

Rulebook

Astrolabe

version 0.25.0 | latest update 22 March 2026

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 2-4 players



scan for the digital rulebook



<https://yasamanfarazan.com/Downloads/AstrolabeRules.pdf>

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, trapping them in 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- Set Astrolabe	4
2- Reveal astrolabes	5
3- Play Your Turn	5
3-1- Astrolabe Actions	5
3-2- Buying Artifacts	9
3-3- Activating Your Artifacts	10
4- End of Round (Clean up)	10
Cards	11
Artifact	11
Talisman	11
A Talisman card can be used from the next turn you get it.	11
Demon	12
Game End & the Winner	12
Icons Reference	13
Credits	13
Glossary	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 trap them inside artifacts.

Components and Setup

- 4 Astrolabes
- 4 player boards
- 4 time tracker tokens
- 8 marker token
- 15 Dark and 15 Bright Essence Tokens
- 70 Star tokens (15 green, 15 red, 10 purple, 10 blue, 10 yellow, and 10 wild)
- 1 bag
- 1 sky board
- 40 Artifact cards (7 starter)
- 42 Demon cards
- 34 Talisman cards
- 32 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** tokens(c), and a **time tracker** (d).
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. Use the hole on the number ring and the handle on the back of the action disk to rotate them.
3. Put all the **focus** tokens in their place on the player board face down.
4. Give a random **starter artifact** (the ones with different backs) to each player. Then get resources, which are **dark essence** (a), **bright essence** (b), **charge focus** (c), random **demon** card (d, add it to your left-most demon slot), and **talisman** (e) card, based on the back of your starter artifact. Then players put this artifact face-up on the right (day) side of their board. Remove any extra starter artifact cards from the game.
5. Shuffle the **Demon** deck and reveal as many cards as the number of players. Put the deck near the cards.
6. Shuffle the **Artifact** deck and reveal 2. Put the deck near the cards.
7. Shuffle the **Talisman** deck and put it nearby face down.
8. Put the **sky board** near the decks. Put **Star tokens** in the bag. Then, put random stars on each constellation in the designated slots on the **sky board**. Place the bag near the board.
9. Place the **dark and bright essence tokens**, **VP tokens**, **marker tokens**, and the **endgame bonus** nearby.
10. 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 a time of the day. Then, all players reveal their astrolabe and take turns resolving it.

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/or buy new ones.

3. Play Your Turn

Activate your astrolabe action. You might:

- **Meditate** to get focus tokens.
- **Capture** Demons and add them to your board.
- **Stargaze** by drawing star tokens.
- **Trap** Demons inside artifacts to earn Victory Points.
- **Purge** Demons to get dark and bright essence.

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

Finally, you can purchase artifacts using 4 focus tokens.

4. End of round

Pass the tie-breaker and refill the card rows.

The game continues until a player traps **5 Demons**. Players get Victory Points (VP) from purging or trapping Demons, or from Talismans. The player with the highest VP wins.

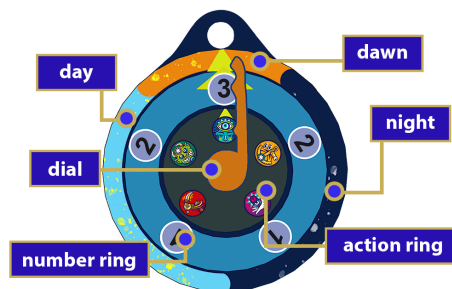
How To Play

Each round consists of these steps:

1. **Set Astrolabe**
2. **Reveal Astrolabes**
3. **Play Your Turn**
4. **End of Round**

1- Set Astrolabe

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



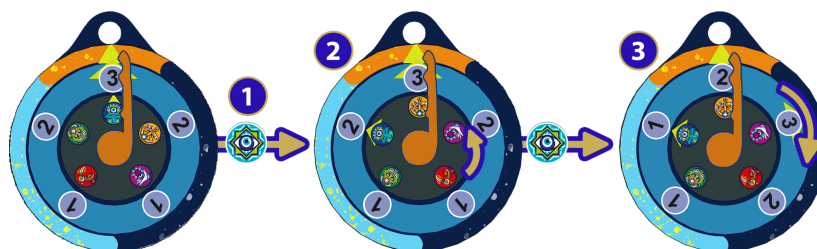
In this example, the dial displays the number 3 and the blue (meditate) action at twilight. The dial notches indicate which ones are selected.

Remember! Except for the first round, in which you're free to pick any time of the day, you must always pick a different time of the day than the one you've picked in the last round. For example, if you picked night, now you can select either day or twilight. Keep track of your last selected time of the day on your player board with the **time tracker token**.



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 and the holes for the number 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 ready.



In this example, the player uses one focus token **1** to rotate the action ring one step counter-clockwise **2**, then another one to rotate the number ring one step clockwise **3**

2- Reveal astrolabes

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

3- Play Your Turn

In your turn, you may play your astrolabe action, buy artifacts, and activate your artifacts. You decide in which order you're going to take these actions. You must fully resolve each effect before starting another, meaning you can't interrupt them. The following sections explain each of these actions in more detail.

3-1- Astrolabe Actions

There are 5 different astrolabe actions. On your turn, you may take the one your astrolabe dial is showing. The power of the action varies with the selected astrolabe number. You may resolve the action with any number from 0 up to your selected number. If you cannot fully resolve your action, resolve as much as possible. The following parts explain how each of these actions works:

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. Use 1 focus token to adjust your astrolabe when picking an action or 4 to buy artifacts. Check the [Set Astrolabe](#) and [Artifacts](#) section for more details.



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

Capture



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 at the top of your board. Don't reveal new Demons when you draw one, until the end of the round. The number of Demons you can capture in one turn is the number picked on your astrolabe. You can have a maximum of 4 Demons captured at the same time.

You may place the new demons on any of the open slots. When you put a demon next to another one that has the same top star type, no matter if that star is covered by a star token or not, you get a Talisman card. Talisman cards can be used to get powerful rewards. Check the **Talisman** section for more details.







Demons can later be trapped or purged. Check the **Trap** and **Purge** sections for more details. Check the **Demon cards** section for more details about this card.



The player has selected the capture action with number 2 and gets 2 Demon cards, one of them drawn randomly **1**. Since the top stars of both cards are the same type **2**, they receive a Talisman **3**.

Stargaze



Draw as many stars from the star bag as your **astrolabe number**. There are 5 types of stars: green , blue , red , purple , and yellow . The wild star  can be used as any type of star. You may put any star token that matches the ones you have on your captured demons on the matching icons. You can't later move these stars to other demons. Stars that won't fit any of your Demons must be added 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. Whenever you're supposed to discard a star, return it to the bag.



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

After placing all the stars, if you've managed to **finish a constellation**, you'll get all the stars in that constellation. These stars can be put either on your demons or discarded if they don't fit. Then add one random star to the emptied constellation on their starting special slot.

Getting random stars means that you draw them from the bag instead of the sky. If not specified, when you're supposed to return a star, always return it to the sky board. Whenever you have to return a star to the sky, and it's full, return them to the bag instead. Putting stars on constellations can finish the constellation, then you would get more stars.



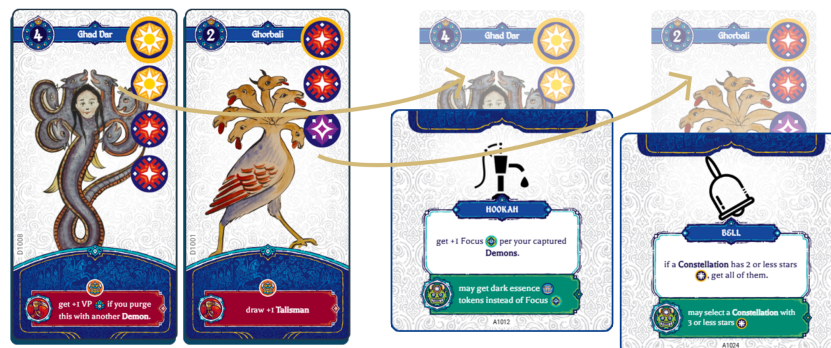
Star tokens are added to the sky board **1**. Now a constellation is full. Active player takes all the stars there. They can keep any on their demons and return the rest to the bag **2**.

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 their **victory points**. You can trap as many Demons as your astrolabe number in one turn. Each artifact can hold only **one** demon. Check the **Demon Cards** section for more details.

Put the demon card behind your artifacts when you trap them, and put the stars that were on the card in the bag. After trapping the Demons inside the artifacts, their after-trap section unlocks.



In this example, all stars for these two Demons are read. The player can use the trap action with number 2 or more to score both of them. Each trapped demon is put behind one artifact card. Score their VPs at the end of the game.

Purge



With the Purge action, you can **turn your Demons into dark or bright essence**. The number of Demons you can purge is up to the number picked on your astrolabe. To purge, discard the demon(s) of your choice near your player board, and then take the amount of essence shown on it from the bank. Essence is used to activate artifacts. Check the [Artifact](#) section for more information. Demons also have an effect text that activates when you purge them.

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



In this example, the player can purge one of their Demons. They get 1 dark and 2 bright essence from this purge.



3-2- Buying Artifacts

At any point in your turn, you may use **4 focus tokens** to buy an artifact. You can buy from the face-up market row or one random from the facedown Artifacts deck. Don't refill the artifact market until the end of the round. If there are no face-up cards, you have to buy blindly from the deck. You may buy multiple artifacts in a single turn.

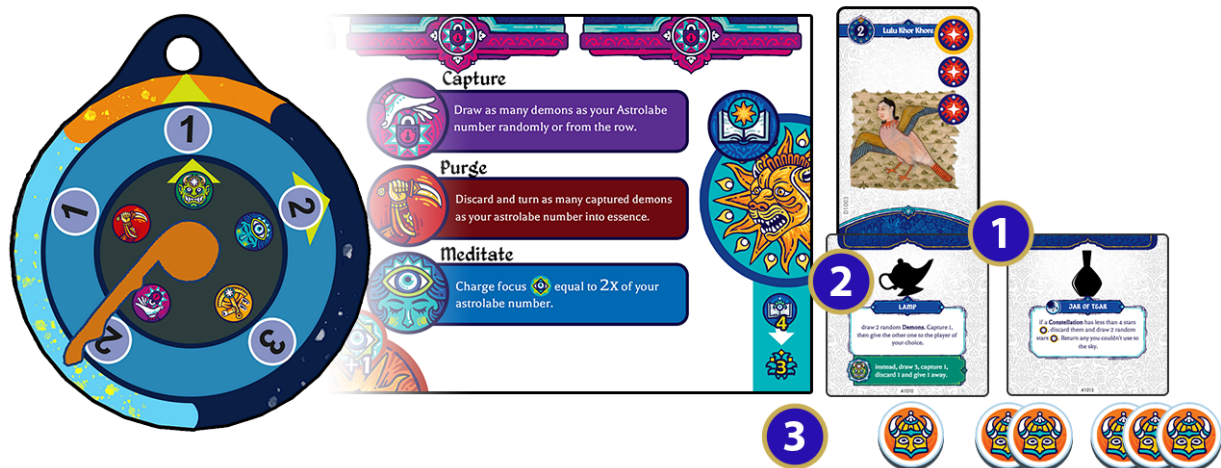
You should place your artifact either on the day side of your board or on the night side. Artifacts can't be moved between the day and night sections. You can have a **maximum of 4 artifacts** on each side of your board, and you can't switch them with new ones. Ignore any artifact reward after reaching max on both sides. Get 3 VP when you add the 4th artifact, for the first time, on both sides. Cover the VP bonus icon on your board with the marker token as a reminder.




3-3- Activating Your Artifacts

You may only activate artifacts that are at the same time of day as your selected astrolabe time. Meaning, artifacts on the day side only activate when you pick daytime on your astrolabe and the night ones at night. You can't put the artifacts you buy on the **Twilight** side of your board. Instead, when you pick Twilight on your astrolabe, charge +1 focus at the start of your turn.

To activate the artifacts, you need to pay dark essence  if the artifact is on the night side of your board or bright essence  if it's on the day side. If you ever have an artifact on the twilight side, you may pay either dark or bright essence to use the artifact. If you want to use any other artifact again, you need to pay +1 more essence. That means, the first activation of the artifact in a new turn costs 1 essence, the second time 2, then 3, and so on. This cost resets to 1 essence the next turn.

You may even activate the artifacts you just bought this turn. Activate as many cards as you want and can. Activate and resolve the artifacts one after another, not at the same time. Check the **Artifacts** section for more details on these cards.



In this example, the astrolabe is showing the day time. The player has 2 artifacts on the day side of their board . One of them has a demon, which means it's upgraded . The player spends 1 bright essence to activate the lamp, then after resolving it, they spend 2 essence to activate the jar. By spending 3 bright essence, they can reactivate the jar again this round .

4- End of Round (Clean up)




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 cards equal to the number of players, and artifacts to have 2 cards.


Cards

Artifact





Each artifact card is unique. They give you some powerful options. To activate them, you need to spend dark  or bright essence  based on the side of the board they are on. Carry the indicated power  after paying the cost.

You may activate an artifact 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 increases by 1 until the end of your turn.

Only one Demon can be trapped inside each artifact, unless said otherwise. After you trap a Demon inside the artifact, its after-trap section , becomes active, which usually improves the effects of the artifact or gives you instant rewards.

Talisman

When capturing demons, you may get talisman cards that you should keep secret in your hand. On your turn, if the requirements of the card  are met, you may reveal your talisman to get the depicted bonus .

- There is a **hand limit of 3** for the number of talisman cards you can hold. You won't draw more talismans when you reach this limit. You may discard any of your talismans at any given time.
- You can activate multiple talisman cards in one turn.

A Talisman card can be used from the next turn you get it.



Demon

Demons are mischievous creatures that you can capture and trap with artifacts by reading their stars **1**. To trap a Demon, you need to find all of its stars. Whenever you get a star that matches one of your Demons, cover that star icon with that token. When all the stars are covered, you can trap the Demon.

When you trap a Demon, you get the shown VP **2** at the end of the game. All Demons also have dark or bright essence icons in their purge section **3**. Take the respective tokens if you purge this demon, alongside any other purge effects **4**.

You may have a maximum of 4 demons captured on your board at the same time. You may not discard a demon card to get a new one when reaching the max.

(The illustrations of most demon cards are from old Persian miniature paintings from different periods.)



Game End & the Winner

When a player traps 5 Demons in their artifacts, they claim the end-game bonus with 5 VP, and the game is over at the end of the active round. 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 5 demons trapped. Once every player has finished their turn, the game ends.

If ever the Demon deck is empty and you can't refill the Demon row, this would end the game as well. As soon as the demon deck is empty, play the active round and then finish the game.

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

Icons Reference

	Victory Point (VP)		Star Token
	Capture		Wild Star
	Stargaze		Dark/Bright Essence
	Trap		Adjusting Astrolabe
	Purge		Focus
	Meditate		Talisman

Credits

Yasaman Farazan

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

Mostafa Hosseini

Graphic Design and illustration | [Linktree](#) hosseini9372 | Isfahan, Iran

Glossary

Demon: A card representing a creature you can capture, read with stars, then trap or purge for rewards.

Artifact: A card that provides abilities and can hold a bound demon to enhance its effects.

Sky: The board where constellations are formed and stars are placed during the game.

Constellation: A group of connected slots on the sky board that can be filled with stars to trigger rewards.

Star: A colored token used to read and complete demons or to fill constellations in the sky.

Adjust Astrolabe: Spend focus to rotate the astrolabe rings and change your selected action or number.

Focus: A resource used to adjust your astrolabe or to purchase artifacts.

Meditate: Recharge your focus tokens to use for adjusting your astrolabe or buying artifacts.

Capture: Take a demon from the market or deck and place it in your captured area.

Purge: Remove a captured demon to gain its Dark or Bright Essence and any additional effects.

Stargaze: Draw stars from the bag and assign them to your demons or place them in the sky.

Trap: Bind a fully read demon into an artifact to earn Victory Points and unlock its effects.

Talisman: A secret bonus card gained through capture, playable when its condition is met.

Dark and Bright Essence: Resources gained by purging demons, used to activate artifacts.

Time of the Day (Day, Night, Twilight): The astrolabe setting that determines which artifacts activate and restricts repeating the action in consecutive rounds.

Victory Point (VP): Points earned throughout the game, mainly by binding demons, is used to determine the winner.