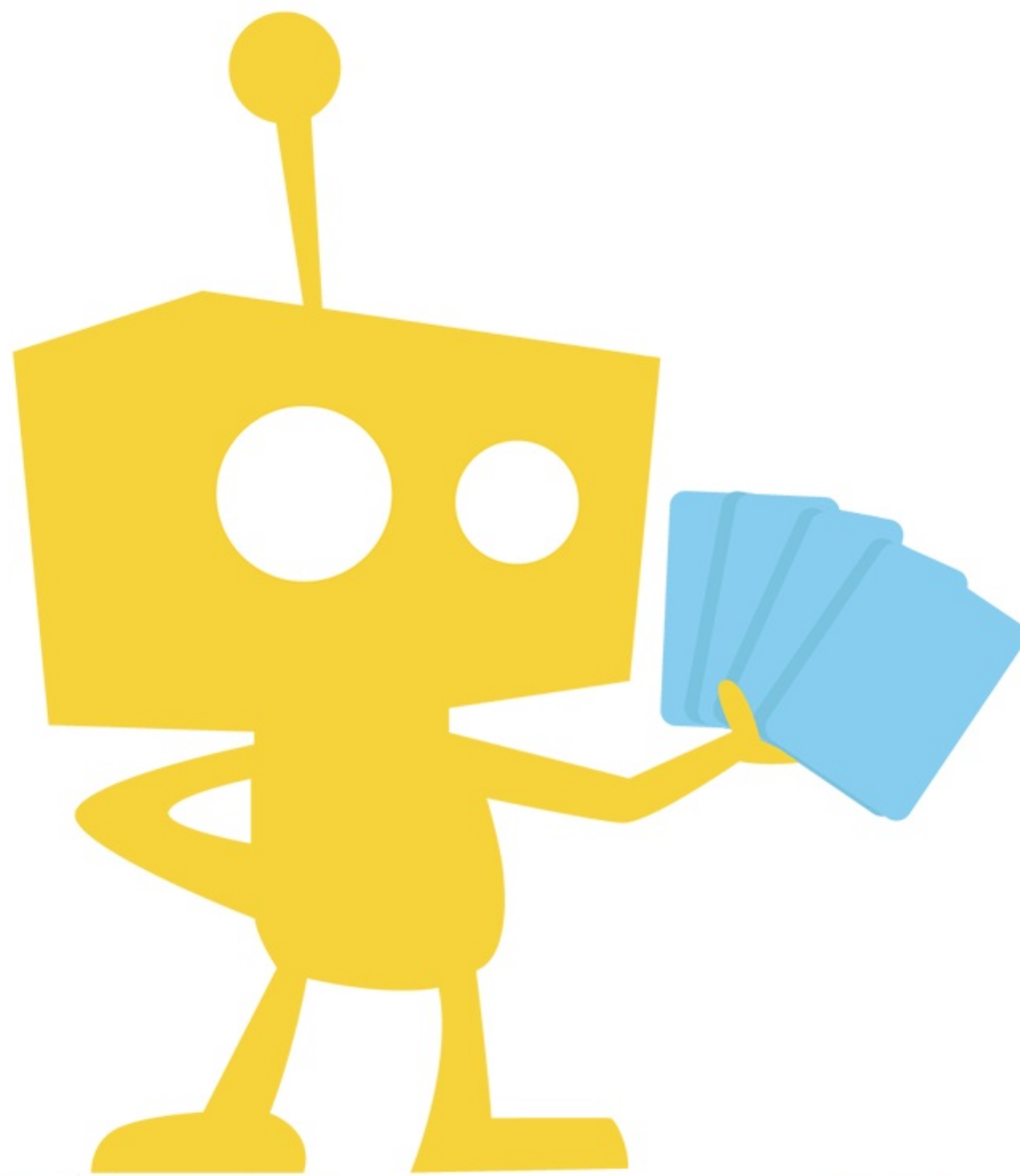


OMENS

Official Rulebook

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SPEEDROBO
GAMES

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Overview

Welcome to 9 Omens, a customizable card game for two to four players. Battle for the future with your powers as a "Conjurer," using mysterious cards known as "Omens." Learn the secret combos hidden in all teams of 9 Omens. Win the game by making attacks against your opponents, discarding their Omens until they have none to spare.



Objective

In 9 Omens, the cards in your hand shield your life. Each card in the game is called an Omen.

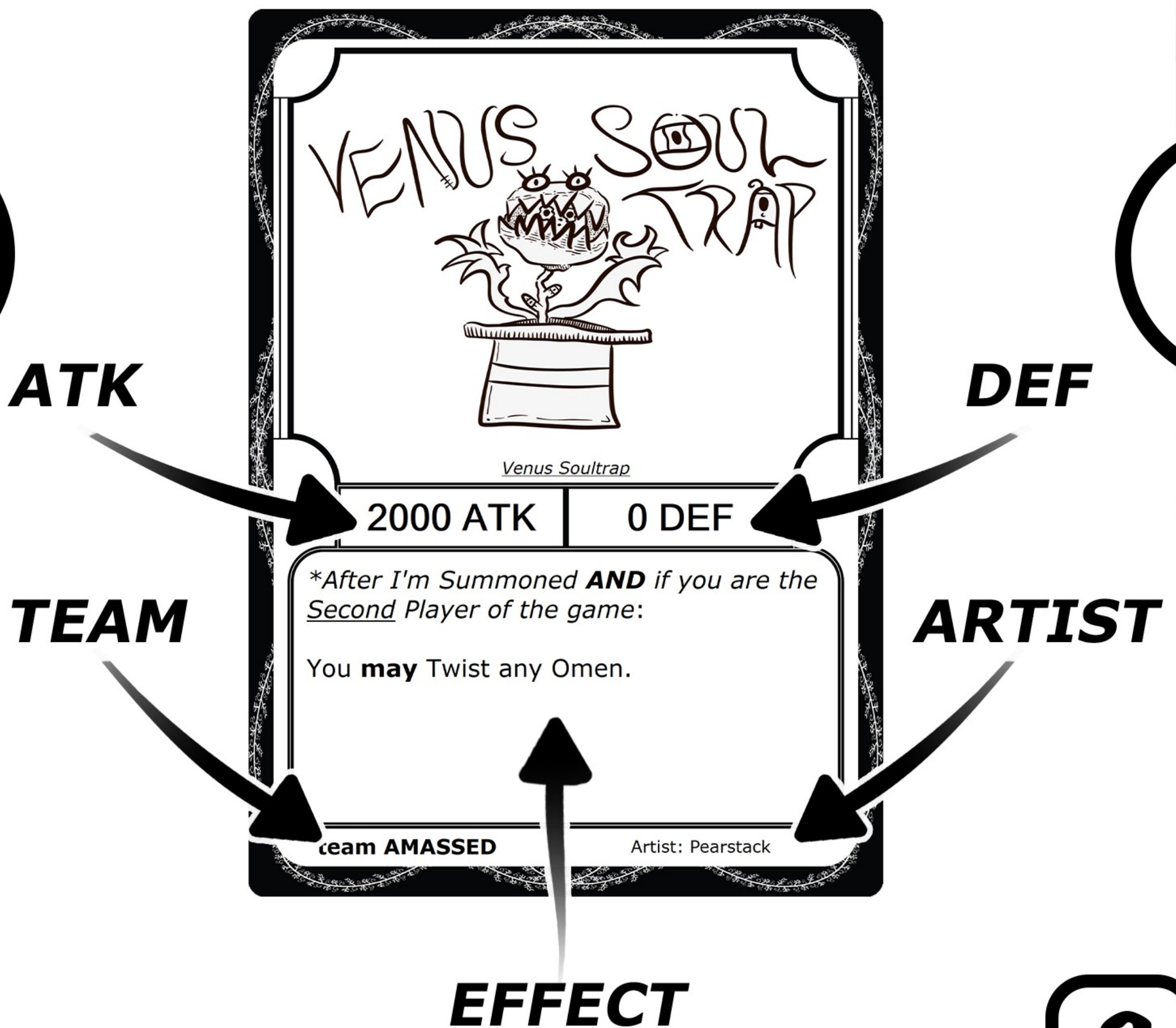
If you must discard an Omen from your hand but are unable to do so, you lose the game.

You win the game if you're the last remaining player who has not lost.

Additionally, at any time and once per game, players may voluntarily concede the game and/or offer to draw with all other players.

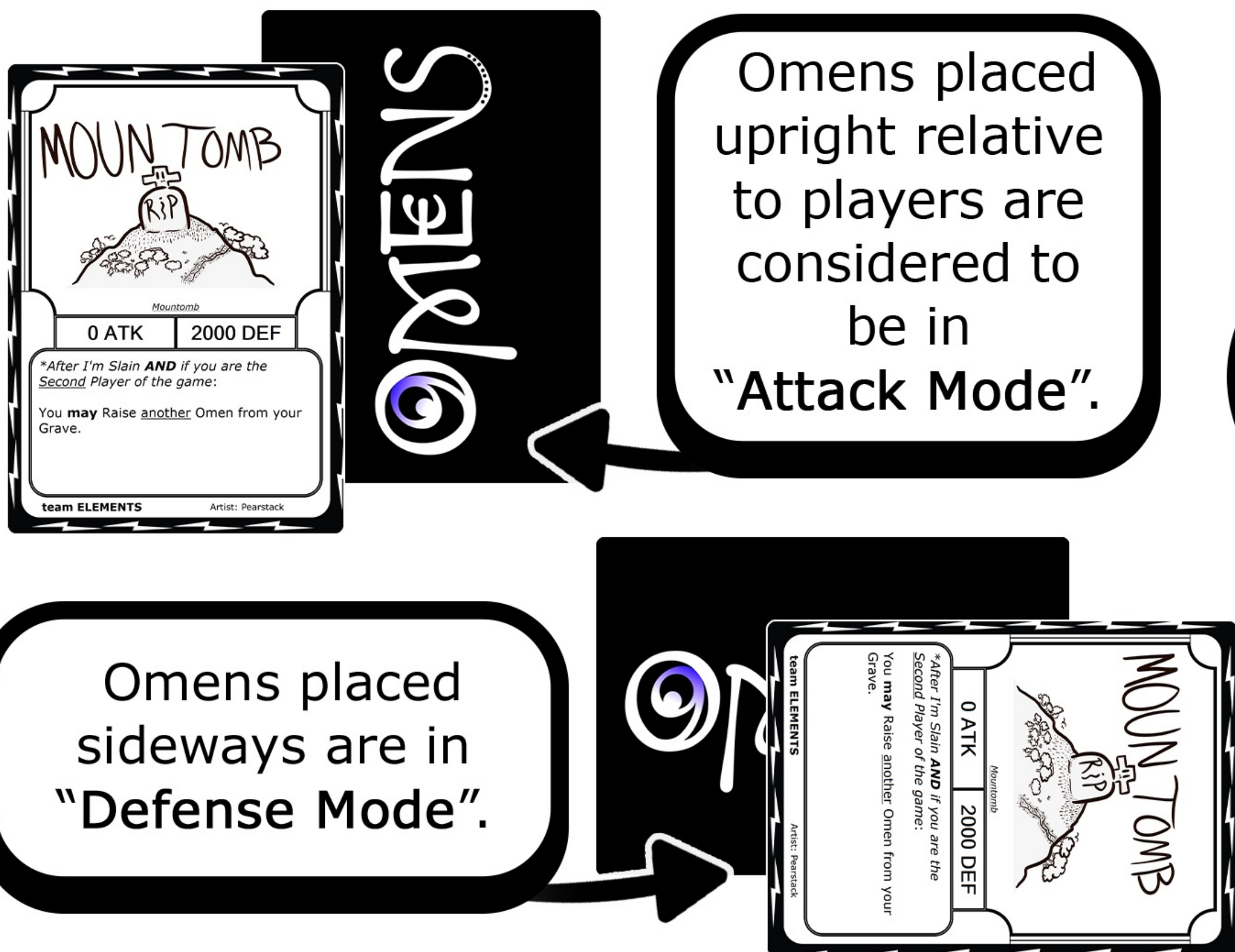
Reading an Omen

All cards in the game are called "Omens." Omens serve as your means to attack players and protect you when they are in your hand. Every Omen has the following card layout:



Card Positions

Omens on the Field can be in one of four physical positions: face-up or face-down and in one of two Modes. See the diagram below.

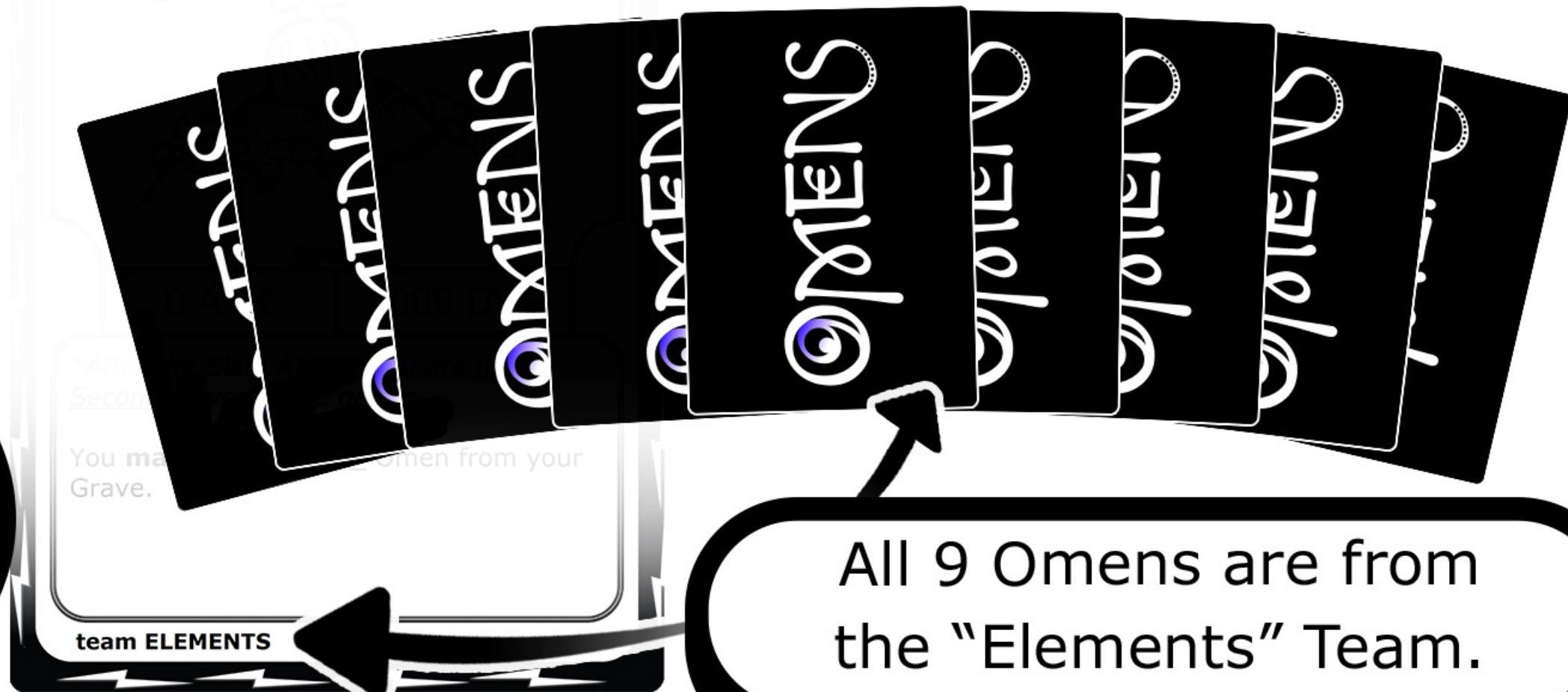


Twist refers to changing an Omen to its opposite Mode. For example, an Omen Twisted in Attack Mode would change to Defense Mode. Both face-up and face-down Omens can be Twisted.

Setting Up to Play

1. GATHER A TEAM

Each player chooses a Team consisting of 9 Omens and places them into their hand.



2. DECIDE THE FIRST PLAYER

Randomly determine the first player. This can be done by playing Roshambo (rock-paper-scissors), rolling dice, flipping a coin, etc.

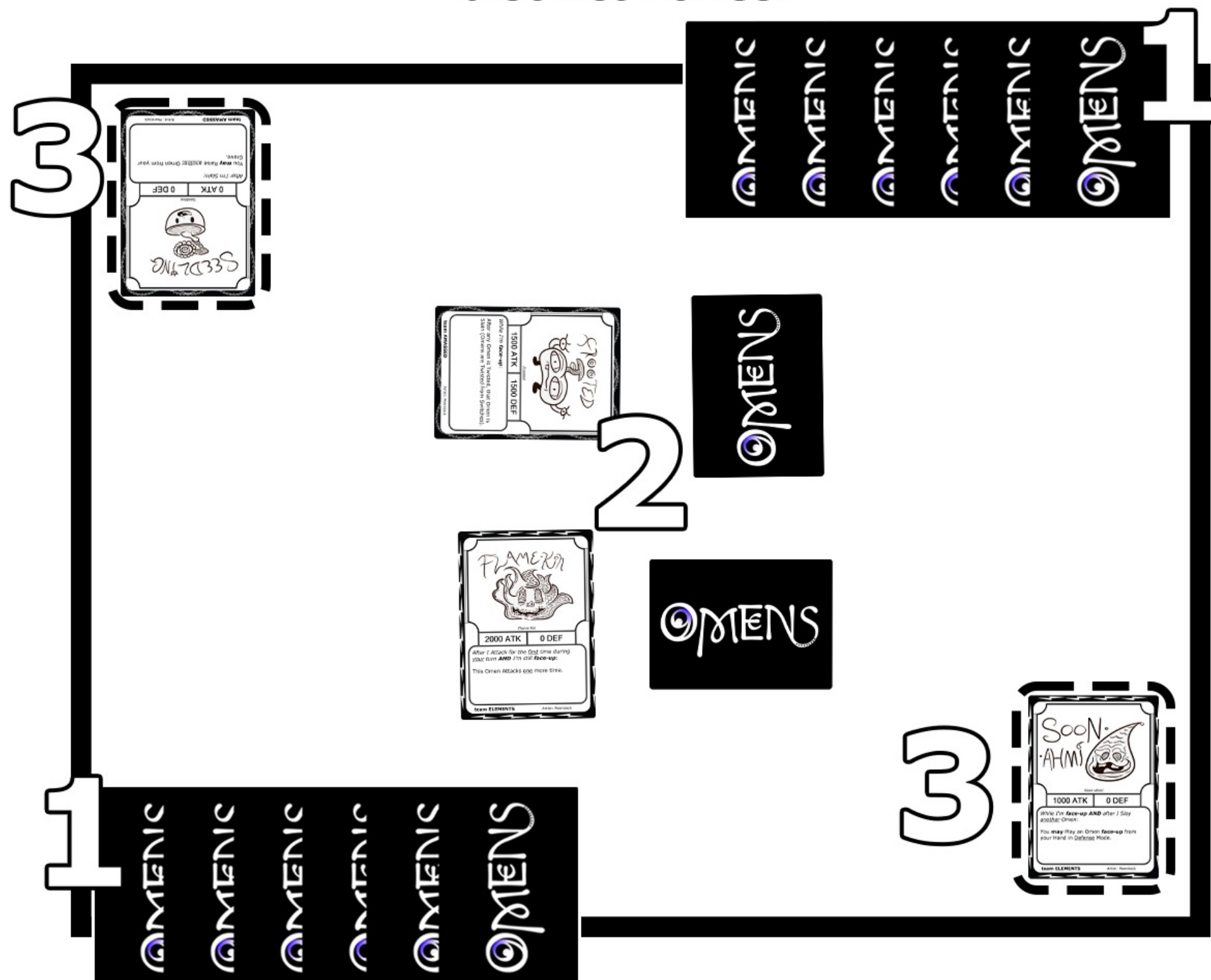
3. START THE GAME

Wish the other players luck and let the first player begin the game.

The first player cannot attack with any Omens on their first turn, whether through actions or effects. However, the first player will still perform their Play Phase.

Board Breakdown

Games of 9 Omens are played on a flat surface with three distinct zones:



1. THE HAND is where a player's initial Omen cards are kept and played from. Each player has their own and its contents must remain hidden from other players. There is no limit to the number of Omens a player can have in their hand.

2. THE FIELD is a zone shared by all players. Omens are played here and remain until they are Slain.

3. THE GRAVE is where Omens are placed when Slain or discarded from a player's Hand. Each player has their own and its contents can be viewed by any player at any time.

Turn Structure

Players are known as the "Active Player" on their turn. Starting with the first player, players take turns consisting of three phases performed in the following order:

MAIN PHASE

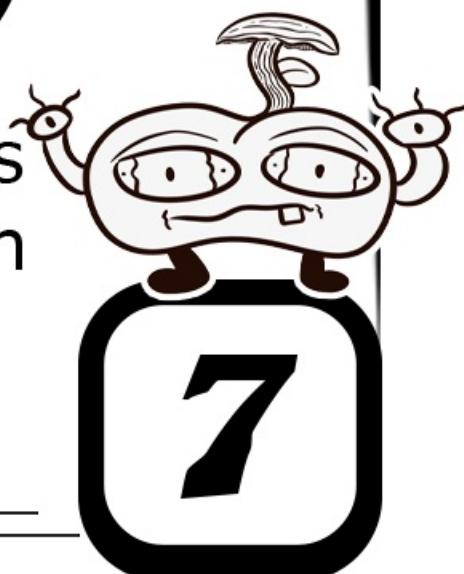
The Active Player may choose to **PLAY** or **RAISE** exactly one time. To **PLAY**, they place an Omen from their hand onto the Field in any one of the four positions. To **RAISE**, they choose one Omen from their Grave and place it into their Hand.

BATTLE PHASE

The Active Player may choose to **ATTACK** or **SWITCH** with any Omens they control. Each Omen can only Attack (see pages 8-9) or Switch (see page 11) once per turn and may do so even on the turn they are played.

END PHASE

Players resolve any effects that refer to this turn's "End Phase", starting with the Active Player and in turn order. The turn then passes to the player to the left of the Active Player.



Attacking with Omens

Any face-up or face-down Omen in **Attack Mode** can perform an Attack. Omens in Defense Mode cannot declare an Attack, unless an effect allows it.

To perform an Attack with an Omen

Choose any opposing Omen (face up or face down) OR a valid player as the Attack's target.

Attacking PLAYERS

A player can be targeted for an Attack if they do NOT have any face-down Omens or any Omens in Defense Mode (Attacking Omens still flip up).

When a player is hit by an Omen's Attack, that player must discard one Omen from their hand of their choice. If they cannot, they **LOSE THE GAME**.

**See the next page ★
for how to resolve
attacks against
OMENS!**



Attacking with Omens

continued

Attacking OTHER OMENS

After an Omen performs an Attack targeting another Omen (face up or face down), do the following steps:

1. Flip up the Attacking Omen (if applicable)

If the Attacking Omen was face down, flip it up and resolve any "*After I'm Summoned*" effects. If the Attacking Omen was Slain during this step, end Combat here.

2. Flip up the Targeted Omen

If the targeted Omen of the Attack is face down, flip it to be face up. Then, resolve any "*After I'm Summoned*" effects.

3. Check for Combatants

If the Attacking Omen and the targeted Omen are both still face up and in the Field, proceed to Compare Values. Otherwise, end Combat and continue the Battle Phase.

4. Compare Values

If an Omen is in Attack Mode, it will use its Attack Mode value. If an Omen is in Defense Mode, it will use its Defense Mode value. Slay the Omen with the lower value and place the losing Omen into its owner's Grave. If both Omens have the same value, Slay both Omens. Once one or both Omens have been Slain, end Combat and continue the Battle Phase

See next page for combat examples!

Combat Scenarios

Below are some examples of combat scenarios that you may face during a game of 9 Omens.



When attacking a face-down Omen, the Omen is flipped face-up before comparing values. Be sure to use the value that corresponds to the Omen's position! In this example, Lightning Baller's ATK will be compared against the ATK of the targeted Omen after it is flipped face-up.

When attacking with a face-down Attack position Omen, flip up the Omen before comparing values. In this example, Odd Spawn flips first and resolves its "After I'm Summoned" effect. Since the ATK of Odd Spawn is equal to the DEF of Mountomb, both Omens are Slain in combat!



Face-up Attack position Omens don't protect a player from direct attacks! In this example, Seedling can jump right over this player's Lightning Baller to attack them directly, forcing them to discard an Omen from their hand!



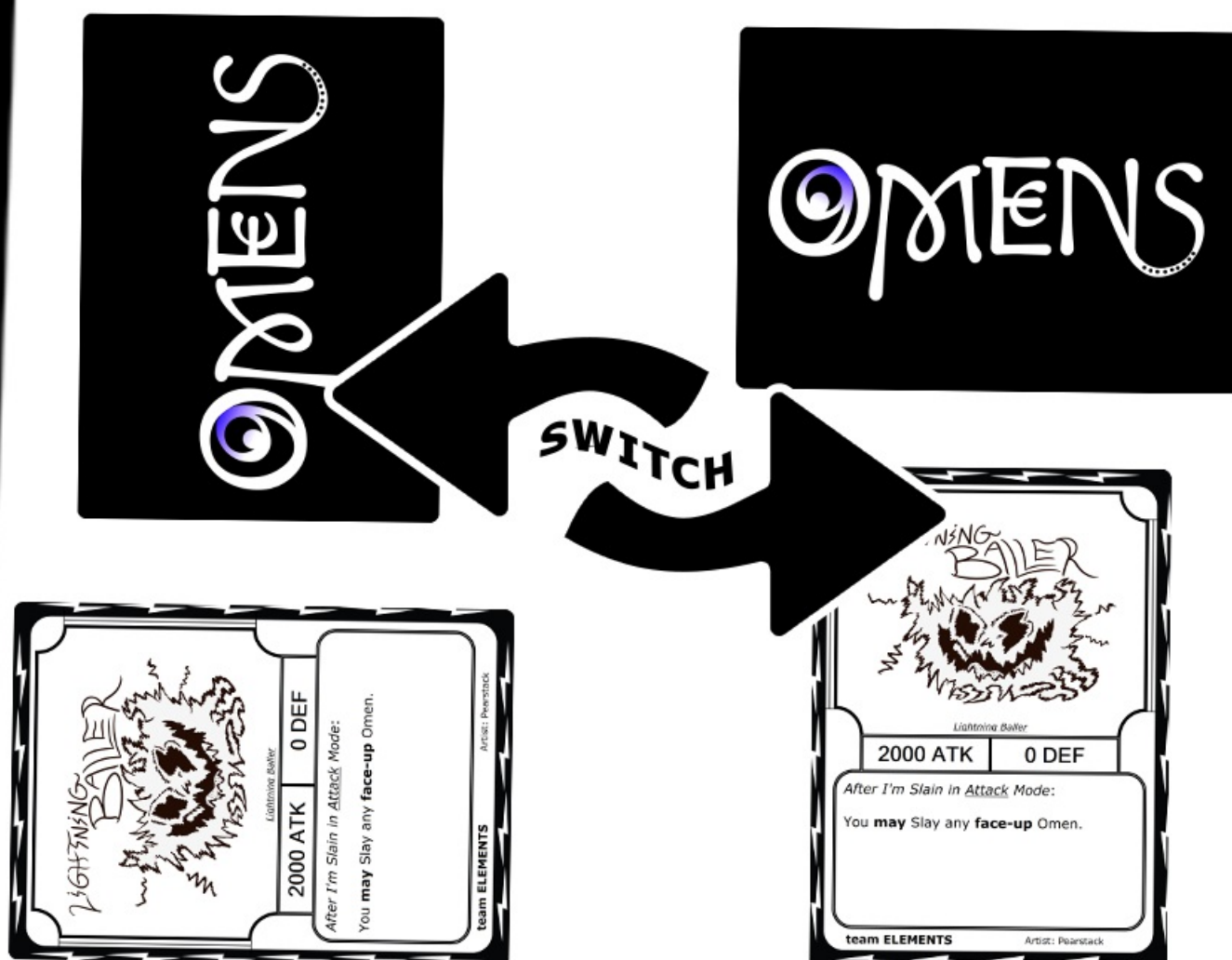
Switching with Omens

As an alternative action to Attacking, Switching allows Omens to change both their Mode and the Mode of another Omen simultaneously. Any Omen in any card position can Switch, regardless of being face-up or face-down.

To SWITCH with an Omen

Choose an Omen you control and any other Omen (which may belong to you or another player). Then, Twist the chosen Omens.

You CANNOT have an Omen Switch if it is the only Omen in the Field.



The face-down Omen **SWITCHES**. The face-up Defense Mode Lightning Baller is targeted. **Both Omens are TWISTED!**

Golden Rules

"ANY OMEN" TARGETING

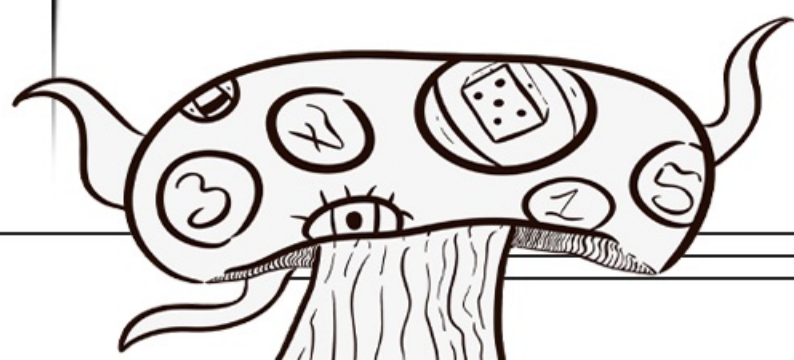
If an effect specifies "any Omen" for its selection, this means a single Omen on the Field can be selected (regardless of the card position).

EFFECT CONTRADICTIONS

If any effect of an Omen contradicts the rules of the game, the effect takes precedence.

EFFECT STACKING

If any effects are triggered from other effects, the newly triggered effects resolve before the remainder of the source effect.



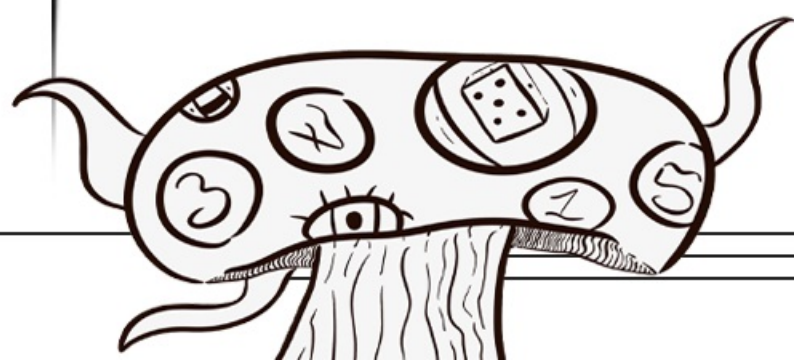
Golden Rules

HALTED PLAYER ATTACKS

Sometimes after an Omen targets a player for an attack, an opposing Omen(s) in Defense Mode or face-down Omen(s) is played (such as by the attacking Omen's effect after flipping up to attack). If this happens, the attacking Omen **MUST** have its target changed to any opposing Omen in Defense Mode or face-down Omen.

SIMULTANEOUS EFFECTS

If any effects take place at the same time, resolve them starting with the Active Player and in turn order. Players choose the order of resolution for their effects.



Glossary

ATK: A value an Omen uses during combat. Typically, this value is only used when the Omen is in Attack Mode.

Attack: An Omen action that triggers Combat after target selection. Face-down Omens that Attack must always flip-up.

Control: Which player has agency in using an Omen during their Battle Phase or other effects. Typically the player who played an Omen will Control an Omen.

DEF: A value an Omen uses during combat. Typically, this value is only used when the Omen is in Defense Mode.

Discard: To place an Omen in a player's Hand into its owner's Grave. The player who must Discard an Omen chooses which Omen to place into their Grave.

Effect: The ability of an Omen. The italicized text indicates the timing and gameplay conditions required for the effect whereas the text that follows is the effect.

Field: A shared zone where Omens are played into and stay until Slain. Players typically keep their Omens close to them but may arrange the physical placement of Omens they control. Players may look at their face-down Omens at any time.

Grave: The "discard pile" of the game. Omens Slain in battle or discarded from a player's Hand are placed here and stacked face up. Each player has their own Grave. Any player may look through another player's Grave.

Hand: Where a player's initial Omen cards are kept and played from. Having Omens in the Hand can also be discarded to protect a player from losing. Each player has their own Hand. The number of Omens in a Player's Hand can be known, but Players cannot reveal those Omens.

Glossary

Mode: A term used to describe the position of an Omen being in "Attack" Mode or "Defense" Mode. Modes determine if an Omen uses its Attack or Defense stats for Combat or effects (i.e., use the Attack value during Combat if an Omen is in Attack Mode, and vice versa for Defense Mode). If an effect affects an Omen to be placed in the same Mode as another Omen, place the affected Omen into Attack Mode if the other Omen is/was in Attack Mode (and vice versa).

Omen: The all-inclusive name for all cards in the 9 Omens game.

Play: A player action where an Omen is placed face up or face down into the Field (in either Attack Mode or Defense Mode). Playing can also be done via Omen effects.

Raise: A player action where an Omen from the Grave is chosen to be placed into a player's Hand. Raising can also be done via Omen effects.

Slay: To place an Omen in the Field into its owner's Grave.

Slain: A property that triggers an Effect after an Omen in the Field is placed into its owner's Grave.

Summon: The act of an Omen being played into the field face up OR flipping face up when it was face down (i.e., from being played face down). Omens being Summoned will often trigger effects like "*After I'm Summoned*".

Switch: An Omen action where both the Omen Switching and another Omen are Twisted (see Twist).

Team: The collection of cards that an Omen belongs to. Players should use all 9 Omens in a given Team (i.e. Team AMASSED).

Twist: To change the Mode of an Omen. An Omen Twisted in Attack Mode would change to Defense Mode. An Omen Twisted in Defense Mode would change to Attack Mode.

FAQ

1. If I Attack a player with an Omen that has 0 [zero] ATK, does that player discard one Omen from their hand?

Yes. An Omen's ATK is only relevant during Combat or for Effects.

2. Can I Attack or Switch with an Omen that was played during the Battle Phase?

Yes. You may Attack or Switch with any Omen you control one time during the Battle Phase, even if you played or took control of that Omen during that Battle Phase.

3. An Attacking Omen was Twisted to Defense Mode during the Combat it Attacked. Does the Combat still continue?

Yes. Omens need to be in Attack Mode to do an Attack, but NOT to continue Combat. In this case, the Attacking Omen would use its DEF stat for Combat, since it is now in Defense Mode.

4. An Effect mentions to "choose" an Omen, but does NOT specify if the chosen Omen needs to be face-up or face-down. Can I choose a face-down Omen?

Yes. Unless an Effect explicitly mentions to choose an Omen that is "face-up" or "face-down", you can choose any Omen. In general, if an Effect states to choose "any" Omen, you may choose whichever Omen on the Field.

5. An Effect mentions to "Play" an Omen, but does NOT specify if the Omen should be played face-up or face-down. Do I choose?

Yes. Unless an Effect explicitly mentions an Omen is to be played "face-up" or "face-down", the controller of that Omen may choose that Omen's orientation.

6. An Effect mentions to "Play" an Omen, but does NOT specify if the Omen should be played in Attack Mode or Defense Mode. Do I choose?

Yes. Unless an Effect explicitly mentions an Omen is to be played in "Attack Mode" or "Defense Mode", the controller of that Omen may choose that Omen's Mode.

7. A face-down Omen was Slain. If that face-down Omen had any "After I'm Slain" Effects, would those Effects happen?

Yes. To Slay an Omen means "to place an Omen in the Field into its owner's Grave." This applies even to face-down Omens that were Slain from Effects.

8. I'm the first player of the game. On my first turn, can I choose to Switch with Omens I control?

Yes. Switches can be done on any turn, as long as you Switch with two eligible Omens.

9. I'm playing a multiplayer game of 9 Omens. Can I Attack with an Omen if I am the third or fourth player of the game?

Yes. Only the first player of the game cannot do an Attack (even with Effects).

Credits

Art & Graphic Design

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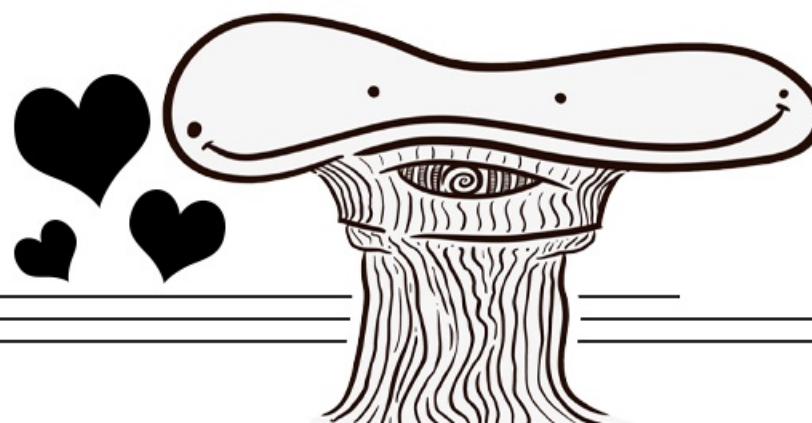
James McCauley, northerncarrots

Special Thanks

Nand, Real C., Sqw1ll1am, TaKtiKaL1

Quintessential Thanks

Jessica Hopper





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GAMES

Thanks for Playing!

Gameplay Components

In the base game, you will have exactly **54 cards**, which are divided into six teams of nine uniquely named Omens. The six teams in the base game are the following: Team **Amassed**, Team **Blessed**, Team **Elements**, Team **Forbidden**, Team **Robos**, and Team **Shadows**.

Gameplay Tips

Adapt Your Effects: Many effects in 9 Omens can be used aggressively or defensively. Try experimenting!

Don't Forget to Switch: Learning to Switch is key. Switching opens the door for countering strong Omens or creating mind games against experienced players. Use your card positioning to your advantage.

Learn Your Team's Combos: Each Team has many unique combos formed from effect synergy. Read your Omens and use them to the best effect!

Play More Omens Face Down: If you don't know what to do, play an Omen face down! The more information you can hide from your enemies, the better.

Raise Appropriately: If you're behind, it may not be good to Raise, as you want to get ahead. If you're ahead, Raising instead of Playing can keep options available.

Understand Your Turn Order: How you play the game varies depending on how you start. Keep an eye out for cards in your deck that care if you're the first or second player. If you're in a multiplayer game, be careful of the people playing after you!