

## The Ancient and Official Rules of Imperial Twing

Imperial Twing is an ancient magical card game played by wizards, witches, mages, sorceresses and many others within the Empire. The origins are unknown, but it has been around for centuries. Although the rules have evolved over time, in essence it symbolizes the ongoing battle to become part of the imperial aristocracy as Vice Archmage and the constant challenge of everyone using magic to control the power of “The Orn”.

*“The Orn is the force behind all magic, easy to use, but difficult to control!”*  
– The Archmage of The Empire

## The objective of the game

The goal of the game is to become the Vice Archmage of the Empire. You are a powerful wielder of the Orn and in the endeavour to achieve your goal, you must first collect (at least) three magical objects and then prove your mastery of the Orn in a final series of battles with your opponent(s) during the End Game.

### What is in the Box?



- 160 poker-sized playing cards
- German and English language versions of key cards and rules
- Four custom D12 “Orn” dice
- 30 “Orn” crystals (“Ornicles”)
- Black cloth bag
- Two additional blank “magic object” cards (first edition special)
- Many hours of fun with friends & family
- Hilarious magical objects and frustrating special events
- Lots of hidden Teddies
- 9 event cards (D), 9 magic objects (D), 2 blank magic object cards.
- ... and a beautiful black box that looks stunning on any shelf!

## Identifying Cards

Imperial Twing includes four major types of cards, each of which has a unique design and colour on the back.

### Character Cards



There are four individual character cards in the base game. These have a purple design on the back of the cards, and each card features a magical character representing the player.

Each player chooses randomly, or selects, one of these cards at the start of the game, and places it face-up in front on them.

The colour of your chosen character card determines your “element” for the game (fire, water, air, life) with corresponding benefits when using spells and magical creatures of the same element as your character (see later rules for details).

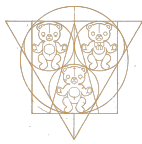
### Playing Cards



The playing cards are used by all players during the game and include spells, magical creatures (sometimes also called critters), and special cards such as cats and traps.

The playing cards have a blue design on the back of the cards.

The details of the different types of playing cards, and how they can be used, can be found in the next section entitled “Different Kinds of Playing Cards”.



## Magical Object Cards



Magical object cards represent the powerful items which players collect during the game, and which are needed to win Imperial Twing.

Magical object cards have a green design on the back of the cards. Each magical object card includes the name of the object and a brief description of its effect.

The details of the effects of each magical object are covered in the section “**Powers of the magical objects**”.

A player requires at least three (3) magical objects in order to enter the “end game”.

Note that the base set includes **both German and English versions** of these cards – please remove the cards in the language you don’t want to use before starting to play!

## The Orn: An ancient force

The Orn, the ancient force behind all magic, has a mind of its own. Magic is easy to use, but the will of the Orn is difficult to control. With skilful tactics, courage, and luck, you can acquire powerful magic objects created by the will of the Orn.

Only those who are powerful enough can control the will of the Orn, and only those who master the Orn will receive the illustrious title of Imperial Vice Archmage in this ancient imperial game. The Orn currently manifests in 4 elements:

- Red: Orn of Fire
- Blue: Orn of Water
- Green: Orn of Life
- White: Orn of Air



## Event Cards



The Imperial Twing event cards contain descriptions of random events which can occur when using magic, as the Orn is unpredictable.

The event cards have a red back, and each card contains the name of the event as well as a description of the effects.

A player draws an Event Card whenever they roll the “event” symbol (spiral) on the Orn dice, both when attacking and defending. Events can be positive or negative and may affect the playing drawing the event as well as some or all other players.

Note that the base set includes both German and English versions of these cards – please remove the cards in the language you don’t want to use before starting to play!

## Different Kinds of Playing Cards

Within the deck of playing cards (blue backs) there are several different kinds of cards with specific purposes:

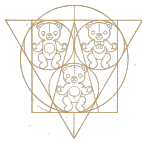
### Spell Cards



Spell cards represent the magical power of the Orn and are used to attack (and defend against) other players.

Each spell card has the symbol and colour of the corresponding element of the Orn, as well as the power of the specific card.

You can combine **up to three spell cards of the same colour** in an attack (or defence) and optionally add magical creatures to support and assist.



### Magical Creature Cards



Magical creatures join your cause and can be used to assist you in both attacking and defending against other players. Each magical creature card has the picture and name of the creature on the card, as well as its strength (power).

You can choose to add magical creatures to your spells when attacking and defending, and you have the possibility to defend using magical creatures as a "shield" without using spells.

The power of the creatures is added to the total amount of your attack/defence.

Creatures with the "M" symbol on the card are **mounts** which can carry another creature of the same colour and the same or lower power.

Place all magical creature cards face up on the table in front of you - these form your "entourage".

### Cat Cards



It has long been known that cats have a special relationship with magic and the Orn.

Black cat cards can be played whenever you are rolling the Orn dice and allow you to reroll the dice one time. You can use multiple Cat cards one after another, but **you must always use the result of the last roll of the Orn die.**

Three cat cards can be "sacrificed" in the Ritual of The Ornly Cat to enable a player to draw the top card from the magical objects pile.

Keep any cat cards in your hand (with spells and traps) to use when the time is right.



### Miromon



The special white cat card "Miromon" reverses the result of ANY roll of the Orn dice, for yourself or your opponent. => Critical fail becomes critical hit, -4 becomes 4, event becomes 0 (no event).

In all other respects Miromon is used in the same way as any cat card and can be used as part of "the Ritual of The Ornly Cat".

### Trap Cards



Traps can be used to capture or neutralise your opponent's magical creatures.

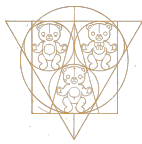
Traps always work (there is no saving throw or chance of failure). You use a trap card by placing it face upwards onto another player's critter card, which is then removed to the discard pile.

Note that if a mount is targeted, only the mount is discarded, the creature riding the mount remains in the battle.

You can play a trap card in two ways.

1. During your turn: As an action, you can *capture* a magical creature **of your Character's colour** from another player's entourage and add it to your entourage. This ends your turn.
2. During a battle, including duels: you can remove one magical creature of your opponent, sending it to the discard pile. In case of a mount and rider, only one is discarded. You can play a trap card at any time during a battle, including after the Orn dice have been rolled.

Keep any trap cards in your hand (with spells and cats) to use when the time is right.



### Ornicles



When the Orn is used for magic spells during battle, magical processes happen which generate Ornicles that appear in different shapes (coloured crystals).

These crystals can be collected by the wielder of the winning spell and can be used to conjure magical objects. If you don't use magic, you don't get Ornicles, such as in case of shielding in defence.

### Game Setup

To begin the game, each player draws randomly (or selects) one of the Character cards and takes a corresponding "Orn" dice (one of the coloured 12-sided dice).

### Characters: Become a legend

You chose one of four characters at the start of the game. Each character has mastery of one Orn Element (colour), giving you advantages when you play this colour in battle. The characters are:

- Water (blue): The Witch of the Burbling Rivulet
- Fire (red): The Mage of the Lambent Matchstick
- Life (green): The Sorceress of the Picturesque Flowerpot
- Air (white): The Warlock of the Balmy See Breeze



The playing cards, magical objects, events cards and Orn crystals should be laid out as follows:



Example: two player setup

The Playing cards (large stack with a blue background) are shuffled and placed in the centre of the table.

Event cards (red back) and Magical Object cards (green back) are also shuffled and placed face down on either side of the Playing cards.

The top two Magical Object cards are drawn and placed face up next to the stack.

The "Ornicles" (coloured crystals) are placed in a convenient location for all players to access.

Each player places their Character card face up in front of them, along with the corresponding coloured "Orn" dice.

Each player draws THREE Playing cards from the stack and places any Critter cards face up on the table in front of them.

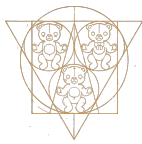
Spells and other special cards are kept in the hand (not displayed to the other player(s) - in the example (left) these cards are laying face down on the table, however players should hold these in their hands.

If any player has no spells, that player draws additional playing cards until they have a new spell card. **Any additional cards drawn that are not spell cards are immediately discarded.**

### Start: The game is on

1. Everyone rolls the dice at the same time and the highest number begins (re-roll if two or more players role the same highest number).
2. Starting player begins their turn and decides the direction of play (clockwise of counterclockwise) for this game.





## Player Turn actions

At the start of your turn, draw 1 card from the deck of playing cards (the large stack of cards with blue backs). Any spell cards, cats and traps remain in your hand. All magical creature cards are immediately placed face up on the table in front of you. These form your entourage (army of magical creatures).

If you no longer have a spell card in your hand, always draw playing cards immediately until you have a new spell card. Any cards drawn that are not spell cards are immediately discarded.

## Then choose ONE of the following actions:

1. Attack any other player
2. Duel another player for one of their magical objects
3. Buy a magical object, if you have sufficient Ornicles (five in a standard game)
4. Play a trap card to capture another player's magical creature (of your color)
5. Perform the Ritual of The Orny Cat (if you have three cat cards) to draw a magical object from the top of the pile
6. Announce you are entering the end game (if you have sufficient magical objects) and make an end-game attack
7. Make an end-game attack (if you are already in the end-game and still have sufficient magic objects)
8. Pass and draw TWO additional playing cards from the stack

## Maximum Spell Colour Rule

- You may only hold up to three different colours (elements) of spells in your hand.
- If you have more than three colours in your hand, discard spells of one colour to the discard pile
- You can only have a maximum of 15 spell cards on your hand.

## Magical Creatures

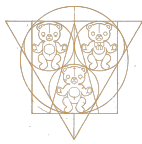
- Creatures with the same color as your character are **protected** (see below)
- When drawn, place them face up in front of you, as they belong to your entourage.
- Mounts (Symbol M) can carry another critter of the same colour and the same or less power. Then both critters count as one unit/creature.



## Fighting: Attack and Defence

1. On your turn you have the option to attack any other player.
2. Announce the attack, and who you are attacking, and then place the cards you are using in your attack face up on the table.
3. You **MUST** play at least one spell card to attack. You may play up to three spell cards **of the same element (color)** in a single attack.
4. Your opponent **MUST** defend, either using spells (and optionally adding magical creatures) or using magical creatures only as a "shield".
5. Optionally, add one creature **of the same color** for each spell card placed. Creatures riding a mount do not count in this total (the creature and mount count as one creature).
6. Add up all the points on the cards (spells and creatures).
7. Do the same for defense, unless you play creatures as a shield (see special defense).
8. Roll your Orn dice and add/subtract the result from your total points .
9. Play cats and traps at will during the fight to change the outcome.
10. Whoever has more total points at the end wins, and takes 1 ornicle as a reward.
11. All spell/special cards played are discarded.
12. All creatures of the winner return to their entourage.
13. All the losers' creatures go to the discard pile (exception: own color played in the attack).
14. When there is a tie (attacker and defender have the same total power result), all creatures of all players return to their entourages and all other cards played are discarded (spells, cats, traps).
15. If players have a simultaneous action (for example both roll an Event on the Orn dice), the Attacking player goes first (has the initiative).

ALSO remember to check for the effects of magical objects which can negate the effects of certain rolls as well as cat and trap cards.



## Orn Dice Symbols and Events: The Will of the Orn

Magic is unpredictable and can sometimes have unexpected consequences.

### The Orn Dice



Whenever you utilise the power of the Orn, whether attacking or defending, you roll the Orn dice to determine the effect of your spells.

The numerical result (from -4 to +4) is used to modify your total power (added to the sum of the spells and creatures you are using).

There are also three "special symbols" which have the following meanings:

Sun	Critical Hit	You win!
Cross	Critical Fail	You lose!
Spiral	Event	Draw an event card and do what it says.  <b>The dice roll counts as a zero</b> towards your total power for this attack / defence.

Events are resolved immediately before any other actions are performed.

After any events are actioned, a cat card can be played by either player (attacker of defender) to re-roll their dice. Some magical objects also enable the dice to be rerolled. Multiple cat cards can be used in succession, however only the result of the last roll counts.

If both players roll a Critical Hit or Critical Fail, and no cats are played to change the results, then the attack results in a tie - creature cards return to the player's entourages and spell cards are discarded. No Ornicles are awarded to either player.

If both players roll an event, the attacking player event is actioned first.

## Mounts (M): Wolpertinger and War Horse

Mounts can carry one creature of the same colour and an equal or lesser power. Both then count together as one stronger creature. Mounts never carry other mounts. Hence, for one spell card you can now add mount and rider. In case of traps only one of the cards are discarded.

### Elemental alignment: Playing your colour

Playing your own character's colour gives you two advantages:

1. Using a spell of the same colour (element) as your character for either attack or defence, will be more effective as your character is highly skilled in magic of this element. Hence, if you roll The Orn die in a battle, the negative numbers count as zero. But a critical fail is still a critical fail.
2. Similarly, when aided in an attack by your critters of the same element, you are better able to protect them from harm. If you lose the attack, these critters will return to your entourage for future battles.

### Special Defence: Shield

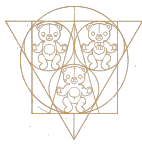
The defending player can choose not to play a spell but instead place as many critters of one colour as you want forward as a shield. If the defending player wins, the shielding critters return to their entourage, however if they lose then all shielding critters are discarded. **The shielding (defending) player does NOT roll The Orn die!**

### Events: Expect the unexpected

When you roll The Orn Symbol (spiral), you must draw an event card and do whatever the event card says. Event cards may affect just you, or all players.

If several people roll The Orn Symbol at the same time, the primary attacker must draw an event card first and resolve the outcome. Then, one after another in order of play, the other players draw their events cards and resolve any outcomes.

Some magical objects shield you from events, even the good ones! (You will still draw an event card, but the effects do not apply to you).



## Magical Objects

Magical Objects are rare and powerful items in which the power of The Orn manifests to provide their owner with special abilities.

In order to win Imperial Twing you must collect at least three (3) magical objects.

You can acquire Magical Objects through:

- Buying them using Ornicles as an action during your turn
- Duelling another player to steal an Magical Object from them
- Performing the Ritual of the Orny Cat
- An event

You can possess as many Magical Objects as you like, however you can only use three magical objects at a time. Put all further magical objects that you possess to the side, so that all players can see them. Only the ones next to your character are active and their powers effect the game.

You can switch which of your magical objects are active at any time, except during a battle or duel.

### Buy Magic Objects: Become even more powerful

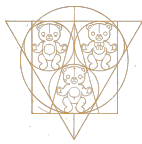
If you have enough Ornicles (3 to be exact, in a standard game), you can buy one of the two magical objects that lay openly on the table (face up).

1. Pay the required number of Ornicles, choose a magical object and lay it face up next to your character. From now on you are more powerful and you can use the powers of the magical object.
2. When you have chosen one magic object, draw a new card from the magical object stack (if any remain) and lay it down facing up.
3. You can only use three magical objects at a time, so if you exceed this limit you must choose which cards to keep active (play face up next to your character).
4. Buying a magic object counts as an action, so this ends your turn.



## Powers of the magical objects: No two are the same

Teddy of Agony	Add one additional magical creature of <b>any colour</b> to your attack / defence (this can include a mount and a creature riding the mount, which still counts as one creature).
Panties of Protection	If you roll a critical fail it counts as 0 on the dice.
Hat of Opportunity	When you are defending an attack, you may roll the Orn die again one time (this is not affected by the Socks of Certainty). You must take the result of the new roll.
Giant Red Shamrock	When you are attacking, you may roll the Orn die again (this is not affected by the Socks of Certainty). You must take the result of the new roll.
Puppet of Clarity	When you draw an event card it has no effect on you, but still influences all other players as appropriate. This includes events which would be beneficial for you!
Boots of Certitude	Your opponents cannot use trap cards against you.
Bra of Destiny	Your opponents' critical hits count as 0 against you.
Socks of Certainty	Your opponents cannot use cat cards against you, including Miromon. This does not stop your opponent from using cat cards against other players, nor does it prohibit them from performing the "Ritual of the Only Cat".
Cup of Lameness	Your opponents cannot mount creatures when attacking or defending against you. Creatures which are mounts can still be used, however they cannot have a rider (mounted creature).  In a multiplayer situation (such as the end game) this only applies to attacks against you, not other players.



## Stealing Magical Objects: Fight a Duel

If you want to steal a magical object from another player, **you must duel** them. This requires that you put up one Ornicle as the “stake” to initiate a duel.

- Announce that you will duel another player, nominate the player and place one Ornicle on the table as your stake.
- You will fight your opponent 3 times in a row, and you must win 2 out of 3 battles.
- You are always attacking.
- Your opponent must defend.
- No other player can support in the duel.
- If you win 2 out of 3 duels you can choose the magic object you steal from your opponent and add it to your collection of magic objects. The “staked” Ornicle returns to you.
- If the defender wins 2 out of 3 duels the attacker won’t get anything, and the defender gets the attackers staked Ornicle.

## The “Ritual of the Ornlly Cat”: The Orn is with you

As Cats are uniquely linked to the power of The Orn, you can sacrifice/discard three cats to draw the next magic object from the top of the magical object stack (if any remain).

## Multiplayer rule: Support one side

In a 3 or 4 player game, you have the possibility of joining in and supporting either side of a magic battle (but not a duel).

- **Stake an Ornicle** and support a side with a spell / creature of the corresponding color before the dice roll!
- Make sure it is clear which player you are supporting.
- Your side wins: You receive an additional Ornicle and take your stake back.
- Your side loses: The winner receives your Ornicle plus regularly one more for winning the battle.
- Only the two main opponents may use their magic objects, roll the dice or play traps and cats.

## Endgame: Finally become Vice Archmage

It’s your turn and you have 3 magic objects , then you can start the endgame.

- Say loud and clear that you are now starting the endgame.
- If you have no magic object, you lose immediately and surrender (leave the game)
- Now it’s one against all. Your attack goes against all remaining players at the table at the same time.
- Everyone must defend themselves individually!
- All roll their Orn die at the same time.
- Each battle is resolved individually. Creatures are only discarded at the end.
- You win: take a magic object from the respective opponent.
- You lose: the opponent receives 1 Ornicle.
- If you are the last person in the game, you have won and are the Vice Archmage
- If one of your three magic objects is stolen, the endgame phase ends for you and you continue to play in the regular mode until you have 3 magic objects again and restart the endgame.

## Surrender: Retire when it becomes hopeless

Sometimes the Orn simply isn’t on your side ... or perhaps for some other reason you need to end your game. If at any time a player wishes to withdraw from the game, they can do so by announcing their retirement:

- Turn your character card face down.
- Discard all spells, critters, and special cards.
- If there is more than 1 player remaining in the game, distribute your magical objects and Ornicles to the other players, as you wish.
- Thank your opponent(s).

## Game Variations

Check out our homepage for game variations: [www.imperialtwing.com](http://www.imperialtwing.com)