



OMEGA VIRUS[™]


■ pr0logue ...

—

The station is breaking apart. Life support systems are failing. An explosion rips through Yellow Sector. Omega Virus has been neutralized, but you need to get out now!

The virus corrupted the ship wide network, locking down the escape pods and initiating every security protocol, turning the station into a veritable maze. Race through the station and find the equipment you need to secure your return to Earth.

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_Components



36 floor plan cards

_2 identical decks
_18 cards each



6 key cards

_2 Red _2 Yellow
_2 Blue



12 location cards



12 scoring cards



3 speed bonus cards

Game Design:
_Steven Aramini

Development:
_Brian Neff

Rules layout:
_Jason D. Kingsley

Graphic Design:
_Lindsay Daviau, Jason Taylor

Graphic Production:
_Samantha Barlin

Setup

1. Give both players one deck of 18 **floor plan cards** (labeled on the backs as deck **0** and deck **1**). These two decks are identical.
2. Place the 6 **key cards** in three distinct piles (red, yellow, blue) within easy reach of both players.
3. Shuffle the 12 **location cards** together into a single face-down deck. Reveal and place 1 location card face up next to each of the three key card piles.
4. Shuffle the 12 **scoring cards** together into a single face-down deck. Reveal the top 3 scoring cards and place them face up near the play area.
5. Place the 3 **speed bonus cards** together in a single face-up stack from lowest to highest value.

Overview

You and your opponent race in real time to be the first to escape the corrupted station. The game takes place over three rounds, during which both players simultaneously play their floor plan cards to their respective play area. Some of your card backs will display a lock, which will require a matching key to play. A round ends when one player connects all three pieces of crucial equipment needed to escape.

At the end of a round, you score points based on your speed and floor plan configuration. Reset the game and play another round. At the end of the third round, the player with the most points wins.

To start the game, one of the players counts down from five and says “GO!”



Building Your Floor Plan

As soon as a round begins, you and your opponent simultaneously begin playing one card at a time as fast as possible – do not wait for your opponent!

If the top card of your floor plan deck has a “locked” back that matches the color of a key card **you do not have**, you may **not** flip that card or place it in your floor plan. Whenever this happens, immediately move the locked card to the bottom of your deck before continuing.



No Matching Key?
Do Not Flip!



If the top card of your deck has a standard white back -**OR**- a locked back that matches the color of a key card ***you already have***, flip the card and place it into your floor plan in any orientation.

The first card you add to your play area starts your floor plan and can go anywhere in front of you. To add a subsequent card to your existing floor plan, you must place it adjacent to or overlapping an existing card or cards. You can overlap 1/4, 1/2, or 100% of a room card.

At any time, you may pick up any number of cards from your floor plan and move them to the bottom of your deck. You may not pick up any card that causes your floor plan to split into multiple sections.



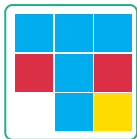
Gaining Key Cards

The three location cards represent the places where key cards can be found on the station. If, after playing a floor plan card, your floor plan contains a contiguous single-color area of squares (called a "room") that matches the shape on a location card **-AND-** matches the color of the attached key card, take the corresponding key card and place it in front of you.

A The room shape must match the location card exactly but can be rotated in any direction. It cannot contain extra squares of that color.

Once you have a key card, the matching "locked" floor plan cards of that color in your deck are now unlocked; you may flip and add them to your floor plan as normal when you encounter them.

A Comm Tower
+ Zeta Key

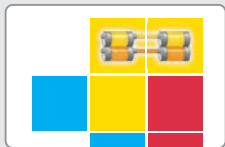


Matching Equipment

As you play floor plan cards, you will discover parts of three pieces of equipment – the **battery cell**, **satellite dish**, and **atmospheric purifier**. Each equipment has two halves that must be connected.

Matching Equipment (continued)

When you connect two matching halves of equipment, you have successfully activated it. As soon as you activate all three pieces of equipment, shout “done!”, and the round ends immediately.



Connected
Equipment
(Battery Cell)

IMPORTANT: When adding to your floor plan, be careful not to cover equipment! If you do, remember that you may pick up cards from your floor plan and move them to the bottom of your deck.

_Scoring the Round

The player who ends the round takes the top speed bonus card. Then, evaluate the scoring cards; the player who accomplished the goal on each card takes it. If there is a tie, give the scoring card to the player who won the speed bonus card that round.

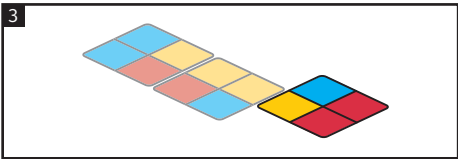
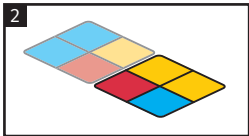
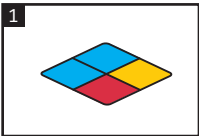
If you completed the third round, the game is over. Otherwise, prepare to start the next round.

- “Largest” refers to the room made up of the greatest number of squares.
- “Widest” refers to the room with the most squares from its leftmost edge to its rightmost edge.
- Numbers, such as “2+” and “3+”, refer to the minimum number of squares in a room required to count it.



EXAMPLE:

Watch Hal attempt to unlock the yellow Beta key by building the Skywalker.



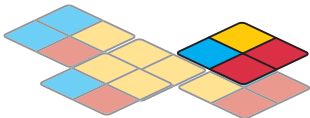
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Success!

5

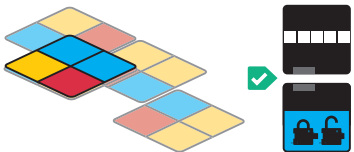
Hal continues and recognizes another opportunity to unlock the red Alpha key access. Arrogant human!



MEANWHILE:

Evelyn has just unlocked the blue key card.

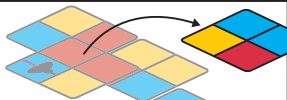
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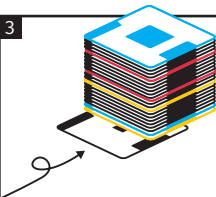
However, she covered the satellite dish along the way. She'll need this in order to win the round.

2

So she removes a card...



3



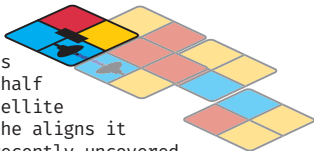
... and places
it face-down
on the bottom
of her deck.

Her next card is
a blue Zeta card
that she now has
access to.

4

It contains
the other half
of the satellite
dish, so she aligns it
with the recently uncovered
half. Well done!

Only two more equipment cards to go.



Starting a New Round

1. Return all **key cards** to their setup spot.
2. Return the existing **location cards** to the box and reveal three new ones.
3. Reveal 3 new **scoring cards**.
4. Both players gather their **floor plan cards** and shuffle them together to form new floor plan decks.

When both players are ready, begin the next round by counting down from five.

End of the Game

At the end of three rounds, both players total all points from the scoring and speed bonus cards they claimed during the game. The player with the most points wins!



RESTORATION
GAMES

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