

OMNIA

Collectable Deck Building Game™

Welcome to OMNIA!

Omnia is a collectable deckbuilding game, where each player builds a 20 card Flavor Deck, and mixes it up with other player's Flavor Decks to create the Shop Zone everyone plays with!

Each player also brings 10 Source cards that match the flavor of the cards they bring to the Shop Zone, as well as a Player deck made up of 8 Basic Source cards, and 2 Basic Hero cards.

Standard size card sleeves are recommended, but not required. Sleeve colors/patterns *are not* required to match opponents cards, but sleeves must be consistent between any one player's Flavor, Source, and Basic cards.

Whenever a player takes an **action**, they add that action to the **Prime Flow**.

A player may take any action during their turn, as long as there are no actions currently being resolved in the Prime Flow.

Whenever a player adds an action to the Prime Flow, each other player, in turn order, may add an **Activate action** to the Prime Flow.

Once all players have passed adding actions to the Prime Flow, each action resolves in the reverse order it was added to the Prime Flow, with the most recent action taking effect first.

For example, if <Action 1>, <Action 2>, and <Action 3> were played in that order, <Action 3> would take effect, then <Action 2>, then <Action 1>.

Primed Spells face-down under your control can be used with the **Activate action** by discarding a card from your hand, and adding the primed spell to the Prime Flow.

Action Phase

There are 5 "Actions" players may take during their turn.

Activate a primed spell, or an activated ability on a card you control. Activated abilities appear as "{Cost}:(Effect)" on cards.

Attack another player with a hero you control. Heroes deal damage equal to their Atk or (♣). If a hero receives damage greater than or equal to their Def of (♥), they are destroyed and sent to your discard. Whenever a hero deals damage to a player from an attack action, it cycles to it's controller's discard.

Prime a spell with the Prime sub-type by putting it into play under your control, face down. It may be Activated later by flipping it face-up, and discarding a card from your hand.

Purchase a card from the shop zone by paying its "Cost" and moving it from the Shop Zone to your discard.

Play a non-source card from your hand. After a card resolves, it either enters the field (Hero, Item, Equipment, Spell - Enchantment) or goes to your discard (Most Spell cards)

Whenever a player takes an Action, that action is sent to the **Prime Flow** to be resolved and applied.



Each player starts with 20 life.

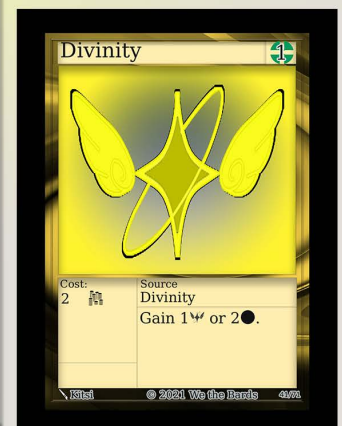
After each player shuffles their Flavor Deck into the Shop Deck, deal the top 5 cards in the Shop Deck face-up in a row onto the table in front of all players to make the Shop Row.

Set each player's Source cards in separate stacks, face-up near the Shop Row.

Each player shuffles their own Player Deck, draws 5 cards, and decides who plays first, then play proceeds clockwise. (to the left)

Source cards are played to gain source energy. Source energy is used to pay the cost of Actions, usually Purchase actions and some Activate actions have a source cost.

Playing a Source card does not use the Prime Flow, and does not count as an action.



The turn is divided into 3 phases. In order they are: **Action** phase, **Clean up** phase, and **Draw** phase.

The **Action** phase, is when the active player takes Actions like playing cards from their hand, purchasing cards from the shop zone, and attacking other players with heroes.

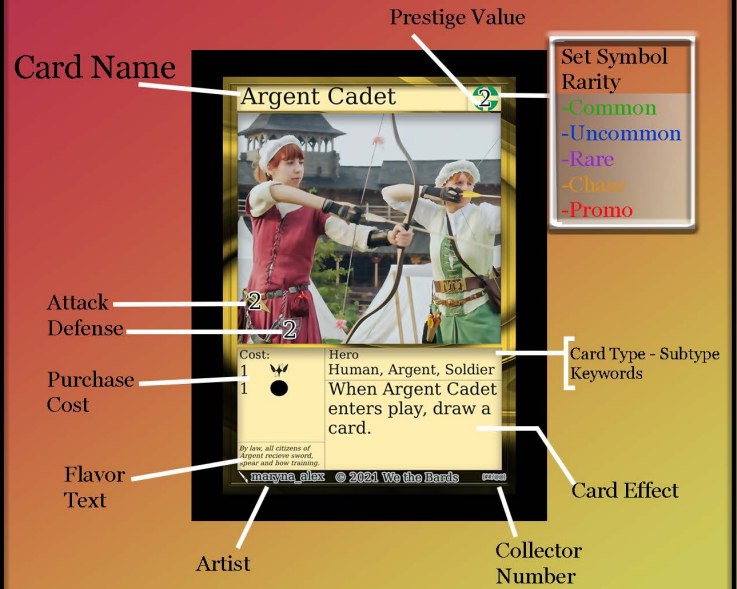
During the **Clean up** phase the active player:

- Discards their hand.
- Loses all unspent source gained.
- Sacrifices all Equipment cards not attached to heroes.
- Removes all damage from heroes they control.

After the Clean up phase is the **Draw** phase, the active player draws a new hand of 5 cards, and the next player becomes the active player.

Players may take “**Activate**” actions at the end of each phase.

Card Anatomy



www.omniacardgame.com

www.wethebards.com



We the Bards
It's your story, let the bards tell it right.



Item cards enter play and usually have an activation cost to trigger.



Equipment cards usually have a sub-type. A hero or player may have 1 equipment of a sub-type attached at any time. If another Equipment of the same sub-type becomes attached, the controlling player must chose one to sacrifice.

Spell cards usually have a one-time effect and then go to the player's discard. Spells with the **Prime** sub-type may be set face-down, and triggered with the Activate action. **Enchantment** sub-type spells stay in play once resolved



Equipment cards can be attached to either players or heroes. Equipment may not however, be attached to opponents or heroes they control.

Players do not inherently have an Atk Stat, but if an Equipment or another card grants an Atk boost, they may gain one, enabling Player Attacks. Player Attacks function the same as any other attack, with the attacking player's life total taking place of a hero's Def.

Players cannot gain a Def stat. If a player would gain a Def boost, it is ignored.