

OAR ELSE!

the card game

Stranded in shark infested waters, race to shore or find the items necessary for an immediate rescue. Play as a "team" or leave the boat to "go it alone", overcoming torrential storms, blabbering parrots, pirate attacks, and simply losing your mind. Horde food for an end game tie-breaker. *Oar Else!* is a card game for 2-5 players, recommended for ages 8+.

Game contents

- Lifeboat card (1)
- Life vest card (5)
- Penny tracking cards (5)
- Paddle cards (25)
- Food cards (7)
- Immediate Rescue Scenarios (6)
- Rescue item cards (24)
- Ability cards (3)
- Block/Attack cards (22)
- Item cards (19)

Order of Events cards (5) have been provided as a reminder. Paddle markers (5): pennies (1 per player) are not included for marking the number of Paddle cards played.

Objective

Collect 15 paddle cards to reach shore or match the conditions on your immediate rescue scenario card. Work as a "team" or as an individual to win.

Set up

Place the lifeboat card in the center of the table; this marker represents the group game play.

Deal each player a life vest card. Turn this card face up when the player has left the lifeboat. The player is attempting to win the game on their own.

Divide the deck into an immediate rescue scenario card pile and the draw pile, which consists of all other card types. Shuffle these two decks separately.

Draw one immediate rescue scenario card and place face up on the lifeboat marker. This card represents the conditions needed to immediately win the game for all players within the lifeboat, regardless of paddle cards.

Deal one immediate rescue card to each player face down. This card "activates" when the individual leaves the boat with their life vest.

Deal five cards from the draw pile to each player.

Save a spot on the table for the discard pile.

Winning the game

The game can be won by the group, "working together," within the lifeboat, or by an individual, who has left the boat to pursue the individual win.

If the group reaches the win first, there is a "tie breaker". So, don't be surprised if someone in the group attacks you with a rancid food card, for example.



There are several paths to winning the game:

- 1) The group within the lifeboat can win by:
 - a) collectively tallying a total of 15 paddle cards;
 - or-
 - b) matching three out of four items found on the group's immediate rescue scenario card.

At the end of the game, each individual within the boat tallies their paddles and food cards. The person with the highest score wins.

- 2) An individual who has left the boat can win by:
 - a) tallying a total of 15 paddle cards;
 - or-
 - b) matching three out of four of the items found on their individual immediate rescue scenario card.

Game play

Everybody starts together in the lifeboat. During the game, players may remain in the lifeboat to "work together" towards winning the game or they may leave the boat, using their life vest card for the individual win.

The youngest player goes first and game play proceeds in clockwise direction.

For the first round, there is no bidding on food cards; players can play them for personal gain. Then follow the regular order of play:

- 1) Play any ability cards you have in your hand and immediately benefit from the ability
- 2) Play one or more paddle cards, certain food or Item cards may allow you to play more than one.
- 3) Play any number of remaining card types you have in your hand that you are able to play
- 4) Discard any number of cards from your hand.
- 5) Draw from the draw pile to "fill" your hand to five cards; you may have more than five cards from game play.
- 6) Immediately play any food cards that are drawn and start bidding. Do not draw or discard cards. You can have more than five cards in your hand.

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Order of Play

Phase 1: play ability cards

Follow the directions on the cards.

Phase 2: paddle

Play a paddle card, if desired. Track paddling with a penny on the paddle marker card. Discard the paddle card into the discard pile.

A player can play an additional paddle card for each food card they have showing on the table.

Phase 3: play other card types

Display a life vest card face up to leave the lifeboat.

Rescue item cards are played face up on the table; once played, they can't be stolen, removed, or altered by other card actions.

For the individual win, a player can play a rescue item card towards their individual immediate rescue scenario when using any water craft. However, by doing so, they reveal to the group their immediate rescue card condition. To win by this path, they must leave the lifeboat, using their life vest.

Item and Action cards may be kept in ones hand 'til the opportune moment of their choosing. They are used once and returned to the discard pile after use.

When an attack action card or "bad" Item card is played, it can be immediately blocked by a block action card or by a corresponding "good" item card.

To promote cooperative game play with the group in the lifeboat, item cards like pet seagull or band-aids, help everyone on board.

Phase 4: discard unwanted cards

Phase 5: draw cards to have a minimum of five cards in hand

Once the draw pile is "empty", the discard pile is shuffled and becomes the draw pile.

Phase 6: play Food cards immediately

Food cards are immediately auctioned when drawn from the deck. All players must bid with cards from their hand. The person auctioning the food card chooses from those offered and trades the food card with the "highest bidder." The "highest" bidder displays the food card face up on the table in front of them. The un-chosen bids are discarded into the discard pile. If no one has cards to bid for the food, then the person who drew the card gets to keep it for themselves.

The item card, fishing pole, is played like a food card, but it is an item. It can be stolen by pirates, but not subjected to food fights, for example.

Card Descriptions

Life Vest Card – To go for the individual win, use a life vest to leave the boat. Play during phase 3 of your turn by turning the life vest card face up.

The individual immediate rescue scenario card becomes "active"; the group goal does not apply while using the life vest. The player keeps all of their paddles and food cards. Any group rescue item cards they played remain with the group.

Life vests can be punctured by a spring a leak card and need repairs, for example. It is considered a water craft, just like the lifeboat. So actions toward a lifeboat apply toward a life vest.

Shark attack is the only card that forces players to return to the group lifeboat. Their individual immediate rescue scenario is "deactivated", and the group goal applies while in the lifeboat.

Immediate Rescue Scenario Cards-

There are six different immediate rescue scenario card conditions. Rescue item cards fulfill these conditions. A purple icon in the corner of the card describes the grouping.

One immediate rescue scenario card is placed face up for the group within the lifeboat, and each player receives an immediate rescue scenario card that they keep concealed from the group.

Players in the lifeboat play towards the same group immediate rescue card conditions.

Players reveal their individual immediate rescue scenario card condition, when they play a rescue item card towards that goal. This set of cards is "activated" for the individual win, when the player leaves the boat with their life vest. If the player returns to the boat, then they "deactivate" their individual immediate rescue scenario.

Rescue Item Cards-

When in hand, these cards are played like item cards. When they are put into play and shown face up on the table by an immediate rescue scenario card, they count towards the rescue, but can't be stolen or lost when thrown overboard.

Paddle – Paddling is another way of winning, without using immediate rescue cards. When a paddle card is played, move a penny on the paddle marker card and discard the paddle card into the discard pile.

Paddle cards remain with the individual player; if they leave the lifeboat, then the individual takes their paddling contribution with them.

If the player is thrown overboard, they keep their paddle and food cards.

If the group ends the game, everyone within the lifeboat tallies their paddles and food cards to determine a winner and anyone outside the boat loses.



Ability Cards - There are four Ability cards.

If a player draws an ability card, place it face up on the table at the beginning of their turn. They can immediately benefit from their ability. As long as they keep their ability, they receive benefit every round.

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Food – For the first hand, the players keep any food cards they were dealt, placing them face up on the table in front of them – no auction. During the game, food cards are immediately auctioned when drawn from the deck. All players must bid with cards from their hand. The person auctioning the food card chooses from those offered and trades the food card with the “highest bidder.”

If no one has cards to bid for the food, then the person who drew the card gets to keep it for themselves.

At the end of the game, food cards are tallied for the tie-breaker, equivalent of three paddle cards each.

A player can have more than one food card displayed on the table at one time. When playing paddle cards, a player can play an additional paddle card for each food card they have showing.

Some food cards may be played as a single use to block an action card. If used in this manner, the card is discarded.

Item/Action Cards - With the exception of the fishing pole and the bungees, item cards are kept within your hand until ready to be played and are one-time use cards. Item cards have descriptions on them to indicate how they are to be played.

Ability, food, and paddle cards are not item cards.



Use to Block an Attack card(6)



Use to Attack (21)



“Good” item(19)



“Bad” item (5)

Notes about cards

- If a card, such as rancid food or termites is played, the victim chooses which card will be destroyed from their hand.
- Lifeboats and life vests are considered to be water craft. Both may have multiple leaks, for example.
- If you are thrown overboard, you lose all the cards in your hand, as you climb back into the boat. Bungeed items are not affected.
- The Item card, bungee, is played face up on the table allowing a person to attach up to three Item cards, face down. The player continues to draw up to five cards to “fill” their hand at the end of their turn. So, a player with this card may have five cards in their hand and up to three items stored on the table in front of them.
- Group hug card – This card ends the persons turn immediately as they are thrown overboard and lose all cards in hand.
- This game is played on the honor system.

House Rules

House rules are usually the best cause ya’ made ‘em yourself. Here are some suggestions from the game testers on alternate ways to play cards. Discuss amongst players before the game begins so everyone understands how a card is to be played during the game.

To change the length of the game, decide as a group how many paddle cards are needed to win. ie. 20.

When more people are playing there is a higher probability that the group in the lifeboat will find all the rescue item cards before individuals on their own. Make the task harder for the group by requiring all rescue item cards to be found instead of just three out of four.

Instead of revealing the individual immediate rescue card when the first rescue Item card is played towards the goal, keep the cards concealed throughout the game.

When a player is in the lifeboat and they are thrown overboard, they lose their paddle contributions to the lifeboat. These paddles help get the group to shore, but not scored at the end of the game.

Discarding cards to the discard pile can be face up or face down.

Specific cards:

Iceberg & spring a leak cards - Instead of playing on a water craft, play the card on a person, designating someone to repair the damage before they, personally, can begin paddling again. All others within the lifeboat are not affected until that individual leaves the boat and then the group must make repairs.

Bungee card - Use the bungee item card to bungee any card type to the player.

Two player game:

This game is recommended for three or more players. However, if two people are playing the rules need to be modified.

The number of paddle cards to be played for the win should be reduced. Suggestion is ten.

Bidding on food cards doesn’t quite work since there is no incentive for the bidder to put out any “good” cards to claim the food. So, the player who drew the food card gets to keep it, immediately placing it face up on the table in front of them.

Remove the “cooperative” game play by removing the lifeboat. Play as if the individuals are separated in the water, using just their lifevest to get to shore and remove the Shark Attack card. Eliminate drawing the immediate rescue Condition card for the group.