

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 3-5 players, recommended for ages 16 and up.



Game Contents

- Order of Events cards (5)
- Lifeboat card (1)
- Life vest card (5)
- Immediate Rescue Scenarios (6)
- Paddling card (5)
- Rescue item cards (24)
- Ability cards (3)
- Paddle cards (25)
- Block/Attack cards (41)
- Food cards (7)

Also required but not included: 1 penny or token per player to track individual paddling contribution on the Paddling card.

Objective

Collect 15 paddling "marks" to reach shore or match three of the four Rescue items on your Immediate Rescue Scenario card. Work as a "team" on the lifeboat or as individuals, using your life vests.

Getting Started

Place the lifeboat card in the center of the table. This card represents the group game play.

Give each player an Order of Events card, a Paddling card, and a Life Vest card. The Life Vest card is kept face-down until the player leaves the lifeboat.

Shuffle together the six Immediate Rescue Scenario cards, dealing one face-up for the Lifeboat. Collect 3 of the 4 items shown on this card to win the game for all players in the lifeboat, regardless of paddling.

Deal an Immediate Rescue Scenario card face-down to each player. These are secret individual win objectives.

Set aside any remaining Order of Events, Paddling, Life Vest and Immediate Rescue Scenario cards; they will remain unused for the remainder of the game.

Shuffle the remaining card types, deal five cards to each player, and place the deck in the center of the table. This will be the draw pile. Save a place on the table for the discard pile.

If a player is dealt a Food card, they play the card in front of them on the table. This is the only time a player can keep food for themselves.

Winning the Game

Game play continues until one of the following:

- 1) Collectively, the players in the lifeboat tally 15 paddles on their Paddling cards.
- 2) Collectively, the players in the lifeboat are rescued by having found 3 of the 4 Rescue Items listed on the lifeboat's Immediate Rescue Scenario card.

3) An individual, who has left the lifeboat, wins when the total on their Paddling card reaches fifteen.

4) An individual, who has left the lifeboat, has played 3 out of 4 Rescue Items from their individual Immediate Rescue Scenario.

In the event the group reaches shore or is rescued, to determine a MVP, each individual gets one point for every paddle space marked on their Paddling card and three points for every Food card, remaining in front of them at the end of the game. The individual with the highest score wins.

Game Play

Everybody starts 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. Play proceeds clockwise.

During their turn, gamers may play their cards as follows:

- 1) **Play any Ability cards** you have in your hand in front of you on the table & immediately receive the benefit.
- 2) **Play and discard a Paddle card.** Advance the penny on your Paddling card, tracking your paddling contribution. Certain Food or Item cards may allow you to play more than one card.
- 3) **Play any number of remaining card types,** including Rescue Items, Attack, or Block cards. A player may choose to jump in or out of the lifeboat.
- 4) **Discard any undesired cards from your hand.**
- 5) **Refill your hand:** Draw from the draw pile to refill your hand to a minimum of five cards. Note during game play you may acquire more than five cards by other means. Your hand consists of the cards in hand and those attached facedown to any bungees.
- 6) **Auction any drawn Food cards:** Immediately auction any Food cards that are drawn and start bidding. All players must bid. Read more about bidding under "Food cards".

OAR ELSE!

the card game

Card Descriptions

Life Vest – Announce life vest actions during step 3 of your turn. Players may choose to jump in and out of the boat, but not within the same turn.

Leaving the boat: Go for individual win. Turn your Life Vest card face-up, designating you've left the boat.

The player takes their paddling contribution with them, reducing the Lifeboat's paddling total.

Choose to reveal ("activate") your secret Immediate Rescue Scenario and play any Rescue Items that match your rescue scenario ... or not – keep it secret a little longer.

Like the lifeboat, life vests are considered watercraft. Actions that apply toward the lifeboat also apply towards a life vest.

Returning to the boat: Turn life vest face-down. The individual Immediate Rescue Scenario is "deactivated". The group goal now applies.



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 set.

Players in the lifeboat play towards the same group Immediate Rescue Scenario card conditions, placing cards face-up on the table.

Players, using their life vest, must reveal their individual Immediate Rescue Scenario card, when they play a Rescue Item card towards their personal goal. This scenario is "activated" when the player is using their life vest and "deactivated" if the player returns to the lifeboat.

Rescue Item Cards- Play Rescue Item cards face-up on the table by an Immediate Rescue Scenario card, during step 3 of your turn. Once played, it counts towards the rescue. It is safely "out-of-play"; it can't be stolen or lost when thrown overboard, for example.

Players may only play Rescue Item cards which apply towards the lifeboat or their own secret rescue scenario conditions.

These are considered items and may be stolen by pirates.



Paddle Cards –

When a Paddle card is played, the player records the event by advancing the penny on their Paddling card. The Paddle card is discarded into the discard pile. If a player leaves the lifeboat, then the individual takes their paddling contribution with them, reducing the lifeboats total. Decrease a player's paddling contribution from their Paddling card, when attacked by "Termites" for example.



Ability Cards -

Player's play Ability cards at the beginning of their turn, placing them face-up in front of them on the table. Immediately benefit from the ability, and continue to benefit every turn, as long as the player keeps the card.

Card Descriptions



Food Cards – Food cards increase a player's paddling ability, enabling them to play one additional Paddle card per Food card per turn.

Food cards are always displayed face-up on the table in front of the player and remain with the player unless lost during game play.

A player can have more than one Food card displayed on the table at one time.

Some Food cards have a one time (1x) use indicated on the card. Receive the benefit by discarding the card.

In the event the lifeboat wins, the group may determine a MVP by individually adding together one point for every paddling contribution and three points for every Food card.

Auction / Bidding -

Food cards are auctioned when drawn. Everyone must bid.

Bidding may take many forms and is decided by the group. Some gamers like to orderly go around in turn order, placing the bids. Some gamers like everyone bidding at once. Decide as a group your preference.

What to bid? What's your comfort level? A bidding player decides how many cards, if the cards are displayed face-up or face-down, and if the auctioneer can peek at them.

The auctioneer chooses their favorite bid and trades the Food card with the "highest bidder." The "loosing bids" are discarded into the draw pile.

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



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.

Red icon cards are "bad". Play during step 3 of your turn. Green icon cards are "good". Play immediately to block an attack. This may be out of turn. You may play to help others.

Additional notes:

- This game is played on the honor system.
- Lifeboats and life vests are considered to be watercraft. Both may have multiple leaks, for example.
- The victim of an attack chooses which card will be destroyed from their hand.
- If you are "Thrown Overboard", you lose all the cards in your hand, as you climb back into the boat. "Bungeed" cards are not affected.
- The "Bungee" Item is played face-up on the table, allowing a person to attach up to three cards, face down, increasing the player's hand size.
- "Pirates" steal cards labeled "Item". These cards are discarded unless someone is has the "Packrat" ability.
- Feel free to alter these rules to suit your style.