



How to Play Astatos

In Astatos, players are separated into two teams, each with their own goal to win. The players on your team will swap frequently so keep on your toes and work together to succeed!

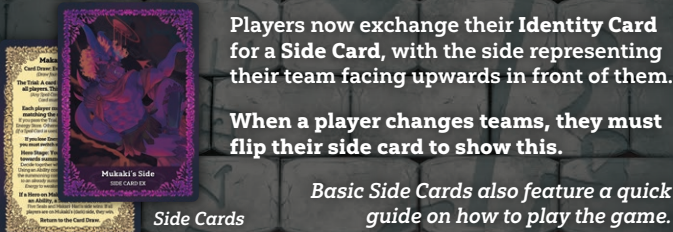
Astatos is at its best with three or more players.

Making Teams



Prepare an Identity Card for each player, splitting the number of god (light) and devil (dark) cards evenly. (When there's an odd number of players, add an extra god card)

Shuffle the Identity Cards and place them face down. Each player will pick a card and be placed on that team.



Players now exchange their Identity Card for a Side Card, with the side representing their team facing upwards in front of them.

When a player changes teams, they must flip their side card to show this.

Basic Side Cards also feature a quick guide on how to play the game.

Deck Contents

The deck contains the following cards. Please remove any other card types and shuffle the deck before each game.



Energy Cards

Spell Cards

Card Draw

At the beginning of the game all players draw four cards from the deck.

Every round afterwards, players draw one card.



The Trial

Reveal the top card from the deck. This is called the Trial Card. (If you have a Spell Card you may choose to cast it at this stage)



The Trial Card may be one of four elements, denoted by the colour and symbol on the card. (Unless otherwise mentioned, Spell Cards need to match the Trial Card element to be used)

Every player now takes part in the Trial.



If you have a card in your hand of the matching element, you can play it to pass the Trial. The card you played is then added to your Energy Store.

If you don't have a card of the matching element in your hand, you fail the Trial. You will lose one card from your Energy Store.

Your Energy Store is your most important resource.

The Energy Store is used as player health, to summon Heroes and to give them Energy. Passing the trial will add to it, failing will reduce it.

Each player's Energy Store is separate from their hand of cards and should be placed in front of them.

If you lose Energy when you have no Energy Store left, you will switch to the opposite side. Announce this by flipping over your Side Card.



The Hero Stage

Each side now takes turns to summon Heroes or use their Abilities using Energy cards from their Energy Store.



Hero Cards

God Cards

Hero and God cards are key to winning Astatos. Each has a unique Ability on their card which can be activated by consuming Energy Cards. If an Ability is marked as (Passive) the Hero only needs to be summoned for it to take effect.

At the start of the first round the God Cards Makari-Hari (light) and Mukaki (dark) are summoned to their respective sides.

Hero Stage - Using Heroes

Depending on how many players you have, the number of Energy Cards required to summon a Hero, and then use its Ability changes. Keep this in mind for when you play the game.

HERO SUMMONING & ABILITY COST

2 Players | 1 Energy
3-5 Players | 2 Energy
6-8 Players | 3 Energy

When summoned, Heroes retain the Energy used to summon them in their own Energy Store. This means the Hero is placed in front of the team along with the Energy used to summon it.

Players may offer additional Energy from their Energy Store to supplement the hero. Also, players can consume their Energy to diminish the energy of any hero belonging to the other side.



If any Hero on the opposing side has zero energy, you may consume one energy to turn that hero over to your side.

Energy that is "consumed" is discarded entirely.

During the Hero Stage, each side takes turns. The weaker side always goes first.

DETERMINING THE WEAKER SIDE

1. The side with the fewest summoned Heroes.
2. The side with the smallest player Energy Stores.
3. The side with the fewest players.
4. Otherwise, Mukaki's (dark) side goes first.

Any actions made during the Hero Stage will take place once that team has completed their turn.

Hero Stage - Taking Your Turn

When it's your side's turn, discuss amongst your side to work out what Heroes to summon, what Abilities to use, and whether to use cards from your Energy Store to flip opposing Heroes.

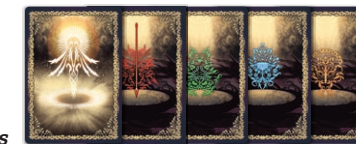


Remember that the side of the Hero and God card that faces upwards represents which side that card belongs to.

Once both sides have taken their turn, return to the Card Draw and begin a new round.

Winning The Game

Each side has a different winning condition. Also both sides should pay attention to the Seal Cards.



Seal Cards

Any time a Hero Ability is activated by a player on Makari-Hari's (light) side, a Seal Card is activated.



There are five Seal Cards in total. If all of them are activated, Mukaki is sealed away and Makari-Hari's (light) side wins!

If all players join Mukaki's (dark) side, that side wins!



The Story

Aeons ago the divine god, Makari-Hari sealed away the devil Mukaki in a great trial, bringing peace to the land... For a time.

The Crown Mages are approached by a divine oracle. The seal placed upon Mukaki is breaking away, his power seeping back into the world.

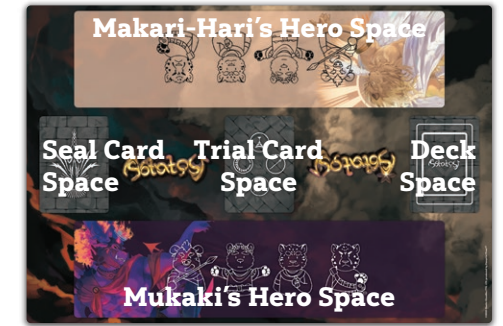
With Mukaki's resurgence too late to stop, you and your fellow Crown Mages must summon Heroes from the past to try protect the peace that was won all those aeons ago.

The land already shrouded with Mukaki's influence, doubt begins to creep into the minds of the Mages and Heroes alike.

Makari-Hari and Mukaki have reincarnated and the Trials have begun again. Will you, your fellow mages, and your heroes uphold your virtues and seal away the devil? Or will you fight for freedom and usher in a new rule over the world?

Playmat Guide

Included in the Astatos Starter Edition is a playmat for the game. While not required to play, you may find the playmat useful.



Expansion Packs

A series of Expansion Packs are available for Astatos. Each one features new Heroes, new Abilities, and new ways to play!

Please note that Hero Cards featured in Expansion Packs often have more complex abilities. While you may wish to throw them all in the game at once, it's recommended that new players begin with the Hero Cards found within the Astatos Starter Edition.

Other than that, feel free to experiment by playing with Heroes from a single expansion or multiple expansions at once.

Frequently Asked Questions

Is your side meant to be kept secret?

No, in Astatos everyone knows what side you're on. You'll need to openly discuss and plan with your team to be effective. Be sure to keep your Side Card visible as players can change sides frequently.

Are the God Cards different than Hero Cards?

The God cards are automatically summoned to their corresponding side during the first turn. These cards grant passive Abilities and a once-per-game Ability that requires no energy to activate. God Cards can still be offered Energy and flipped by the opposing side like any Hero Card.

When I summon a Hero do I have to use the Ability right away?

A new Hero has enough Energy to use its Ability, but it's your choice to use it.

What's the difference between a Side Card and a Side Card EX?

Both show your side, but a Side Card EX has artwork instead of the quick guide.

Does Makari-Hari's Ability flip a Seal Card?

When you use Makari-Hari's ability you remove (un-flip) one flipped Seal Card.

What happens if all players join Mukaki's side then one of those players joins Makari-Hari's side in the same turn? Does Mukaki's side still win?

No, the game would continue. Everyone has to be on Mukaki's side after the Trial Stage or a Hero Stage turn is finalised for Mukaki's side to win.

When you don't get Energy from your hand, where does it come from?

In the case that a Hero's Ability results in you gaining Energy from a source other than your hand or the hands of other players, pull cards from the deck.

What does "distribute as desired" mean?

This means that the cards your side receive are to be split amongst your side however the players on your side decide. Be sure to make note of whether the cards go to the players' hands or their Energy Store as Energy.

Got a question that isn't answered here?

Astatos is designed to be a co-op experience, so feel free to agree on your own rules with your fellow Crown Mages and have fun. (A current FAQ and instruction sheet are also available on our website.)

Find out more about Astatos at www.klondike.studio/astatos



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