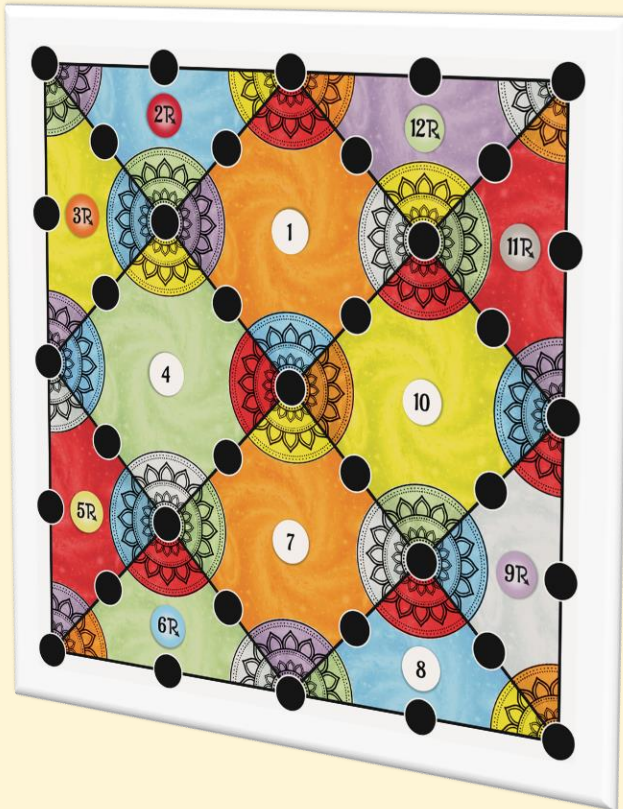


VEDIIC[®]

Cosmic Strategy Game



Rule book

by

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Introduction

Vediic is a strategic board game for 2-7 players that masterfully blends materialism with spirituality. It features elements of both competition and cooperation. Players traverse the paths of the board, vying 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. However, when planets transition into retrograde houses (indicated by an **R** on the board), their influences turn negative, impeding player progress and necessitating strategic maneuvers to avoid setbacks. 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 elevating their pawns to higher levels of enlightenment through pawn promotion.

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

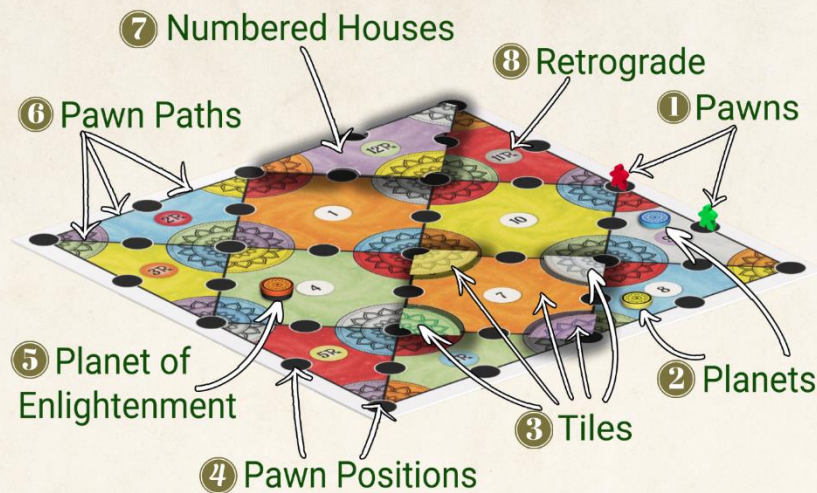
Planet	Color	Game Power	Significan
Jupiter	Yellow	Extra move	Wisdom
Saturn	Purple	Stealth	Obstructio
Sun	Orange	Protection	Vitality
Venus	Blue	Coexistence	Love
Mercury	Green	Speed	Intelligenc
Mars	Red	Attack	Power
Moon	White	Teleportation	Luck
Enlightenment	Black	Enlightenment	Spirituality

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.

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, 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 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.



Pawns



- Players strategically navigate the board using pawns
- Pawns are placed on black circles **4**
- Pawns travel along the black paths **6**

Houses



- Houses are the numbered squares and triangles.
- Some houses have a colored circle with an R indicating Retrograde. Color indicates which planet is in Retrograde

Tiles



- Tiles are the uniquely colored sections of the board.
- A house consists of multiple tiles at its corners, and one central tile with the circle indicating the house number.

Dice



- Used to determine initial planet positions
- Used to determine planet position after retrograde
- Used to choose player order and keep track of starting player in a round

Planets



- Planets are the colored disks
- Planets move from house to house sequentially (anti-clockwise)

Planet of Enlightenment



- Planet of Enlightenment is stacked under a regular colored planet and moves as a double decker **5**
- Players donate set of three benefit cards to earn one Enlightenment card
- Players promote pawns by exchanging two enlightenment cards with the planet of enlightenment

Retrograde

- When planets enter a house marked with an **R** that matches their color, they enter a retrograde state for that turn.
- This retrograde status activates all pawn positions associated with the planet's color on the board.
- After completing their turn in retrograde, planets advance based on the roll of a single dice, determining their next position on the game board.

Figure 1: Gameboard overview

Activation: As planets move between houses, they temporarily influence all tiles within a house. However, only the tiles matching the planet's color are activated. Activation occurs on the black circles at the boundaries of the houses if the adjacent tile colors match the visiting planet's color. Pawns on these activated spots receive benefits or penalties when the planets visit, based on the planet's current state (normal or retrograde). Since some black circles are on boundaries of multiple houses, a circle may be activated by more than one planet.

Interaction with Planets: Players can interact with planets only when their pawn positions are activated by the planet. This interaction allows players to gain cards, exchange benefit cards with planets, or make charitable donations etc. The timing of the planets' arrival at activated locations is crucial for maximizing benefits.

Planets exhibit favoritism to players with matching color pawns, and reward them 2 cards instead of one, and exempts from retrograde penalties.

Players can additionally interact with the planets to exchange additional cards (trade two of any type of color cards for one of the activated planets color) and also offer donations and promote pawns with the planet of enlightenment.

Retrograde Mechanics:

- When a planet is in retrograde, it reverses its effects, turning normal benefits into penalties unless the planet and the pawn share the same color, in which case results in a positive global effect which can yield of two cards. The penalty

can be paid with any color card except enlightenment cards.

- Retrograde activation impacts all matching-colored tiles globally on the board, making strategic positioning essential to avoid penalties.

Rewards and Penalties:

Depending on whether the planet is in retrograde and the pawn's color matches the planet, players may gain additional cards or suffer penalties. The use of an orange card can protect against retrograde penalties for all pawns of the player.

Cards and Dice:

The game features 11 Benefit Cards for each planetary color and 13 Enlightenment Cards for pawn promotions. Players use these cards to enhance pawn movements or respond to strategic situations. The game also includes two six-sided dice to determine movement and other game actions. There are also 2 types of 7 game summary reference cards to be kept with each player for quick lookup of the card usage, and player's action sequence during his move.

Game Strategy:

Players must strategically manage their cards and pawn positions to navigate the game board effectively. Each player's turn allows for additional interactions with planets to exchange cards or promote pawns. Mastery of the game involves balancing the material gains with strategic donations and timely pawn promotions, aligning with the game's theme of balancing materialism with spiritual growth.

The strategic objective for players is to position their pawns on positions that planets are predicted to visit and activate, in the subsequent turns.

When a pawn is on an *activated spot* by a planet use the following table to determine rewards or penalties. Rewards vary depending on the state of the planet (retrograde or not), weather the planet is a favorite (matching color) of the pawn, and if the player have neutralized retrograde with an orange card (protection from retrograde).

Red planet in it's retrograde house



Figure 2: Retrograde Activation

Note: The penalties and benefits from planets are collected when the planet moves activating the player's position. This happens right after the planet's movement, and not on the player's turn. Trading with planets, however, is done on the player's turn.

Card Rules:

- If at any point during the game any required category of cards runs out, players will not receive the associated benefit until the cards become available again.

- As a rule, if at any point in the game, any player has no cards to pay a certain penalty, they can continue without paying the penalty.
- No player is permitted to hold more than three Enlightenment cards at any one time in their hand.
- Enlightenment cards once earned cannot be stolen or traded. Earning excess enlightenment cards than the required number needed to ascend pawns, is not permitted.

Player - Reward		Player - Reward		Player - Reward	
	2 cards (Planet Jovestium)		2 cards (Planet Jovestium)		2 cards (Planet Jovestium)
	1 cards		1 cards		1 cards
	no rewards		1 cards		0 cards
			no rewards		0 cards
			no rewards		



Figure 3: Planetary Rewards

The game consists of Benefit cards corresponding to each planet's color, which allow extensions to normal pawn movement, such as teleport (gray card), range extension (green card) etc. Cards play an important role in giving individual players many options to navigate the board and receive the best rewards toward their game progress. A full list of card capabilities is given on the summary card distributed to each player at the beginning of the game.

Game Objective

The main goal of Vedic is for each player to strategically gather and manage benefit cards, aiming to acquire sets of three distinct-colored cards. These sets are donated to the planet of enlightenment to obtain enlightenment cards, crucial for advancing in the game. Players need to promote both of their pawns using two enlightenment cards each, ensuring they have no remaining benefit cards in their hand when the second pawn is promoted. Successful pawn promotions immediately remove the pawns from the board.

Game Dynamics: Success in Vedic relies on the strategic collection, donation, and exchange of benefit cards, timed and placed optimally throughout the game. Players must carefully plan their moves, balancing their material acquisitions (benefit cards) with their spiritual advancements (enlightenment cards). The game concludes victoriously for a player who first promotes both pawns while clearing all cards from their hand, achieving a perfect balance of material and spiritual accomplishments.

Planet Favoritism: When a player's pawn aligns with its master planet, marked by matching pawn and planet colors, the player gains enhanced benefits—receiving two cards instead of one. This encourages strategic alignment with their master planet, although securing cards from other planets remains essential for victory.

Retrograde Mechanics:

- **Retrograde Position:** Specific houses on the game board are marked with a colored circle and

an 'R', indicating a retrograde state for the corresponding planet.

- **Retrograde Effects:** When in retrograde, a planet reverses its usual effects, turning benefits into penalties. Players must navigate carefully, avoiding penalties by staying clear of tiles matching the retrograde planet's color.
- **Retrograde Penalties:** Caught in a planet's retrograde, players must surrender any color card of their choice. They may go free only if no color card are readily available in hand. Enlightenment cards are protected from these penalties.

Reverse the Retrograde with Orange Cards: Using an orange card allows players to evade retrograde penalties for the turn, covering all effects for both pawns. When using an orange card, the planet's ill effect is counteracted and it behaves as a normal planet rewarding with a positive benefit card, but active globally on all retrograde spots. Thus, it becomes effectively a trade of one orange card for one of the planet's color.

Retrograde and Favoritism: If a pawn aligns with its master planet (same color) during retrograde, planet favoritism rule takes precedence, and instead gains two benefit cards per activated pawn, leveraging a strategic advantage during this phase.

Post-Retrograde Movement: Following a retrograde, planets don't move to the next house but instead leap forward based on a dice roll. This adds a layer of unpredictability, requiring strategic adjustments

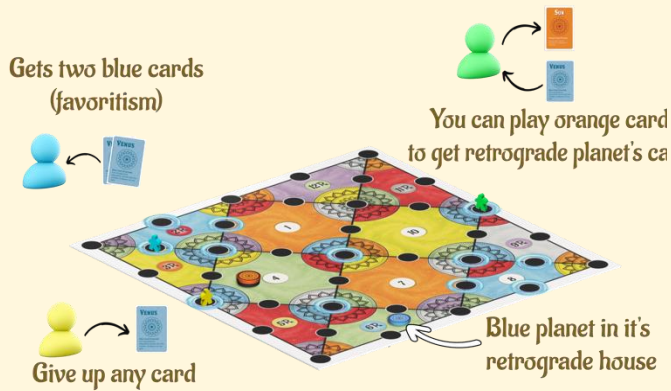


Figure 4: Retrograde Scenarios

Enlightenment Cards and Donations:

- **Collecting Sets:** Players collect sets of three distinct-colored benefit cards and donate them to the planet of enlightenment to gain enlightenment cards.
- **Offerings and Transactions:** Donations are made during a player's turn to the designated planet of enlightenment, exchanging three benefit cards for one enlightenment card.
- **Limit and Strategic Importance:** Players are capped at holding three enlightenment cards at a time. Donating cards helps balance the game, allowing others to strengthen their positions and promoting both competition and cooperation.
Note: The donated cards become free cards for pickup by the opponents at the start of their next turn.

Strategic Importance of Donations: Donating cards balances the game by empowering other players to

strengthen their positions, potentially catching up with leaders. This mechanism reflects the game's core theme of balancing materialism with spirituality. To progress in the game, players need to engage in acts of charity, enhancing the world through cooperation, albeit at the risk of diminishing their own competitive edge.

Pawn Promotion: A pawn can be promoted if it moves into or is already in a position activated by the planet of enlightenment. Offer two enlightenment cards to the planet of enlightenment. Two Enlightenment Cards are required for each pawn's promotion. The promoted pawn is then removed from the board, and the used cards are returned to the unused card deck. Players need to ensure they have no cards left after promoting their second pawn to achieve victory, symbolizing the full conversion of material possessions into spiritual merit.

Planet of Enlightenment:

Some special rules governing the planet of enlightenment.

- *Note: If the planet of enlightenment is in retrograde, no enlightenment transactions are possible for that turn.*
- Only **one transaction** with the planet of enlightenment is allowed in a turn by each player for enlightenment or promotion purposes.
- A player can hold only a maximum of three Enlightenment Cards at any time. To obtain a fourth Enlightenment Card, a player must first promote one of their pawns and discard two enlightenment cards.

- A player may never earn more enlightenment cards than is necessary to promote all his pawns on the board.

Victory Conditions: Victory is achieved when a player successfully promotes both of their pawns and has no remaining benefit or Enlightenment Cards. The game concludes immediately when any player meets these conditions, marking their spiritual ascension and mastery of both the material and spiritual realms within the game.

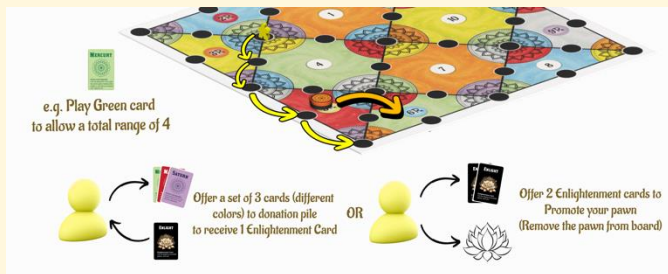


Figure 5: The Planet of Enlightenment

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. 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 6: Charity Pile

Setup and Quick Start

1) Distribute Summary Cards: There are two types of quick reference summary cards. One of them describes card usage, and the powers of each card. The other describes step by step instructions on how to play each player's turn. One of each of these cards is distributed to players to keep with them, for easy reference during gameplay.

2) Determine Play Order: Each player rolls two six-sided dice. The sum of the dice (ranging from 2 to 12) determines the play order. The player with the highest roll goes first, with the play proceeding clockwise.

3) Select Pawn Colors: First player picks one of the colored planet disks as his color. *Players may read the powers of the different colored cards and pick the*

color that matches your strategy. This chosen planet now represents the player's color, and he receives 2 pawns of the same color. The player and the colored planet are **favorites of each other**, allowing him to receive double benefits in the game from his favorite planet. He also takes any two desired color cards of his choice as the initial cards.

Other players choose their colored planet, pawns and initial cards similarly, sequentially in a clockwise order, proceeding from the first player.

4) Select Planet of Enlightenment: Let the last player decide the color of the planet of enlightenment. It can be any used or unused color, and does not have to be the same as the last player's color

This planet acts as a neutral arbiter, facilitating exchanges of charitable contributions for enlightenment cards and overseeing pawn promotions. A black disk is placed beneath the Planet of enlightenment to help players easily identify it throughout the game. The Planet of enlightenment moves as a stack (double decker) with a colored disk on top of the black disk. See figure 1, item 5.

5) Place Initial Pawns on the Board:

The first player places their two pawns on any two different black circles on the board. Subsequent players do the same, in a clockwise order. Initially, the placement of pawns does not matter much, as it is unknown where the planets will end up randomly on the board. Only one pawn is allowed on one position.

Hint: Selecting spots closer to the middle of the board, with multiple connected tiles is a reasonable choice.

6) Initial Planet Placement:

At the start of the game, each planet is placed in its own Retrograde house, indicated by a color-coded

number with an **R** (e.g., **3R**). E.g. the yellow planet is placed on the house with the yellow central color coded disk, etc.

Next, roll two dice for each planet to determine how many spaces forward (2-12) each planet initially moves and place the planets in the new destination houses.

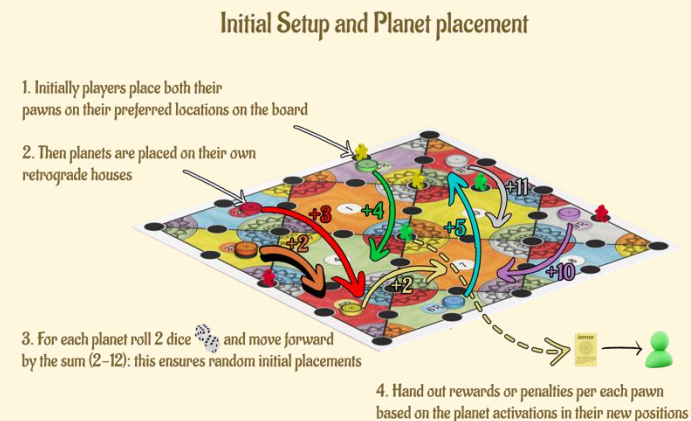


Figure 7: Initial Placement

7) Planetary Reward Phase:

After all planets have moved, inspect the board, moving through the houses 1 through 12 to see if any pawns are in positions activated by the planets according to the activation rules. For each pawn that is activated, pay out the benefit cards from the unused cards deck to the player owning the pawn. Since there are rewards and penalties, please resolve the penalties (retrogrades) first, and then resolve the rewards. *Note: Please remember the planet favoritism rule which rewards two benefits cards if the pawn color matches the activating planet color.*

Full details of benefits and penalties is given in the table x.

8) Players take turns again:

Next, game continues, with players taking their turns to exchange cards, move pawns etc. as described in the player action sequence summary card. When all players have moved, planets move again and so on.

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, 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 to keep the dice as a visual reminder of who initiated the current round.

Players' Turn: During their turn, players are required to move at least one pawn. If movement is not feasible due to all pawns being blocked, the player may choose to pass. Players may engage in several actions which include moving pawns and exchanging cards.

Planets' Turn: After all players have completed their turns, each planet progresses one house in an anti-clockwise direction, potentially activating new board spots. If a player's pawn resides on a spot that gets activated, they might receive benefits or suffer penalties based on the planet's

influence, which represents the only instance where free benefit cards are distributed during the game. If planets go into retrograde, they will jump forward by a single dice roll next turn.

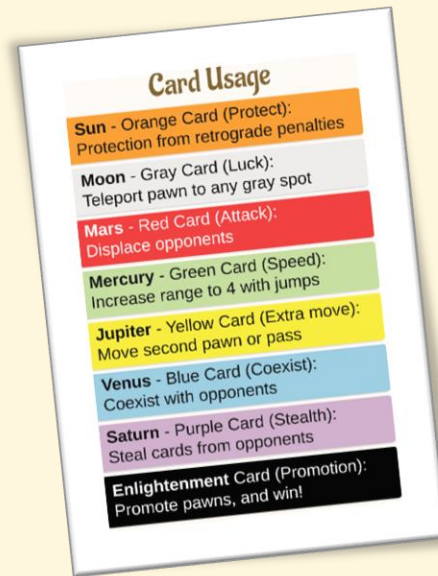


Figure 8: Card Usage



Figure 9: Planet Movement



Player rotation

- The game progresses in rounds with each player taking their turn in a clockwise direction.
- At the end of each round, the sequence shifts such that the player who went first in the previous round is skipped, and the second player begins the new round.
- This rotation continues in subsequent rounds.
- To keep track of the order, the player who starts the round retains the dice, serving as a clear indicator of who initiated that round.

Planet movement

- At the end of each round, after all players have taken their turns, all planets on the game board are moved forward by one house in their designated anti-clockwise path.
- However, any planets that are currently in a retrograde state do not simply move forward by one. Instead, a single dice roll determines how many houses these retrograded planets will jump forward.

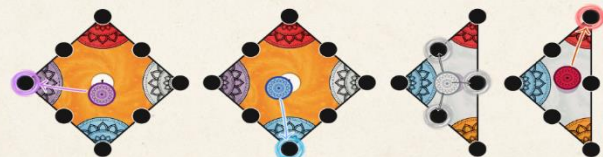
Rewards and penalties

- After all the planets have moved at the end of a round, determine which pawn positions on the board are activated and whether any pawns receive penalties or rewards.
- First resolve penalties of getting caught to retrograde and then determine the benefits from the normal planets.
- Refer to the table to determine rewards and penalties when planet favoritism (same color as pawn) and planet retrograde are in effect. Players may also play an orange card to neutralize retrograde penalties and convert to benefits.

E.g. Pawn's position is activated when pawn color matches planet's color



Planet in Retrograde?	Pawn color same as planet?	Orange Protection card played?	Reward/Penalty
<div>✗ NO</div> Local Activation	No	-	+1 cards of planet's color
	Yes	-	+ 2 cards of planet's color
<div>✓ YES</div> Global Activation	No	No	-1 cards (penalty of any color card)
		Yes	+1 cards of planet's color
	Yes	-	+ 2 cards of planet's color



Activation Examples

Figure 10: Activation and Benefits

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

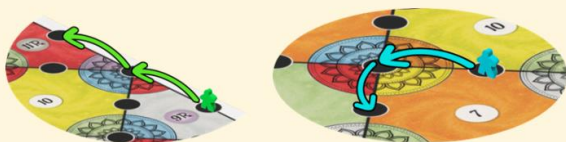


Figure 11: Basic Pawn Movements

Card Exchanges with Planets: Players have the flexibility to exchange cards with planets on activated spots, both at the beginning and end of their pawn moves. These exchanges are independent of receiving benefits or penalties in the current turn. However, exchanges are not allowed when a planet is in retrograde. Players may trade two cards of different colors for one card of the planet's color. Exchanges made are aimed at optimizing card utility for future turns.

Specific Interactions: Interactions with the planet of enlightenment are particularly crucial. Players exchange a triplet of unique color cards for one enlightenment card. This transaction, termed "pooja" in traditional Vedic terminology, symbolizes an offering of charity. While there's no limit to the number of benefit card exchanges per turn, only one

enlightenment or promotion transaction is allowed per turn, and they cannot be combined.

Player Action Sequence

During each player's turn, they follow this order of operations. Many of the gameplay intricacies are encoded in the pawn movement rules. This is where each player may choose multiple strategies to advance forward in the game using cards. The player actions are summarized in Figure 11. Except the mandatory one pawn move, all other actions are optional.



Figure 12: Player's Action Sequence

1) Charity Cards: At the start of their turn, players may collect free charity cards if available and use them immediately in the turn. At the beginning of the

game, charity cards are not available until someone earns an enlightenment card by donating and creates the donation card pile. The donation pile is a face up set of donated cards laid on the table, which any player can freely pick one from, on their turn.



Figure 13: Card Exchanges (before movement)



Figure 14: Card Exchanges (after movement)

Color	Retrograded?	Trading details
Colored planet (Multiple exchange transactions are allowed from same planet)	No	Exchange any two cards for one of planet's color card
	Yes	Trading is not allowed while in retrograde
Planet of Enlightenment (Only one trading transaction is allowed during a players turn)	No	Exchange 3 different color cards for one enlightenment card Exchange 2 enlightenment cards for one pawn promotion
	Yes	Trading is not allowed while in retrograde

2) Exchange with planets: Players may exchange cards with any planets that are already activated on their pawn positions. The exchange ratio for trading any two cards is, for any two cards other than the planets own color cards, player receives one of the planet's own color card.

If players are in a place with the activated planet of enlightenment, they can transact for enlightenment or promotions.

3)Steal Cards: Play a purple stealth card to steal randomly from up to two chosen opponents, but only one card from each player. The stealing is done by

randomly picking a card from each opponent's hand, excluding the enlightenment cards on their hand. Enlightenment cards cannot be stolen.

4) Mandatory Pawn move: Move one pawn, 1 or 2 stations along the marked paths by default. Optionally, use multiple card combinations to extend the movement capabilities of the pawns. Please refer to the card capabilities summary card in the player's hand for more details, and card capabilities overview section below. While one pawn moves, the other pawn may stay in place for the next turn. Players may choose to not move any pawns by playing a yellow card. Only one yellow card can be played per player's turn. No restriction is made on the use of other color cards.

5) Exchanges with planets after moving: Players may also trade with any planets that are currently activated on their new destination spots including interactions with the planet of enlightenment. In the game, this is the preferred method and time to ascend/promote pawns.

***Strategy:** Catch up to the planet of enlightenment that is not in retrograde during the player's move and make the offering (pooja) of 2-enlightenment cards (without any remaining cards in hand) to ascend 2nd pawn and win.*

6) Moving Additional Pawns: If players are using yellow cards to move additional pawns, they may do so and repeat the steps 1-6 outlined above. Playing yellow cards always gives access to the charity cards, even if you don't move pawns. This is illustrated in Figure.

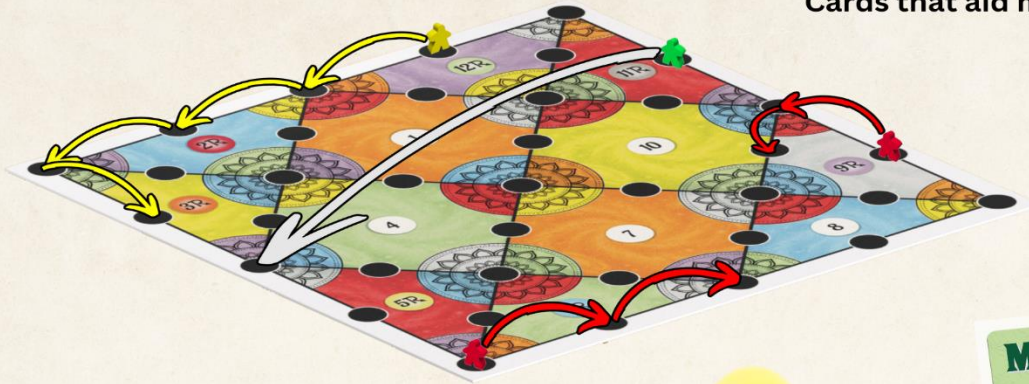


Figure 15: Stealing with Purple Cards

Card Capabilities Overview

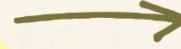
Each planet card in the game is designed to enhance movement or offer strategic advantages to players. The details are described on the cards themselves. There are 7 summary cards for card usage, which can be kept with each player as reference, to remind them of card capabilities.

Cards that aid movements



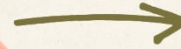
Green Card (Extended Range)

- Green card extends one pawn's movement range by two additional spaces, allowing total movement of up to four spaces.
- These cards also provide capability to **jump** over blocking opponents
- In this example yellow payer plays green card and moves his pawn 4 positions



Yellow Card (Extra Turn)

- Enables simultaneous movement of both pawns.
- Lets player skip moving pawns at all.
- In this example red player plays yellow card and moves both his pawns



Gray Card (Teleport)

- Allows a pawn to teleport to any other gray destination on the board
- Players are not allowed to move further than the teleported destination in the current pawn move.
- In this example green player plays gray card and teleports his pawn to a position adjoining a gray tile across the board.

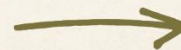


Figure 16: Movement Cards



Figure 17: Illustration of Displacement

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 board. Because teleport is a very powerful move, players are not allowed to move further than the teleported destination in the current pawn move.

Yellow Cards: Jupiter's Expansion – Extra Turn:

Yellow cards enhance flexibility and patience in movement choices during gameplay.

- Enabling simultaneous movement of both pawns.
- Opting out of movement entirely for strategic positioning.

Further explained in figure 16

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.

Orange Cards: Sun's Vitality – Protection from

Retrograde: Orange cards offer a protective shield against the adverse effects of any planets' retrograde. When a planet is in retrograde and an orange card is played, it neutralizes the negative consequences of retrograde, and the planet in retrograde behaves normally with positive benefits toward that player. A single orange card protects all pawns of the player from retrograde and is also effective if multiple planets are retrograded. Planet's favorite player is immune to harm from retrograde.



Figure 18: Red and Gray Cards

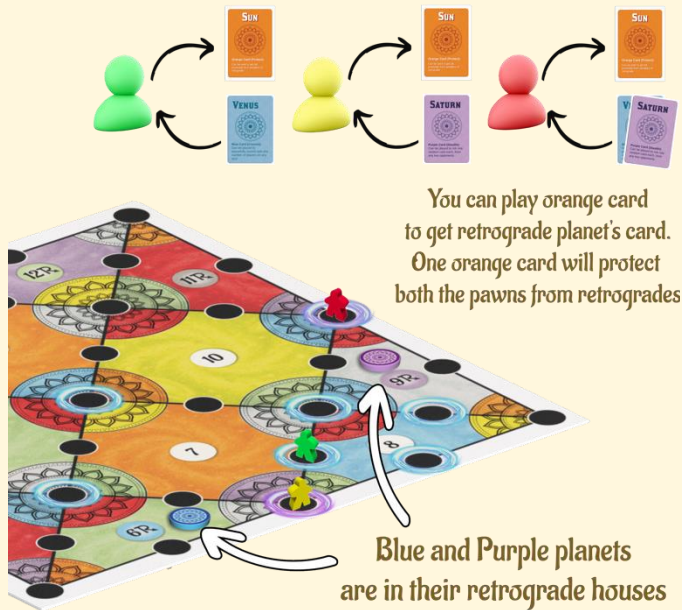


Figure 19: Orange Card Usage

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.



Figure 20: Purple and Yellow Cards

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.



Figure 21: Blue Card Usage

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 22: Blue and Enlightenment Cards

Enlightenment Cards: Use two of these cards to promote each pawn. The enlightenment cards need to be given to enlightenment planet, and the pawns are taken off the board immediately. Note: 2nd pawn promotion cannot be done, until you have voided yourself of all benefit cards. When any player promotes the second pawn, they win the game immediately.

Strategies for Success

Chase Wandering Planets: Focus on moving to activated pawn positions to 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, to maximize 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.

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.

Manage Retrogrades and Trading: Avoid the negative impacts of retrogrades and engage in trading both with other players and with the planets to exchange cards. Ensuring you have enough red cards can provide a defense mechanism against aggressive moves by other players. Similarly retrograde effects can be mitigated by judicious use of orange cards.

Timely Pawn Promotion: Focus on promoting your pawns at the most opportune moments. Timing pawn promotions correctly (with or without paying penalties) is crucial for achieving victory.



Figure 23: Orange and Green Cards