



OMEN



3-8



10-20



12+



Soon on
gamefound



TYPES OF CARDS

The cards that make up this module are divided in two factions:
LOKI ASPECTS and DEITY ASPECTS.

Below are the cards that belong to each faction.



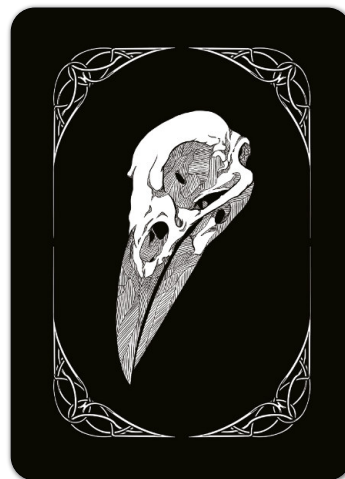
10x



10x



10x



10x

GAME SETUP

As shown in the table, the deck must contain a number of Crows, Skulls and Feathers equal to the number of players. The deck must also contain a number of Omen cards equal to half that number (rounded down) + 1. Another number of cards must be added to this deck, equal to the number that the table lists as "Extra". These Extra cards are to be selected randomly.

	CROWS	SKULLS	FEATHERS	OMEN	EXTRA
3 PLAYERS	3	3	3	2	9
4 PLAYERS	4	4	4	3	9
5 PLAYERS	5	5	5	3	10
6 PLAYERS	6	6	6	4	10
7 PLAYERS	7	7	7	4	11
8 PLAYERS	8	8	8	5	11

Shuffle the entire deck, and distribute 4 cards to each player, face down, so that they can keep them secret.

The remaining 8 cards have to be placed on the playing surface.

4 facing up, visible to everyone.

4 facing down, piled up. These will be referred to as "deck".

Randomly choose the first player.

RULES

The first player of the turn will be called Dealer.

At any moment, the Dealer may decide to look at the first card in the deck.

The dealer will be the first in the turn, which will proceed clockwise.

During their turn, each player may perform one of the following actions:

- Declare how many cards of a specific Suit (Crow, Skull or Feather) are in play. This number may not be equal or lower than a number already declared.
- Declare Omen, meaning that the previous player has declared a number of cards belonging to a specific Suit higher than the one currently in play.
- Declare Destiny, meaning that the previous player has declared the exact number of cards belonging to a specific Suit in play

Important: The declaration refers exclusively to the cards in the players' hands. Eliminated cards and cards that are on the surface (both facing up and in the Deck) are not to be taken into account for the counting.

They are only there as suggestions and indication to the players in order to influence their deduction for the declaration.

A player that declares Omen ends the turn.

At that point, each player reveals their cards and the declared Suit cards are counted.

Once a player declares Omen, the other players will have to either agree or disagree with the prediction. If the player who declared Omen is right, every player who has doubted their prediction discards a card. Otherwise, they will be the one to discard a card instead.

The cards that are discarded this way are removed from play.

A player who discards a card in this phase will have to shuffle their hand with the ones on the playing surface. After shuffling, they must draw a number of cards equal to the ones they had in their hand after discarding their card.

After this process is complete, the 8 cards on the surface will have to be displayed in the same way as before (4 facing up and 4 facing down, piled up)

A player declaring Destiny causes the turn to end.

At that point, each player reveals their hand and the declared Suit cards are counted.

If the player's prediction is correct and the declared number matches the cards in play, every other player discards a card. Otherwise, they will be the one to discard a card. Eliminate the discarded cards from play.

At the end of the Destiny action, every player will have to shuffle their cards with the ones on the playing surface. Then, they all draw a number of cards equal to the number of cards they had in their hands after the discarding phase.

After this process is complete, the 8 cards on the surface will have to be displayed in the same way as before (4 facing up and 4 facing down, piled up)

Important: *At the moment of declaration of either Omen or Destiny, the Jollies in the players' hands all count as cards belonging to the Suit in question. As long as a player doesn't discard a card or a Destiny is declared, their card will remain the same, even if they were revealed.*

VICTORY CONDITIONS

Once a player discards their last card from their hand, they are eliminated from play.

The last remaining player will be the winner.

BLOOD OMENS

EXPANSION PACK



3-9



10-20



12+

STBI • FNDR < XPNTIS
*NTIS JCYSTBI • FNDR
STBI • FNDR < XPNTIS
*NTIS JCYSTBI • FNDR
STBI • FNDR < XPNTIS
*NTIS JCYSTBI • FNDR
STBI • FNDR < XPNTIS
*NTIS JCYSTBI • FNDR
STBI • FNDR < XPNTIS
*NTIS JCYSTBI • FNDR

GAME SETUP

This expansion pack adds the Wolf cards to the Omen module.



	CROWS	SKULLSI	FEATHERS	WOLVES	OMEN	EXTRA
3 PLAYERS	3	3	3	3	2	5
4 PLAYERS	4	4	4	4	3	5
5 PLAYERS	5	5	5	5	3	5
6 PLAYERSI	6	6	6	6	4	4
7 PLAYERS	7	7	7	7	4	4
8 PLAYERS	8	8	8	8	5	4
9 PLAYERS	9	9	9	8	5	4

The game complexity is increased, with more Suits on which to bet. The number of concurrent players may also increase, as more cards are simultaneously available.