

OGRE BASH

Ogre Bash is based on that time-honored Ogre tradition of standing around in a circle bashing each other on the head with clubs.

The Ogre Bash card game is just like that, except for the bashing each other on the head part.

OBJECT

The winner of each hand scores one to five fists. The first player to reach ten fists wins.

SET UP

Select a dealer. Shuffle the cards. Deal each player five cards. The player to the left of the dealer goes first. At the end of each hand, the deal passes to the left.

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PLAY

Each turn:

If you have a winning hand and this is not your first turn, show your cards and say you win.

Otherwise, draw a card.

Play a card and do what the card says.

Play passes clockwise.

At the end of your turn, you and all other players should have exactly five cards in their hands.

WINNING THE HAND

If at the **start of your turn** you have a winning hand (see winning hands on the other side of this page) and **this is not your first turn**, then show your cards and declare a win.

If you don't actually have a winning hand, take your cards back and you lose your turn. Otherwise you win and get a score of what that hand is worth. The first player to reach ten fists wins.

**OGRE NOTE:
NO USE REAL CLUB
WHEN PLAY GAME
JUST USE CARD**

CARDS

BASH LEFT, RIGHT AND ACROSS

When you play one of these, **all players** choose one card from their hand and pass (**Bash**) it face down to the player to their Right, Left, or Across from them.

When you play Bash Across, if there are three players then you choose if Across means Left or Right. Otherwise, if there is not an even number of players, the player Across is the player two to your left.

Don't pick up the card you're receiving until after you have put one down.

STEAL

Take one **random** card from the player to your left. That player then takes one card from the player to their left. This continues around the table until the player to your right takes a card from you.

HURT BAD

Choose a player and take one random card from their hand. That player then discards their remaining four cards and draws five new ones. Finally, you discard one card.

FIX CLUB

You may discard as many cards as you like (0 - 5) from your hand and then draw that many from the deck.

BIG BASH

Trade (**Bash**) one card with each other player clockwise around the table. Start with the player to your left.

After each bash, take the card you received into your hand before bashing the next player.

GO BASH

Ask a player for any Bash Card - Right, Left or Across (not Wild). If that player doesn't have it, they must prove it by showing their hand to all players. If they have any, they give one of them to you face down. Add that card to your hand and then give them a card of your choice.

MY EAR!

When you play this card, nothing happens and play continues to the next player.

WILD BASH

When you play Wild Bash, choose Bash Right, Left, or Across. Play as if you had put down that kind of Bash card.

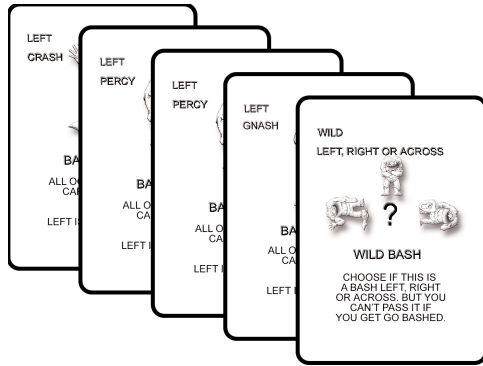
WINNING HANDS

WILD BASH

Score:



Five of the same Bash (**Bash Right**, **Bash Left** or **Bash Across** cards) with a **Wild Bash** in place of one or more of these cards.

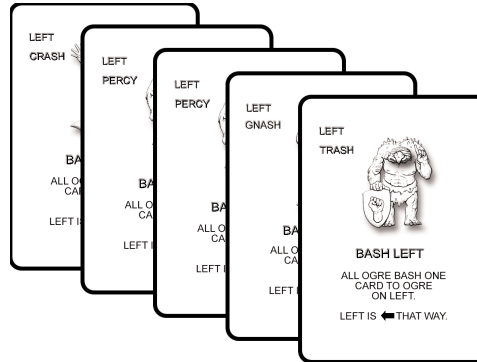


BASHFUL

Score:



Five **Bash Right**, Five **Bash Left** or Five **Bash Across** cards with no **Wild Bash** cards.

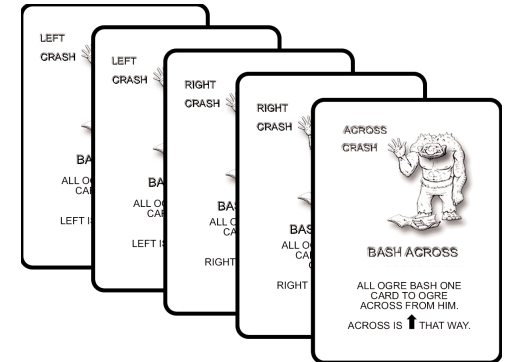


ME, ME, ME, ME, ME

Score:



Five bash cards (Left, Right or Across) with the same Ogre Name on each card.

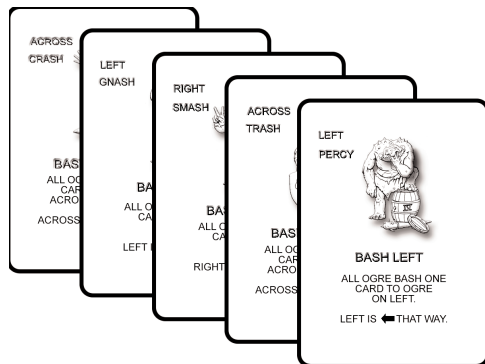


FAMILY PORTRAIT

Score:



One bash card of each Ogre: Crash, Gnash, Smash, Trash and Percy.

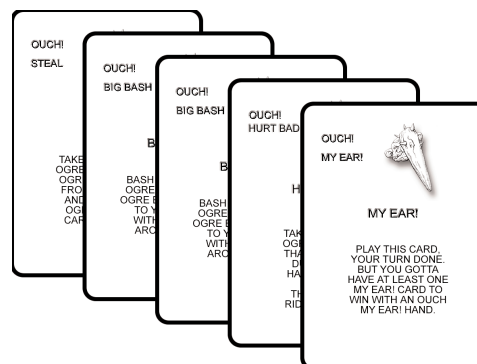


OUCH MY EAR!

Score:



Five "Ouch" cards (no Bash Left, Right, Across or Wild Bash). At least one of these cards must be a "My Ear!" card.



OGRE BASH

Score:



Five Bashes of the same direction (Left, Right or Across), each with a different Ogre on them.

