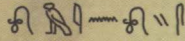
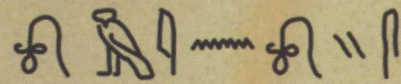


# OMINOES



## 1864. Ominous Valley. Egypt.

A hoard of 6,000 year old game cubes is found. No one knows how to play the mysterious game. Until now.....The Ancient Game is reborn as OMINOES



### Aim.

Players collect their favoured gods - Horus, Ra, Apep or Khepri - in groups to earn points. They can call upon Yay-Ra and Ominotep for assistance. But beware others will stand in your way and block your every move. Can you be the first to reach the Sacred Number and win?

### Set-up.

Place the board between the players. The corner symbol nearest them is the favoured God they will be collecting. Place the Ominoos where everyone can reach them. Put the score tokens on the start of the score track.

The player who most looks like an Egyptian God starts. In turn, each player adds **one** Omino to any empty space on the board. Carry on until each player has two Ominoos placed.

You are now ready to begin playing Ominoos.

### Playing Ominoos.





In turn each player will take three actions in this order.

- 1) Roll an Omino
- 2) Move an Omino
- 3) Add an Omino


#### 1) Roll an Omino.


Take one Omino that is not on the board and roll it.

#### 2) Move an Omino.

If the newly rolled Omino shows a colour     then this is the Omino that will now be moved.

Move an Omino already on the board exactly 3 spaces in any direction. Movement cannot be over another Omino, or forward and then back to a space used in this turn. Movement cannot be diagonal.

If the newly rolled Omino shows Yay-Ra the mover  move ANY Omino already on the board 3 spaces as above.

If the newly rolled Omino shows Ominotep the black serpent  choose an Omino on the board, reroll it and return it to the space it came from.

If the newly rolled Omino shows a colour that is not on the board skip to step 3) Add an Omino.

#### 3) Add and Omino.

Place the newly rolled Omino on the board into any empty space. Play moves to the next play.

Sometimes a player rolls the last Omino. Don't panic. The game isn't over. The player Moves Ominoos as normal, but doesn't Add this last Omino to the board. Following players Roll and Move until Ominoos are scored and come off the board. Play now returns to normal.

Horus - the green falcon



Apep - the red snake



Yay-Ra - the mover



Ra - the yellow sun



Khepri - the blue scarab

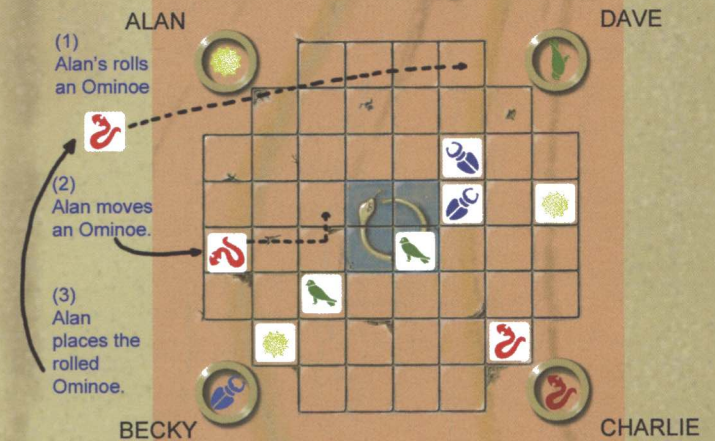


Ominotep - the black serpent



**Example - The start of a 4-player game.** Each player has two Ominoos on the board. Alan is playing yellow, Becky is playing blue, Charlie is playing red and Dave is playing green.

In the basic game players can move into the central snake pit. In the 'Expert' version (over) you cannot enter the snake pit.





**Example - Alan rolls a red snake (1).** This means he moves Charlie's red snake 3 spaces (2). Now he places the newly rolled red snake on the board (3).

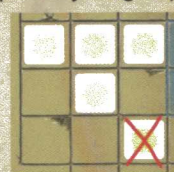
Omino movement that is not allowed.



### Collecting Groups of Ominoos

Once you have made a group of 4 or more of your own Ominoos in your turn you can earn points. Grouped Ominoos must be touching face to face. Diagonal Ominoos do not count as part of a group. Move your score marker up the score track 1 point for each Omino scored. Take the scored Ominoos off the board and use them for future turns.

Yay-Ra the mover  and Ominotep the black serpent  are 'wild' and can be counted as ANY COLOUR. They can be used as part of your groups. **Example -**



**Alan scores 4 points for this group.** The diagonal yellow cannot be scored this turn.



**Example - Dave (green) scores a cracking 6 for this.** He can take the 'wild' Ominoos too.

### Winning at Ominoos

In a 4 or 3 player game the first player to score 13 points wins.

In a 2-player game the winner needs to get 21 points to win.












# OMINOES

## Playing Ominoos with 3 Players.

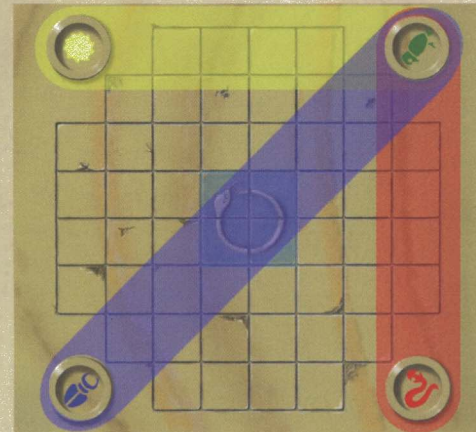
In a 3-player game all the normal rules apply but there is one main change. Each player is now collecting two colours - their own as well as a common shared colour.

Example - In this 3-player game green  is available for all players to collect. Alan is now collecting yellow and green,  + 

Becky is now collecting blue and green  + 

and Charlie is collecting red and green.  + 

ALAN



BECKY

Green can be collected by all three players in as well as their own unique colour.



Green is not added to the board during the set-up.

When the first green is rolled it is added straight into an empty space.

CHARLIE

## Collecting Groups in a 3-Player Game.

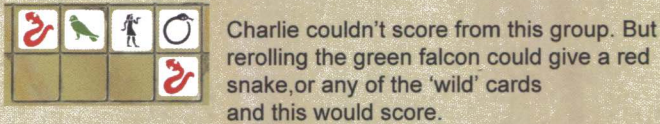
A player can score using groups made of their own colour or the shared colour. The colours cannot be mixed to make a group.

The 'wild' Ominoos - Yay-Ra the mover  and Ominotep the black serpent  can be included as any colour as before.

So, for example, Charlie can score groups of red or green -



but mixing red and green is not allowed.








## Winning in a 3-Player Game of Ominoos.




The winner is the first player to score 13 points.

## Playing Ominoos with 2 Players.

In a 2-player game all the normal rules apply but there is one main change. Each player is now collecting three colours - their own as well as two common shared colours.

Example - In this 2-player game green  and blue  are available for both players to collect.

Alan is now collecting yellow, green and blue  +  + 

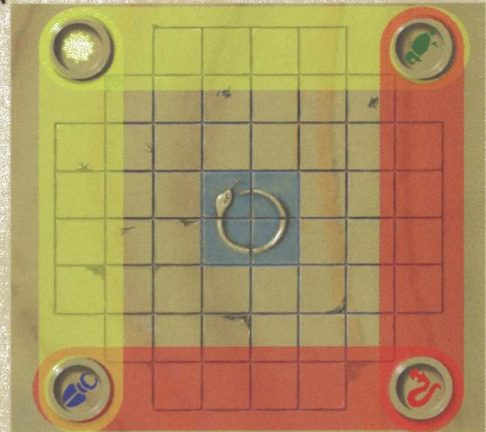
Charlie is collecting red, green and blue.  +  + 

Green and blue can be collected by both players.

Green and blue are not added to the board during set-up.

When the first blue or green is rolled it is added straight into an empty board space.



ALAN



CHARLIE

## Collecting Groups in a 2-Player Game.

A player can score using groups of all three colours they are collecting. But again, colours cannot be mixed in these groups.

The 'wild' Ominoos - Yay-Ra the mover  and Ominotep the black serpent  can be included as any colour as before.

## Winning in a 2-Player Game of Ominoos.

The winner is the first player to score 21 points.

## The 'Expert' version.

To add a little more strategy and to block other players a little more the 'Expert' level does not use the central four squares of the 'snake pit'. This works with 2, 3 and 4 players. All other rules are as normal.



Do not enter the snake pit in the 'Expert' level.

Thanks go out to everyone who has supported us so much so far. Our playtesters Chris and Steph, Beryl and Roy, Charlie and Alan, Adele and Robert, Scott, Chaz, Andrea, Judith, Paul and Matt, Robbie, Ollie, Laurence and so many more! A huge thanks to the guys that keep gaming alive and so vibrant in the UK. Our many designer chums - especially Charlie and Alan. You are all a constant source of inspiration and encouragement! And to the podcasters, reviewers keeping the info moving - especially Nate, Mike, Becky, Dave, Tim, Chris. Thanks to all of you gamers for playing! Thanks especially to Ollie for his final 'Ollification'. And last - for now- huge thanks to my partner-in-gaming-crime for simply everything. YAY Jenny!



Game design, artwork and concept Andrew Harman 2015. All rights reserved. Ominoos is another YAY Games release.

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