Track and capture** Demons and add them to your board.
- **Stargaze** by drawing star tokens.
- **Bind** Demons inside artifacts to earn Victory Points.
- **Purge** Demons to get moon and sun dust.

You may activate your artifacts that are at the same time of day as your selected astrolabe time.

Finally, you can purchase artifacts using 4 focus tokens.

The game continues until a player binds **6 Demons**. Players get Victory Points from purging or binding Demons over the course of the game. The player with the highest VP wins.

How To Play

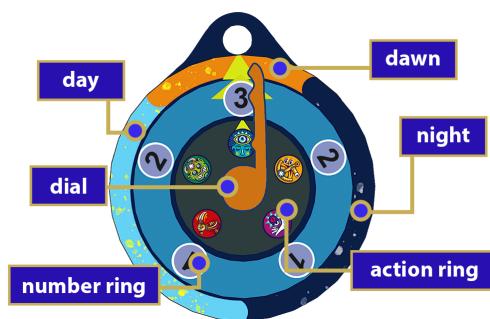
On your turn, you secretly set your astrolabe, then everyone reveals and resolves in number order, doing one action. Actions let you meditate, track Demons, get star tokens, bind Demons, or purge them. Each round consists of these steps:

1. Select the astrolabe action in secret
2. Reveal astrolabes and resolve
3. Take your astrolabe action
4. End of round

1- Select the Astrolabe Action

Rotate only the dial on your astrolabe in secret. The dial selects three things: the action, a corresponding number (power value), and the time of the day (day, night, or dawn).

Remember! You must always pick a different time of the day than the one you've picked in the last round. Expect for the first round, that you're free to pick any time of the day. For example, if you picked night, now you can select either day or dawn. Keep track of your last selected time of the day on your playerboard.

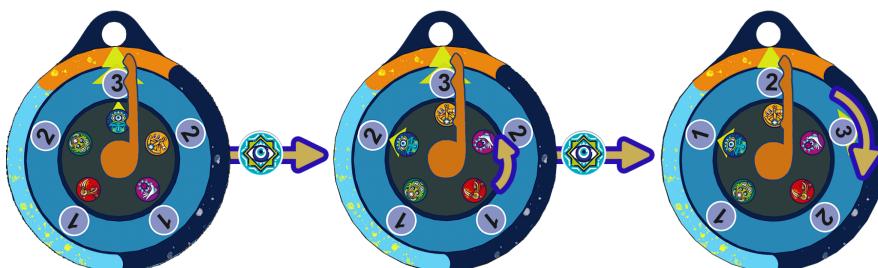


In this example, the dial displays the number 3 and the green action at dawn.

The dial nodges indicate which ones are selected.

While picking your action, you have the option to use as many of your active **focus tokens** to adjust your astrolabe. You can move one of the two rings of the astrolabe to adjust it: the **action ring** or the **number ring**. Rotate either of these rings clockwise or counter-clockwise, only one step per used token (use the arm on the back of the astrolabe to easily rotate the action ring).

When you're done picking your action, you can put your astrolabe face down in front of you to indicate to other players that you're done.



In this example, the player uses one focus token to rotate the action ring one step counter-clockwise, then another one to rotate the number ring one step clockwise.

2- Reveal astrolabes and take action

After everyone selects their astrolabe action, move to the next phase, revealing the astrolabes. Take turns, starting from the players with the lowest astrolabe number to the highest. If there's a tie, the player closest to the player with the tie-breaker tokens goes first, then the next player with the same number in a clockwise order.

After everyone played their turn, move to a new round.

3- Astrolabe Actions

In your turn, first play your astrolabe action. Then activate your artifacts that are at the same time of day as your selected astrolabe time. Finally, you may buy new artifacts. Check the [Artifacts](#) section for more details.

The following are the astrolabe actions in detail:

Meditate



Charge your focus tokens **twice** the number picked on your astrolabe. Charge your tokens by flipping them to their active side. You can never have more than 8 focus tokens charged at a time. Focus tokens can be used to adjust your astrolabe when picking an action or buying artifacts. Check [Select the Astrolabe Action](#) and [Artifacts](#) section for more details.



In this example, the player has selected the meditate action with number 2, so they charge 4 of their focus tokens on their board.

Track



Use this action to **track and capture Demons** from the face-up cards or randomly from the deck and add them in front of you, on the captured Demons section of your board. The number of Demons you can track in one turn is the number picked on your astrolabe. You can have max 5 Demons captured at the same time, but you can discard and replace them if you want to. Check the **Demon cards** section for more details about this card.

Demons can later be bound or purged. Check the **Bind and Purge** actions for details. Don't reveal new Demons when you draw one, until the end of the round.



In this example, the player has selected the capture action with number 2 and captures 2 Demons

Stargaze



Draw as many stars from the star bag as your **astrolabe number**. You may put any star token that matches the ones you have on your captured demons on the matching icon. Stars that aren't on any of your Demons must be returned to the sky. You can also decide to return the ones you can use on demons to the sky. Put them in any constellations of your choice. You can't put the star tokens on a slot that's directly connected to another star with the same color. If there's no valid star slot on any constellation, discard remaining stars.



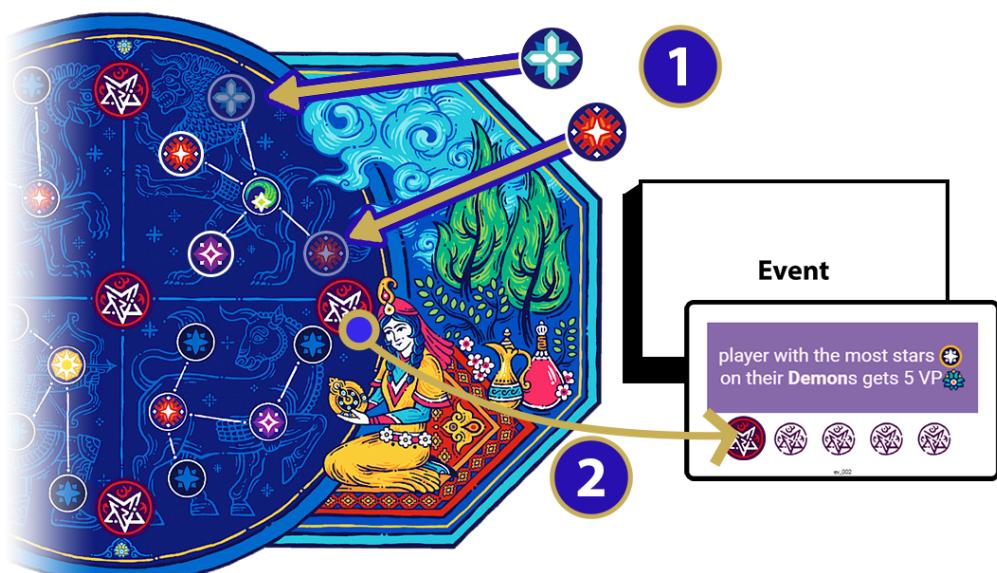
In this example, the player drew 3 tokens. They put the red and wild stars on their Demon.
The other token must be added to a constellation.

After returning all your stars, if you've managed to **finish a constellation**, you'll get all the stars on that constellation. Then the stars can be put on your demons or discarded if they don't fit. This can trigger progress on the active event card. If there is an event marker connected to the current constellation, add it to the active event card. Check the **Event** for more details.

There are 5 types of stars in total, green , blue , red , purple and yellow . The wild star can be used as any type of star.

Whenever you have to return a star to the sky, and it's full, return them to the bag instead.

Getting random stars means that you draw them from the bag instead of the sky.



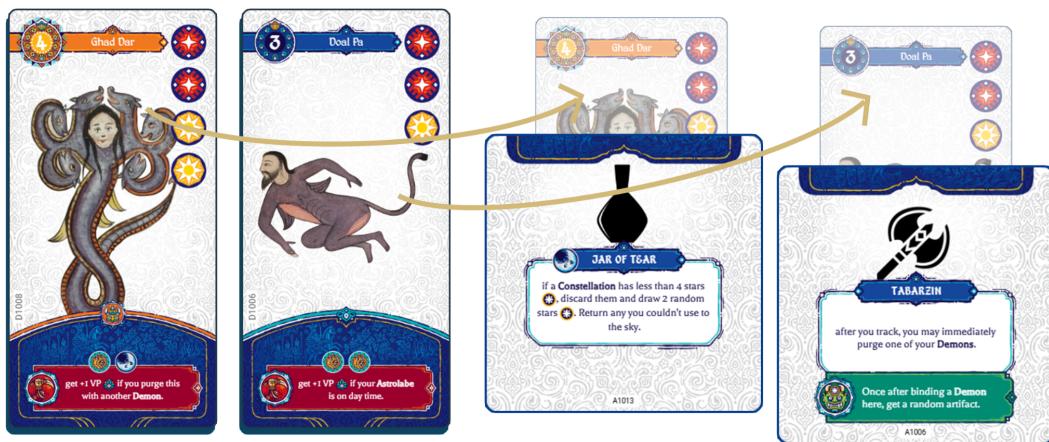
When one of the constellations gets filled (1), take all the stars there. Use any you can and return the rest to the bag. Afterwards, put one connected event marker on the current event card (2).

Bind



With this action, you can remove any captured Demon that already has all of its stars read from your capture row and bind them inside your artifacts to get their **victory points**. You can bind as many Demons as your astrolabe number in one turn. Each artifact can hold only **one** demon, unless it says otherwise. Check the [Demon Cards](#) section for more details.

Put the demon card behind your artifacts when you bind them. After binding the Demons inside the artifacts, their after-bind section unlocks.



In this example, all stars for these two Demons are read.

The player can use the bind action with a number 2 or more to score both of them. Each bound demon is put behind one artifact card. Score the VPs at the end of the game.

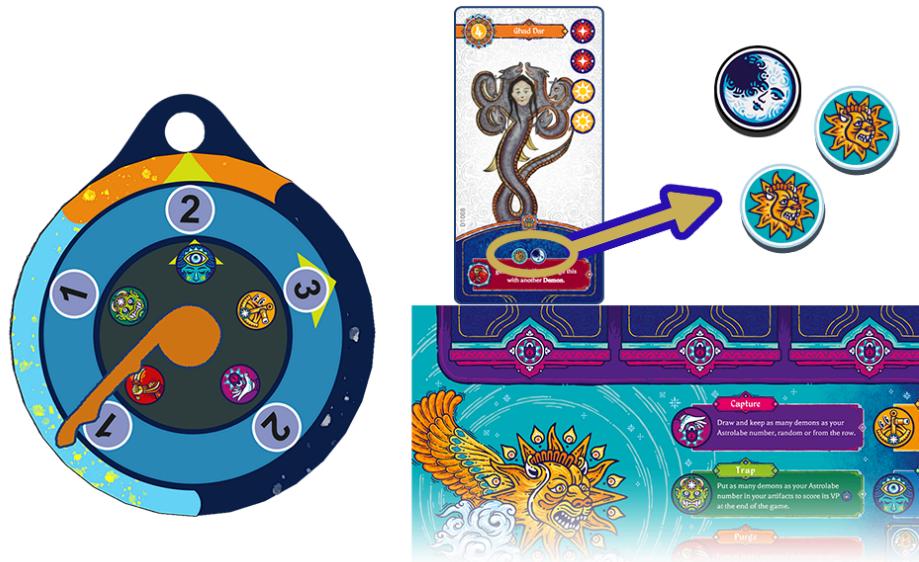
Purge



With the Purge action, you can **turn your Demons into Moon or Sun dust**. The number of Demons you can purge is up to the number picked on your astrolabe. To purge, discard demons of your choice and then take the amount of dust shown on the Demon from the bank. Dusts are mostly used for activating some artifacts or could be used once per round to adjust the astrolabe. Check the [Artifact](#) section for more information. Some demons have an effect text that activates when you're purging them.

Any captured Demon can be purged, even those with stars on them. In that case, you can move their stars to your other demons. If you can't keep the stars, discard them back into the bag.

After discarding some demons, you will draw talisman cards. This card can be used to get a bonus in your next turns. Check the **Talisman** section for details.



In this example, the player can purge one of their Demons.
They get 1 moon and 2 sun dusts from this purge.

4- End of Round

After everyone takes their turn, the round ends. Do these before starting a new round:

- Pass the **tie-breaker** token to the next player in clockwise order.
- Refill Demons' row to have 4 cards, and artifacts to have 3 cards.

Cards

Artifacts

In your turn, whenever you have at least **4 focus**, you can spend them to buy an artifact. You can buy from the face-up market row or one random from the Artifacts deck. Don't refill the artifact market until the end of the round. You may buy multiple times in a single turn.

You should place your artifact either on the day side of your board or on the night side. If they use the moon dust, put them on the night side of your board, and if they use the sun dust, put them on the day side. If they use none or either, you can decide. Artifacts can't be moved between the day and night sections later. Artifacts on the day side only activate when you pick daytime on your astrolabe and the night ones at night. When you pick the **Dawn** time on your astrolabe, none of your artifacts get activated. Instead, you charge 1 focus.



You can have **max 4 artifacts** on each side of your board, but you can switch artifacts that have no demons with a new one.

Each artifact card is unique. They give you some powerful abilities. To activate some of them, you need to spend moon or sun dust , while others are passive. If an artifact activates with dust, you can activate it multiple times in the same turn, as long as you have the resources to spend. But every time you **reactivate** them in the same turn, the cost of that artifact increases by 1 unit.

Each artifact can trap one Demon, unless said otherwise. After you bind a Demon inside an artifact, its after-bind section, if it has one, becomes active, which usually improves the effects of the artifact.

Demon Cards

Demons are mischievous creatures that you can track and bind with artifacts by reading their stars. To bind a Demon, you need to read all of their stars. Whenever you get a star that matches one of your Demons, cover that star icon on the Demon with that token. When all the stars are marked, you can bind those Demons.

When you bind a Demon, you get the shown VP at the end of the game. All Demons also have Moon or Sun Dust icons. Take the respective token when you purge them.

Elite Demons  require more stars and give you more scores. Other demons are better for purging, and some of them have "when purged" effects.



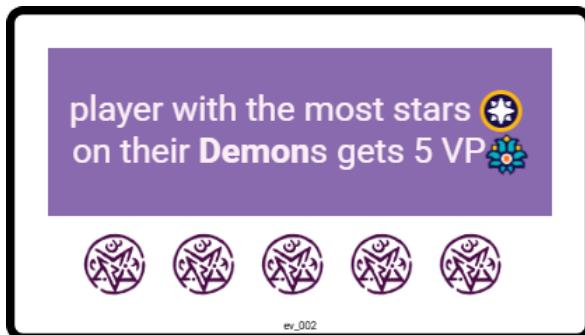
Talisman Cards

When purging demons, you may get talisman cards that you should keep secret in your hand. If the requirements are met, you may reveal them to get the depicted bonus. You can activate multiple talisman cards in one turn.



Events

There is always one active event card in the game. Whenever you finish a constellation or when you play a talisman card, you add an event marker to the active event. When all the slots of the card are filled, resolve that card. The event cards give points to one or multiple players based on a condition. If there is a tie for the winner, give everyone tied half of the VP of the card, rounded down. After resolving the event card, discard the current one and draw a new one. Return all the event markers to the sky board. If you ever run out of event cards, shuffle the discarded ones and create a new deck.



Game End & the Winner

When a player binds their 6th Demon, they claim the endgame bonus with 5 VP, and the game is over at the end of this round. If any other players bind the 6th demon during this final round, they will get 5 VP as well. Every player finishes their turn, then the game ends.

If ever there weren't enough demon cards to refill the row, this would also end the game. As soon as the demon deck is empty, play the active round and then finish the game.

Count any VP on demons and any VP token you got. The player with the most victory points at the end of the game is the winner. In the case of a tie, the player with the greater number of captured and bound Demons wins. If there's still a tie, share the victory.

FAQ

- You decide the order of resolving your actions (astrolabe action, artifacts, buying artifact)
- You can spend dust multiple times to activate the same artifact (the price increases when you use the same one again).
- If not specified, when you're supposed to return a star, always return it to the sky board. When you're asked to discard a star, return it to the bag.
- In case of a tie when resolving the event cards, all tied players get 2VP. No matter how many players are tied.
- First, resolve an artifact completely before taking another action. You can't interrupt it.
- You can play the talisman cards only in your turn.
- You can use the talisman cards immediately after you get them.
- There are no hand limits for the number of talisman cards you can hold.
- You can discard an artifact or demon card to get a new one when reaching the max.
- When you're supposed to draw a random card, draw it from the top of the face-down deck of that card type.
- If multiple players finished the game in the same round, they both get the end-game bonus VP.
- A player may finish the game with more than 6 demons bound.
- Refresh: discarding all the cards of a type (e.g., demon or artifact) and then revealing as many to refill it.
- You may always take your selected astrolabe action "up" to your picked number.

Credits

Yasaman Farazan

Game Design | y.farazan@gmail.com | Düsseldorf, Germany

Mostafa Hosseini

Graphic Design | [Linktree](#)

Icons Reference

	Victory Point (VP)		Elite Demon
	Capture		Adjusting Astrolabe
	Stargaze		Sun/Moon Dusts
	Bind		Wild Star
	Purge		Focus
	Meditate		Event Marker
	Star Token		