

Play traps without combat: *Capture a creature*

Play a trap to „steal“ a creature of your colour from another player and add it to your entourage.

Ritual of the Ornyl Cat: *The Orn is with you*

Discard 3 cat cards at once and take the top face-down magic object from the pile.

Multiplayer rule: *Support one side*

- Stake an Ornyl and support a side with a spell/creature of the corresponding colour before the dice roll!
- Your side wins: You receive another Ornyl.
- Your side loses: The winner receives your Ornyl plus regularly one more for winning the battle.
- Only the two main opponents may use their magic objects, roll the dice or play traps and cats.

Endgame: *Finally become Vice Archmage*

- It's your turn and you have 3 magic objects of different colours, then you can start the endgame.
- Say loud and clear that you are now starting the endgame.
- If you have no magic object, you lose immediately and surrender.
- Your attack goes against all remaining players at the table at the same time.
- Everyone must defend themselves individually!
- Each battle is resolved individually. Creatures are only discarded at the end.
- You win: take a magic object from the respective opponent.
- You lose: your opponent receives 1 Ornyl.
- If you are the last person in the game, you have won and are the Vice Archmage.
- The other players continue to play normally and can also enter the endgame themselves.
- If one of your three magic objects is stolen, the endgame phase ends for you and you continue to play normally until you have 3 magic objects again.

Surrender: *When it becomes hopeless*

- If you no longer want to play or have lost, turn over your character card.
- Discard all spell cards and creature cards.
- Distribute your Ornyls or return them.
- Distribute your magic objects, if you still have them, or give them back.

We wish you all lots of fun playing.

Change the rules, invent new magic objects, customise Imperial Twing however you like. Let us know what works and makes it even more fun! We'll be happy to share your version with all players through our channels.

Your Imperial Games Team

— I M P E R I A L — T W I N G

The Orn: *The Ancient Force*

The Orn, the ancient force behind all magic, has a mind of its own. Magic is easy to use, but the will of the Orn is difficult to control. With skilful tactics, courage and luck, you can acquire powerful magical objects created by the will of the Orn. Only those who are powerful can control the will of the Orn, and only those who master the Orn will receive the illustrious title of Imperial Vice Archmage in this ancient imperial game.

Goal: *I want the illustrious title*

Possess 3 different coloured magical objects and defeat all other players in the final endgame to become Vice Archmage of the Empire.

Components: *Cards, Dice, Ornyls*

4 player characters (purple back), 9 magic objects (green back), 9 event cards (red back), 138 playing cards (spells/creatures/cats/traps, blue back), 4 Orn dice, 30 Ornyls
Crowdfunding Extra: 9 event cards (D), 9 magic objects (D), 2 blank magic object cards

Game preparation: *Here we go*

1. Sort out the German cards and the two empty magic objects.
2. Place the 4 character cards face down in the centre.
3. Shuffle all 138 playing cards.
4. Place them in the centre as a face-down pile.
5. Shuffle the 9 event cards and the 9 magic objects separately.
6. Place both on the edge as separate, flipped piles.
7. Reveal 2 magic object cards.
8. Place the 30 Ornyls within easy reach of everyone.

Start: *The game is open*

1. All players draw a character card and place it face up in front of them.
2. Take the corresponding Orn die and 3 playing cards from the centre pile.
3. Everyone rolls the dice at the same time and the highest number begins.
4. Starting players begin their turn and then decide the direction of play.

Maximum cards in hand: *Number of colours and cards*

- You may never have more than 3 different spell colours. Discard all spells of the fourth colour. Cats / traps do not count as spell colours.
- You may not have more than 15 spell cards in your hand.

Player turn: *It's your turn*

1. Take 1 card from the deck of playing cards

- All spell cards, cats and traps remain in your hand. All creatures are immediately placed face up on the table in front of you (*your entourage*).
- If you no longer have a spell card in your hand, always draw a card immediately and until you have a new spell. All cards drawn that are not spell cards are immediately discarded.

2. Choose ONE of the following actions:

- Fight
- Duel
- Buy a magic object
- Play a trap
- Ritual of the Ornlly Cat
- Take 2 more cards from the deck

3) Next player's turn

Fighting: *Attack and Defence*

- You always play one colour of your choice when attacking or defending.
- Place 1-3 spell cards of the same colour on the table as an attack.
- Add one creature of the same colour to each spell card.
- Add up all the points on the cards.
- Do the same for defence, unless you make a shield (see special defence).
- Roll your Orn dice and add/subtract the result.
- Whoever has more points at the end wins and takes 1 Ornicle.
- All spell/special cards played are discarded.
- All creatures of the winners return to their entourages.
- All of the losers' creatures go to the discard pile (exception: own colour played in the attack).
- At deuce, all creatures of all players return to their entourages and all other cards played are discarded (spells, cats, traps).

Special dice symbol: *The Will of the Orn*

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| Sun | Critical Hit | You win immediately |
| Cross | Critical Fail | You lose immediately |
| Spiral | Event | Draw an event card and do what it says |

Mounts (M): *Wolpertinger and War Horse*

Mounts carry creatures of equal or lesser strength. Both then count together as one stronger unit/creature. Mounts never carry other mounts.

Special cards: *Traps and cats during combat*

- Play a cat and roll the dice again. The new roll counts.
- Play a trap and remove a creature from your opponent's attack.

Miromon: *The white cat*

Your dice roll or that of your opponents is inverted! Critical miss becomes critical hit, -4 becomes 4, event becomes 0, etc.

Special defence: *Shield*

Only play creatures of one colour without spell cards as defence. You may not roll the dice. If you win, you do not receive an Ornicle. If you lose, all creatures played are discarded.

Duel: *Capture a magical object from your opponent*

- Place 1 Orn crystal as your stake
- Declare who you are duelling and immediately attack 3 times in a row.
- The other side must defend.
- Win 2 out of 3 attacks and take one of your opponent's magic items.
- If you lose, the other party gets your Ornicle.
- Nobody may assist in a duel! (see multiplayer rules)

Buy magical objects: *Become powerful*

For 5 Ornicles, you can buy one of the open magic objects and benefit from its effect. Only 3 magic objects can be used by one party at the same time.

Effect of the magic objects: *No two are the same*

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|-----------------------|--|
| Teddy of Agony | Add a critter/unit of any colour to your attack/defence. |
| Panties of Protection | Your critical fails count as 0. |
| Hat of Opportunity | Defence: Reroll the Orn dice if you wish. |
| Giant Red Shamrock | Attack: Reroll the Orn dice again if you wish. |
| Puppet of Clarity | Draw an event card, no effect on you, but on all others. |
| Boots of Certitude | Your opponents cannot use trap cards. |
| Bra of Destiny | Your opponents' critical hits count as 0. |
| Socks of Certainty | Your opponents cannot use cat cards. |
| Cup of Lameness | Your opponents cannot use mounts. |

Play your own colour: *Use the strategic advantages*

If you play your character's colour, you have 2 advantages

- The negative numbers on your dice count as 0, but a critical fail remains a critical fail.
- If you attack and lose, the creatures of your colour return to your entourage and do not go to the discard pile.