

PAW-WARRIOR GAMES

Game design by Josh Paugh
and Ben Krieger

Artwork by Ed Francis

www.paw-warriorgames.com

Facebook: Paw-Warrior Games

Twitter: @PawWarriorGames

Instagram: paw_warrior_games



About the Game: Ogre Cheerleaders is a 2ish-player game. What does that mean, you ask? Well, Ogre Cheerleaders is a silly game to begin with, and the mechanics were built with 2 players in mind. That being said, if you're just playing for fun (which you should be!) then adding an extra player or two into the mix will work out just fine. The more players you add, the more luck will be involved. Follow the same rules as you would for 2 players - each player taking their turn, and proceeding to the player on the left to go next.

Welcome to OGRETON University, the most prestigious Ivy League school for ogres in all the land. You have been hired as a recruitment officer for the cheerleading squad, and it is your responsibility to scout out promising cheerleaders from various high schools for next year's team. BUT, there is another new recruitment officer at OGRETON too! Each recruitment officer will be assembling a team of cheerleaders. Only one of you will be sticking around till next year, so make sure you assemble the best team of ogre cheerleaders! You will be watching ogres from 4 different high schools show off their skills and try to impress you. The high schools you will be watching are the Orange County Onions, the Stillwater Swamp Monsters, the Cave Springs Clubs, and the Unionville Unicorns. You may start with high hopes for these ogres, but you'll soon see that although they are very enthusiastic, their cheerleading skills are somewhat lacking.

Set-up: Put the 1st Player Card, the bench card, and the reference cards to the side. Shuffle the rest of cards, and deal each player 4 cards to start their hands. Deal four cards from the top of the deck face-up in a row as shown to the right to start the game. This area of cards will be referred to as the field. Place the remaining cards in the deck in a pile face down to the side. Set the bench card beside the deck, and flip the top card of the deck face up and put it on the bench to start the game. The bench is not part of the field. The player that performs the best ogre cheerleader pose gets to have the first turn. Give the 1st Player Card to the player that goes first.



Bench



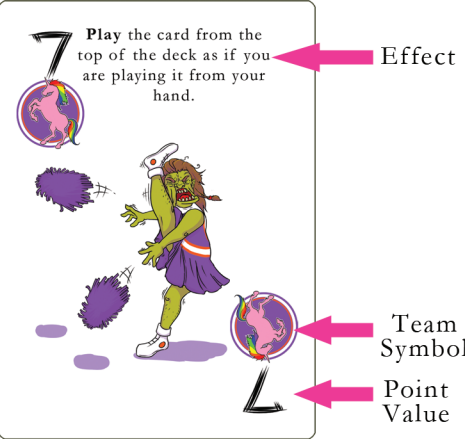
Field



Deck

Ogre Cards

Cards have three components, the effect, team symbol, and point value, as indicated below



Gameplay Overview:

Each player's turn consists of 3 phases.

1. Play phase: Play one card onto the field and resolve all possible effects.
2. Scoring phase: Score formations you've created on the field.
3. Draw phase: Draw back up to four cards in your hand.

Game Play

#1 Play Phase:

Choose one card from your hand, and **play** it to either end of the field. As soon as the card is played, resolve any possible effects on the played card. Even if the effects of the played card cannot be fully resolved, you may still play the card onto the field.



In this example, the effect of the 5 card says to **bench** any other card on the field. In this case, the player would choose to play the 5 card on the right hand side of the field and bench the 7 card, meaning it is removed from the field and placed face up on the bench card.

If any gaps were created between cards as a result of the card played, slide the remaining cards on the field together to fill in the gaps.



In the example playing the five card, the field ends up looking like this:



Ogre Card effects: There are three key actions that you will perform when playing cards onto the field. These actions will be in bold in the card effect text.

Join: When a card effect instructs you to have another card "**join**" the field, you place that card into position on the field, without resolving its effects.

Play: When a card effect instructs you to "**play**" another card, you play it just as if you were playing it from your hand. You may look at the card you are playing and choose to play it on either end of the field. Then, resolve its effects.

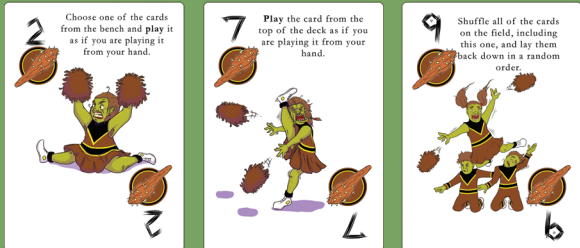
Bench: When a card effect instructs you to "**bench**" another card, put the chosen card(s) in a face-up pile on top of the bench card. Players may look at the cards on the bench at any time during the game.

#2 Scoring Phase:

After playing a card onto the field, be sure to resolve all effects before proceeding to the scoring phase. Then, check to see if there are any formations of cheerleaders for you to score. There are three different types of formations that will score points in Ogre Cheerleaders. When you score a formation, all the cards in that formation are moved from the field into your face-down score pile.

Scoring Formations:

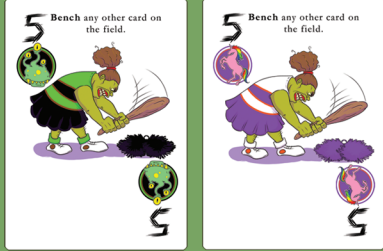
Same team formation: If 3 or more ogres from the same high school team are next to each other on the field, score those cards.



Numerical sequence formation: If 3 or more ogres are in a numerical sequence, score those cards. The sequence can be in either direction (5-6-7 or 7-6-5).



Same number formation: If 2 or more ogres with the same point value are next to each other, score those cards.



Bonus play: If there are no cards left on the field at the end of the scoring phase, deal four cards from the top of the deck face-up onto the field. Then play an additional card from your hand. If there are fewer than 4 cards left in the deck, deal out as many as possible, and then play your additional card. After playing your additional card, score any possible formations, and fill in any gaps on the field. It is possible to get another bonus play if you clear the field again. Do not draw any cards from the deck before your bonus play.

#3 Draw Phase

If you have fewer than 4 cards in your hand, draw from the deck until you have 4 cards in your hand. If the deck runs out of cards before you get to 4 cards in your hand, just draw as many as possible.

After the draw phase, proceed to the next player's turn. If there are fewer than 4 cards on the field, DO NOT place more cards from the deck onto the field to bring it back up to 4 cards.

End Game

As soon as the deck runs out of cards, finish the rest of the current player's turn. Then, keep playing until the player that played second gets one more turn. If playing with more than 2 players, make sure the player that got their first turn of the game last gets the last turn of the game.

Count the number of points in your score pile. The point value of each card corresponds to the number on the card. The player with the highest score wins. In the result of a tie, the player with the greater amount of cards in their score pile is the winner.



Ogre Notes on Playing Cards

- You can play a card onto the field, even if the effect(s) won't work. If it is possible to resolve the effect(s), you must do so. If only part of the card's effect(s) will work, resolve all possible parts.
- There is no limit to the number of cards that can be on the field at a time. If you run out of space on the table for a single row, start a second row with the knowledge that it is actually just continuing the first.
- In games with more than 2 players, when you play a 6 card, choose one opponent to use the effects on.
- If you play an 8 and there is only 1 card left in the deck, you may choose to put it into your hand or have it join the field on either end.
- If you play a 10 and there is only 1 other card on the field, that card goes to the bench, and the 10 remains on the field. (If there are no other cards on the field when you play the 10, nothing happens).



Miscellaneous Ogre Notes

- Infinite loop: It is possible for players to create an infinite loop with the card effects. For example, if there is one card on the field and it is a 4, and each player has a 4 card in their hand, they can continually play one 4 to the field and pick up the other one each turn. If the same type of card is played and the layout of the board remains functionally the same for more than 3 turns in a row, end the game in an automatic tie, without counting points.
- If you have earned a bonus play but there are no cards in your hand, deal out the top 4 cards from the deck (or as many as possible if fewer than 4) onto the field and proceed straight to your draw phase.
- When the deck runs out of cards, do NOT reshuffle the bench pile to replenish the deck. It will remain empty for the rest of the game.
- If you start your turn with no cards in your hand, draw 4 cards before your play phase (or as many as possible if there are fewer than 4 in the deck).

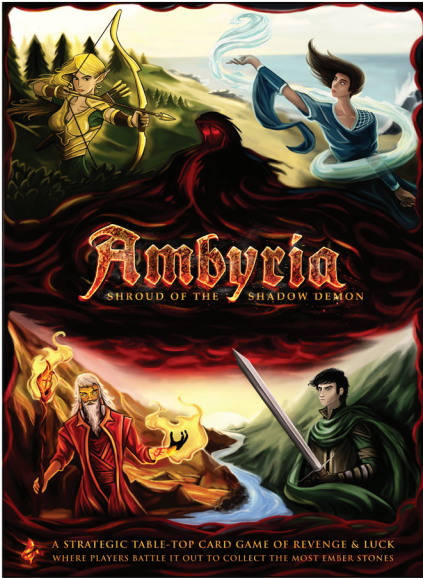


Ogre Notes on Scoring

- After scoring cards in a formation from the field, move the remaining cards on the field inward to fill in the gaps. If a new formation of cards can be scored as a result of this, you score those cards as well and repeat the process.
- When you deal out cards from the deck onto the field at the start of the game, or as a result of clearing the field during the game, and a score-able formation is already in place, no one scores that formation. However, if you move the position of one of the cards in the formation, if you add onto the formation, if you bench a card from the formation, or if you play a 9 and shuffle the field, and it's still score-able, then you score the formation.
- It is not optional to score formations that you've created on the field. If the formation includes more cards than the minimum required for that type of formation, you must score all the cards in the formation.
- If the field contains 2 or more separate formations at once, those formations are scored simultaneously. Then, the remaining cards on the field will fill in the gaps on the field.
- If one card can be part of two different formations, then the player must choose which way to score that card. In the field shown below, the player would choose to score the two 1s, OR the sequence of 1-2-3.



Look for More From Paw-Warrior Games...



Ambyria: Shroud of the Shadow Demon

Join the quest to defeat the Shadow Demon in this clever non-collectible card game in which players battle for possession of the mystical ember stones, the only thing that has the power to defeat the diabolical Shadow Demon. The player who collects the most ember stones gains the power to free Ambyria from his evil shroud and wins the game. With the simple game mechanics it will have you saying, "rematch!" before your opponent can finish counting their ember stones.



Ambyria: Starlight & Vengeance

Checkout the exciting stand-alone expansion to Shroud of the Shadow Demon. In Starlight & Vengeance the Shadow Demon returns as his own playable deck. With exciting new cards and decisions to be made, the quest for the ember stones continues.

Praise for Ambyria:

"I highly recommend it."

-Gamers On Games

"I have never seen another game quite like it."

-Unfiltered Gamer

"We really liked the scoring mechanism in the game."

-Indie Game Report

Coming in 2018



Brace for Impact! The next project from Paw-Warrior Games is approaching at light speed! In this new tactical card game, *Stellar Siege*, each player is vying for control of a star system. Players fight over eight planets and where deploy your aliens is determined by the number of cards in your hand. The player who is able to conquer the most planets by the end wins the game and rulership over the star system.

OGRE CHEERLEADERS™



PAW-WARRIOR GAMES

"Click" the link below to learn more:

www.paw-warriorgames.com/