

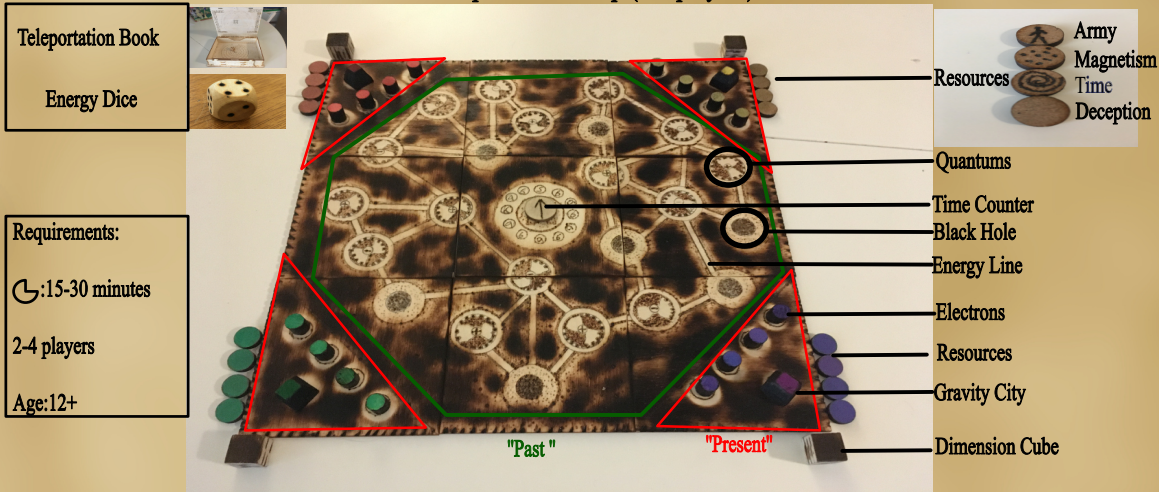
MAGNESOMNI

Only one can catch the momentum

www.magnesomni.com

Since time began, a story was told of a civilization that lived on many concentric islands. The founders were half god and half-human. Wide moats were separating the land on the islands and only a canal connected them with each other that penetrated to the center. The cities were called Gravity due to the fact that they could control the dimension of time and quantum were used to teleport among the cities of the islands. The quantum (plural quanta) was a discrete packet of energy with wave-like properties. An earthquake, resulted from a distortion of the geomagnetic field, cause the sudden disappearance of the advanced civilization. In a dystopian future, one half-broken mechanism was found, nearby the Greek Island of Antikythera and scientists discovered that it depicted a high dimensional map encoded in 9D quasicrystal, a pixelated scale reality of a multiple quantum universe. Based on this mechanism was created a new device, the Magnes Omni. The **Magnes Omni** is a time mechanism that functions between "present" and "past" with **quanta** that teleport electrons.

Game Components-Set Up (2-4 players)



Set Up:

- Put the 9 tiles of the board in the following order.

7	8	9
4	5	6
1	2	3
- Put the Time Counter on the center pointing S
- Put the 4 electron teams on the 4 starting bases at the "present" with their corresponded Resources. Put on each base 1 Gravity City with 1 Resource upon. The player who controls the greatest number of quanta with a **Gravity City**, the momentum that the Time Counter has made a full clockwise round to S, even if the game is in the middle of a round, wins.

How to play: Each player controls one electron team while in a 2 players game, each player controls two teams. The player with the highest roll die starts the game and the others proceed clockwise. The players teleport one or more electrons (the number of the die is the number of moving actions) through the **Black Holes**. The Black Hole is used as a gate - temporally jump to pass from the "present" to the "past". An electron can also jump between free Black Holes in the "past", until it is placed in a quantum. In the Black Holes can only exist Gravity Cities and not electrons. The electrons continue to move through the Energy lines, to other linked quanta, in order to collide with an enemy electron in the same quantum and create an Electron Combat. Only 1 electron can be placed inside a quantum. At the end of each round the last player moves the Time Counter one position clockwise, starting from position S.

Electron Combats: When 2 enemy electrons collide in the same quantum there is an Electron Combat. The Electron Combat gives a player a chance to a) Teletransport his City from the "present" state to the "past" upon a Black Hole and transform it to a Gravity City to control the linked quanta b) consume the resources of an opponent player.

Dimension Cube: It is a different Dimension, where Electrons and Resources are placed.

Resources-City Resources: There are 4 kinds of resources for each team (Army, Magnetism, Time, Deception). Each player chooses one City Resource and places it upon his Gravity City, without revealing it. This resource defines all the electrons of the team, until it is **consumed**. A consumed resource is placed at the Dimension Cube. A resource is consumed in two cases: 1) When all the electrons of the team have lost a battle at the "past" state and are placed at the Dimension Cube. After this happens, the electrons are placed back to the present with a new resource upon the City 2) When the player chooses not to move and consume his resource before all the electrons of a team lose a combat. A player can win with a City even if he hasn't got his resources.

Kinds of Combat: There are 2 kinds of Electron Combat: a) When the 2 enemy electrons collide in the same quantum and have the **same** City resources or when at least one of their City resource is the Deception, is provoked a die combat. The opponent players roll the die once for each electron and the one with the highest roll wins. With a tie the players roll again until there is a winner. b) When the 2 enemy electrons collide in the same quantum and have **different** resources, without anyone have the Deception as a City Resource, is followed between the 2 resources the Rock > Scissors > Paper rule of power: Army > Magnetism > Time > Army. After any combat, the "winner" electron remains in the "past" state and the team can create a Gravity City, while the electrons and the resources which lose the combat, are placed to the Dimension Cube. One player moves and attacks against an opponent player only in his turn, but defends at anytime



Gravity City

A **Gravity City** is a steady 2electron force City which has teleported (is not counted as an action for the player) from the "present" to the "past" upon a Black Hole, after winning an electron battle. The Gravity Cities controll all the linked quantums ,with even the common controlled ones, and are counted as winning points for each City. A City can be conquered:a)When 1 attacker electron collides with the City and wins a battle with 2 die rolls in a row b)When the attacker has the Army as City resource and wins a die combat with 1 roll .If the attacker wins, places one of his resources from the "present" upon the Enemy City, while the player who lost, places the lost electron or the lost resource to the Dimension Cube. The replacement of a Resource is not counted as an action.



Dimension Cube



City Resource: Army Resource

A player who has the **Army as Gravity City resource** in the "past" state ,has the choice not to move and combat with his electrons.He can reveal his resource to consume it, place it at his Dimension Cube and attack straight against an enemy City.The attacker creates a die combat with 1 roll in order to conquer it.The winner player places a resource from the "present" upon the enemy City to control it.If the winner player doesn't have a resource to place ,the player who lost, places his resource to his Dimension Cube,replaces it with a new one and keeps his City. If a player loses his City, continues to play without resources untill he manages to regain it or he can conquer an enemy City with his electrons.



City Resource: Magnetism



City Resource: Time

A player who has the **Magnetism as a Gravity City resource** in the "past" state has the choice not to move his electrons, but to reveal his resource,consume it,and create a **Magnetic field Distortion**, which means that he can isolate a tile from the board except the middle one. Every Gravity City or quantum that is placed upon an isolated tile, is isolated from winning.The field can be restored only if a player consumes his magnetic resource to restore the field.The Gravity City resource which is immediately consumed is placed in the Dimension Cube and must be replaced from a new.



City Resource: Deception

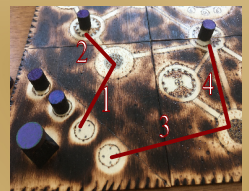
When at least one player has the **Deception as a City resource** the outcome of a battle with an opponent electron is determined by die. He also has the choice not to move his electrons, but to reveal the resource, consume it and create **Resource restoration**. This means practically that his deception resource is replaced with a consumed resource of his choice which exists in the Dimension Cube.

General Note

With the 1 die roll the electrons can trespass from the "present", to the "past" only through their Gravity City.

Playing Magnes Omni

1. In a roll of 4 for example, the player has 4 movements for one or more electrons

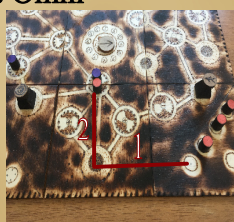


2. The green electron with a 2 die roll makes 2 movements to the quantum where is a green electron. There collides and creates a die battle because It has the Deception as City resource. If the green wins can create his own Gravity City



Playing Magnes Omni

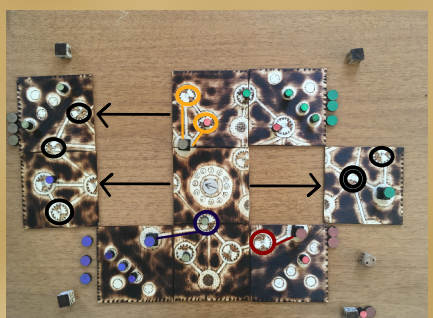
3. With a 2 die roll the red electron makes 2 movements in order to collide with the purple one. It creates there a resource electron battle. The purple wins because Time>Army.



4. The purple player had already a Gravity City created, so it doesn't create a new one. The red player lost the battle and consumed his Army resource and an electron and placed them to his Dimension Cube.



Winning Condition



In the photo the black quantums and the Green Gravity City are isolated from winning. The yellow controls 2 quantums and win while the purple and red control 1.

Game designed and crafted by Amingian