Brahma's creation myth

SPACE EDITOR

2-4

+14

30-50 min

Toward further creations

(Scheduled) Expansion: 5th.ELEMENT - The vicious fifth element emerges!

(Scheduled) Expansion: Avatar - God's appearance... revealed.

To get updates on Space Editor,
visit http://spaceeditor.net

Credits

Game designer & Graphic artist: Yota Suzuki
Translator & Editor: Yuyu Suzuki
Playtesters: Yuyu Suzuki, Kazuo Ashikari,
             Yu Okane, Hayato Oshikiri

For questions regarding the product, contact us at
CS@tactical-games.net

TACTICAL GAMES

Table of contents

Introduction

In Vedic mythology, the entire universe including five elements and the earth we live in were completed when "Brahma" emerged. In Space Editor, you will recreate the moment the universe was created through the friction of the five elements.

Each player becomes an incarnation of a god that governs one of four out of the five elements. Players take turns placing planets and stars with energy as powerful as God. You have to read stars like an astrologer and advance the game so that the element you govern has the strongest control.
One universe will be created as each game finishes. The player who governs the most dominant element in the universe is a winner.

Brahma

Brahma is the creator god in Vedic Mythology and part of a Hindu Trimurti. He has four faces, looking in four directions. Brahma is said to have recited the four Vedas, one from each of his mouths.

Object of the game

Players take turns placing a card from their hand. When placing a card, various effects are caused according to the combination of the symbols at the sides of cards. The player with the highest score (the sum of the victory points of face-up star cards when the game ends) is a winner. If more than one players have the highest score, the game ends in a tie.

Four elements

Each player chooses one of the four elements: water, wind, earth, and fire, and start a game with a deck of cards of the chosen element. Each card has characteristics unique to the element it represents. As you get used to the rules, you can customize decks or build one by yourself so that you can advance the game more strategically. Before you start, you have to learn about the abilities unique to each element.

WATER   WIND   EARTH   FIRE

Contents

■ 1 Basepoint card
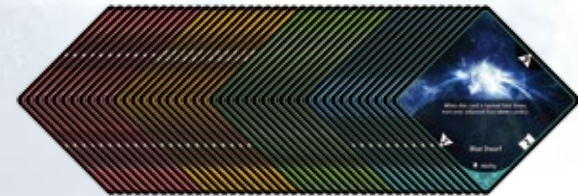
■ Earth deck: 24 cards

■ Water deck: 24 cards

■ Fire deck: 24 cards

■ Wind deck: 24 cards

■ 84 deck custom cards (21 cards for each element)

Types of cards

■ Star cards

Star cards have victory points and will lead you to victory. However, they are weak in terms of the power of sides, making them rather easy targets. Some star cards have a special property called binary star. Each element has star cards.

Victory point
(a point to be calculated when the game ends)

Impact value against an adjacent card (meaning of the symbol and effects will be discussed later)

You can tell an element by color.

Card set name and card's ID

■ Planet cards

Though plant cards have no victory points, many of them are strong in terms of the power of sides. Planet cards can be arms to attack opponents' cards, or they can be shields to protect your star cards. You can gain advantage in the game by utilizing your planet cards. Each element has planet cards.

Impact value against an adjacent card (meaning of the symbol and effects will be discussed later)

You can tell an element by color.

Card set name and card's ID

■ Ability cards

Each ability card has its own unique ability, which can help you advance the game in a more tactical way. Each element has its unique ability cards with element-specific abilities.

You can tell an element by color.

Impact value against an adjacent card (meaning of the symbol and effects will be discussed later)

Card's ability, which will take effect when the card is placed and the described condition is satisfied.

Card's name

Card set name and card's ID

■ Basepoint card

A basepoint card does not belong to any element and serves as a centerpoint when starting a game. The symbols at the sides of the basepoint card work the same way as those of other cards. The ability described in the basepoint card is effective throughout the game and should be considered at all times.

Card set name and card's ID

Impact value against an adjacent card (meaning of the symbol and effects will be discussed later)

Basepoint cards's ability. In this case, the basepoint card will not be turned face down until the game ends.

Two game modes

You can enjoy two different modes of gameplays, depending on play times and the number of players.

Half game mode (for 2-4 players)
Suitable for a casual gameplay among a group of people. Compared to full game mode, luck in card drawing has a significant effect in half game mode, thus you can enjoy a casual gameplay even when there are only two payers.

Full game mode (for 2 players)
In full game mode, you can enjoy a strategic gameplay. You can unleash your deck's potential to its fullest, while various developments can occur. Suitable for a serious gameplay between two players after getting used to the rules.

Half game mode

For 2-4 players.
Players take turns until the game ends, which is when no player can draw a card from the draw deck (no card is left in the draw deck).

■ Game setup
① Each player chooses one of the four elements and picks a deck of cards of the element s/he chooses, which is used as a draw deck. (When you play the game for the first time, it is recommended to use basic decks.)

② Decide turn order, using any mutually agreeable method (rolling a die or flipping a coin, for example).

③ The last player in turn order places a basepoint card at a place of his/her choice.

④ Each player draws two cards from the draw deck, which become a hand.

■ A player's turn
① Place step: pick a card from the hand and place it to be adjacent to any already placed card(s). You can place a card at any direction as long as the side of an already placed card and the side of a card to be placed are in a connectable combination. If an already placed card is to be turned over by the power of the side of a just placed card, turn it over at this time. (The power of sides and connectable combinations will be explained later.)

② Ability resolve step: if abilities of ability cards come into effect in place step, resolve them.

③ Discard step: Discard the remaining card in the hand. (discarded cards will not be used in the rest of the game. Put them in a discard pile)

④ Draw step: Draw two cards from the draw deck and add them to the hand. The player's turn ends.

■ End of the game
When no player can draw a card from the draw deck (no card is left in the draw deck), the game ends. Calculate each player's victory points to determine a winner (refer to page 12 as to how to calculate vicroty points).

*You cannot skip your turn or place step.

*The last player in turn order cannot place a star card in the final turn. (If s/he does so, the victory point of the star card which is placed in the final turn shall be disregarded.)

*Adjacent refers to a state in which two cards are placed so that a side of one card is in contact with that of the other card.

Full game mode

For 2 players.
Players take turns until the game ends, which is when both players empty the draw deck and place the last card in the hand.

■ Game setup

① Each player chooses one of the four elements and picks a deck of cards of the element s/he chooses, which is used as a draw deck. (At first, it is recommended to use basic decks.)

② Decide who goes first, using any mutually agreeable method (rolling a die or flipping a coin, for example).

③ The second player places a basepoint card at a place of his/her choice.

④ Each player draws four cards from the draw deck, which become a hand.

■ A player's turn

① Draw step: draw a card from the draw deck and add it to the hand. (If there is no card in the draw deck, skip draw step.)

② Place step: pick a card from the hand and place it to be adjacent to any already placed card(s). You can place a card at any direction as long as the side of an already placed card and the side of a card to be placed are in a connectable combination. If an already placed card is to be turned over by the power of the side of a just placed card, turn it over at this time. (The power of sides and connectable combinations will be discussed later.)

③ Ability resolve step: if abilities of ability cards come into effect in place step, resolve them. The player's turn ends.

■ End of the game

When both players empty the draw deck and place the last card in the hand, the game ends. Calculate each player's victory points to determine a winner.

*You cannot skip your turn or place step.

*The second player cannot place a star card in the final turn. (If s/he does so, the victory point of the star card which is placed in the final turn shall be disregarded.)

*Adjacent refers to a state in which two cards are placed so that a side of one card is in contact with that of the other card.

How to calculate victory points

When the game ends, each player calculates his/her victory points to determine a winner. Victory points can be calculated in the following way.

① Add the victory points of all face-up star cards of your element, except ones with connected binary star symbols (discussed later).

② If there are one or more pairs of star cards with the connected binary star symbols and both cards in a pair belong to your element, multiply the victory points of each pair and add them to ①.

③ If there are one or more pairs of star cards with the connected binary star symbols and one card in a pair belongs to your element and the other belongs to another, substract the victory point of your card from ②.

The result of the above calculation is your score. The player with the highest score is a winner.

Impact of sides of a card on adjacent cards

A side of a card has an impact value, which indicates its power against an adjacent card. A symbol, either alone or in combination with a number, produces effects such as turning over an adjacent card. These effects are called phase change, whose details will be discussed later. With this mechanism, you can turn over your opponents' cards and protect your cards so as not to be turned over. There are combinations of symbols which can be or cannot be connected. The effects of the symbols and the connectable combinations are also applicable to a side with no symbol and sides of a face-down card.

*Adjacent refers to a state in which two cards are placed so that a side of one card is in contact with that of the other card.

*Cards with different elements can be connected to each other and the effects of symbols are equally applied, as long as the combination of the symbols are correct.

Nuclear reaction energy ——————— Destructive kinetic energy

Binary star symbol

Side with no symbol ——————— Gravitational energy

Impact value

A value in a nuclear reaction energy symbol or a gravitational energy symbol represents the strength of the symbol. Compare the strengths of the symbols of the connected sides to determine if phase change occurs (discussed later).

Instances in which you cannot place a card

· In a case where a card to be placed is to be turned over by the power of the side of an already placed cards.

· In a case where the side of a card to be placed and the side of an already placed card are not in a connectable combination.

· In a case where a card falls from the edge of a table or a card cannot be physically placed. (At the time of placing a basepoint card in game setup, you have to make sure the table is big enough to place all cards.)

Binary star symbol

If binary star symbols of two adjacent cards are connected when the game ends, the following rules apply to the calculation of the victory points.

If there is a pair of star cards with the connected binary star symbols and both cards belong to the same element, multiply the victory points of both cards.
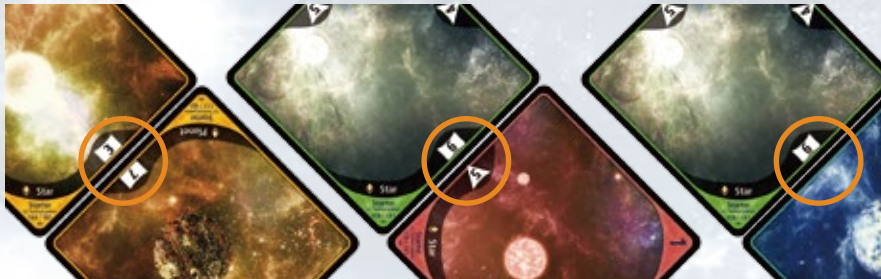
If there is a pair of star cards with the connected binary star symbols and both cards belong to different elements, each victory point is subtracted from the respective total victory points.

Combinations of connectable sides and symbols

▼ Nuclear reaction energy → connectable to sides with ■ or ▼

▢ Side with no symbol → connectable to sides with ■ or no symbol and sides of face-down cards

■ Gravitational energy → connectable to sides with ■, ▼, or no symbol
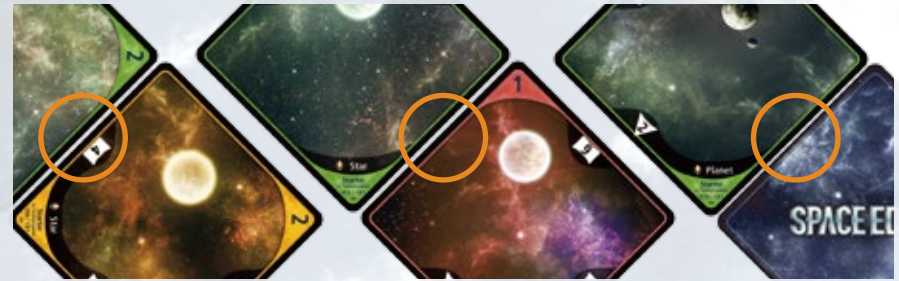
↻ Destructive kinetic energy → connectable to sides with no symbol and sides of face-down cards

Conditions in which a card is turned over

Each ▼ value of a face-up card is smaller than ▼ value of the adjacent card

① Fire player places a fire star card.

② Each ▼ of the wind star card becomes smaller than ▼ of the adjacent fire card.

③ The wind star card is turned face down.

Each ◼ value of a face-up card is smaller than ▼ value of the adjacent card

① Earth player places an earth planet card.

② Each ◼ of the water star card becomes smaller than ▼ of the adjacent earth card.

③ The water star card is turned face down.
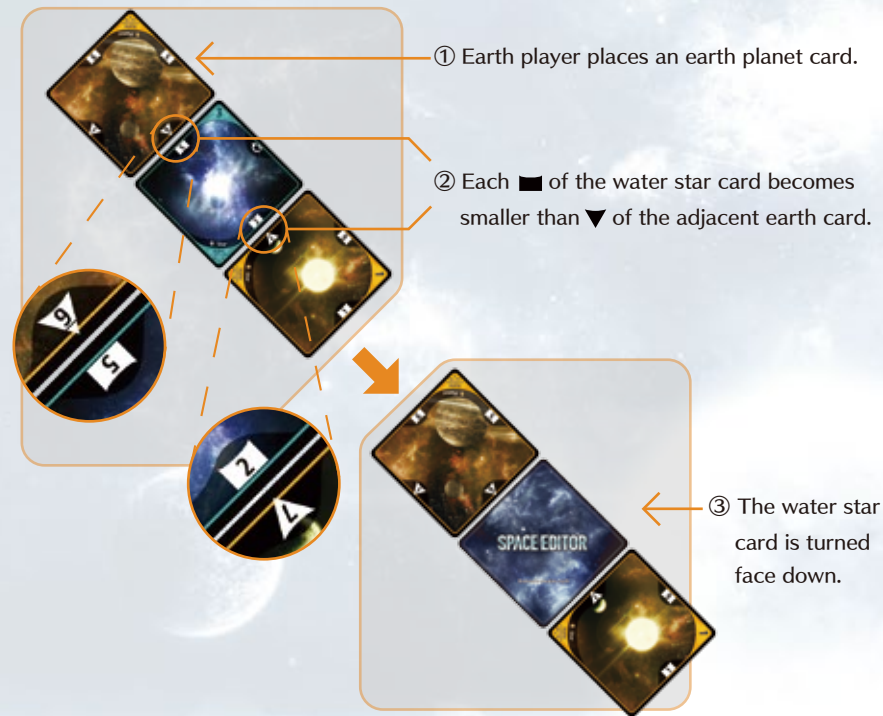
Conditions in which a card is turned over

Two or more sides of a face-up card with no symbol are connected with ▬

① Earth player places an earth planet card.

② Two side of the fire star card with no symbol are connected with ▬

③ The fire star card is turned face down.

One side of a face-up card with no symbol is connected with ↻

① Water player places a water star card.

② One side of the wind card with no symbol is connected with ↻

③ The wind star card is turned face down.

One side of a face-down card is connected with ↻

① Wind player places a wind planet card.

② One side of the face-down card is connected with ↻

③ The wind star card is turned face up.

Ability cards

· Abilities described in ability cards take effect only when they are placed face up.

· Abilities described in ability cards do not take effect immediately after the ability cards areplaced. They can be effective after the end of the turn they are placed.

· Abilities will not take effect until the described conditions are satisfied, such as when the ability cards are turned face down. In most ability cards, such conditions are first described and the abilities follows.

· Abilities should be resolved if the conditions are satisfied, unless no card can be the subject of the abilities.

· Unless otherwise specified, ability cards do not belong to any player after they are placed.

*When a card is turned face up by the ability of an ability card, the power of the sides of the card should be temporarily disregarded. This is called phase change (discussed later).

*If the condition of an ability card is satisfied by, for example, being turned face down by the ability of another ability card, its ability will also take effect unless otherwise specified.

*Once you decide the subject of an ability, you cannot change it. If the subject is a face-down card, you have to choose it while the card is still face down. You cannot change the subject after the card is turned face up. You have to memorize cards when they are turned face down.

Example of steps of using the ability of an ability card

① In his place step, earth player is going to turn over the already placed earth ability card, whose ability is "when the player who placed this card turns this card face down, s/he will turn over a face-down card". With this ability, earth player is meaning to turn over his star card, which was turned face down in a previous turn.

② In his place step, earth player places a planet card to be adjacent to the earth ability card. Since ▼ of the planet card is bigger than ◼ of the ability card, the ability card is turned face down.

③ The condition of the ability card is satisfied, so he turns over the face-down planet card in his ability resolve step.

Placement/relocation of a card

When you place/relocate a card, its power of the sides affects other already placed cards. Below are patterns in which a card is placed/relocated.

■ Placement/relocation of a card:

· When you place a card in place step.

· When you relocate a card (pick an already placed card and place it to a new location) with the ability of an ability card.

· When you place a card from your hand with the ability of an ability card.

Placement/relocation is the act of placing a card in place step or relocating a card with the ability of an ability card.
In these cases, the power of the sides of a card affects already placed cards, and phase change occurs immediately if the combination of the sides are correct.
When you place/relocate a card, it has to be face-up and adjacent to an already placed card.
You can place/relocate a card at any direction as long as the side of an already placed card and the side of a card to be placed are in a connectable combination.

Cards cannot be placed/relocated:

· If a card to be placed is to be turned over by the power of the side of an already placed card.

· If the side of a card to be placed and the side of an already placed card are not in a connectable combination.

· If a card falls from the edge of a table or cannot be physically placed.

Phase change of a card

When one card is turned face up by the ability of an ability card or the power of the side of another card, the power of the sides of the one card should be temporarily disregarded and shall not affect already placed adjacent cards. This is called phase change, which is a different behavior from placement/relocation of a card. Below are patterns in which phase change occurs.

■ Phase change occurs when:

· a card is turned face down by the ability of an ability card or the power of the side of a card.

· a card is turned face up by the ability of an ability card or the power of the side of a card.

· a card is rotated by the ability of an ability card or the power of the side of a card.

Phase change refers to a change made to a card without changing its location, such as when a card is turned over or rotated. In these cases, the power of the sides of a card should be temporarily disregarded. When placing a new card after the phase change occurs, the power of the sides of the card comes back to effect. When turning a card face up, the direction of the card can be freely decided by the player who turns it up.

*When turning over a face-down card with the ability of an ability card, you cannot change the subject card after the card is turned face up. You have to memorize cards when they are turned face down.

*When rotating a card, you can rotate the card to any direction.

Building your own deck

After getting used to the game, you can build your own deck using strong cards. You may focus on one element and build one strong deck, or you may strengthen more than one elements and build several decks.

This starter pack includes 84 deck custom cards. You can freely replace cards as long as you follow below rules to make your deck more tactical. In Space Editor, all cards included in one card set come in one package.

Rules on building decks

When building a deck, you have to follow the following four rules.

■ Your deck cannot contain more than one element.

You have to build a deck using one single element.

■ Your deck has to consist of 24 cards

24 cards, no more, no less. You have to consider the balance between star cards, planet cards, and ability cards.

■ The ratio of card levels of your deck has to be 13:7:4

Each card is ranked as bronze, silver, or gold. Your deck has to consist of 13 bronze cards + 7 silver cards + 4 gold cards = 24 cards.

■ Your deck cannot include more than two cards with the same ID

Each card has its unique ID, and one deck can include up to two bronze cards with the same ID. (As to silver cards and gold cards, no more than one card with the same ID can be includedin one deck.)This starter pack does not include more than one same card, so at first it is recommended that your deck consists of 24 different cards.

Victory point and Card rank

Victory point

Card rank color

Gold

Silver

Card rank color

Bronze

How to build a deck

① Choose your element.

② Gather all cards of your chosen element and separate them according to card types.

③ Choose star cards so that the total victory points becomes around 40.

④ Choose ability cards and planet cards you want to include in your deck.

⑤ Make an adjustment so that the ratio of card levels of the ability cards, the planet cards, and the star cards becomes 13 bronze cards : 7 silver cards : 4 gold cards.

⑥ Put together the cards you have chosen and your deck is complete!

Basic water deck

Water has a lot of binary star cards. With binary stars, you can gain a big advantage with less star cards. Water also has a lot of planet cards with destructive kinetic energy, which will be your powerful asset.
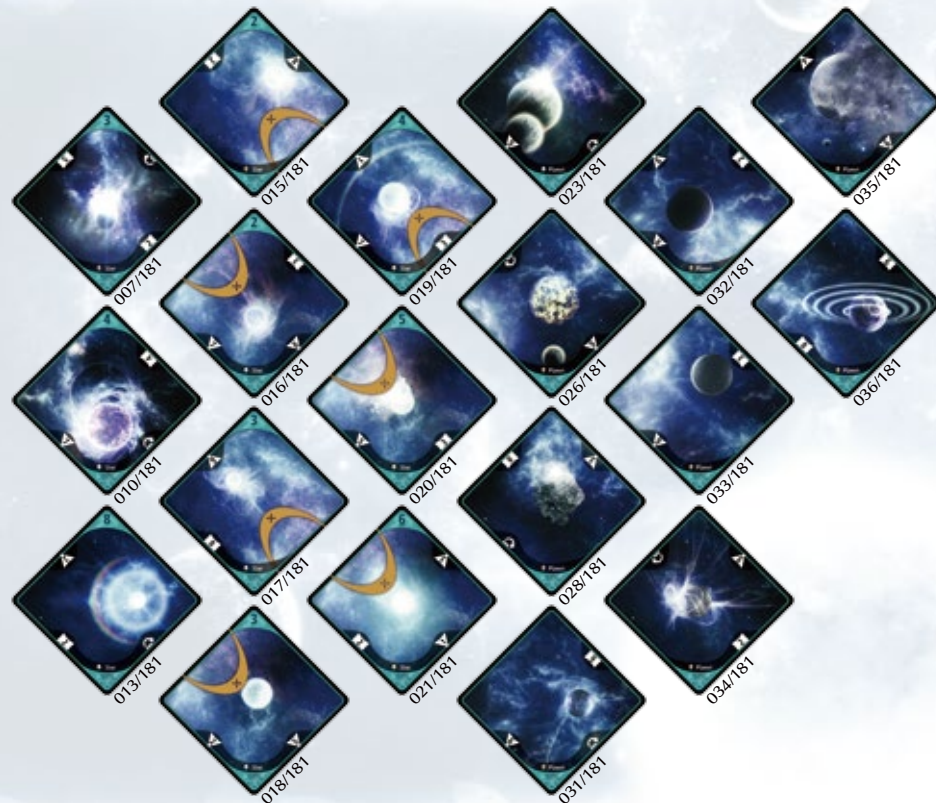
Water deck consists of:
5 ability cards
10 star cards
9 planet cards

Varuna is the god of water and represents an energy of fluidity.

039/181

045/181

040/181

042/181

043/181

007/181

010/181

013/181

015/181

016/181

017/181

018/181

019/181

020/181

021/181

023/181

026/181

028/181

031/181

032/181

033/181

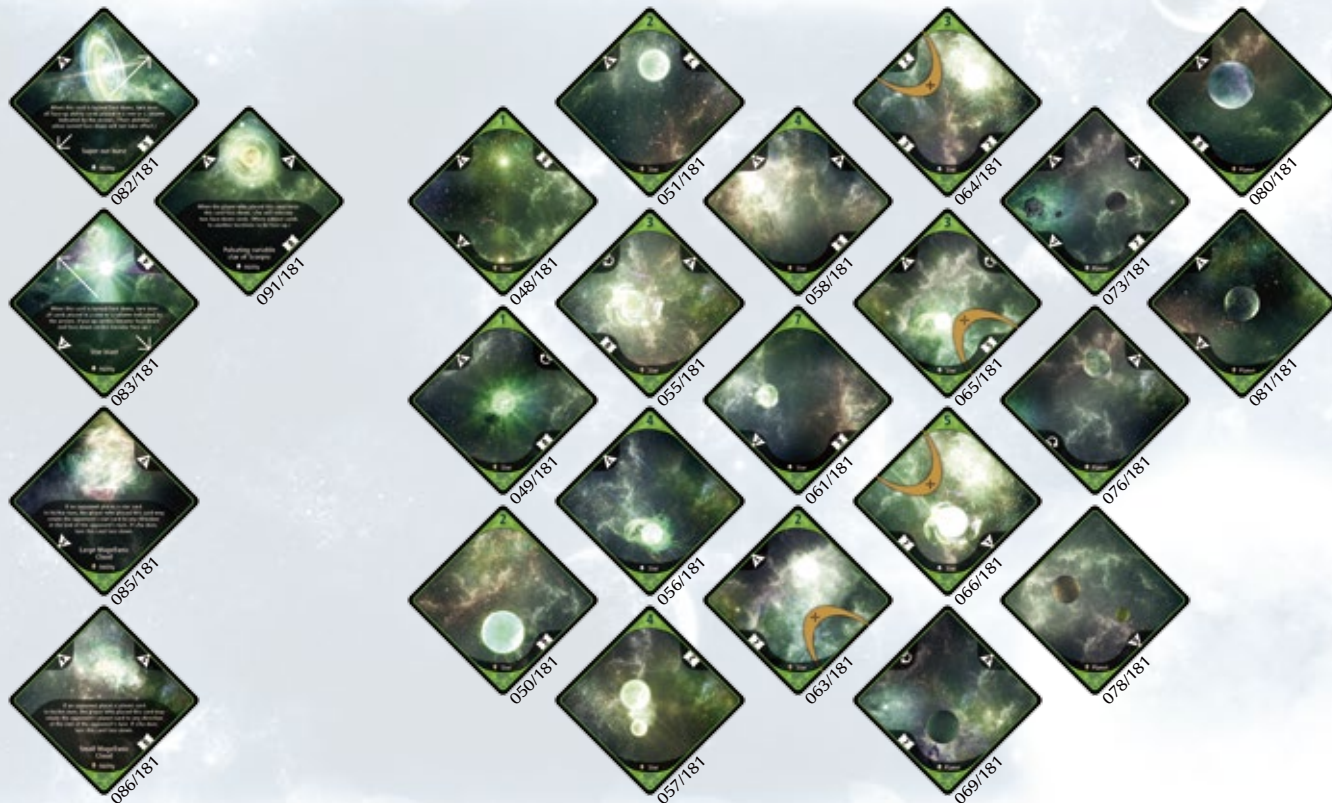034/181

035/181

036/181

Basic wind deck

WIND

Wind has distinctive ability cards. You can use their abilities to hold your opponents in check. On the other hand, wind star cards are weak. You need to protect them tactfully.

Water deck consists of:
5 ability cards
12 star cards
7 planet cards

Vayu is the god of wind and represents an energy of lightness.

082/181

091/181

083/181

085/181

086/181

048/181

049/181

050/181

051/181

055/181

056/181

057/181

058/181

061/181

063/181

064/181

065/181

066/181

069/181

073/181

076/181

078/181

080/181

081/181

Basic earth deck

EARTH

Earth has stamina and its star cards have strong defense. However, wind cards in general are not good attackers. You need to turn to the good placements of cards.
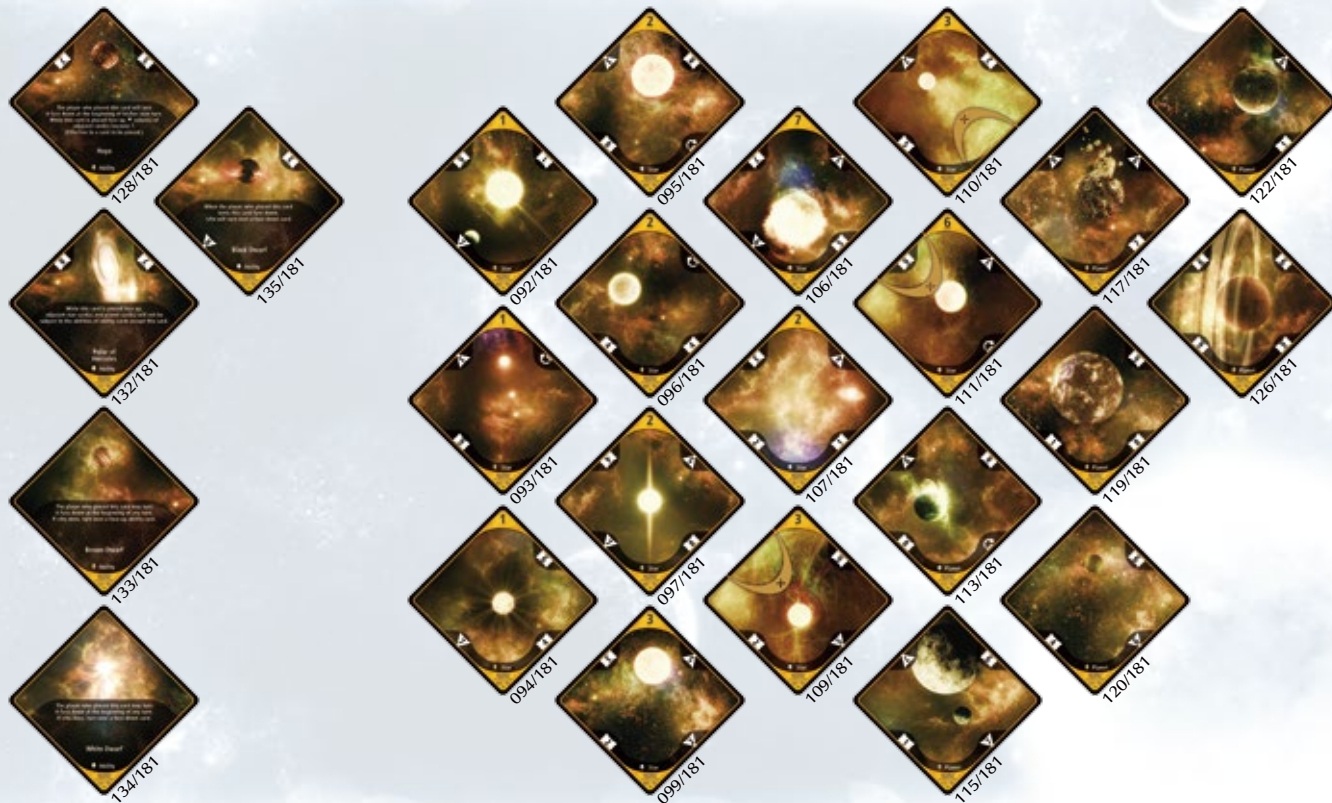
Earth deck consists of:
5 ability cards
12 star cards
7 planet cards

Bhumi is the goddess of earth and represents an energy of stability.

Basic fire deck

FIRE

Fire has very powerful planet cards. Their energy will overwhelm the other elements' planets and stars.
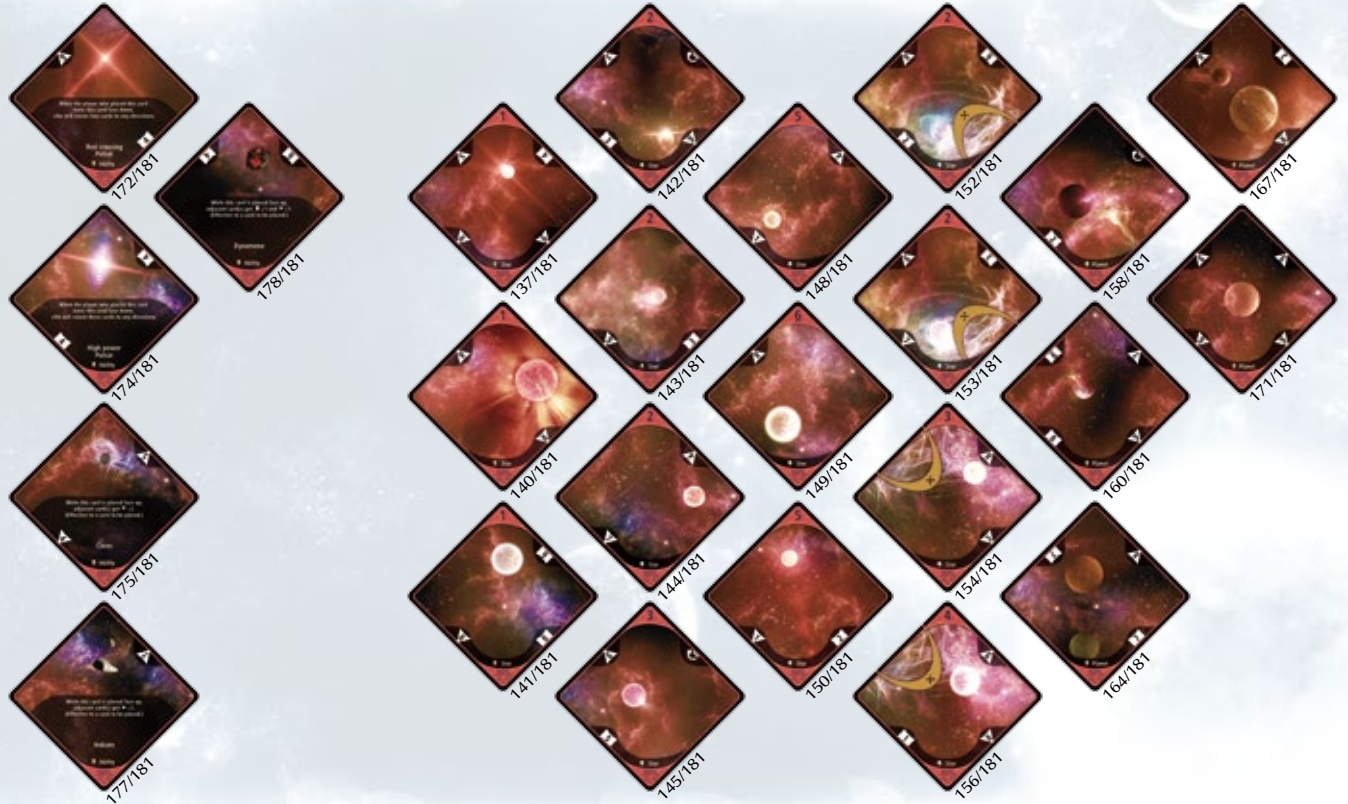
Fire deck consists of:
5 ability cards
14 star cards
5 planet cards

Agni is the god of fire and represents an energy of heat.

Glossary

Element - An attribute that controls the universe. In the starter pack of Space Editor, four elements (water, wind, earth, and fire) appear.

Water - An element representing an energy of fluidity. The color of the cards is blue.

Wind - An element representing an energy of lightness. The color of the cards is green.

Earth - An element representing an energy of stability. The color of the cards is yellow.

Fire - An element representing an energy of heat. The color of the cards is red.

Void - The unseen fifth element which represents an energy of emptiness.

Brahma - A creator god in Vedic mythology and a symbol of all phenomena in Space Editor.

Deck - A set of 24 cards used as a draw deck in the game.

Card level - Each card is ranked as bronze, silver, or gold, and one deck consists of 13 bronze cards, 7 silver cards, and 4 gold cards.

Cost - A value of card considered when building a deck. One deck can contain a total of 380-420 points worth of cards.

Star card - A card with a victory point. Exists in all elements. The victory point can be calculated if the card is face up when the game ends.

Planet card - A card with no victory point. Exists in all elements. Their strong powers can be both arms and shields.

Ability card - A card with a special ability. Exists in all elements. They can be the core of strategy.

Basepoint (basepoint card) - A card that is placed by the last player in turn order and serves as the centerpoint of the universe. Game will start by connecting other cards to a basepoint card.

Score (victory point) - The sum of the victory points of face-up star cards when the game ends. The player with the highest score is a winner.

Draw step - Part of a turn in which a player draws card(s) from a draw deck.

Place step - Part of a turn in which a player places a card from a hand.

Ability resolve step - Part of a turn in which a player resolves the ability of an ability card.

Discard step - Part of a turn of half game mode in which a player discards a remaining card in a hand.

Game modes - Refers to half game mode and full game mode. Players can freely choose and play both game modes.

Half game mode - Casual game mode for 2-4 players. Players can enjoy a speedy gameplay.

Full game mode - Serious game mode for 2 players. Players can enjoy a strategic gameplay.

Adjacent - A state in which two cards are placed so that a side of one card is in contact with that of the other card.

Placement - Placement of a card from a hand. Usually take places in place step.

Relocation - Relocation of an already placed card. Usually take places with the ability of an ability card.

Phase change - A change made to a card, such as turning over and rotating a card. When phase change occurs, the power of the sides of a card is temporarily disregarded and comes back to effect after the phase change finishes.

Rotation - One kind of phase change. The direction of a card can be freely decided.

Turn a card face down - One kind of phase change. To turn over a face-up card without changing its location.

Turn a card face up - One kind of phase change. To turn over a face-down card without changing its location.

Ability - A specific ability carried by an ability card or a basepoint card. Abilities take effect when the specified conditions are satisfied.

Powers of sides - A side of a card has a power, which affects an adjacent card.

Nuclear reaction energy - One kind of power of sides. Connectable to sides with nuclear reaction energy or gravitational energy

Gravitational energy - One kind of power of sides. Connectable to sides with nuclear reaction energy, gravitational energy, or no symbol

Destructive kinetic energy - One kind of power of sides. Connectable to sides with no Symbol and sides of face-down cards.

Sides with no symbol - Sides with no power. Connectable to sides with gravitational energy or no symbol or sides of face-down cards.

Sides of face-down cards - Sides with no power.

Binary star - Present on star cards. If two binary star symbols are connected when the game ends, their victory points are calculated in particular ways.