

End of the Game

A player *may* choose to end the game when they complete their third canoe. If the player chooses to continue playing, then the game continues until another player completes a third canoe and decides to end the game. If the initial player completes *another* boat, they may decide to end the game. The game also ends if no more cards can be drawn.

Scoring

Only completed canoes count in scoring. Discard all incomplete canoes before counting up scores.

Award points for boat length and treasure cards:

- Boats with 2-7 cards: *each card* counts as 1 point.
- Boats with 8-14 cards: *each card* counts as 2 points.
- Each individual treasure card counts as 10 points.
 - Two connected, matching halves of a treasure card in a canoe (cannon, bear, etc.) are doubled i.e. $(10+10) \times 2 = 40$ points.
 - If the matching character (soldier, bear hunter, etc.) is adjacent to the above combination in that canoe, this set triples the sum $(10+10+10) \times 3 = 90$ points.
- A set of treasure cards and the matching character card are scored normally, $10+10 = 20$ points.

Variant with Two Indian tribes (Red & Black Feet):

- Only Indians from one tribe can occupy same canoe.
- Only opposing tribes can attack one another.
- Canoes w/o Indians may be captured by either tribe.

Game Summary:

Players collect cards to build Indian canoes, trying to score the most points by building three or more complete canoes with the most treasure possible.

Setup:

- Shuffle all the cards and separate them into 3 piles.
- Allow sufficient room for a discard pile beside each of the 3 stacks (3 discard piles). If any of the 3 draw piles are emptied during the game, the discard pile is shuffled to create a new draw pile.
- The youngest player begins the game and play proceeds clockwise.

Player's Turn:

On his turn a player draws one or more cards from any of the three face down piles. A player may continue drawing cards until he:

- draws a card which matches a card already in one of his rows of cards (his building area).
- draws a Lasso card, a Bow and Arrow card, or a Crazy Axe card.
- draws a card which completes one of his canoes.
- draws a card which he does not want, or can not legally play in one of his rows of cards- this card is discarded and the player's turn is over.

A player may draw from one, or all face down piles. They may keep the last card drawn, unless they are not able build with it (in which case they discard it).

Ogallala
by Rudi Hoffman
Published by Amigo Spiel, 2002

Special Indian Cards**• Lasso Card**

When a player draws a Lasso card and places it into his building area, he can:

- steal a card of his choice from another player's *incomplete* canoe. Take the card of your choice and put it into your own building area, even if this creates a gap in their canoe (gaps remain in place).
- take a totem pole card with a lasso card.
- only take from incomplete canoes.

Your turn ends after drawing this card even if no card can be taken (discard the Lasso card).

• Bow and Arrow Card

When drawn *and* placed into your building area:

- You shoot an Indian card of your choice from another player's *incomplete* canoe (then discard).
- You cannot shoot a totem pole.
- You cannot shoot Indian cards in complete canoes.
- Only Indian cards can be shot, if none exist, the player loses this special action.

Your turn ends after drawing this card even if no card can be shot (discard the Bow & Arrow card).

• Crazy Axe Card

When drawn the player must immediately remove one *complete* canoe from his own building area.

Rules of Boat Building:

- Each player should have an area front of them for building canoes. This area is limited to 14 cards wide and 3 cards high.
- A card must be played so that it touches another card already played, either horizontally, vertically, or diagonally. (Except the first card played, of course).
- A player may never play two cards with the same illustration in the same row (even if the cards are played in separate canoes). The color of the number on the card is irrelevant when determining whether the card matches another card in the row or not.
- A card in a row may not be exchanged or moved once it is played, with one exception (see below).
- The bow (front of a canoe) card may be put on the left of only one stern card, and a stern card may be on the right of only one bow card. A canoe without a bow or a stern card or with a gap is incomplete.
- You may not build "impossible" canoes, i.e. you may not put two stern cards next to each other.
- Canoes with a bow and a stern card, with no gaps between them, are complete.
- It is legal to build multiple canoes in a single row.
- The smallest complete canoe consists of only a bow and a stern card. It would be worth 2 points at the end of the game).

Indian Cards

The Indian cards show either a red or black number at the top margin of the card. The number indicates the combat strength of the card. The sum of all of these cards in a completed canoe is the combat strength of the canoe. The color of the numbers are only used when playing with the Indian Tribe variant.

Attacking (Pirate Rules):

Once a player completes a canoe they may attack another player's canoe. The opposing canoe can be either complete or incomplete, but it must have a *lower* combat strength than the player's completed canoe. The combat value of a canoe is the sum total of all the Indian cards in the canoe. The attacking player selects a canoe and captures it (removing it from that player's row). All other cards in the opposing player's row remain in place. Indian cards from the captured canoe are discarded. Treasure cards and bow or stern cards (without Indians) become the property of the victorious player. These cards are placed anywhere in their building area (except in already completed canoes). You can only make one attack with each completed canoe. If there are no canoes available to attack, that action is lost. If a player completes another canoe due to captured cards, the newly completed canoe may also make an attack.

- Incomplete canoes are not discarded.
 - If a player does not have a complete canoe, this action is nullified.
 - Your turn ends after drawing this card, even if no action is taken (discard the Crazy Axe card).
- **Totem Pole Card**
A canoe with a totem pole is protected from attacks by opposing canoes (see pirate rules) whether complete or incomplete.
- Crazy Axe can still sink a canoe with a totem pole.
 - A totem pole can be stolen from an incomplete canoe by a lasso card.
 - Indian cards in an incomplete canoe with a totem pole cannot be shot by Bow and Arrow cards.
 - Your turn *doesn't* end when a Totem Pole is drawn.

• Treasure Cards

Treasure cards are worth an additional 10 points at the end of the game. There are also 6 multiple treasure cards with matching character cards:

Card Treasures:

- cannon
- bear
- buffalo
- wood
- gold
- horse

Character Cards:

- soldier
- bear hunter
- buffalo hunter
- lumberjack
- prospector
- cowboy

- Each character card has a symbol on the canoe to indicate that it's part of a set of treasure cards.

Since the scoring for collecting the multiple sets of cards are so valuable, there is an exception to the card placement rule forbidding movement of cards in a building area:

- Multiple treasure cards may be moved if you draw a matching card, allowing adjacent placement in one canoe.
- They can be moved right or left.
- Allowed to move in complete or incomplete canoes.
- You cannot extend a row beyond 14 cards. If a row is full, it must be placed in another row or the bonus for having a set of treasure cards is lost.

NOTES: