



OMYN™

THE RULES

OMYN is a fast-paced, easy-to-learn card game where your cards stay face down and so does your fate.

Rely on memory and intuition to track what's hidden, use Power Cards to disrupt opponents, and watch out - Omen Cards can flip the game in an instant.

The game can end at any moment with an "OMYN" call (pray no one calls before you're ready).

I HOW TO WIN

Want eternal bragging rights? Simple – either get rid of all your cards first OR have the lowest total score when someone boldly yells "OMYN" - a call that instantly ends the game and kicks off the final scoring.

II GAME CONTENTS

This game box contains 1 rulebook and 55 playing cards, including:

1 How to Play Card, 2 Omen Cards (Good & Bad), 20 Regular Cards (4 each of 1–5), and 32 Power Cards (4 each of 0, 6–12).

III SETUP

0. Watch & Learn – Scan the "How to Play" card in your deck for a **quick video tutorial** (optional).

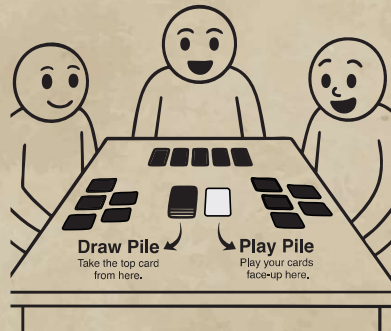
1. Pick a Dealer – Everyone draws a card from the deck. The player with the **highest-value card** becomes the dealer (they shuffle!).

2. Deal the Cards – The dealer hands out **5 cards** to each player. Keep them **face down in a neat row** - no peeking (yet), and definitely no piling.

3. Sneak a Peek – Secretly check **any 2 of your own cards**, then place them back **exactly** where they were. Try to remember them - your future self will thank you!



4. Let the Game Begin! – The player to the **left of the dealer** goes first. Play moves **clockwise**.



IV ON YOUR TURN

1. Draw a Card – Take the top card from the draw pile, yep-you can see what it is!

2. Play a Card (or Cards!) – Here is the deal, you have got two choices:

Drop! Play the drawn card straight into the center (play pile) face-up.

OR

Swap! Replace the drawn card with one of your face-down cards, then play the replaced card in the center, face-up.

(Be careful - once you swap, there's no take-back, you've got to play the card you picked!)

Pro Tip: Think it's all luck because you only know 2 cards? Think again. Every time you swap, you're secretly learning what's where. **Strategy > luck!**

TWINNING!

(a.k.a. The Fast Track to Victory!)

Twinning lets you play identical cards faster and helps you finish your hand quickly!

• **Pair Up:** Got two identical cards? Play them both at once on your turn!
(For example, two 6s can be slammed down together.)

• **Chain Play:** If someone plays a card and you have the exact same one, you can instantly drop yours on top like a reflex test.
(For example, someone plays a 4 - you can immediately drop your 4 right after.)

Fastest Wins If multiple players try to play the same card at once, only the quickest one gets away with it. The slowpokes must sadly take their cards back.



Power Cards Don't Like Sharing

If **two identical power cards** are played at the same time, **only the first one takes effect**.

(For example, two "11 - Skip" cards played together? Sorry, only one player gets skipped, not two!)

Not all cards work the same way.

Power Cards come with optional abilities, while Omen Cards must be played as written.



(Read the text on the card to learn what it does)

To understand how to use different types of cards flip to **Know Your Cards**.

Penalties If a player plays an incorrect card, or gets caught peeking or rearranging their face-down cards, they must draw a penalty card.

KNOW YOUR CARDS

OMYN features three types of cards, each with a unique role in the game.

POWER CARDS

Cards numbered 0, 6 to 12 come with **optional special abilities**. You can **choose to activate their powers** or simply **play them as regular number cards**.

(For example, play "10 - Switch" and decide whether to exchange a card with another player... or just chill and do nothing!).

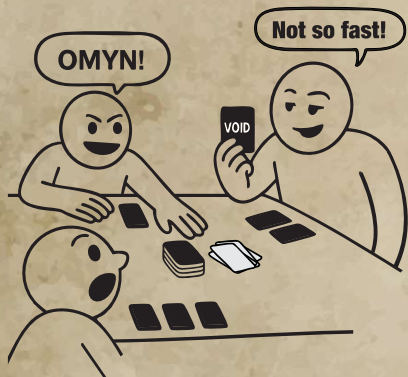
There are 8 types of Power Cards:



0 - VOID

This is the **Only Power Card** that can be played **anytime** - even when it's not your turn. Use it to cancel any Power Card effect or stop an "OMYN" call before the game ends.

(For example, if a player plays "12 - Draw" and targets you to take a card, you can drop a Void to block it. The Draw card stays in play pile, but its effect? Gone. Like it never happened. Similarly, if a player calls "OMYN" on their turn, anyone can instantly drop a Void to cancel the call and keep the game going.)



You can even **Void a Void**.

(If someone plays Void to cancel an OMYN call, another Void can override it and let the call go through.)



6 - HEX

Choose a player and stop them from using any powers on their next turn. Even if they play any power card, their cards will act like regular number cards.



7 - INSIGHT

Take a peek at one of your own face-down cards.



8 - SPY

Peek at one face-down card of any player.



9 - FORESEE

Look at the top three cards of the draw pile and rearrange them however you like.



10 - SWITCH

Swap one of your cards with a player of your choice. Neither of you gets to peek at the new card.



11 - SKIP

Choose a player, they lose their next turn.



12 - DRAW

Choose a player, they take the top card from the draw pile and place it face down without looking.

REGULAR CARDS

These are the simplest cards in the game, numbered 1 to 5. They don't have any special abilities - they're just plain numbers. Use them wisely to keep your score low and stay ahead in the game!

OMEN CARDS

There are two Omen Cards in the game: Good Omen and Bad Omen. These cards are **not optional** - you must play and follow their effects as written.

If you play an Omen card, follow these steps:

1. Combine your face-down cards with the play pile and the draw pile.
2. Shuffle everything together.
3. Draw the same number of cards you originally had.
4. Place them face down, with or without looking, depending on the card:
 - With **Good Omen**, you **may look** at the new cards before placing them.
 - With **Bad Omen**, you **must place them without looking**.

(Example: Let's say after playing an Omen card, you have 3 face-down cards left. Shuffle these 3 cards together with the play pile and the draw pile, then draw 3 new cards and place them down. Look at them only if it was Good Omen.)

At the end of the game, an Omen card takes the value of the top card in the play pile.

(For example, if the top card in the play pile is a 4, the value of the Omen card is 4.)

HOW TO PLAY CARD

This card connects you to a quick video tutorial that explains the rules and flow of the game. Simply scan the QR code to watch and learn how to play.

VI ENDING THE GAME

Feeling confident? At the **start of your turn (before drawing)**, you can boldly call "OMYN". If **no one** plays a **Void**, all players reveal **their face-down cards**, and **scores are tallied**. But if someone **drops a Void**, the call is cancelled and **the game continues**.

SCORING

Omen Cards (Good & Bad Omen): These mystical tricksters take on the **value of the top card in the play pile**. If the play pile is empty, the dealer draws a card from the deck, and its value applies to all Omen cards.

All Other Cards: No tricks here - each card's value is simply the **number printed on it**.

WINNING THE GAME

The first player to get rid of all their cards **OR** the player with the lowest total score when anyone calls "OMYN" wins and gets the ultimate bragging rights!

Tiebreakers:

1. If the player who called "OMYN" ties with someone else - tough luck, the caller loses! Call wisely.

2. If players (excluding the caller) tie, each draws five cards and sums them up. The player with the lowest total score wins.

