



# SEEKERS OF ASTROD™ THE STORY

It is year 2112, 20 years since the *Pact of the Planets* in 2092. Planets across all known galaxies are largely at peace since the pact. Intergalactic travel has been steadily increasing, and teleportation to specific points in space has just been made possible.



Though many consortiums have been formed between planets of different galaxies for the greater good, the planets still try to better one another in certain missions, one such mission being the quest to find the planet with the miraculous element **Astrod**.



It is said that Astrod is so powerful that a small piece of it is sufficient to power an entire planet at once. After a lot of research, the *Council of Scientists* has narrowed it down to 16 planets. It is up to the Seekers from various planets to find **THE ONE!**



# FIND ASTROD BRING GLORY

# Mission

## Welcome Seekers!

Your mission is to be the first one to find and go to that one Planet which holds Astrod - the ultimate source of energy. To find the right planet,

### 1 Go to Labs

Go to Labs and uncover the hidden Clues



### 2 Solve Clues

Solve Clues to narrow down to the potential Planet that holds Astrod



### 3 Launch

Rent the Magnetic Booster and Launch to the potential Planet



### 4 Astrod Attracts!

The Booster will experience a magnetic pull when placed over the planet with Astrod.

**First Player to experience the magnetic pull wins!**

**P.s.** You need Niskas (Space Money) to rent the Intergalactic Magnetic Booster for every launch.

**Strategy Tip 1:** Don't want to visit all the Labs? Visit only a few, but collect more Niskas to rent the Booster multiple times and take guesses.

**Strategy Tip 2:** Visit Labs until you narrow down to THE Planet, and launch just once.



Don't worry about remembering all the rules. Start playing and you will find that you are catching on quite easily.

# Game Setup

## 1 Close the Gates



Place all seven **Lab Gates** on top of the Labs in the Game Board by matching their colours with the Lab borders to hide the Clues.

## 2 Spin the Boards

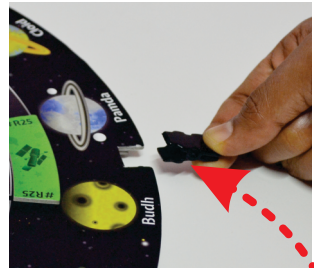


Hold the Top Board and **spin** the Bottom Board separately using the Grooves from the side.

Follow that by **spinning** the Top Board separately, and then the two Boards together.

**Note:** Lab Gates must remain closed throughout this step.

## 3 Lock the Boards



Align the four grooves of the Top Board with the grooves in the Bottom Board, and **lock** one of them with a **Board Clip** carefully.

**Note:** Lab Gates must remain closed throughout this step.

## 4 Get Started!

- Each player gets to choose a **Marker**, a **Findings Board**, a **Lab Shield**, and a **Spaceship**.



- Shuffle and lay the **Starting Tokens** face down for all Players to choose one each. These determine your starting and launch positions on the Board, as well as who plays first.
- Place your Spaceship on the **Launch Pad** at the centre of the Board with the symbol matching your Starting Token.
- On the pin at the centre of the Board, place the **Intergalactic Magnetic Booster**.
- To start the game, shuffle the Cards and deal **4 Cards** to each Player, placing the rest of the Cards face down to form a common pile.
- So, who plays first?** The Player on the Launch Pad with *Planet* symbol plays first. If *Planet* is not picked, then the Player on *Star* plays first. If neither of these is picked, then the Player on *Sun* plays first. After the first Player plays, the rounds must continue clockwise.



# Stage 1 - Moving around the Board

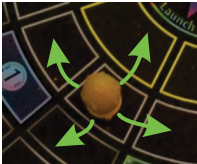
- Players move their Spaceships between **Spacepads** using Cards.
- During every turn, a Player gets to play one of their Cards to make the move according to it, and then pick a new Card from the common pile.
- There are two different kinds of Cards in the deck - **Basic Movement Cards** and **Special Cards**.

**Basic Movement Cards:** Play these to move from one Spacepad to another. There are four different kinds of Movement Cards in the deck: **Move One (27)**, **Move Two (27)**, **Move Three (6)**, and **Move Four (4)**.



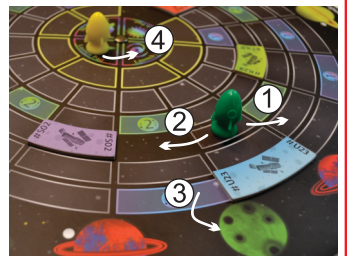
## Moves Allowed

Right, Left, Forward and/or Backward



## Moves Not Allowed

1. Cannot move diagonally
2. Cannot go through voids
3. Cannot travel to Planets directly
4. Cannot go between Launch Pads



**Special Cards:** Play these to gain strategic advantage over other Players. There are eight different kinds of Special Cards in the deck.

- **Teleport (3):** Teleport to any **Niska Point** on the Board directly, and collect Niskas
- **Free Ride (2):** Jump over Spacepads to the location of any Player directly.
- **Shooting Star (4):** Take 2 Niskas from any Player. You cannot take Niskas from Players who don't have any.
- **Shift (2):** Shift any Player other than you by three steps in any direction.
- **Cosmew The Copycat (3):** Mimic the Card just played by the previous Player. Remember, you are only copying the Card and not the outcome.
- **Lock (2):** Place two **Locks** on any two Spacepads **including Labs and Niska Points**, but **excluding Launch Pads and Yellow Spacepads**. The Locks stay there for one round of play, i.e. until the Player who locked them plays again.
  - Locked Spacepads become voids and no Player can land on or pass through them including you for that one round. If the Lock Card is played (or copied) again by a different Player in the same round, that Player can move the Locks to new locations to lock them for one round.
- **Swap (2):** Exchange locations with a Player. This Card cannot be used on Players in Launch Pads or Yellow Spacepads.
- **Recycle (2):** Play this during your turn to discard all your Cards and pick up four new Cards from the common pile. You cannot do anything else in this turn.



**Note:** In order to view a Clue from a Lab or collect Niskas from the bank, Players need to land their Spaceships on a Lab or a Niska Point respectively at the end of their move.

**Note:** Don't bother about remembering everything about every Card. You can always read the Card and refer back to this page.



# Stage 2 - Visiting Labs and Solving Clues

## When you visit a Lab

- Slowly **rotate** the Boards together (without removing the Board Clip) to make that Lab face you.
- Place your Lab Shield over the Lab in such a way that it is hidden from the other Players on the other three sides and from the top.
- Open the Lab Gate to discreetly view the Clue, place the Gate back on after viewing, and remove the Lab Shield.



## Using the Findings Board

Your Findings Board has **all** the necessary details about **all 16 Planets**. When you get Clues from Labs, use the dry-erase Marker on this Board to solve and narrow down.

The **Top-Half** of this Board is to keep **track** of your Labs and Clues. The **Bottom-Half** is for **solving**.

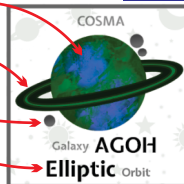
### Planet Details

Signs of Water

Rings

Moons

Orbit

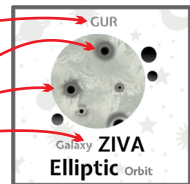


Planet Name

Visible Craters

Colour (Grey)

Galaxy



## Solving the Clues

After reading a Clue and marking it off on the top side of the Board, strike out the Planets that do not fit your clue (for we have found the process of elimination to work best).

**Example 1** If your Clue says that the planet you are looking for is **"Not in Galaxy Ziva"**, strike out and eliminate the Planets that **are** in Galaxy Ziva

**Example 2** If your Clue says that the Planet you are looking for **"Has Visible Craters"**, strike out and eliminate the planets that **do not** have craters



**With sufficient Clues, you can narrow it down to THE Planet.**

# Stage 3 - Launching and Finding Astrod

Remember, the first Player to take the Magnetic Booster to the correct Planet wins the game.

## Decision Point

When you feel you have collected enough Clues and/or Niskas, and are ready to Launch to the Planet that you think holds Astrod, you need to travel back to your Starting Position/Launch Pad by continuing to use your Cards.

## Upon reaching your Launch Pad

**1. Get Launch Approval:** You need to get a launch approval by rolling the **Launch Dice**.

- If you roll **"X"**, you do not get a launch approval and need to wait until your next turn to try again. You need not pay the rental fee until you get the approval.
- If you roll **"Booster"**, your launch is approved and you can now rent the **Intergalactic Magnetic Booster** from the Launch Pad for launch during the same turn.

Launch Approval step above is **optional**, depending on the Players' preferences.  
Launch Dice can be removed to further reduce the element of luck in this game.

**2. Rent the Intergalactic Booster:** Pay the appropriate rental fee to rent the Booster for launch during the same turn. Rental fee for your first launch is **8 Niskas**. For all of your subsequent launches, the rental fee drops to **3 Niskas**.

**3. Launch:** Announce the Planet's name and place the Booster (**only**) on top of that Planet on the Game Board. If the magnet on the Booster gets attracted to that Planet, your finding (or guess) is correct.

## Congratulations! You Win!

**In case of a wrong guess:** If the Booster **does not** get attracted to the Planet, your finding or guess is incorrect. Return the Booster to the centre of the Board and wait in your Launch Pad until your next turn. When it is your turn to play again, you may go back in search of more Clues, go for collecting more Niskas to take more guesses, or roll the Dice again if you have 3 Niskas to rent and launch again.



**To start a new game,** remove the Board Clip and repeat the setup process, for every time the Boards spin independently, the Players enter a parallel universe where the Planet holding Astrod may be different.

## Finer Details

- You cannot step on the same Spacepad twice within the same move.
- You need not necessarily move in a straight line.
- If you forget to pick a Card before the next Player plays, you lose out on a Card. Once a Player loses all Cards, that Player cannot play any further.
- If the Cards in the common pile get over during the game, shuffle the Cards that have already been played to create a new pile.
- Remember, the **ONLY** way to reach a Planet is from the Launch Pad after renting the Booster.

## Attention

- Keep the Markers closed whenever they are not in use.
- Wipe the Findings Boards clean after every game for reuse.
- Apply caution while attaching the Board Clip onto the Board grooves to avoid damage.
- Unclip the Board Clip after every game.
- Handle the Booster with care for it has a magnet under it.
- Do not detach the Game Boards as it would make the game unplayable.

# Team Game Variation

## Team Game Variation 1: Co-Pilot Mode

- In this variation, two Players sit together as Co-Pilots and use a single Spaceship for their team. Rules are the same as the standard game.
- Younger kids playing for the first time grasp the game quicker through this mode.

## Team Game Variation 2: Dream-Team Mode

This variation is played by four Players. The rules are mostly the same as the standard game except for the below differences:

- Teammates sit across each other, playing their own Cards and moving their own Spaceships.
- Any one Teammate picks ONE Starting Token to decide the starting and launch positions for both.
- The Teammates share the same Findings Board and any one designated Player in each team views and marks clues when either of the Teammate visits a Lab.
- A launch can be initiated by the Team only when both Teammates are in their Launch Pad.
- The Teammates rent and launch together with a total of **10 Niskas** for their first launch, and **5 Niskas** for all their following launches.
- If a Player is waiting for his/her Teammate in the Launch Pad, that Player may choose to forgo his/her turn.
- When both Players in a Team are in the Launch Pad, both may use their turns to roll the Launch Dice.

# Colour Guide

For Players who find it difficult to distinguish between certain colours while solving Clues

## Colours of Planets

<b>Red</b>	Dez, Sev, Zata, Zuk
<b>Green</b>	Aurorin, Cosma, Panodium, Zaras
<b>Yellow</b>	Budh, Cloid, Xandra, Xolum
<b>Grey</b>	Gur, Pamda, Pizar, Zani

## Signs of Water

Planets <b>with Signs of Water</b> (with Blue patches)	Cosma, Cloid, Dez, Pamda, Panodium, Sev, Xolum, Zani, Zata
Planets <b>with No Signs of Water</b> (without Blue patches)	Aurorin, Budh, Gur, Pizar Xandra, Zaras, Zuk

## Visible Craters

Planets <b>with Visible Craters</b>	Aurorin, Budh, Gur, Sev, Xolum, Zaras, Zuk
Planets <b>with No Visible Craters</b>	Cloid, Cosma, Dez, Pamda, Panodium, Pizar, Xandra, Zani, Zata

# Game Components

2	Attached Boards
7	Lab Gates
84	Cards
4	Starting Tokens
4	Findings Boards
22	One Niska Coins
22	Two Niska Coins
2	Locks
4	Lab Shields
2	Board Clips
4	Spaceships
1	Magnetic Booster
1	Launch Dice
4	Dry-Erase Markers
1	Rule Book



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## SEEKERS™ OF ASTROD

This game has been made with a lot of love and care. If you are not satisfied with it in any way, please reach out to us at [info@zvata.com](mailto:info@zvata.com).

[www.zvata.com](http://www.zvata.com)

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