

Astrolabe

version 0.20.0

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

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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?

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Introduction

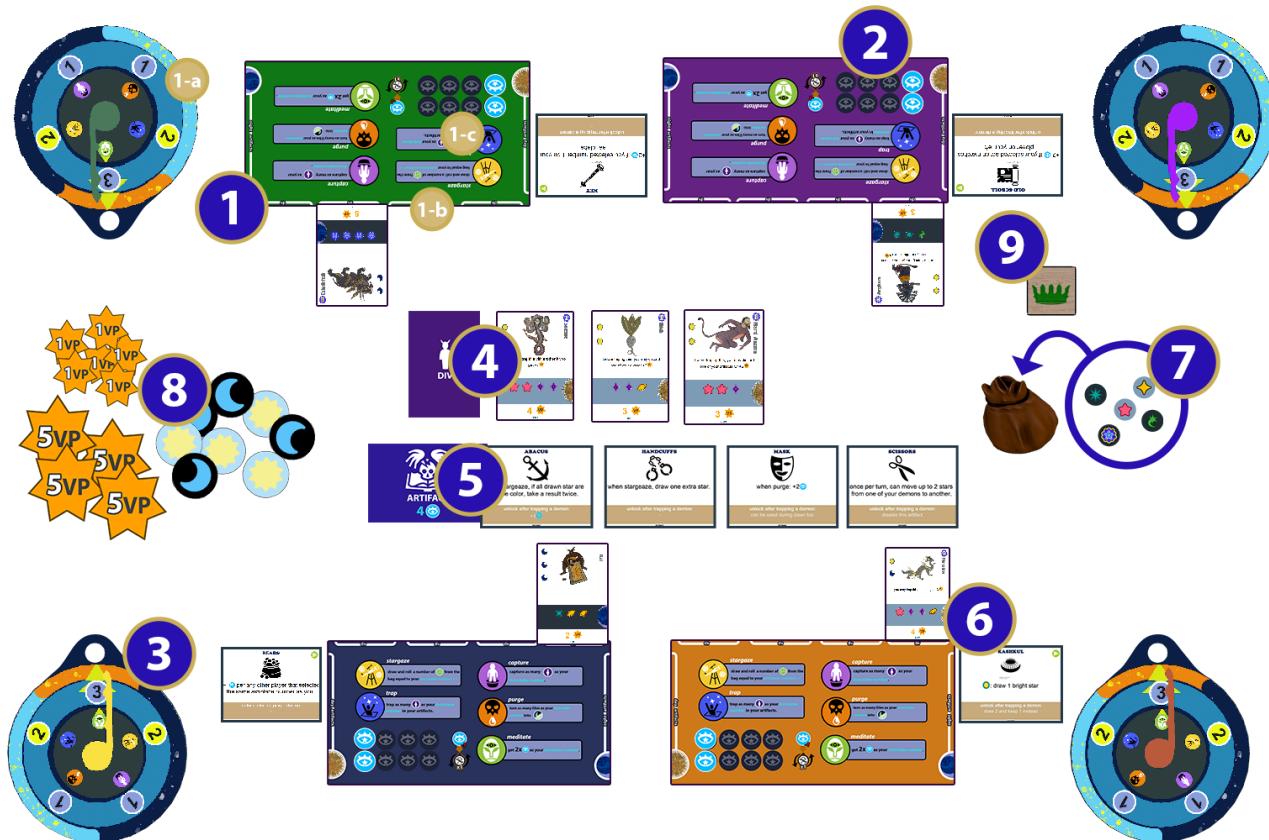
The astrolabe was one of the most advanced scientific instruments of its time. Astronomers, scholars, and navigators used it to unlock the secrets of the cosmos. This intricate, metallic device helped to read time, track celestial movements, and even assist with astrological predictions.

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 trap them inside artifacts.

Components and Setup

- **5 Astrolabes**
- **5 player board**
- **30 Moon/Sun Dust Token**
- **60 Star tokens**
- **1 bag**
- **45 unique Artifact cards**
- **42 Demon cards**
- **40 Focus tokens**
- **1 tie-breaker token**
- **15 1VP and 15 5VP tokens**

1. Give each player an **astrolabe(a)**, a **player board(b)**, and **8 focus(c)**.
2. Put all the **focus** tokens in their place on the player board face down, and flip 2 face up (charged).
3. Everyone **resets** their astrolabes by making sure that the pattern on all the rings of their astrolabe aligns.
4. Shuffle the **Demon** cards and reveal 3.
5. Shuffle the **Artifact** cards and reveal 4.
6. Give **2 Demons and 2 Artifacts** (from the starter artifact deck that has the  icon) to each player. They keep 1 of each and discard the rest.
7. Put all the **Star tokens** in the bag.
8. Place the **Moon/Sun dust tokens** and **VP tokens** nearby.
9. 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 day, night, or dawn time. 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 first spend **Focus tokens** to adjust your astrolabe rings.

2. Reveal Astrolabes

- Players reveal their astrolabes 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

Your astrolabe action determines what you do this round. You might:

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

The game continues until a player traps **6 Demons**. Players get Victory Points from artifacts, trapping Demons, and by making combos when trapping over the course of the game. The player with the highest VP wins.

How To Play

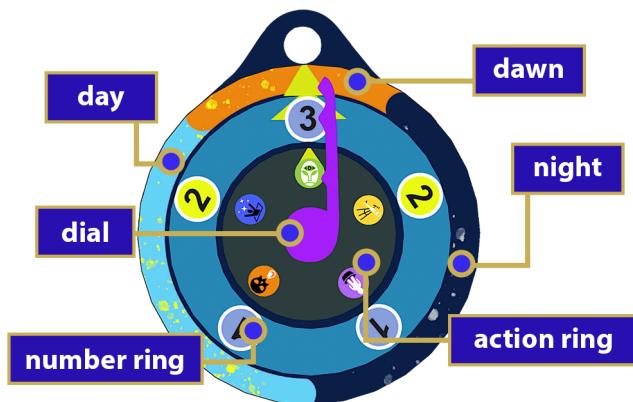
On your turn, you secretly set your astrolabe, then everyone reveals and resolves in number order, doing one action. Actions let you meditate, hunt Demons, get star tokens, trap Demons, or purge them. Each round consists of these steps:

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

1- Select the Astrolabe Action

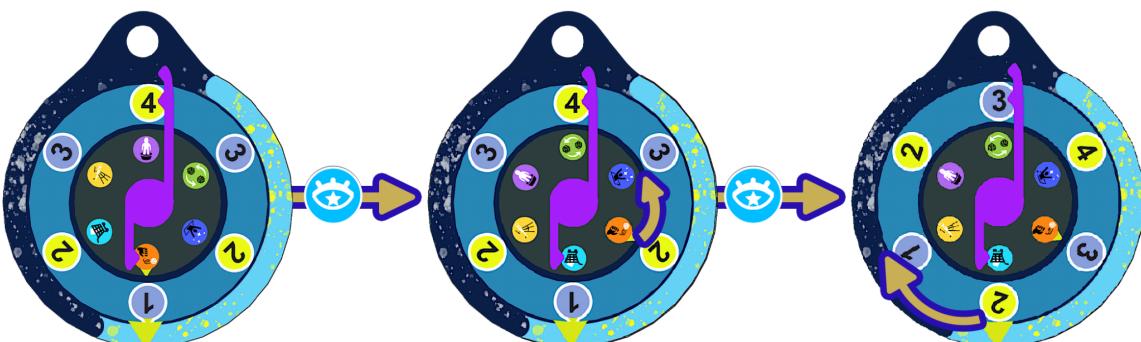
Rotate only the dial on your astrolabe in secret. The dial selects three things: the action, a corresponding number (power value), and the time of the day (day, night, or dawn).

Remember! You must always pick a different time of the day than the one you've picked last round. For example, if you picked night, now you can pick either day or dawn.



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** as you want to adjust your astrolabe. You can move one of the two parts 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 focus token (use the arm on the back of the astrolabe to easily rotate the action ring).



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

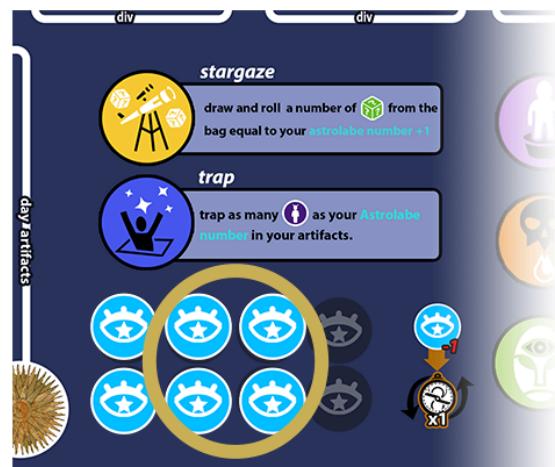
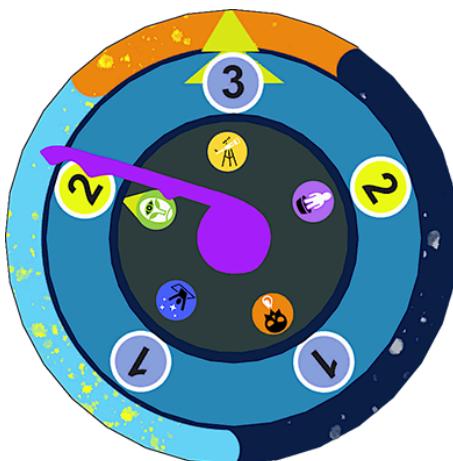
In your turn, you play your astrolabe action. You also have the option to buy artifacts. Check the [Artifacts](#) section for more details.

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.



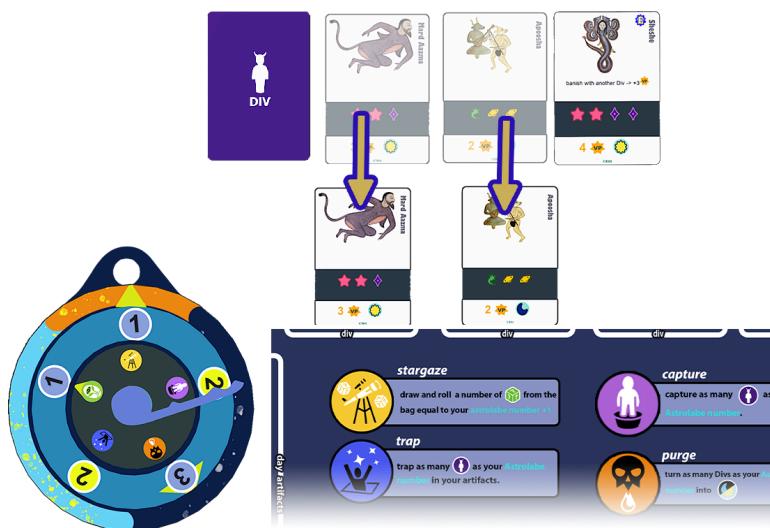
In this example, the player has selected the meditate action with number 2, so they charge 4 of their focus tokens on their board.

Hunt



Use this action to **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 hunt in one turn is the number picked on your astrolabe. You can have max 4 Demons captured at the same time. Check the [Demon cards](#) section for more details about this card.

These Demons can later be trapped for points. Check the [Trap](#) action for more details. Reveal new Demons from the deck as soon as you pick one.



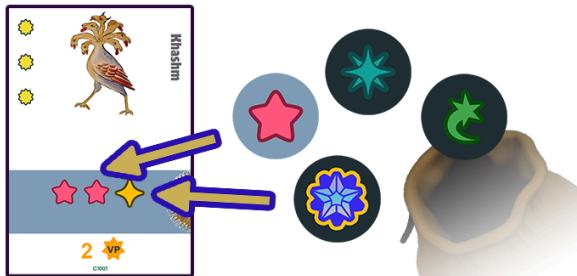
In this example, the player has selected the capture action with number 2 and captures 2 Demons

Stargaze



Draw as many star tokens as your **astrolabe number +1** from the stars bag. Put any star token that matches the ones you have on your captured demons on the matching icon. If you drew a star that you couldn't use, i.e., a star that wasn't on any of your Demons, you must put those tokens near the star bag. Whenever a player wants to draw stars, they can instead use the ones near the bag.

There are two types of tokens in the game: day (bright) and night (dark). There are 5 types of stars in total in the game. Two of them (green , blue ) can only be found on the night tokens, and two (red , purple ) on the day one, and 1 (yellow ) on both. The wild star  can be used as any type of star. The moon/sun icon on the Demons shows whether they are day or night Demons.



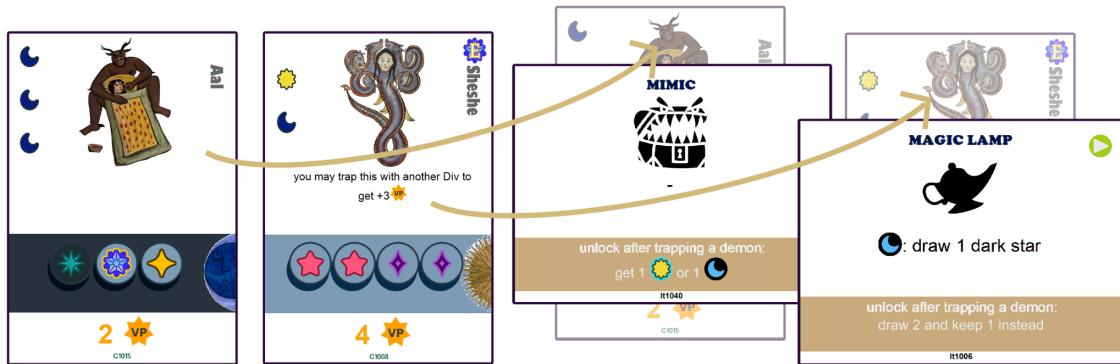
In this example, the player drew 3 tokens. She can use the wild and the red star on their Demon and The green token must be added to the public options.

Trap



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

Put the demon card behind your artifacts when you trap them. After trapping the Demons inside artifacts, their after-trap section unlocks. Any artifact with a trapped Demon inside can't be used anymore by other players. Check the [Matching Astrolabe Numbers](#) Section for more details.



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

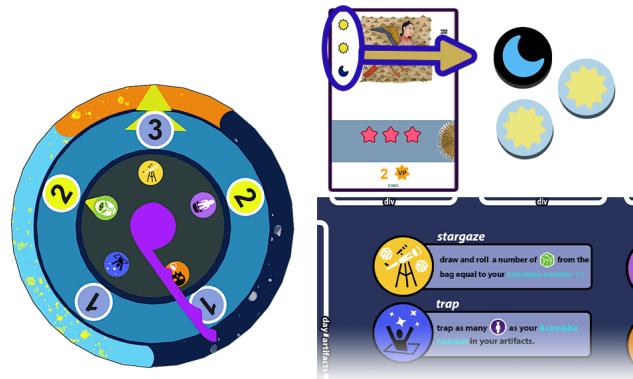
The player can use the trap action with a number 2 or more to score both of them. The text on the Demon on the right says that it gives an extra 3 VP if it's trapped with another Demon. That means the total VP for this trap would be $2+4+3=9$

Purge



With the Purge action, you can **turn your Demons into Moon or Sun dust**. The number of Demons you can purge is the number of your astrolabe. Take the amount of dust shown on the Demon from the bank. Dusts are mostly used for activating some artifacts or for scoring more points from some Demons. Check the [Artifact](#) details section for more information. Any captured Demon can be purged, even those with hand icons.

When you take this action, get the **tie-breaker token** too.

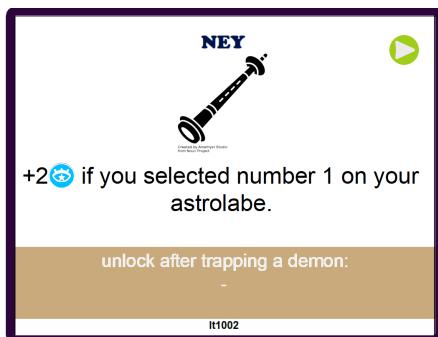


In this example, the player can purge one of their Demons.
They get 1 moon and 2 sun dusts from this purge.

Artifacts

In your turn, whenever you have **4 focus**, you can spend them to buy an artifact. You can buy from the face-up row or one random from the Artifacts deck. Reveal a new artifact as soon as one is gone from the library.

You should place your artifact either on the day side of your board or on the night side. Artifacts on the day side only activate when you pick daytime on your astrolabe and the night ones at night. Picking the dawn time will not activate any of your artifacts. Artifacts can't be moved between the day and night sections later. You can have **max 4 artifacts** on each side of your board



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.

Each artifact can trap one Demon inside, unless said otherwise. After you tarp a Demon inside an artifact, its after-trap section becomes active, which usually upgrades the artifact. Other players can't use any artifact that has a Demon inside. Check the [Matching Astrolabe Numbers](#) for more details.

Matching Astrolabe Numbers

If players sitting on your either side pick the same astrolabe number as you, in your turns, you can both use one of the artifacts of the other player(s) as if it were your artifact. The time of day of the artifacts doesn't matter in this case, but you can only use one artifact, and it should have no Demon trapped inside.

DemonCards

Demons are the demonic creatures that you can capture and trap by reading their stars. The background color of the stars on the Demons shows whether they're a night or day type of Demon.

To trap 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 trap those Demons.

Elite Demons ☀️ require more stars. They usually have better trapping comb options or give more victory points.

When you trap 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.



Game End & the Winner

When a player traps their 6th Demon, the game is over. Every player finishes their turn, then the game ends.

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 Demons wins. If there's still a tie, share the victory.

Credits

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Icons Reference

	Victory Point		Elite Demon
	Capture		Adjusting Astrolabe
	Stargaze		Sun/Moon Dusts
	Trap		Wild Star
	Purge		Focus
	Meditate		Demon