

シャドウ・オブ・オメガ

ANIMA

SHADOW OF OMEGA





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OVERVIEW

After centuries held captive in the Tower at the End of the World, where it was sealed in by the Powers in the Shadows, the ancient entity known as Omega is about to free itself. To do so, it is collecting souls with the Infinity Orb, an artifact capable of altering the very rules of creation itself. Every time one of the chains that holds Omega is broken, the natural order of Gaïa is disrupted and unexpected events happen all over the world. The whole planet may eventually fall into chaos. Fortunately, a few people have begun to make their way through the world, adventuring without any clear objective. Unaware of their destiny, they are the only people who can stop Omega's resurrection and the terrible destruction it will cause. It is up to you to gather a group of them, control their powers and abilities, and return the Infinity Orb to the nothingness it should never have left.

Necessary material

The 110 cards that make up the game, two six-sided dice, and five different colored counters

Number of players

The game is designed for 2 to 5 players. The average game will last between 20 and 30 minutes for each player that takes part.

Objectives

A player wins the game by completing Missions: first a Basic Mission, and then the Final Mission. A player may not attempt the Final Mission until he has first finished at least one Basic Mission. Each player draws two Mission cards when he starts the game. At the beginning nobody knows what the Final Mission will be, but when a player completes one of his Basic Missions, one of the three Final Mission cards is drawn and placed faceup in the middle of the table for all to see; this will be the objective for the players.

Each Mission grants bonuses to the player that completes it, so players will often choose to complete both their basic Missions before attempting the Final one.

Card types

There are five different types of cards in Anima: The Shadow of Omega: Character, Area, Encounter, Mission, and Advantage. Before we explore how the game plays, let's take a look at each kind of card, and how it works.

Characters and the Party

As in any great epic story, each player needs a group of **characters** to move around the world and complete his Missions. At the start of play, each player controls one character, but there are Areas where he can recruit more characters. Certain Event cards (a type of Encounter card) also add characters. We call the group of one or more characters the **party**, which can include a maximum of four characters.

At times, through combat, Events, or the actions of another player, a character in a party can die. When this happens, the character goes to the Character discard pile. When a player loses all of his characters, he draws one from the Character deck and puts it in play to form a new party.

Each character has a gender, as well as values for Combat and Speed, which are used to resolve confrontations and determine the order of play. The Combat and Speed values for a party are the sums of the attributes of the characters in the party. For example, if a party consists of the Acrobat (Combat 4 and Speed 4) and the Warlock (Combat 3 and Speed 4), the party's values are Combat 7 and Speed 8.

Also, the symbols at the bottom left of each card indicate the special abilities available to the character. There are three icons, Magic, Ki, and Trickery. Depending on which ability is active, the character can use certain Advantage cards when spun.

- 1- Combat Value
- 2- Speed Value
- 3- Character Gender
- 4- Skills
- 5- Special Abilities



Combat



Male
Character



Speed



Female
Character



- **Spin:** Spinning a character means turning the card sideways. Some characters have special abilities that can only be played if the card is spun.

Cards are also spun when a Skill card is used. When a character is spun, during the turn in progress the character cannot again use its ability or any Skill card. For example, if the Thief is used (spun) at the beginning of the turn to steal, it stays spun until the end of the turn and cannot be used to play a Trickery card. Even though a card is spun, the character still participates in confrontations, so it does add its Combat and Speed values to the party.

1

2

3

4

5



Area

The Area cards represent different places in the world that the characters can visit to gain Advantages, recruit new party members, or complete mission objectives. Areas have two parts: the **Exploration box**, which is used when exploring the Area, and the **Reward**, which is what you receive if your exploration is successful. Some Areas have additional special rules, which are explained on the card itself. If the Area bears a **trade symbol**, players may trade when their characters are in that Area.

Each Area also has a **level**, ranging from 1 to 3, that indicates how dangerous the place is. In game terms, the Area's level is the maximum level of Encounter that can be found there. This is explained in more detail in the Encounters section.



- 1- Trade
- 2- Exploration Table
- 3- Area Level
- 4- Rewards
- 5- Special Rules



Trade

1

2



3

4

5

Missions

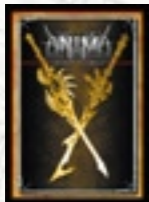
There are two types of missions: Basic and Final. Each Basic Mission has an objective, and when a player has fulfilled it, he can attempt the Final Mission. When a player begins a mission that requires him to reveal the mission to the other players, he lays the card on the table to his left to show that it's in play (unless the card indicates otherwise). When the mission is completed, the player places it on his right to show that he has completed it and received the reward indicated on the card.



- **Resistance Missions:** Some missions require the party to make a stand during several turns in an Area. In these situations, the characters do *not* have to Explore again in order to stay in that Area; the Party stays there automatically. The Mission takes place during the Exploration phase, which means that other players can attack them during the Interaction phase. If they are defeated, whether by enemies from the mission or by a rival player, the party is expelled from the Area and must begin the Mission again from the beginning.

Advantage

Advantage cards represent advantages that players use to reach their objectives more easily. There are two kinds: Skill cards, which are used through characters, and Plot cards, which are used directly by players to influence the story. A player may hold a maximum of 5 Advantage cards in his hand at any time.



- **Skill cards:** The Skill cards represent abilities that are used by characters. Each character can use certain skills, as indicated in the Character card itself. There are three types of skills: Ki, Magic, and Trickery. To use a Skill card, a character in your party must be able to use that type of skill, and that character must be spun.



Trickery



Magic



Ki

- **Plot cards:** The Plot cards can be used without spinning any character, since they are played directly by the player to affect the game. Each Plot card has different effects and duration. Some Plot cards, such as "Magical Object," stay in play, while others, such as "Zeppelin Voyage," have an instant effect.



Plot

- 1- Card Type
- 2- Special Rules
- 3- Phase



• **Organizations:** Organizations are a special type of Plot card. Playing one means that the party joins a certain group, which confers new abilities on your characters but also imposes new requirements on them. A player may only belong to one Organization at a time: If you want to join a new one, you must discard the one that you already belong to during the Reset phase.

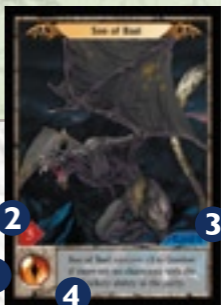
Also, some organizations are rivals of other organizations, and their members are obliged to fight each other. If two parties of rival organizations are in the same Area at the same time, they must declare combat during the Interaction phase. If all members of a party die and the player must draw a new character, the player must discard his Organization card.

Encounter



Encounters are situations and problems that take place when your characters visit or explore Areas. You may run into a creature and have to fight it, you may suffer an accident.... Luckily, not all encounters are negative, and it's possible that you will receive unexpected rewards. Encounters have levels (ranging from 1 to 3) like Areas do, which indicate their difficulty. For an Encounter to take place, the level of the Encounter must be equal to or less than the level of the Area it appears in. For example, in the placid "Village of Cornes" (Level 1) you can't find yourself facing the "Dragon God" (Level 3), but you can run across a "Wandering Warrior" (Level 1). When the Encounter's level is higher than the level of the Place, the Encounter has no effect, and goes straight to the Encounter Discard deck.

- 1- Encounter Type
- 2- Combat Level (Creatures)
- 3- Encounter Level
- 4- Special Rules



Event



Creature

• **Creature:** When the Encounter is a creature, your party must fight it using the Combat rules. Each creature has a Combat value and special abilities.

• **Event:** Events represent problems and situations that have different effects on the party.

• **Preliminary Encounter:** Every time an Area is played, whether for the first time or when taken from the discard deck, an Encounter card is played on top of it. If it is an Event, the party that has come to the Area suffers its effects and then it is discarded. If on the other hand it is a creature, it stays in the Area until it is defeated (that is, if the creature wins the combat, it stays in the Area until it is destroyed). Combats with Preliminary Encounters are resolved during the Movement phase.

A GAME TURN

Each turn in a game consists of four different phases: Reset, Movement, Interaction, and Exploration. The order in which the players act depends on the Speed of their parties, with the player with the highest Speed going first, followed by the player with the second-highest Speed, etc. If two or more players' parties have the same Speed, roll a die and the higher roller moves first for this turn. A player does not perform all phases in a row; instead, each player, in turn order, performs the Reset phase, then each player, in turn order, performs the Movement phase, and so on.

The player order that is determined at the beginning of the Reset phase remains the same for the entire turn; if a party's Speed changes during a turn, player order does not change.

We will explain each phase in detail, but first, here is a summary of each phase:

1. Reset phase

- Straighten all spun cards and turn incapacitated characters faceup.
- Discard (expel from your party) any card or character that you don't want.
- Use any special ability or Advantage card that must be used in this phase.

2. Movement phase

- Declare your party's movement:
 - Go to an Active Area.
 - Seek New Horizons (only once player per turn).
 - Rest.
- Resolve any Encounters.

3. Interaction Phase

- Trade with any other player that is also in an Area with a trade icon.
- Declare combat on any other party in the same Area.

4. Exploration Phase

- Declare whether or not you want to explore the Place you are visiting.
- If exploration is successful, choose your reward.

When are Advantage cards and special abilities used?

The use of Plot and Skill cards and character special abilities is normally limited to a specific phase during the turn. As a general rule, a player must wait until the corresponding phase before using them, unless it's an Interruption or Combat card.

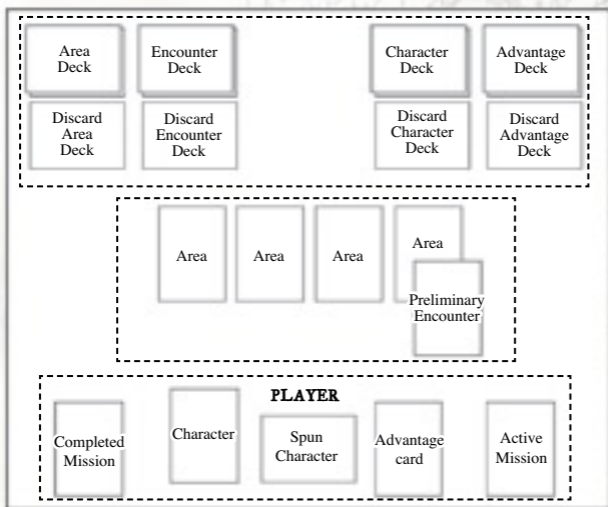
• **Interruption:** These cards can be used at any time to interrupt or modify an effect, result, or action. For example, the card "Wrong Way," which allows you to reroute the party of another player to the Area you like, can be played during the opposing player's Movement phase when he declares where his party is going.

• **Combat:** These cards can be used by players when they enter into combat. They must be used before either side rolls the dice, unless they specifically state otherwise.

SETUP

Preliminary setup

Separate the five different types of cards into separate decks and shuffle each deck thoroughly. Then, place the decks on the table, following the diagram on this page. Lastly, each player chooses a counter to represent his party.



Start of the game

Each player draws two Basic Mission cards, keeping them secret from the other players. Set the other Mission cards aside, without letting anyone see what they are. Then each player draws two Character cards and four Advantage cards. Each player keeps one character and three Advantages, discarding one of each. The discarded cards are mixed with the remaining cards of their type and are shuffled again.

After that, place faceup on the table as many Area cards as there are players in the game, and place an Encounter card facedown on top of each Area card. These are the Preliminary Encounters of the first Areas; they will remain secret until players send parties to them.

GAMEPLAY

Reset Phase

In the Reset phase, all of the players turn their "spun" characters right side up, flip their incapacitated characters faceup (making them active once more), and then act in the order of their Speed.

- Discard and Expel:** During the Reset phase, a player can discard any Advantage card in his hand or expel (discard) a character from his party. This opportunity is more important than it may appear, as it is the only point during the turn that you may voluntarily discard cards and characters. A player that holds five Advantages in his hand (the maximum) can't draw any more cards, nor can a player with four characters in his party recruit new characters when the opportunity comes up. If you want to leave an Organization, this is also the moment you should declare it.

The player with the fewest characters in his party can automatically recruit any expelled character, and the one with the fewest Advantage cards can pick one

Advantage card that is discarded by another player. In either case, if two or more players are tied for the fewest characters or Advantage cards, then none of them may pick up a the expelled or discarded card.

Movement Phase

In this phase, each player declares where his party is going to go. Each player can choose to do one of the following:

- **Go to an Active Area:** You can go to any Active Area that is in play.

If an Active Area has a Preliminary Encounter on it (whether one that was placed during setup or one that it is a revealed-but-undefeated creature), the Encounter must be overcome to pass. If you lose the combat against the creature or an Event happens that ends your turn, you can't do anything else for the turn, since you haven't been able to reach the place you wanted to go. When you successfully reach an Area, place your counter on the Area card.

The maximum number of Areas that may be on the table is equal to twice the number of players in the game (in a three-player game, there may be a maximum of 6 Active Areas, in a four-player game the maximum is 8, and so on).

- **Seek New Horizons (only one player per turn):** With this option, the characters explore the world and discover a new Area. If you choose this option, you can do one of two things: You can either draw a new Area card from the Area deck and play it on the table, or you can choose an Area from the discard deck and make it Active again. In either case, you must draw an Encounter card and place it faceup on the Area as the Preliminary Encounter. As always when entering an Area with a Preliminary Encounter, if you lose the combat against the creature or an Event happens that ends your turn, your character doesn't reach the Area and you can't act for the rest of the turn. If you do reach the Area, put your counter on it to show your party is there.

Once a player brings an area into play with the Seek New Horizons action, the Area is Active and so any player that acts later can choose to visit it.

Only one player per turn can choose Seek New Horizons. If another player has already chosen Seek New Horizons this turn, you can't.

If playing a new Area would cause the total amount of Active Areas to exceed the maximum, one of them is removed from play and placed in the Area discard pile. The player that's played the new Area chooses which one is removed. An Area cannot be removed from play if a party is in it, nor if it has a Preliminary Encounter yet to be overcome. Also, any player can prevent the discarding of an Active Area by sacrificing one of his Advantage cards. In that case, the player that's played the new Area must choose a different one to discard.

- **Rest:** If you are not interested in visiting any Active Area and don't want to (or can't) Seek New Horizons, you have the option of resting and building your party's strength. On the next turn (and only the next) your party will have +2 Combat and +2 Speed.

Interaction Phase

This is the phase when parties can interact with one another. They can exchange Advantage and Character cards or fight each other.

- **Trade:** If two parties are both in Areas with the trade symbol, they can freely trade Advantage and Character cards as they like. Remember that the parties do not need to be in the same Area, but they must both be in Areas with the trade symbol.

- **Declare Combat:** You can declare combat against any other party that is in the same Area as long as the difference in number of characters between the two parties is no more than one. (For example, a player with four characters can't declare combat against a party of two characters.) If your parties belong to rival organizations, they are obliged to fight. In either case, the loser of the combat must give the winner a random Advantage card, and then the loser is expelled from the Area. The expelled player's turn ends; he may not act gain until the next game turn.

Exploration Phase

This is the last phase of each turn. Only the players whose parties have successfully reached an Area can do anything in this phase, and only if they were not expelled during the Interaction phase. The goal in this phase is to **explore** an Area to obtain its Rewards. A player is not forced to explore an Area if he does not want to.

- **Explore:** When a player declares his intention to explore the Area he's in, roll a die and check the result on the Exploration table, found on the side of the card. Depending on the roll, the effects may be different.

-None: There is no Encounter. The player may claim the Reward.

-Encounter: There are some troubles in the exploration and the player must draw the indicated number of Encounter cards from the deck. They are drawn in order and must be faced in the order they are drawn. When you face a creature, you must fight it to continue, and if it's an Event, you must do what the card says. If the creature defeats you, or the Event ends your turn, you are expelled from the Area and can't receive the Reward. So, if you are defeated in the first Encounter, you don't have to draw the second. Creatures that appear during this phase don't stay in the Area, and instead go straight to the discard pile after combat.

Remember that an Encounter can't be of a higher level than the Area in which it's found. If the level of the Encounter is higher than the level of the Area it's found, simply discard the Encounter. For example, if you visit Archangel (Level 1), and you draw only one Encounter, which is Shadow of Omega (Level 3), the Encounter is discarded and you proceed directly to the Reward. The Encounter turns out to be just a false alarm.

-Special: Sometimes special things happen to those who dare explore certain places. Each Area card contains the explanation of what happens there when this result is obtained.

- **Reward:** Once a party has successfully Explored an Area, it receives **one** of the Area's three Rewards. Naturally, there is no reason the party cannot return in subsequent turns and obtain a different Reward (or the same, except for Recruit, as is explained in the following).

-Advantage: Draw a number of Advantage cards equal to the level of the Area your Party is in. Remember that you can never have more than five cards in your hand. A player with four cards in his hand, for example, could only draw one Advantage card, even if he were in a level 3 Area.

-Recruit: Draw a character from the deck; he or she joins your party. If you already have four characters, you can't choose this Reward. You can't Recruit for two consecutive turns in the same Area.

-Mission Objectives: Often the reward of an Area is a Mission Objective (like "The Palace" in Archangel). You can only enter in one of these if you have a related Mission. The word "mission" always appears next to these Rewards.

-Special: Some Areas, like "Americh" or "The Tower at the End," have special Rewards. These effects are described on the card itself. Beside these Rewards you'll find the word (EX).



COMBAT AND OTHER RULES

Combat

In different situations you will have to fight against a creature or another player. To resolve a confrontation, each party rolls a die and adds the result to its Combat skill (the sum of the Combat of its characters). In case of a creature, any rival player rolls for the monster. The higher total wins.

In case of a tie, if a party is facing a creature, the party is the winner. If the tie is between two players, the combat is a draw and neither is considered the loser (they cannot, however, enter into combat again during the same turn).

If a party loses a combat by a difference of 5 or more points, one of the characters in the party (chosen by the player) dies and must be discarded.

Speed Check

Some Missions require a Speed Check. Add the roll of a die to the party's Speed (the sum of the Speed of its members). If the sum is equal to or greater than the difficulty on the Mission, the check is successful.

Discards

Every time a character dies, you use an Advantage, you face an Encounter, or an Area is discarded, the card is returned to its respective discard pile. When one of these decks is used up, take the discard pile, shuffle it well, and return it to play.

The only exception to this rule is the Area deck. If all 14 cards have been played, instead of reshuffling them, they are left where they were, allowing each player that declares "Seek new horizons" to draw the Area he chooses from the pile of used cards. If, for example, all encounter cards have been played, take the cards from the discard pile, shuffle them well, and after shuffling them, put them in play again.

Incapacitated characters

Certain cards, such as "Sleep," or special abilities, such as that of the Assassin, incapacitate a character during a turn. When this happens, turn the affected character card upside down. An incapacitated character cannot act during a turn, and its Combat is not added to the party's Combat sum. During the Reset phase, incapacitated characters are placed faceup and return to action.

Lose your turn

In case you are forced to lose your turn (either being defeated in combat or by any special event), you only lose the actual one, not your next one. If some event can force you to lose your next turn, it will be explicitly explained in that card.

Speed changes

If a player's Speed changes during the Reset phase (discarding a character or an Organization card), the order of play still follows the original one established at the beginning of the turn.

OPTIONAL RULES

Here are some optional rules experienced players can use to make their games more interesting.

- **A tree structure for the Areas:** An interesting variation on the basic game is to put the Areas in a tree ordered by level, so that in order to reach a level 2 Area, you have to be in a level 1 Area first. For example, you can't go straight to the Tower at the End (Level 3) even though it's on the table: The first turn you must move to a level 1 Area like Archangel, then in the next turn you can go to a level 2 Area like The Ruins, and from there you can move to the Tower at the End (Level 3).

To set this up, at the beginning of the game set all of the Area cards on the table in three rows according to their levels. Each time you want to go up or down a level, draw a Preliminary Encounter card. If you are defeated and expelled from an Area, you temporarily leave the Areas tree, and at the beginning of the next turn you must start at level 1 Area. When this optional rule is in play, the card Zeppelin Voyage allows you to move to any Area, regardless of its level.

- **Multiple Missions:** If players want a longer game, you can require players to complete both Basic Missions before attempting the Final Mission.

EXAMPLE PLAY

The following is an example of one turn of play, so you can better see what a turn is like. In this example, John, Peter, and Steve have been playing a three-player game for several turns.

- John's party consists of the Acrobat and the Illusionist (Combat 6 and Speed 8).
 - Peter's party consists only of the Freelance (Combat 3 and Speed 2).
 - Steve's party consists of the Thief and the Technician (Combat 4 and Speed 7).
- By the party Speed, the order of play in this turn will be John, Steve, and lastly Peter.

Reset Phase

First, all of the players turn their spun players upright, then John can play. He decides to play one of his Advantage cards, Organization Black Sun. He doesn't want to do anything else, so the phase has ended for him. Now Steve acts. He says he's going to use the Thief's special ability to rob John. He spins the character to do so, rolls a die, and gets a 3, so he fails. After that, he discards an Advantage card he doesn't want. Since both John and Peter have the same number of cards in their hands, neither can pick up the discard. Because Steve can't do anything else, his turn is over. Finally, it's Peter's turn, but he doesn't want to do anything. The Reset phase has ended.

Movement Phase

John begins the Movement phase by declaring that he wants to go to Archangel, one of the Active Areas in play. There is no Preliminary Encounter, so he places his counter on the card and his Movement phase ends. Steve is next, and he decides to "Seek New Horizons." He draws an Area card, "The Lost Ruins" (Level 2). He then draws the Preliminary Encounter which turns out to be Shadow of Omega (Level 3). This is higher than the Area's level, so it is discarded. Therefore, Steve places his counter on "The Lost Ruins" and his Movement phase is over. Finally, Peter moves. He also goes to Archangel, so he places his counter there and, since everyone's moved, the Movement phase has ended.

Interaction Phase

Again, John goes first. He declares that he wants to trade with Peter. Peter accepts, so they freely exchange the cards they like. Steve can neither attack nor trade with anybody. Peter isn't able to do anything either; he's already traded with John, and he can't fight because he's in Archangel, an Area where fighting is prohibited.

Exploration Phase

John declares he will explore in Archangel, so he rolls a die and gets a 5. He checks the Archangel card and sees he must draw one Encounter. He draws a card from the top of the Encounter deck and must face the Old Warrior (a Creature card he has to combat). He rolls a 3 and adds his Combat level for a total of 9. Another player then rolls for the Old Warrior (Combat 2) and gets a 4, for a total of 6. This is three points below John's attack, so the Creature has lost the combat and John can choose his Reward. He decides to Recruit a character; he draws the top card on the Character deck, which is "Weaponmaster." Now it is up to Steve, who is in "The Lost Ruins." He decides that he is going to explore, so he rolls a die, with such a bad result that he must draw 2 Encounter cards. The first is the "Dragon God," which is a level 3 Creature and is discarded ("The Lost Ruins" are Level 2). He's even luckier with the second card, since he draws Treasure, which lets him draw two Advantage cards. After that, since he hasn't lost a combat or been expelled from the Area, he can choose his Reward. Since one of his missions is "Defeat Tiamat," he chooses the Pit of Hell and tries to fulfill it. Unfortunately, although he uses several Advantage cards to improve his Combat

level, he loses the fight. Lastly, Peter explores in Archangel. He rolls 2 and luckily avoids all any encounters. He chooses to Recruit and draws the Warlock, who joins his party. Now that all three players have finished the phase, the turn is over and the next one will begin.

GAME PHASES

1. Reset phase

- Straighten all spun cards and turn incapacitated characters faceup.
- Discard (expel from your party) any card or character that you don't want.
- Use any special ability or Advantage card that must be used in this phase.

2. Movement phase

- Declare your party's movement:
 - Go to an Active Area.
 - Seek New Horizons (only once player per turn).
 - Rest.
- Resolve any Encounters.

3. Interaction Phase

- Trade with any other player that is also in an Area with a trade icon.
- Declare combat on any other party in the same Area.

4. Exploration Phase

- Declare whether or not you want to explore the Place you are visiting.
- If exploration is successful, choose your reward.

ICONS



Combat



**Male
Character**



Speed



**Female
Character**



Trickery



Ki



Magic



Plot



Creature



Event



Trade



Spin



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