



Cosmic Strategy Game

by

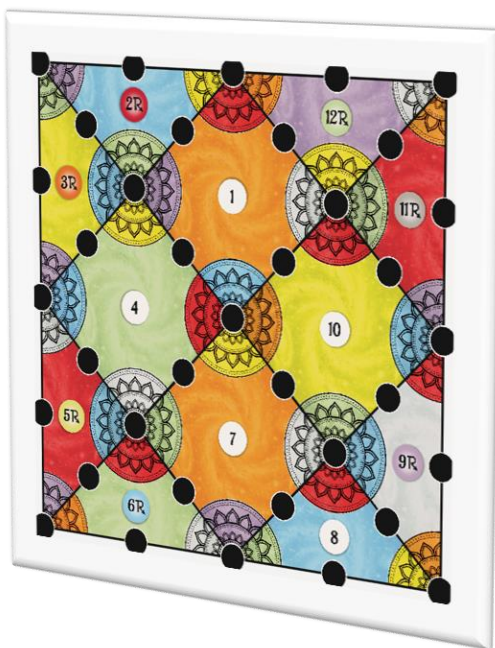
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Simplified Rules Without Planet Retrograde



Visit www.vediic.com or scan the QR code below for game support hub, with instructional videos and other rule variations.

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Quick Start Guide

Welcome to the Vedic Board Game!

Also known as the **Vediic** board game, this guide will help you set up and play the simplified version with ease. For additional support, scan the QR code on the box to access helpful videos and tutorials. Dive into the blend of strategy and fun inspired by ancient wisdom and enjoy the journey!

Game Objective

The goal is to earn **3 Enlightenment Cards** by collecting and donating sets of **Benefit Cards** to the **Planet of Justice** (also called the Planet of Enlightenment). Each set must consist of 3 cards of different colors. The first player to earn 3 Enlightenment Cards wins the game.

Game Setup

- Distribute Summary Cards:**
Give each player one **Card Usage Summary** and one **Player Action Sequence** card for reference.
- Determine Play Order:**
Each player rolls two dice. The highest roll goes first, proceeding clockwise.
- Select Pawn Colors:**
Players pick a color and take both pawns of that color. In addition, players must pick 2 other benefit cards of their choice.
(Orange pawns and cards are removed in this simplified version.)
- Assign Planet of Justice:**
The **Orange Planet** serves as the vehicle of Planet of Justice for simplified game. The lotus disk (planet of justice) rides with the orange disk as a *double decker* and is activated on all the spots that the orange planet/disk would be **activated**. The rules of

planet activation are described below. The planet activation rules section needs to be familiarized ASAP.

5. **Place Pawns:**

Starting with the first player, place pawns on any black circles on the board. Each player places one pawn at a time in clockwise order. Then the second pawn is placed from last player to first player, in a counterclockwise manner.

6. **Place Planets:**

Place each planet on the board in its designated house (color-coded and marked with an 'R' in the center). Then, roll two dice for each planet to determine its starting position. Move each planet forward corresponding to the sum of the two dices (2-12) thrown. This determines the initial landing spots of the planets.

7. **Handout Rewards:**

Immediately after all planets move, the rewards are given out. In the reward phase, starting with 1st house, through the 12th house, check if there is any planet in the house, and then if any pawn is adjacent to an activated tile with same color (use the activation rules described below to figure out the rewards). If so, handout a reward card of the planet's color to the recipient player. If the color of the player (pawn) and the color of the planet also match, then a reward of 2-cards are given (this is called the planet favoritism rule).

Game Play Rounds

The game proceeds in **rounds** with the following sequence: Player turns, Planet Turns and Reward Handouts. This *cycle* repeats until a player wins the game. Since we have already placed the pawns, and moved the planets, and given out initial rewards, we have completed one round. Congratulations!

It is now the players' turn again. Players will move pawns and repeat cycle.

1. Players' Turn:

Players have several actions they can do on their turn. Follow the order given below. These actions are outlined in the "Player Action Sequence" card.

- **Collect Charity Cards:** Pick one card from the Charity Pile (if available). This is a special pile (distinct from the unused cards deck / bank) that gets created when players donate to planet of justice. This is a midgame feature. Initially, there is no charity card pile.

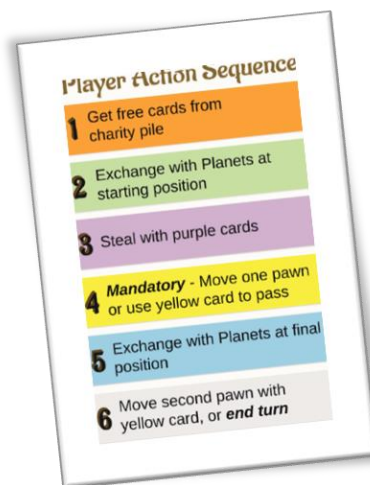


Figure 1: Player Actions

Mandatory Pawn Move:

Players must move one pawn **1-2 spaces** along the black paths. If you wish to move both pawns or skip your turn (e.g., to wait for rewards), you must play a **Yellow Card**. Any cards played during the move are returned to the **bank** (unused card deck), except for charity transactions, which remain in play.

Catch Planet of Enlightenment:

If your pawn is on a spot activated by the **Planet of Justice**, you may donate a set of **3 Benefit Cards** (each of a different color) to earn an **Enlightenment Card**. If you lack 3 cards, catching the planet has no effect. Alternatively, move your pawn to a spot activated by the Planet of Justice during your turn and immediately perform the donation/enlightenment transaction.

Donate Cards: Once a pawn is in a spot activated by the planet of enlightenment, Exchange a set of 3

Benefit Cards (set of 3 different colors) with the Planet of Justice to gain an **Enlightenment Card**. Donated cards go into the **Charity Pile**, face-up for others to pick.

Optional Card Use: Play benefit cards to enhance pawn movement or create strategic moves. Benefit cards have various movement advantages. The mandatory one pawn move can be modified to get extra range (green), displace others (red) or coexist with others on same spot (blue), teleport across the board (gray) etc. You can combine many cards powers to make your move.

Steal Cards: You may also play purple cards to steal from others. Any cards you steal can be used immediately if the player has not completed the move.

Card Trading with Players: Trading with others is allowed, during the players' turn. If other players are willing to make trades or make deals, it is allowed as long as at least one card is exchanged. Trades can be 1:1 or many:1 combination.

Trading with Planets: Players can trade cards with planets too, when their pawn is on a spot activated by the planet (on the player's turn). The standard trade ratio is 2 Benefit Cards of any color for 1 Benefit Card matching the planet's color. This allows players to strategically exchange cards to build sets for Enlightenment transactions or to prepare for specific moves. Trading with planets is optional but must occur during the player's turn, (at either the "before" or "after" position of the pawn).

Extra Pawn Moves: You may also use yellow cards to move both pawns, or to pass the turn (stay in place). With yellow cards, you may take the move sequence again, starting with taking charity cards. Moving the same pawn a second time too is allowed.

2. Planet Movement:

Each planet moves just **one house forward** (anticlockwise) after the initial placement at setup time. Activated spots trigger card rewards. If multiple planets are on the same house, they

will move together to the next numbered house together.

3. Rewards

Rewards are again handed out starting with 1st house, through the 12th house, and checking if any pawns are on any activated spots by planets.

This cycle of players' moves, planets' moves and rewards continues until the game ends by one player acquiring 3 enlightenment cards.

Victory Condition

The game ends immediately when any player earns 3 Enlightenment Cards.

Other players may choose to slow the leading player by displacing him away from catching the planet of enlightenment, thus making the game more competitive.

Pawn/Planet Activation*

Important: As planets move between houses, they temporarily influence all tiles within a house. However, only the tiles matching the planet's color are activated. **This is the most important rule to master in this game.** See illustrations below.

Activation can occur on the **black circles at the edges** or **black circles at the corners** of the houses if the adjacent tile colors matches the visiting planet's color. This effect is illustrated in the several figures below.

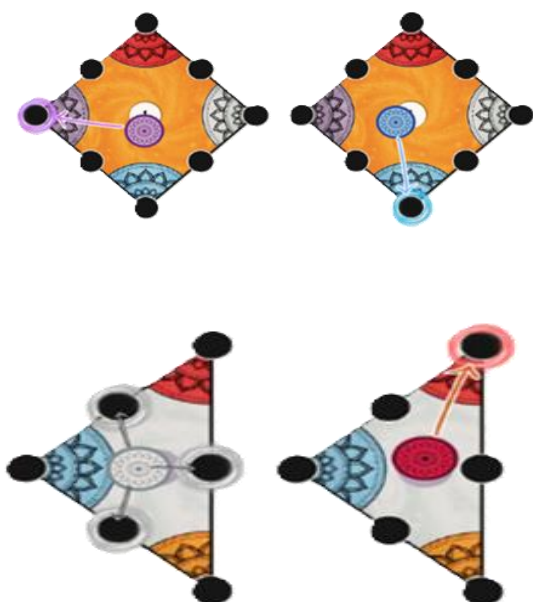


Figure 2: Activation Examples

The corners of each house feature colored sector-shaped tiles. If a visiting planet's color matches a corner tile, pawns on the black circles at those corners are activated. Similarly, the edges of the houses have black circles touching the main area (large tile). If the planet's color matches the house's main tile, these edge circles are also activated.

Activated spots are highlighted with color around the black circles. Pawns on these spots receive benefits, and a single circle can be activated by multiple planets simultaneously, adding strategic depth to positioning.

Interaction with Planets: Players must predict which spots are activated in the next move of the planets and move their own pawns (one at a time) to these locations, to receive benefit cards as quickly as possible.

The players can donate benefit cards to the planet of enlightenment **on their turn** if they catch it in an activated state. The timing of the planets' arrival at activated locations is crucial for maximizing benefits. The game usually ends up with severe competition to catch the planet of enlightenment toward the end game.

Additional Rules:

1. **Retrograde Disabled:** In the simplified game, retrograde is disabled. No penalties for retrograde. Planets don't behave differently on retrograde houses. No skip forward for planets after retrograding as in *standard* game. Rules for the standard game are at the end of this manual.
2. **No pawn promotion or removal:** Pawns are not taken out of the board in this version. In the extended game, enlightenment cards allow the pawns to ascend (promotion) and taken off the board to win. Rules for the *extended* game are at the end of this manual.
3. **Planet of Justice:** Simply follow the Orange Planet for enlightenment opportunities. Other planets cannot serve as the planet of enlightenment.
4. **Simplified Endgame:** Winning is determined by earning 3 Enlightenment Cards.
5. **Planet Favoritism:** Planet with the same color of the player gives double the benefit cards. Players should take advantage of this.
6. **Card Availability:** If any category of cards runs out during the game, players will not receive benefits related to that card type until it is replenished.
7. **Enlightenment Card Protection:** In the simplified game, Enlightenment Cards, once earned, cannot be stolen or traded.

Detailed Rules

This is a modified and simplified version of the original ruleset for beginners, to facilitate learning the game quickly.

Vediic is a strategic board game for 2-6 players in the simplified game, (2-7-players in the standard game) that masterfully blends materialism with spirituality. It features elements of both competition and cooperation. Players traverse the paths of the board,

ying to strategically align with wandering planets. These planets move from one house to another, usually triggering the activation of pawn positions and dispensing positive rewards through benefit cards that propel players forward. The primary goal of the game is to skillfully navigate these celestial dynamics with two pawns to accrue material gains in the form of benefit cards and make strategic donations, thereby earning enlightenment points. Players strive for the ultimate spiritual victory by earning 3 enlightenment cards.

Box Contents:

Components	
Board	1
Disks / Planets	8
Benefit Cards	77 (11 of seven colors)
Enlightenment Cards	13
Summary Cards	14 (7 of two types)
Pawns	14 (2 of seven colors)
Dice	2
Instruction Booklet	1

Game Components

Planet	Color	Game Power	Significanc
Jupiter	Yellow	Extra move	Wisdom
Saturn	Purple	Stealth	Obstruction
Venus	Blue	Coexistence	Love
Mercury	Green	Speed	Intelligence
Mars	Red	Attack	Power
Moon	White	Teleportation	Luck
Enlightenment	Black + Orange	Enlightenment	Spirituality

Game Board Overview

Houses: The game board is divided into 12 Planetary Houses, each uniquely numbered from 1 to 12 and separated by black paths. Some houses feature a colored circle marked with an 'R', signifying a retrograde state. These are tiles where planets are initially placed.

Planets: The game includes 7 colored planetary disks and one black disk for the planet of enlightenment. Each turn, these planets move from

one house to another counter clockwise, influencing certain pawn positions as they go.

Pawns: Players use pawns to navigate the board, moving exclusively along black paths and stopping on black circles located at the edges of the houses. Pawns are allowed to move one or two spaces along the paths. Pawns are restricted to these paths and circles and do not enter the house interiors or tile areas, in contrast to the planets, which only occupy the interiors of the houses.

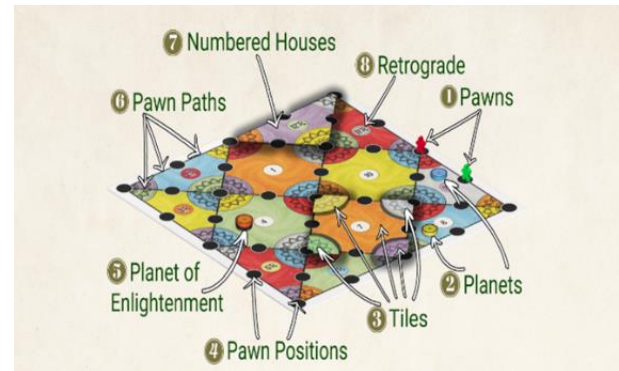


Figure 3: Board Overview

Creation of the Charity/Donation Pile: Cards used in transactions to acquire Enlightenment Cards are allocated to the charity/donation pile, separate from the unused deck of cards (bank). This pile can diminish as players extract cards from it and is replenished whenever new donations are made.

Accessing Donated Cards: At the beginning of their turn, players have the opportunity to select one card from the donation pile. All cards in this pile are displayed face-up, organized by color, allowing players to clearly see and choose their preferred card. However, each player is restricted to taking only **one card per turn**. If a player has gained extra turns by playing yellow cards, they are permitted to select a card from the donation pile at the start of each additional pawn.



Figure 4 Charity Pile

Game Play Rounds and Mechanics

Round Structure: Game rounds proceed in a systematic manner where each player takes their turn starting from the highest initial dice roll. Once all players and planets have taken their actions, and all the rewards are paid out, the round concludes. To prevent any first-mover advantage, the starting player for each subsequent round rotates; the player who started the previous round is skipped, with play commencing from the next player. It's helpful for the starting player of the turn to *keep the dice* as a *visual reminder* of who initiated the current round.

Pawn Movement: Players strategically control their pawn movements, aiming to align them with wandering planets for optimal benefits or to facilitate exchanges with the Planet of Enlightenment.

Normal pawn movement is just 1 or 2 spaces. Path must be not obstructed by a competitor pawn.

Players will combine various cards to enhance the pawn movements. See card capabilities, such as teleport with gray cards, etc.

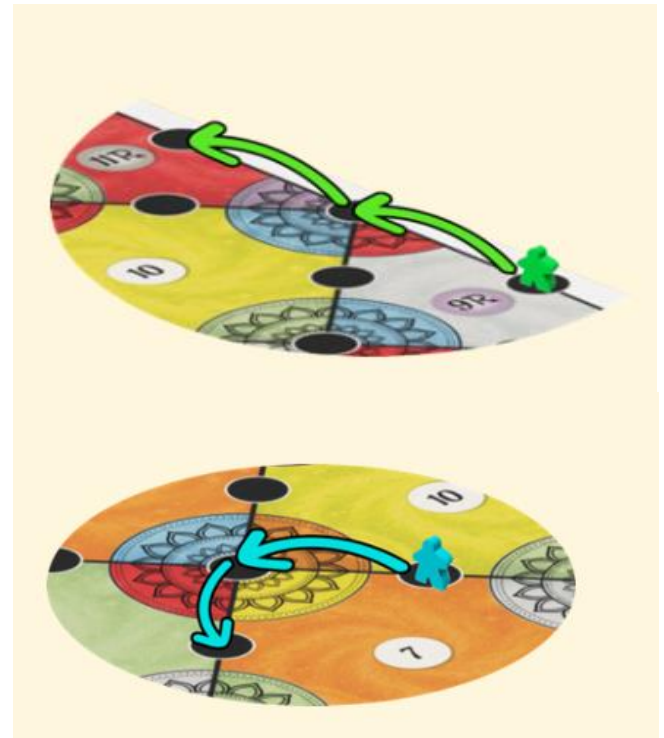


Figure 5: Standard Pawn Movements

Each planet card in the game is designed to enhance movement or offer strategic advantages to players. The details are described on the cards themselves. There is a "card usage" summary card, which can be kept with each player as reference, to remind them of card capabilities. Orange is **unused** in this rule set.

Card Capabilities Overview

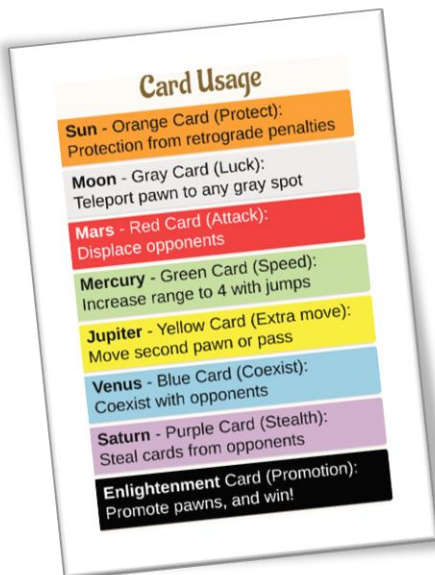
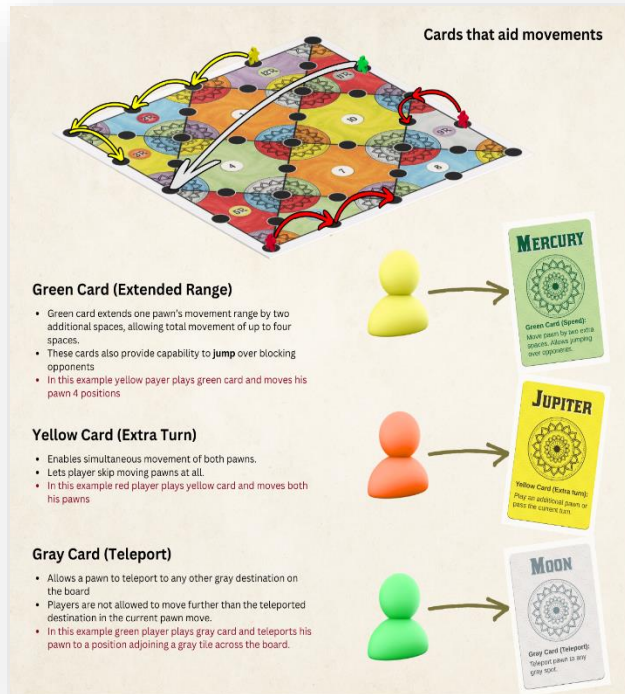


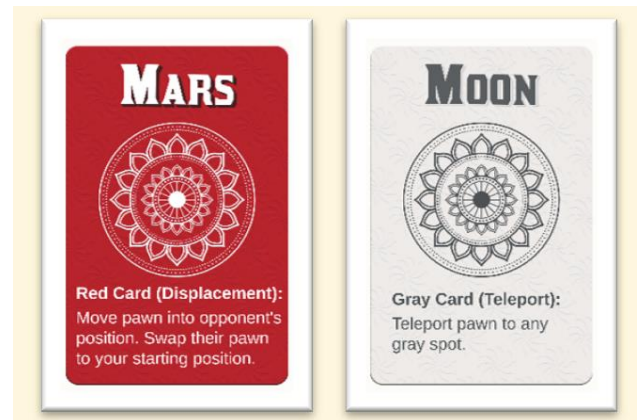
Figure 6: Card Usage Summary



Figure 7 Displacement by Red Cards

Red Cards: *The Power of Mars - Displacement:*

Red cards grant a player the ability to displace others from their current station, effectively taking over that spot. One red card needs to be played to displace each opponent on a spot. The displaced pawns swap with the current player's initial position before the move. There is no defense mechanism. However, the retreating players can regain the positions again by using red cards in the next turn.



Gray Cards: *The Luck of the Moon - Teleportation:*

Explained in figure 16. Gray cards provide a significant strategic advantage by allowing a pawn to teleport to any other gray destination on the gameboard.

Yellow Cards: *Jupiter's Expansion - Extra Turn:*

Yellow cards enhance flexibility and patience Enabling simultaneous movement of both pawns.

- Enabling simultaneous movement of both pawns.
- Enabling movement of same pawn twice if desired.
- Opting out of movement entirely for strategic positioning.



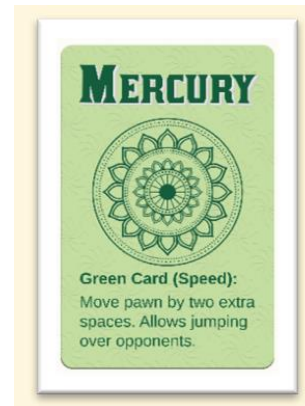
Purple Cards: Saturn's Obstruction – Steal: Purple cards empower players to strategically disrupt their opponents by allowing them to steal one card from two different players of their choice. The stolen cards are picked randomly from the opponent's hand. Importantly, the player who initiates the steal can immediately use the cards received during their current move, enhancing their strategic options and potential for immediate impact within the same turn. There is no limit to the number of times a player may use purple cards to steal in the same turn.



Figure 8 Stealing with Purple Cards

Green Cards: Mercury's Agility - Extended Range: Green cards significantly enhance a pawn's mobility by extending its movement range by up to two additional spaces, allowing for a total movement of up to four spaces. These cards also provide the important capability to **jump over** blocking opponents, overcoming obstacles that might impede normal movement. Moreover, green cards are versatile and can be combined with other movement cards to facilitate strategic positioning, providing players with

enhanced options for navigating the game board effectively.



Blue Cards: Venus's Harmony - Coexistence: Blue cards allow pawns to share a station peacefully, enabling them to coexist without displacing each other. This ability is especially valuable when multiple pawns converge on the same strategic position, as it maximizes the potential rewards each player can receive from that location and turn.



This feature encourages cooperative positioning and can lead to beneficial outcomes for all involved players. Blue cards also allow a player to coexist with oneself (move both pawns to same spot if desirable depending on the opportunity).



Figure 9: Blue Card Usage

Enlightenment Cards:

These cards are earned by donations to the planet of enlightenment. They cannot be stolen and represent the players progress toward victory. When a player is able to earn 3 enlightenment cards, he becomes the winner. It is the responsibility of others to delay or prevent the winning player from achieving this goal, by displacing or blocking.

Strategies for Success

Chase Wandering Planets: Focus on moving pawns to positions that would get activated in the next turn and collect benefit cards. Early in the game, it's beneficial to pursue wandering planets aggressively to accumulate as many reward cards as possible. Plan your pawn movements to align especially with your master planet (same color planet), to double your rewards.

Leverage Card Abilities: Use cards strategically to extend movements or perform special actions such as teleporting, stealing, coexisting, or displacing others. Sometimes, sacrificing one card to gain two more of a different kind can be a strategic advantage. Combine cards to move in unexpected ways.

Donate Wisely: Offer sets of cards (triplets of three different colors) to the Planet of enlightenment. Keep in mind that donated cards become available to other players, which can influence the game dynamics. Don't forget to use a free donated card to enhance your hand if necessary.

Standard Rules

With Planet Retrograde

The previous section covered simplified rules for new players, but the standard game includes the **retrograde** mechanism, adding a strategic twist. Retrograde reverses planetary effects, turning rewards into penalties. When a planet enters a retrograde house ("R"), **matching its color**, all its color tiles globally activate, and players on these spots lose 1 Benefit Card. **This penalty is** assessed during the rewards phase. Orange cards can **be played immediately** to protect pawns or convert penalties into rewards. If players lack cards to pay

penalties, they **must** skip their turn. Enlightenment cards remain unaffected by penalties.

Key Rule Changes with Retrograde

Retrograde Effect is Global:

When a planet enters retrograde, all tiles of its color activate **globally**. Players with pawns on these tiles must pay a penalty of 1 Benefit Card to the bank. This introduces a strategic challenge, as players must anticipate retrograde movements to avoid penalties.

Randomized Planet Movement After Retrograde:

After a retrograde, each planet moves forward 1-6 spaces based on a dice roll, adding randomness to their positions instead of advancing one forward.

Planet of Enlightenment:

The Planet of Enlightenment (black disk) rides on a randomly selected planet chosen from unused pawn colors at the start of the game. It is no longer limited to Orange. If all 7 players are participating, the enlightenment planet's color is selected randomly. Enlightenment transactions, such as donating cards for enlightenment, are suspended if the planet of enlightenment is in retrograde.

Planet Favoritism in Retrograde:

Players with pawns matching the retrograded planet's color are immune to penalties during retrograde. Instead, they receive a reward of **2 Benefit Cards** for activated tiles, turning the retrograde into a strategic advantage through planet favoritism.



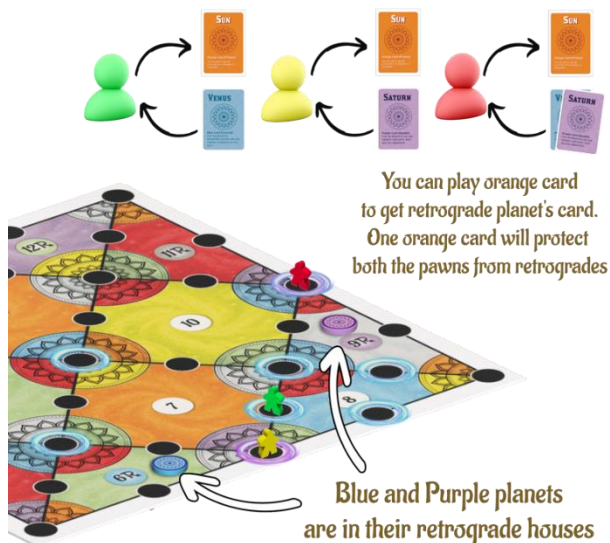


Figure 10: Retrograde Situations

Orange Cards and Retrograde:

Orange cards negate retrograde penalties for the player's pawns and transform those penalties into rewards. When played during the rewards or penalties phase, they grant 1 **Benefit Card** from the retrograded planet's color, mimicking a standard reward. This strategic use of orange cards can turn a potential setback into an advantage.

Orange Components in Standard Gameplay:

In the standard rules, orange pawns, cards, and the Sun (Orange Planet) function as normal components, fully participating in regular gameplay.

Strategy Adjustments

- Avoid retrograde-activated tiles unless protected by an orange card.
- Time Enlightenment transactions to avoid retrograde disruptions.
- Leverage planet favoritism for additional benefits during retrograde.

Game End / Victory (Standard Rules):

Players still play up to 3 enlightenment cards.

Extended Rules

With Pawn Ascension

This variation aligns with the philosophical roots of *Vediiic*, requiring players to "leave the world with nothing." To win, players must promote both pawns to

ascend them off the board into a higher spiritual realm. Each pawn requires **2 Enlightenment Cards** for promotion (also called ascension). While it takes longer to complete (2-3 hours for a 4-player game), it rewards players with the satisfaction of fully embracing the game's theme.

Extended Game Rules could be played with either with or without retrograde rules. However, it is best to use retrograde rules as well for a more engaging and longer strategy game.

Key rule Changes for Extended Game:

Clean Pawn Exit for Victory:

To achieve victory in the extended game, players must promote their second pawn off the board while holding no remaining cards. This requires earning up to **4 Enlightenment Cards** instead of the usual 3 in the simplified rules, as each pawn's ascension demands 2 Enlightenment Cards.

Pawn Ascension/Promotion Mechanism:

Offer **2 Enlightenment Cards** to the master planet or enlightenment planet before or after moving the pawn. Remove the pawn off board (promotion).

Managing Enlightenment Cards

All players must use their Enlightenment Cards beyond 3, promoting pawns as part of their progression. A maximum of only **4 Enlightenment Cards** can be held at any time by a player, ensuring balance and preventing excessive accumulation.

Stealing Enlightenment Cards to Prevent Hoarding:

If a player holds 4 enlightenment cards in their hand, any card of that player can be stolen, including enlightenment cards with purple steal cards. This rule helps to prevent hoarding of enlightenment cards. If however, a player has only 3 or less enlightenment cards in a hand, they may not be stolen.

Key Changes After First Pawn Ascension:

Pawn movement not mandatory:

After promoting the first pawn, player is left with only one pawn. At this point, players can opt out of mandatory pawn moves each turn. However, they still incur penalties for retrograde if caught on a retrograde tile. Yellow Cards are also no longer necessary to pass the turn.

Players can decline benefit cards from planets:

Players who have promoted one pawn can choose to stop receiving Benefit Cards from activated planets

voluntarily. This helps reduce their hand size, essential for pursuing victory.

Game End / Victory (Extended Rules):

The first player to successfully ascend both pawns wins the game, achieving **spiritual victory** and embodying the goal of leaving the material world behind to a higher spiritual realm.



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