

OMEN

MASTER THE ELEMENTS!

Omen is a game of strategy, luck, and magic! Harness the power of the elements to cast spells that enhance your abilities and hinder your opponents in a race around the kingdom. Become the most powerful sorcerer by creating elemental Gems, but be careful; draw an Omen card and your luck will flip on its head!

Objective

- Omen is won by being the first player to collect 7 cards of each element and use them to create 3 Gems of the opposing player's colors.

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Elements- Each of the 4 colors that represent an aspect of nature: *blue-* water, *red-* fire, *yellow-* lightning, and *green-* earth.



Avatar- The 4 pieces that represent each player.



Totem- A relic players place on the board to claim ownership of a space.



Gem- A magical stone that players create by combining 7 Elemental and Polychrome cards.



Elemental card- A card that is used to create Gems and cast spells.



Polychrome card- A multi-colored card that can be used as any Elemental card.



Wealth card- A mysterious card that helps out the player that draws it.



Omen card- A mysterious card that hinders the player that draws it.



Talisman card- A magical pendant that affects the player that draws it, until they pass or land on their Castle.



Sorcery card- A powerful spell that players can keep and use when they desire.



Flash card- An erratic spell that is cast immediately upon drawing it.

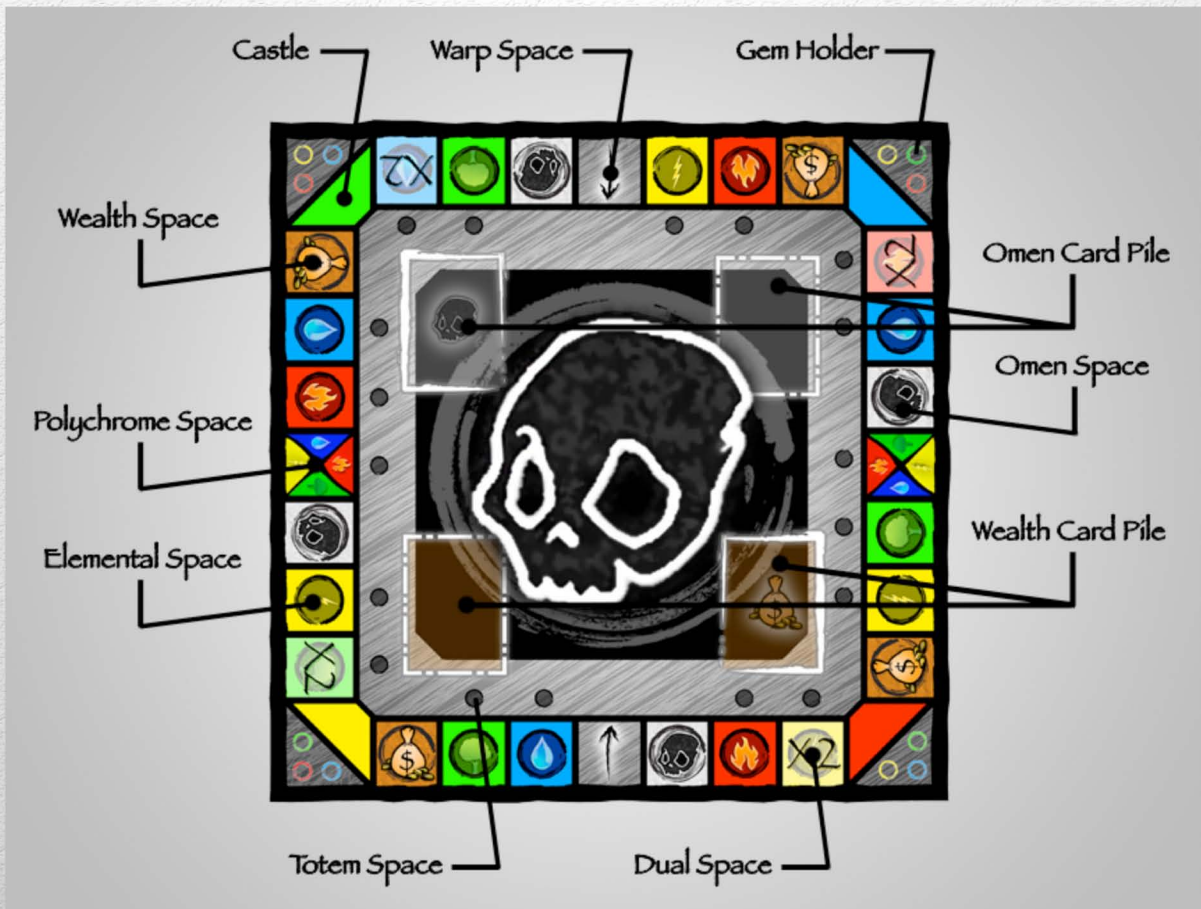
Reserve- A bank of extra Elemental and Polychrome cards players draw from, and all the Gems that haven't been created yet.

Fusing- Combining and turning in Elemental and Polychrome cards to the Reserve in order to play spells and create Gems.

Element Master- The player responsible for managing the Reserve.

Resolve- When an action (e.g. rolling the dice) finishes taking place.

The Board



Setup

1. Shuffle the Wealth and Omen cards and place them face down onto their corresponding piles on the board. The pile with dotted lines is the discard pile.
2. Separate out the Elemental/Polychrome cards and the Gems and place them to the side. This will be the Reserve.
3. Place the Spell Key mats on opposite sides of the board so every player can reference them.
4. Players begin by taking turns rolling the white die. The highest roller chooses the Avatar they want to be. Players continue choosing in order of highest roll to lowest. *(If there is a tie, the tied players must re-roll until either player rolls higher)*
5. Each Avatar is placed on it's corresponding Castle.
6. Pick 1 player to be the Element Master who will be in charge of the Reserve. The Element Master deals to each player: 2 Elemental cards of their Avatar's element, 1 of every other Elemental card, 1 Polychrome card, and all Totems of their element.
7. The player with the highest roll goes first and play continues on clockwise.

Phases

- There are 3 phases to a turn that are completed in the following order: Resolve, Action, Roll, Action, Resolve.
- **The Resolve phase**- This is the phase at the beginning or end of a player's turn when Talismans resolve their effect on the player, or are discarded.
- **The Action phase**- This is the phase when players may take any of the following actions:
 - play a spell *
 - play a sorcery card *
 - trade Elemental cards with the Reserve
 - create a Gem *

*These can only be done once per turn in either Action phase

- **The Roll phase**- This is the phase when a player rolls the dice, moves to a space, and resolves any actions resulting from that space. No actions other than playing a Sleight (*see spells below*) may be played during this phase.

Rolling

- Players take turns rolling both black die and moving across the board.
- If doubles are rolled (*not including the white die*), that player gets to draw an Elemental card of their choice; if any player has more than 10 Elemental cards in their hand when doubles are rolled, they must discard Elemental cards of their choice to get down to 10.
- A roll is not resolved until the rolling player decides they do not want to change it with a spell (*see spell section below*).

Totems

- When a player lands on an unowned (*no Totem currently occupies that space*) elemental space, that player draws an Elemental card of that element and places a Totem on the Totem space above.
- They now own that space and collect 1 Elemental card of that element every time they pass their Castle, and 1 Elemental card of that element from any opponent that lands on the space. If the opponent is not able to provide an Elemental card of that element, they must show their hand to the player, and that player draws the Elemental card from the Reserve.
- If a player reaches their limit of 6 Totems, they may remove a Totem from another Totem space in play and place it on the new Totem space.

Wealth And Omen Spaces

- When a player lands on a Wealth or Omen spot, they draw that corresponding card.
- **Flash cards:** must be played immediately and discarded after using it.
- **Sorcery cards:** are kept face down, in front of the player and may only be played on an Action phase. Sorcery cards are not considered to be in a player's hand and can not be discarded. There is no limit to how many Sorcery cards a player can have. Only 1 Sorcery card can be played per turn.
- **Talisman cards:** stay in play until the last Resolve phase after a player passes their Castle, then are discarded.

Polychrome Spaces

- If a player lands on a Polychrome space, they treat that space as a normal elemental space, except it produces a Polychrome card which can represent any element they choose.
- If a player lands on an owned Polychrome space, they must give the owner of that space a Polychrome card. If the player does not have a Polychrome card, they must show their hand to the opponent and the opponent gets to pick an Elemental card of their choice from that player's hand. If the player has no Elemental cards in their hand, the opponent draws a Polychrome card from the Reserve.
- While in a player's hand Polychrome cards represent no element, but are still considered an Elemental card (*and can be discarded as such*).

Warp Spaces

- If a player lands on an Warp space, it teleports them to the other side of the board onto the opposite Warp space.
- If a player bypasses their Castle while teleporting to the other side of the board, they do not collect Elemental cards for their owned spaces (*occupied by Totems*).

Castles

- Whenever a player passes their Castle, they collect 2 Elemental cards of their element, and 1 Elemental card of the corresponding element for every Totem they own on the board.
- If a player lands on their Castle, they draw 4 Elemental cards of that element rather than 2, and 1 of the corresponding element for every Totem they control.
- After a player passes their Castle, they place their Avatar, draw any Elemental cards from passing the Castle, resolve the space they landed on, and then resume.
- If a player lands on an opponent's Castle, they become trapped and must give the opponent 2 Elemental cards of the opponent's element, and the player can not play a sleight (*see spell section below*). If the player is not able to provide both Elemental cards of that element, they must show their hand to the opponent, and that opponent draws the Elemental cards from the Reserve. Unless the player pays 2 of that element, they have been captured in the Castle and cannot roll on the next turn.
- If a player lands on an unowned Castle, they draw 2 Elemental cards of that Castle's element from the Reserve.

Dual Spaces

- If a player lands on a Dual space, they treat that space as a normal elemental space, except it produces double the amount of Elemental cards either by landing on it, passing a Castle, or having an opponent land on it.

Creating A Gem

- Players create a Gem by fusing together 7 Elemental cards of a single element.
- Players can create 1 Gem per turn, only on their turn during the Action phase.
- Fusing together a Gem creates an elemental cataclysm that destroys all Totems the fusing player has on the board.
- Created Gems are placed on the player's corner of the board in view of all players.

Spells

- Spells are cast by Fusing (*or turning in*) certain combinations of Elemental cards to the reserve.
- Players can play 1 spell per turn, only on their turn during the Action phase.

The spells and their elemental cost to play them are listed below:



Accelerate- Double your dice roll. (*Use only before you roll*)



Sleight- You may add or subtract 1 from your dice roll.
(*You may play a Sleight after you roll, before you resolve the space you land on*)



Profit- Draw a Wealth card.



Blister- Target opponent discards 3 Elemental cards at random.



Demolish- Destroy target opponent's Totem.
(can only be cast with 3 of any single element)



Hindrance- Target opponent must draw an Omen card.
(can only be cast with 3 of any single element)



Fabricate- Place a Totem on any unowned elemental space.

Trading

- You may trade 3 Elemental cards of a single element for 1 of another, or you may trade 2 of your own element for 1 of another.

Example Round

Joe: starts his turn by resolving his *Profit* Talisman and drawing a water Elemental card. He rolls the 2 black dice and gets double 3's. He draws another water Elemental card for rolling doubles. Sara has 12 cards in her hand and has to discard down to 10. Joe sees that he would land on a Omen spot with this roll, so he uses the two water Elemental cards he drew this turn to play a *Sleight* and adds 1 to his roll landing him on a Polychrome space. Joe places his Totem on the Totem space above the spot to claim it. Brad, who was chosen to be the Element Master, hands Joe a Polychrome card. Joe ends his turn and passes the dice to Sara.

Sara: does not have any Talismans so she skips the Resolve phase. Before she rolls Sara decides to buy a lightning Gem. She hands Brad 5 lightning Elemental cards and 2 Polychrome cards. Brad places them in the reserve and hands Sara a lightning Gem. Sara removes all her Totems from the board and places the Gem on her corner of the board. Sara has 1 fire and 2 water Elemental cards and since water is her Avatar's element, she trades in 2 of her water Elemental cards to the Reserve to get another fire Elemental card. With her two fire Elemental cards, she casts *Blister* and chooses Brad. Brad shuffles the Elemental cards in his hand and fans them face down towards Sara. Sara picks out 3 cards and they are put in their respective Reserve piles. She then rolls the dice and lands on Joe's Castle. Since she now has no Elemental cards in her hand and can not pay Joe the two fire Elemental cards, she gets captured in the Castle and can not move on her next turn. Brad hands Joe 2 fire Elemental cards from the reserve since Sara landed on his Castle and could not pay. Sara ends her turn and passes the dice to Brad.

Brad: skips to his action phase and decides to play an *Accelerate* and since he has a *Haste* Talisman in play, he rolls both black dice and the white die. He rolls a total of 12, which doubles his roll to 24. He moves 24 spaces ahead, passes his Castle, and lands on a Wealth space. He places his Avatar on the Wealth space and collects 2 earth Elemental cards (*which is his Avatar's element*), 1 water and 2 fire Elemental cards for the Totems he has in play on the board. He now draws a *Swap* from the Wealth card pile. He decides to use the *Swap* right away and uses it to switch his Avatar with Sara's so he can be closer to passing his Castle again. He is done with his turn, so Brad discards his *Haste* Talisman since he passed his Castle this turn. He places the Talisman in the discard pile and passes the dice.

Credits

The following people made this game possible:

Game Concept: Benjamin Conner

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Special Thanks: James Gentile

Legal

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