

Astrolabe

version 0.19.0

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 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 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 determine time, track celestial movements, and even assist with astrological predictions.

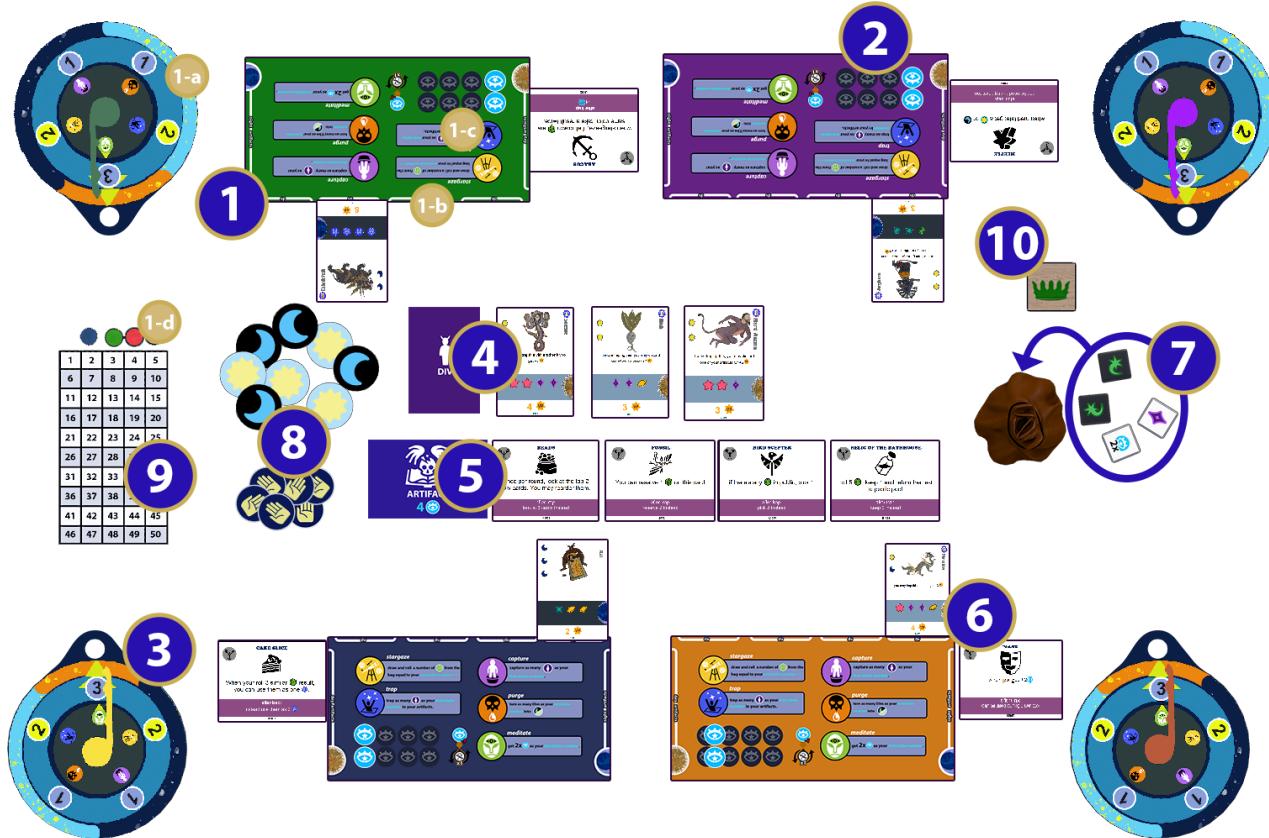
In your hands, the astrolabe is more than a relic; it is your key to mastering the unseen forces at play. Use it wisely to choose the best action, aligning the right moment of the day with the correct number. Equip yourself with powerful artifacts, track the stars to uncover the Divs' weaknesses, and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

Components and Setup

- **5 Astrolabes**
- **5 player board**
- **5 pawns in the player's colors**
- **25 Moon/Sun Dust Token**
- **30 Star Dice (15 dark, 15 bright)**
- **1 bag**

- **30 hand marker**
- **45 unique Artifact cards**
- **42 Div (Demon) cards**
- **40 Focus tokens**
- **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 all the rings of their astrolabe aligns.
4. Shuffle the **Div** cards and reveal 3.
5. Shuffle the **Artifact** cards and reveal 4.
6. Give **2 Div and 2 Artifacts** to each player. They keep 1 of each and discard the rest.
7. Put all the **Star dice** in the bag.
8. Place the **Moon/Sun dust tokens** and **fate markers** nearby.
9. Place the **scoreboard** nearby and put a **token** in each player's color near the board.
10. Give the **first player 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.
- **Capture** Divs and add them to your board.
- **Stargaze** by drawing star dice.
- **Trap** Divs inside artifacts to earn Victory Points.
- **Purge** Divs to get moon and sun dusts.

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

How To Play

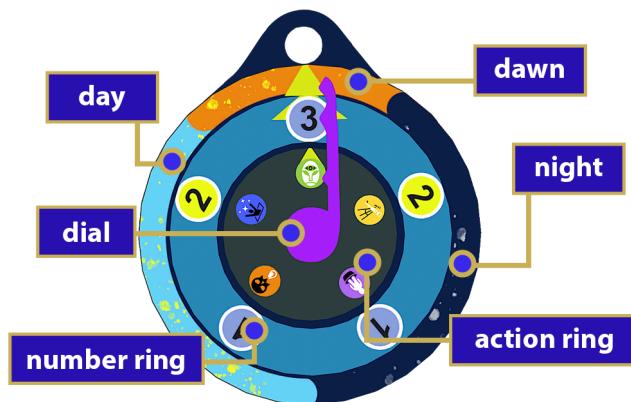
On your turn, you secretly set your astrolabe, then everyone reveals and resolves in number order, doing one action. Actions let you meditate, capture Divs, get dice, trap Divs, or purge. Each round consists of these steps:

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 last round, 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 first player tokens goes first, then the next player with the same number in a clockwise order. If you're the only player with the lowest number, get the first player token.

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

3- Astrolabe Actions

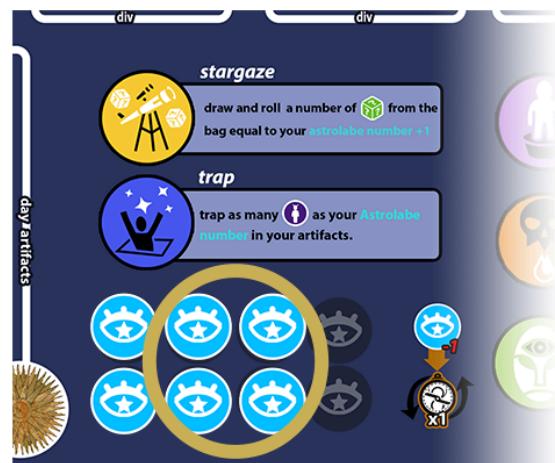
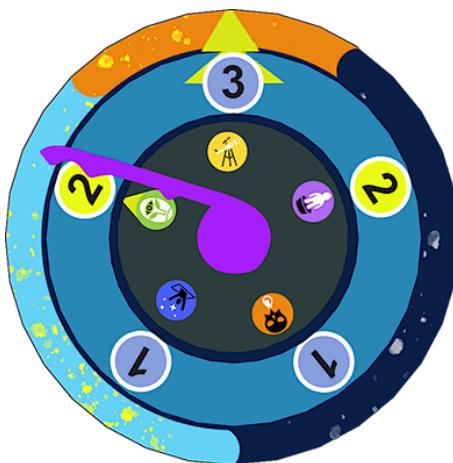
In your turn, you play your astrolabe action. You also have the option to buy artifacts. Check the [Artifacts](#) section for more details.

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.



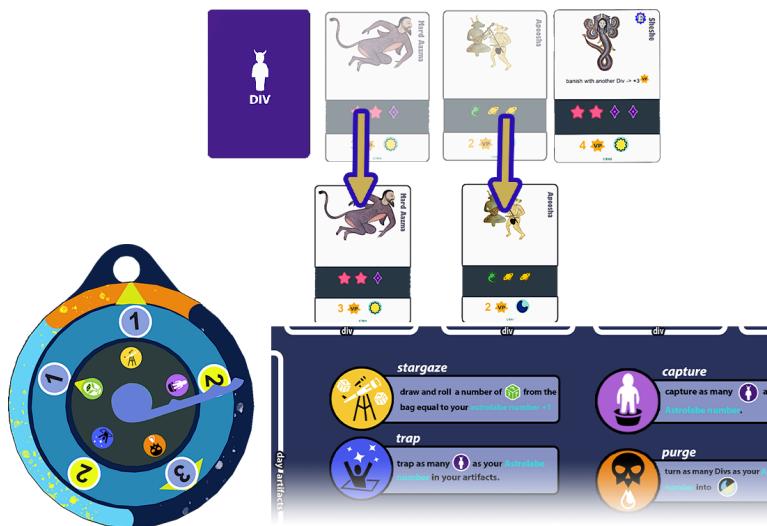
In this example, the player has selected the meditate action with number 2, so they charge 4 of their focus tokens on their board.

Capture



Use this action to capture Divs from the face-up cards or randomly from the deck and add them in front of you, on the captured Divs section of your board. The number of Divs you can capture in one turn is the number picked on your astrolabe. You can have max 4 Divs captured at the same time. Check the [Div cards](#) section for more details about this card.

Now these Divs can later be trapped for points. Check the [Trap](#) action for more details. Reveal new Divs 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 Divs

Stargaze

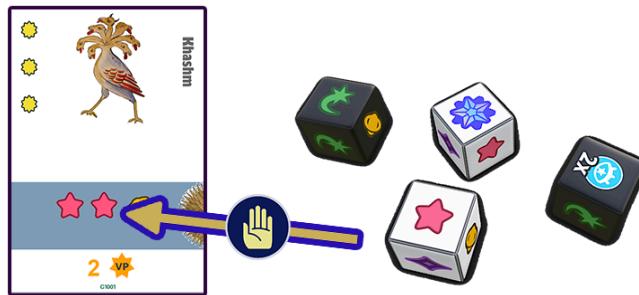


Draw as many dice as your astrolabe number +1 from the dice bag. Roll the dice and resolve them. If you roll a star icon, discard the dice and put a hand token on the matching star of any of your captured Divs.

There are two types of dice in the game, day (bright) and night (dark). Some side of a die depicts a star that can be used for trapping Divs. There are 5 types of stars in total in the game. Two of them (green , blue) can only be found on the night dice, 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 divs shows whether they are day or night divs.

The other dice face is  . When you roll this face, immediately resolve it by charging 2 focus and discarding the dice.

Remember! If you ever roll a result that you couldn't use, like a star that wasn't on any of your Divs, you must put the dice, as it is, near the dice bag. Whenever a player wants to draw dice, they can instead use the result of the dice near the bag without rolling them.



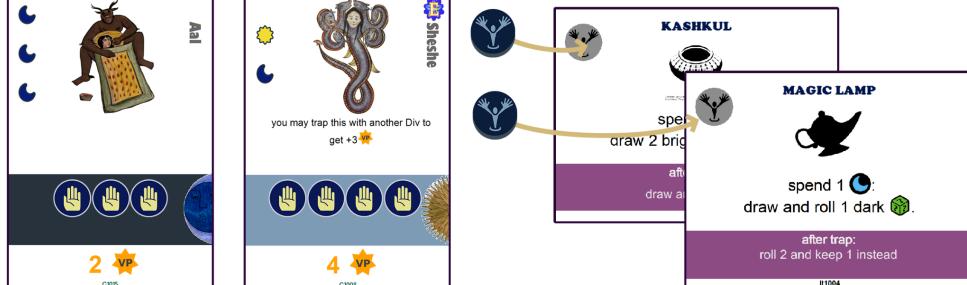
In this example, the player rolled 4 dice. They can use the wild and the red dice on their Div and charge their focus for 2. The green dice must be added to the public options.

Trap



With this action, you can remove any captured Div 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 Divs as your astrolabe number in one turn, but you need 1 trap slot per Div on your artifacts. Get the Victory Point shown on the Div and move forward on the scoreboard. Some Divs have an effect that activates before trapping them. Check the **Div Cards** section for more details.

Put a token on the trap slot of your artifacts when you trap Divs inside them and discard the trapped Div card. After trapping the Divs inside artifacts, their after-trap section unlocks. Any artifact with a trapped Div 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 Divs are read.

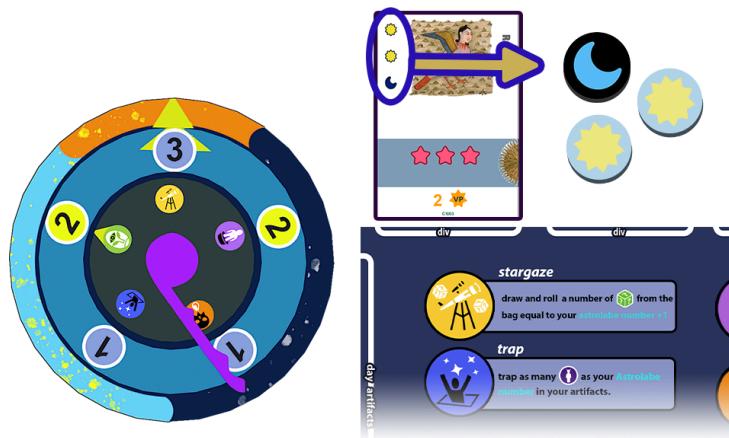
The player can use the trap action with a number 2 or more to score both of them. The text on the Div on the right says that it gives an extra 3 VP if it's trapped with another Div.

That means the total VP for this trap would be $2+4+3=9$

Purge



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

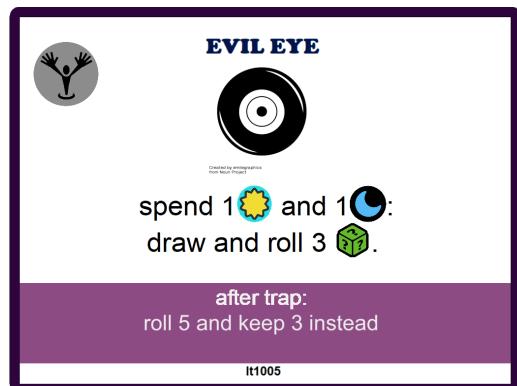


In this example, the player can purge one of their Divs.
They get 1 moon and 2 sun dusts from this purge.

Artifacts

In your turn, whenever you have 4 focus tokens, 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.



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 Div inside, unless said otherwise. After you tarp a Div inside an artifact, its after-trap section becomes active, which usually upgrades the artifact. Any artifact that has Div inside can't be used by other players. 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 Div trapped inside.

Div Cards

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

To trap a Div, you need to read all of their stars. Whenever you get a star that matches one of your Divs, discard that dice and cover that star icon on the Div with a hand token. When all the stars are marked, you can trap that Div.

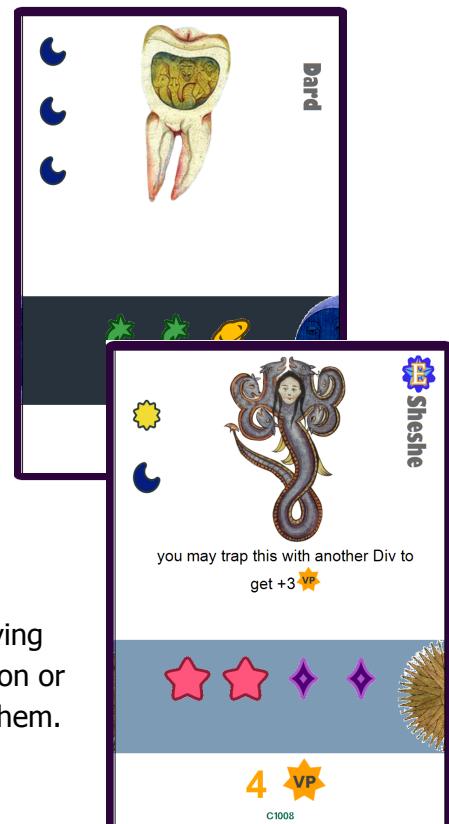
Elite Divs  require more stars. They usually have better trapping comb options or give more victory points.

When you trap a Div, you get the shown VP on them by moving your pawn on the scoreboard forward. All Divs 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 Divs, the game is over. Every player finishes their turn, and then takes one emergency trapping that doesn't require an artifact. Then the game ends.

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



Credits

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Icons Reference

| | | | |
|--|-----------------------|--|----------------------------|
| | Victory Point | | Elite Div |
| | Capture | | Adjusting Astrolabe |
| | Stargaze | | Star Dice |
| | Trap | | Wild Star |
| | Purge | | Focus |
| | Meditate | | Div |
| | Sun/Moon Dusts | | |