

Astrolabe

VO.18.0

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

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60-120 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 Divs have returned, stronger, more cunning, and more ruthless than ever.

As renowned exorcists, you're eager to meet these Jinns and Divs. You know the art of Div capturing and how to harness their powers in your favor. Armed with your astrolabe, you strike fear into these mischievous spirits, banishing them and freeing their unfortunate victims.

Will you outwit these ancient beings, study their ways, 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 determine 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 moment of the day with the correct number. Equip yourself with powerful artifacts, track the stars to uncover the Divs' weaknesses, and banish them back to their lairs.

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 or night. Then, all players reveal their choices and resolve them in order.

A round always follows this flow:

1. Set your Astrolabe (in secret)

- Rotate your astrolabe dial to select one action, one number, and a time of day (day/night).
- You may spend **Focus tokens** to adjust your choice further.

2. Reveal Astrolabes

- Players reveal their astrolabes in order of their chosen numbers (from lowest to highest).
- If your number is unique, it counts as one higher.
- On your turn, activate any artifact effects, then perform your chosen action.

3. Take Your Action

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

- **Capture** Divs and add them to your board.
- **Stargaze** by drawing star dice from the bag.
- **Reroll or change** your dice.
- **Exchange** dice with other players.
- **Banish** captured Divs to earn Victory Points and Sun/Moon Stones.
- **Visit the Library** to acquire artifacts.

The game continues until all goal cards are claimed or the Div deck runs out. Players get Victory Points from banished Divs, artifacts, and goals during the course of the game. The highest score wins.

Components and Setup

- 5 Astrolabes
- 5 player board
- 5 pawns in the player's colors
- 15 Moon/Sun Token
- 30 Star Dice (15 dark, 15 bright)
- 1 bag
- 30 fate marker
- 24 Artifact cards (12 day and 12 night)
- 42 Div (Demon) cards
- 10 Goal Cards
- 40 Focus tokens
- two 4-sided dice
- 1 first-player token
- 1 scoreboard

1. Give each player an **astrolabe**(a), a **player board**(b), 8 **focus**(c), and a **pawn**(d) in their color.
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 the back of their astrolabe aligns.
4. Shuffle and place the **Div** cards in the middle of the table face down. Reveal 3 cards.
5. Separate **day and night artifacts** and shuffle each deck. Then place them on separate piles and reveal 1 card from each deck.
6. Put all the **Star dice** in the bag.
7. Place the **Moon/Sun tokens** and **fate markers** nearby.
8. Shuffle and reveal 3 **goal cards**. Return the rest to the box.
9. Place the **scoreboard** nearby and put a **token** in each player's color near the board.
10. If you're playing with 2 or 3 players, put the **D4 dice** nearby.
11. Give the **first player token** to the player who has most recently read their horoscope.



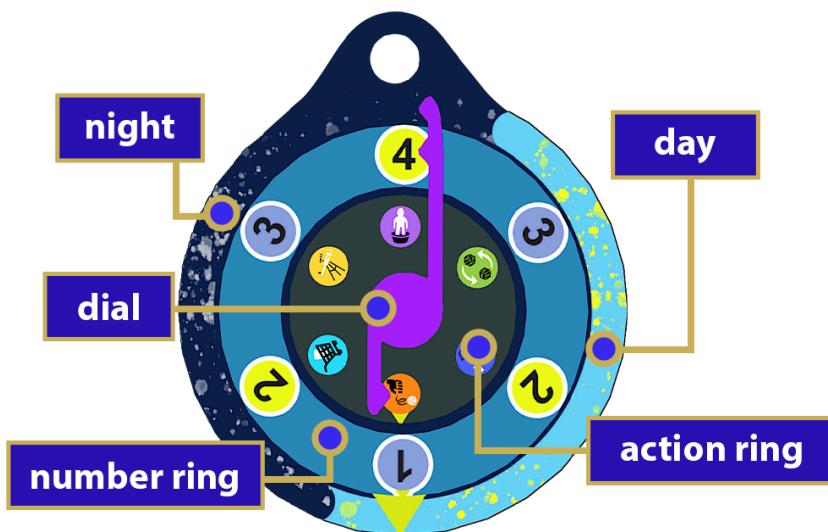
How To Play

On your turn, you secretly set your astrolabe, then everyone reveals and resolves in number order, doing one action with possible bonuses. Actions let you capture Divs, get dice, reroll, trade, banish, or buy artifacts. 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 in Secret

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



In this example, the dial displays the number 4 and the orange action at night.
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. Start by counting from 1 to 4. Whenever a number is called, if a player picked that number on their astrolabe, they reveal their astrolabe and take their turn.

Unique alignment value?

Whenever you reveal your astrolabe and only you pick a number, your astrolabe number becomes +1. e.g., if 3 players choose 2, 2, and 3, then the player with 3 actually acts as if they chose 4.

The first player token move goes to the player with the lowest selected unique number. It means that it won't move if multiple players pick the lowest number in the same round.

Same alignment value?

If more than one player picks the same number, the player closest to the player with the first token goes first, followed by the other players in clockwise order.

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

Player's turn

In your turn, first, check your **artifacts** and activate the ones that are triggered. Check the **Artifacts** section of the rulebook for more information. Then play your **astrolabe** action.

3- Take Your Astrolabe Action

Whenever a player reveals their astrolabe, they play their turn.

Your astrolabe action for this round is the one indicated by your dial, and the astrolabe number is located on the other end of the dial. Here is what each action does:

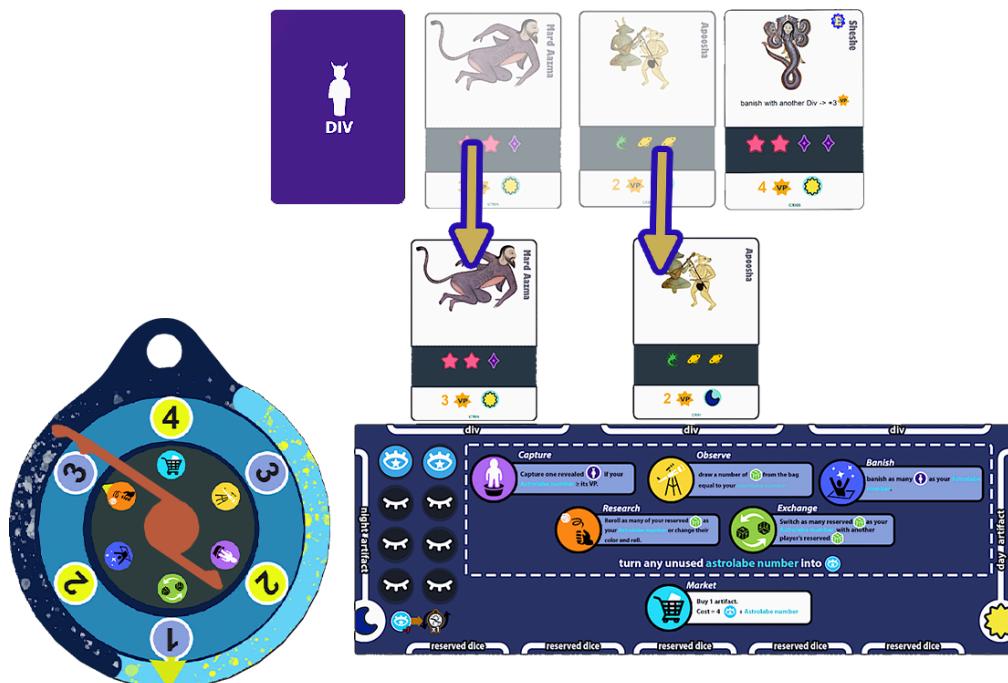
Capture



Use this action to capture **DIVs** from the face-up cards and add them in front of you, on the captured Divs section of your board. Each Div has a . To capture a Div, your astrolabe number should be **equal to or greater** than the of the Divs you want to capture. You can have max 3 divs captured at the same time. Check the [Div cards](#) section for more details about this card.

Now these Divs can be later banished using your star dice. Check the [Banish](#) action for more info.

New Divs are only revealed at the end of your turn.



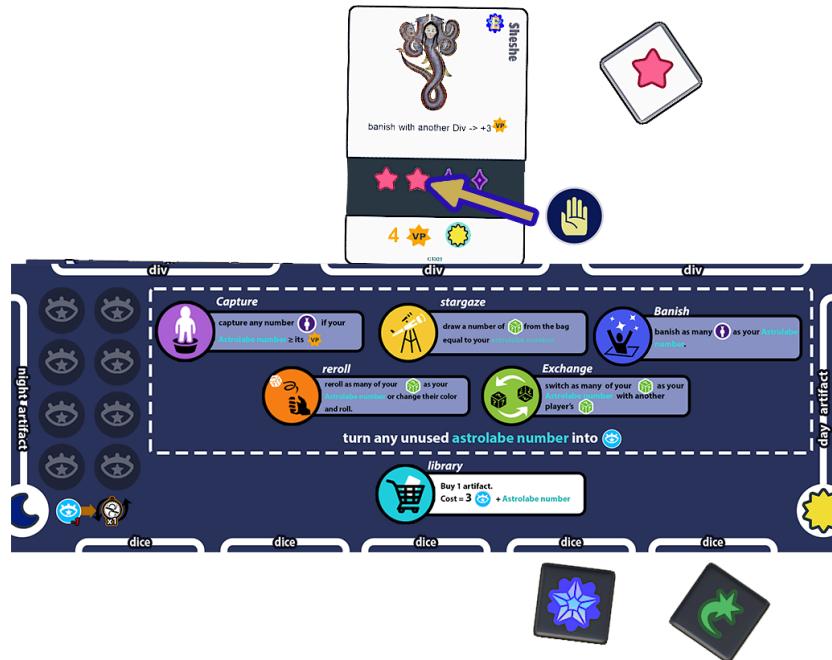
In this example, the player has selected the capture action with number 3. They managed to capture 2 divs and add them to their board since the Divs' VP was less than or equal to 3.

Stargaze



Draw as many **dice** as your astrolabe number from the dice bag. Roll the dice and either put them in the **dice** section of your board, or use and discard them to pay for the star cost of any of your captured Divs. You can draw the dice one by one.

If you draw more dice than you can keep or use, you have to discard dice down to your limit.



In this example, the player rolled 3 dice. Since they had a day Div, they could already discard and use the red dice result to read one of the stars on the Div.

Reroll



Choose up to your Alignment Value dice. Either reroll them OR discard to flip its cosmic side: swap a Day die for a Night die (or vice versa). To do so, return a die to the bag and find a die of the other color from the bag, roll it, and keep it. For example, if you have a dark dice, you can change it with a bright one or the other way around. If there are no dice of the other color available, you can't take the change the color action.

Exchange



Switch as many dice as your astrolabe number with other players' dice. You can exchange dice with different players in the same turn.

Banish



With this action, you can remove any captured Div that already has all of its stars read from your capture row and get VP. You can banish as many Divs as your astrolabe number in one turn. Get the **VP** shown on the Div and move forward on the scoreboard. Additionally, get a matching Day/Night stone. Check the [Using Day/Night Stones](#) section for more info.

Elite Divs have an effect that activates when banishing them.



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

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

Library



Library action allows you to buy **artifacts**. The base price of all artifacts is **the amount of depicted focus plus the number on your astrolabe**. You can either buy face-up day/night artifacts or pay 1 focus to discard the current card from one Library and add a new card, then buy the revealed card. You can refresh each Library once per Library action. It may happen that you can't buy the new card anymore after refreshing.
Gain the VP of the artifact as soon as you buy it. Check the [Artifact](#) details section for more information.

Meditating

In your turn, when you're taking an action, except for Library action, you can decide to turn any number of exceeding astrolabe numbers or the whole number into focus tokens. For example, when you're taking the Stargaze action with number 4, you can choose to only take 1 die and turn the remaining 3 ($4 - 1 = 3$) into focus. Flip your focus tokens to charge them.

At any given time, you can have max 8 focus tokens charged.

Components Details

Div Cards

Divs are the demonic creatures that you can capture and take control of by reading their stars. Any Div card that is face-up can be captured, as long as your astrolabe number is equal to or more than the VP shown on the card. The moon or sun icon on the divs also shows whether they're a night or day type of Div.

To banish a Div, you need to read all of their stars. You can only use day dice to read the day divs stars and night dice for night divs, even if the dice is wild. Whenever you get a star that matches one of your Divs, you can discard that dice and cover that star icon on the Div with a fate marker. When all the stars are marked, you can banish that Div. Multiple Divs can be banished in a single turn.

Elite Divs require more stars and have a text written on them that shows a condition in which you'd score more points from this card.

When you banish a Div, you get the shown VP on them by moving your pawn on the scoreboard forward. All Divs also give you a Moon or Sun Stone, based on their type. Take the respective token and keep it to use whenever you want. Check the [Moon/Sun Stones](#) section for more info.



Star Dice

There are two types of dice in the game, day (bright) and night (dark). Each side of a die depicts a star that can be used for banishing Divs. There are 5 types of stars in total in the game. 2 (green , blue ) of them can only be found on the day dice, 2 (red , purple ) on the night one, and 1 (yellow ) on both. The wild star  can be used as any type of star. The moon/sun icons on the divs show whether they are day or night divs. You can only use dark dice for night divs and bright ones for day ones. Another face that exists once on each dice is the wild star. This star can be used as any color of star, but remember to follow the Divs type rule.

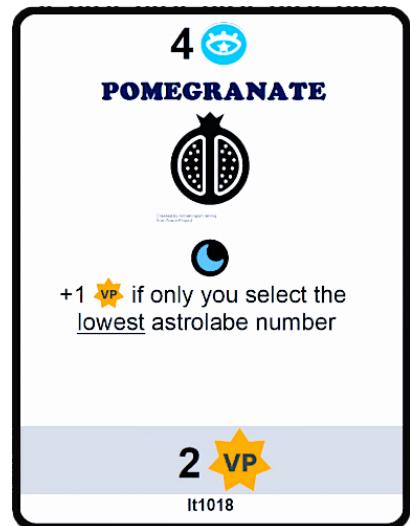


The other face that exists on both dice types once, is the focus x2. When you roll this face, immediately resolve it by charging 2 focus and discarding the dice

Artifacts

Each artifact card is unique. They give you some powerful abilities, usually once per round, unless it says otherwise. They have a different base price indicated on the top of the card. Check the **Library action** section for buying rules. New artifact cards are only revealed at the **end of a player's turn**.

There are two types of artifacts, day and night. You can have only one of each type at any given time. They can be placed on the sides of your board. The day artifact activates whenever your astrolabe dial shows daytime, and the night one activates at night.

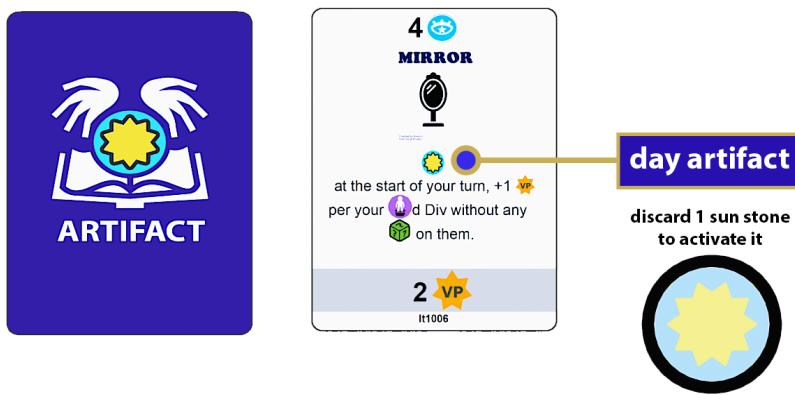


Artifact Slot Power: If you have both a Day and Night artifact active, once per round, you charge a Focus.

Moon/Sun Stones

After banishing a Div, you get a moon or sun stone, depending on what type of Div you banished. You can keep these stones and use them in later turns. They can be used for one of these actions:

- Refresh the library by discarding the current two revealed cards and drawing new ones
- Or discard it and, based on the type of stone, activate a face-up artifact from the Library, depending on the type of stone you discarded.



Goal Cards

At the start of each game, 3 random goal cards are revealed. These cards can be achieved in a player's turn when they meet the requirements. They claim the card immediately and gain the VP depicted on the card. When all 3 goal cards are claimed, the game ends at the end of the current active round.

2 and 3 player

If you're playing with 2 or 3 players, the rules change a bit. **Before** picking any action on your astrolabes, roll a D4 die. In a 2 player game, roll 2 dice, and in a 3 player game, roll only 1. These dice represent the number that another player would have picked. If your picked number matches any of the results of the dice, it doesn't count as unique. Always roll the dice at the start of a new round, before picking your astrolabe action/number.

Game End & the Winner

When a player claims the last goal card, that round is the last. Every player finishes their turn, and then the game ends.

Another end condition happens when the Div deck runs out, and there is no card to refill the row. The game ends at the end of that round.

The player with the most victory points at the end of the game is the winner. In case of a tie, the player with more banished Divs wins. If there's still a tie, share the victory.

Icon Guide

	Victory Point		Elite Div
	Capture		Adjusting Astrolabe
	Stargaze		Star Dice
	reroll		Wild Star
	exchange		Focus
	Banish		Div
	Library		Sun/Moon Stones