

ORCS ORCS ORCS

A GAME BY FRANK THYBEN

GAME COMPONENTS – BASIC GAME

- 1 Game board



- 1 Tower



- 72 Creature markers



16x weak 1,2

12x strong 4,5

8x brute 7,8

- 72 Creature tokens



16x weak 1,2

12x strong 4,5

8x brute 7,8

- 76 Bases



32x green

24x yellow

16x red

4x black

- 4 Mage tokens



1 x red, green, blue, yellow

- 4 Trophy boards



Front: Basic game

Back: Module bonus actions

- 34 wooden cubes



7 x red, green, blue & yellow

6 x white

- 32 Start spells

8 per player – distinguishable by colored text frame



- 40 Spell cards



- 8 Mission cards

For the module „secret missions“



- 15 Schicksalskarten



- 14 Poison cards



- 1 Scoring track



- 4 Reference cards



- 1 Rules book

- 1 Supplement

INTRODUCTION AND OBJECT OF THE GAME

Welcome to the annual Orc Squash Tournament, a competition of the realms most skilled mages.

This annual competition pits the realm's most skilled mages against the orcs and each other. Competitors defend the tower against the charging orc horde. Take the best spot

on the tower and squash the most orcs by skillfully casting spells.

All is fair in the tournament – so let the games begin – it is time to see who can claim the Orc Squasher crown!

SET-UP – BASIC GAME – (EXEMPLARY SETUP FOR 4 PLAYERS)

GENERAL MATERIAL

1. Unfold the **game board** in the center of the playing area.

2. Assemble the **tower** and place it in the center of the game board. The tower must be oriented that the numbers on the tower are facing in the same direction as the numbers on the game board.

3. The **poison cards**: Put the poison cards in a face up pile on the poison cards box.

4. The **fate cards**: Shuffle the 15 fate cards and put the pile face down on the fate cards draw box.

5. The **spell cards**: Sort the spell cards by the two icons at the lower right edge and shuffle each pile separately.

Put each pile face down on the corresponding box of the spell cards display board.

Reveal the top 3 cards of each pile and place them on the card boxes; this is the spell cards display.





6.

7.

8.

6. Creature counters: Put one white cube on the first space below each creature portrait.

7. The creatures: Sort the 6 different creatures by type and keep them handy next to the game board. They come in three categories: **weak**, **strong** and **brute**.

8. Creature markers: Depending on the number of players the following creature markers are not used and remain in the box:

Number of players	2	3	4
Creature markers numbered	3 & 4	4	none

Then, mix the creature markers face down and place them at the end of each path, in two piles of approximately equal height:

Number of players	2	3	4
Creature markers per path	8	10	12

Reveal 2 creature markers on each path and place the corresponding creature tokens on the outer section of that path. Remove the revealed markers from the game.

INDIVIDUAL PLAYER COMPONENTS

Each player takes one mage and the trophy board, all cubes, and the start spell cards of their chosen color. Give one reference card to each player.

Start spell cards:



Start spells red

Shuffle the start spell cards and place the pile face down next to the display board. Each player draws 4 cards as their initial hand.

The mages:

Place the mage tokens on the tower as follows:

Mage:	blue	green	red	yellow
Space:	1	3	5	2



The trophy board: Put one wooden cube on each of the lowest space on the skull track.

PORTRAIT:
A picture of the creature.

A CREATURE'S LIFE POINTS:
A mage must inflict this number of damage points in order to defeat the creature.

SKULL TRACK:
The counter goes up one space each for the first two defeated creatures.

CREATURE CATEGORY:
Indicates the creature's category.

EXTRA SKILL:
The mage gains this extra skill once the counter has reached the top of the skull track.

The youngest player is the start player.

Put any unused game components back into the game box, you will not need it during this session.

PLAYING THE GAME

OOO is played over a series of game rounds.

At the start of each game round, one fate card is revealed.

Then, the start player performs their turn, the other players following in clockwise direction.

A player's turn consists of 3 phases:

- 1. Reveal creature markers
- 2. Perform actions
- 3. Draw new spells

After each player has performed one turn, the next game round begins.

A GAME ROUND IN DETAIL

REVEAL A FATE CARD

The top fate card is revealed and placed on the fate card box.

This card indicates which category of creatures will move one section towards the tower and special rules for this game round, if any.

Upper section:

Depending on the shown category of creatures, all creatures of this category move one section towards the tower. If more categories than one are shown, all these creatures move.

Any creature arriving at the tower is removed from the game board and that creature counter is adjusted. For each creature arriving at the tower, the counter of that creature is moved back 1 space. A counter cannot be moved back, if has reached space 1 already.

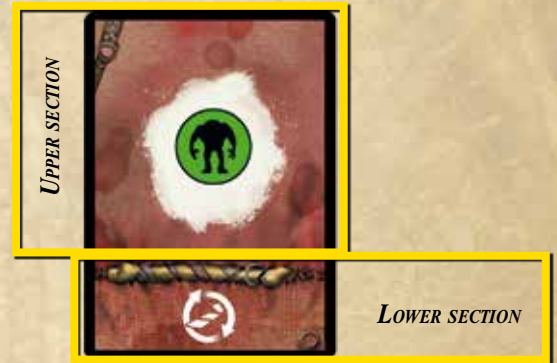
If a player's mage is standing on the same path on which a creature has arrived at the tower, that player must lose one of their previously defeated creatures of that type; it is put back into the box. In case they have not yet defeated such a creature, nothing happens.

Note: You will learn how to defeat a creature in the attack spell section.

Lower section:

This special rule applies to all players during this game round. If no special rules are shown, there simply is no special rule during this game round.

All special rules are explained in detail at the supplement.



Example: There are no special rules in this game round.

A PLAYER'S TURN

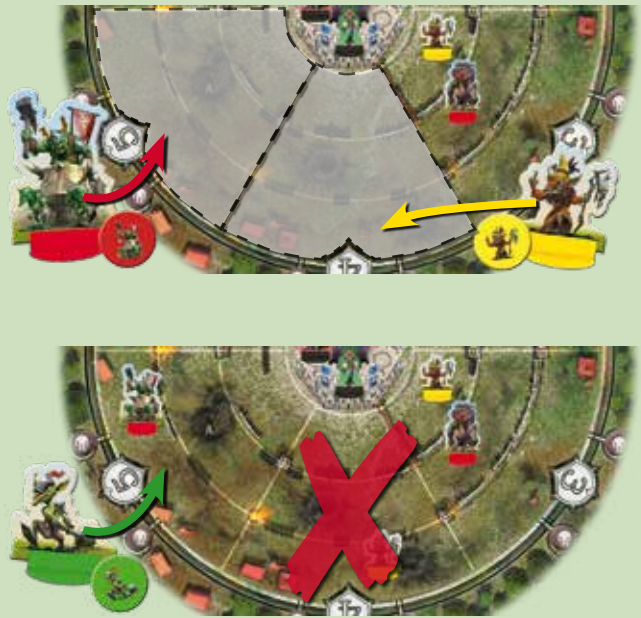
1. Reveal creature markers

The active player must perform the following two steps in this order:

1) The player reveals one creature marker on each path without any creature – provided there are any markers left. Then, they place the corresponding creature token on the outer section of this path and remove the marker from the game. Skip this step if there is at least one creature on each path.

2) Next, the player chooses one path except that path currently occupied by their mage and reveals one creature marker of that path. Again, they place the corresponding creature token on the outer section of this path and remove the marker from the game.

Note: You can choose only such paths where creature markers are available.



2. Perform actions

During their turn, the active player may perform 2 actions. For each action, they have the choice between three options:

a) Teleport or b) Cast a spell or c) Pass

a) Teleport:



The player places their mage on any unoccupied space of the tower.

b) Cast a spell:



All cards of the players are powerful spells that help the players to defeat the charging creatures with their various effects. There are 3 different categories of spells:

Spells of Lore help the players to learn new and more powerful spells.

Attack spells can be cast on a single creature or on a group of creatures, depending on the card. These spells inflict damage on the creatures.

Spells of support help the players to alter the current game situation to their own advantage.

In order to cast their spells the players need spell power, which they create by playing cards. Each card played increases the spell power of one action. The more spell power a player has the more powerful are the spells they cast on the creatures.



Type of magic

The 4 types of magic:



Illustration

Zaubername



Text box: Indicates the various effects of the spell and the appropriate power required.

When casting a spell, the player chooses one of their hand cards and plays it face up in front of them. This grants 1 power point of that type of magic indicated by the icon at the top of the card.

Each line if the text box indicates the required spell power on the left side and the resulting effect on the right side.

A player may increase their spell power by playing additional hand cards as enhancement, thus increasing their spell power accordingly with each played card.

Please note: The cards played as enhancement will increase the spell power only, their effects are ignored.

If a player does not want to play any further enhancement cards or cannot do so, they apply the effect of the spell according to the actual spell power they now have at their disposal.

Important: Only one effect of a spell can be used!

Concluding their action, the player puts the spell card and any enhancement cards they had played onto the discard pile.

All spells are explained in detail in the Section “Spells in detail” on page 8.

If the player has not used all their available actions yet, they may decide again to teleport, cast another spell or pass.

c) Pass: ✕

When choosing to pass, the player performs no further actions during this game round and continues with “Phase 3 - Draw new spells” of their turn.



3. Draw new spells 🔄

After the active player has completed their actions, they discard their remaining hand onto the discard pile.

Ending their turn, the player draws 4 new spell cards from the draw pile. If the draw pile is exhausted when a player draws new cards, the discard pile is shuffled and used as the new draw pile. The player then continues drawing from this new draw pile.



THE SPELLS IN DETAIL

ATTACK SPELLS

A player may cast spells only on creatures that are on the same path as their mage. They can cast the spell on any creatures on that path, no matter if they are at the front of the path or further behind.

The red number next to the spell's effect icons indicates the amount of damage points inflicted to a creature.

If the number of damage points equals a creature's life points or exceeds them (the number inside the heart next to a creature on the trophy board), that creature is defeated and the player keeps that token next to their trophy board.



Additionally, the player moves the corresponding cube of the „creature track“ next to the creature's portrait on their trophy board one space upwards. Once the cube reaches the double-skull space, the player gains the corresponding extra skill which they can use as of now for the rest of the game. See supplement for a detailed explanation of these skills.



A creature keeps any inflicted damage up to the end of the player's turn. Therefore a player may inflict damage to a creature with more than one action and defeat it eventually.

However, if a creature is not defeated at the end of a player's turn, it recovers and regains its full amount of life points.



Smash, Zap, Cold Snap, Fire Spark:

These spells inflict up to 4 damage points on a creature.





Fireball:

The Fireball inflicts up to 5 damage points on a creature.



Lightning Bolt:

The Lightning Bolt inflicts up to 4 damage points on a creature. The player may attack any creature on the game board, disregarding the path it is on.



Earthquake:

When applying the first effect, the player inflicts 2 damage points on each creature on the chosen section of that path.



When applying the second effect, the player additionally inflicts 2 damage points on each creature on the adjacent section to the first affected section. It is the player's choice if this is the adjacent section to the right or to the left.



Ice Storm:

When applying the first effect, the player inflicts 2 damage points on each creature on the chosen section of that path.

When applying the second effect, the player additionally inflicts 2 damage points on each creature on the section behind the first affected section.



SPELLS OF LORE

When casting one of these spells, the player plays this card only and may take one spell card from the display. They put this card on their personal discard pile. The empty place on the display board is refilled with a card from the appropriate draw pile, provided it is not exhausted yet.

Note: New spells can be used in later turns only.



If a Spell Book is played as enhancement, the player must decide for one of the two types of magic in order to increase their power accordingly.



If Wisdom is played as enhancement, the player may increase the power of any type of magic of their choice.

SPELLS OF SUPPORT



Switch:

When applying the first effect, the player may switch the position of any two creatures, no matter where on the game board they currently are.

When applying the second effect, the player may move any creature to any section of that path on which their mage currently is.



Replenish:

When applying the second effect, the player may draw 2 cards from their personal draw pile and add them to their hand.

When using the enhanced effect, the player may perform one more action immediately.



Magical Bonds:

When applying the first effect, the player may move one creature anywhere on the game board one section forward.

When applying the second effect, the player may move one creature anywhere on the game board two sections forward. If the creature arrives at the tower when casting this spell, proceed as explained above under revealing a fate card.





Voodoo:

When casting this spell straightaway, the player appoints one other player to discard one of the cards in their hand to the discard pile.

When using the enhanced effect, all other players must discard one of their hand. This applies only to players whose hand is more than 3 cards.



ENHANCEMENT EFFECTS

There are two enhancement effects, being **Teleportation** and **Draw a Card**. However, these enhancement effects can be used only if the corresponding spells are played as enhancement rather than using their original effect.

If a player plays a card with an enhancement effect as enhancement, they may use this effect immediately. They may as well renounce using the effect.

Note: Enhancement effects must always be used before casting the spell.



Teleportation:

The player moves their mage to any unoccupied space of the tower.

Do not forget: By using Teleportation, the path of the mage changes and with this the creatures on which they can cast their spell.



Draw a card:

The player adds one card from their personal draw pile to their hand.



Teleportation and/or draw a card (Wisdom):

The player may teleport and/or draw one card.

Hint: It may be useful to play a card for its enhancement effect only, even if the player does not use the increased spell power.



END OF THE GAME AND SCORING

The game ends at the end of the game round during which at least 4 paths are completely cleared of any creature markers. That game round is completed as usual.

Finally, scoring takes place. To make scoring easy, the players should use the scoring track.

Each player scores victory points (VP) for:

Defeated creatures

The number of defeated creatures of each type is multiplied by the corresponding value of the creature counter.



Spells of Support

Each Spell of Support card a player own is worth 2 points.



Poison cards

Each poison card in a player's deck reduces the total by 2 points.

Note: Poison cards are explained in the "Extra skills" section on the supplement.



The player with the most points is the winner of the game and declared Master Mage.

In case of a tie for the most points, the tied players share the victory.