



IMPOGRE

A simple game of cat and mouse based off an old game called Dou Shou Qi.



The larger pieces attack the smaller. Except in the case of the Imp and Ogre. The largest of the pieces is vulnerable to the smallest piece the Imp.

RULES AND OBJECTIVES:

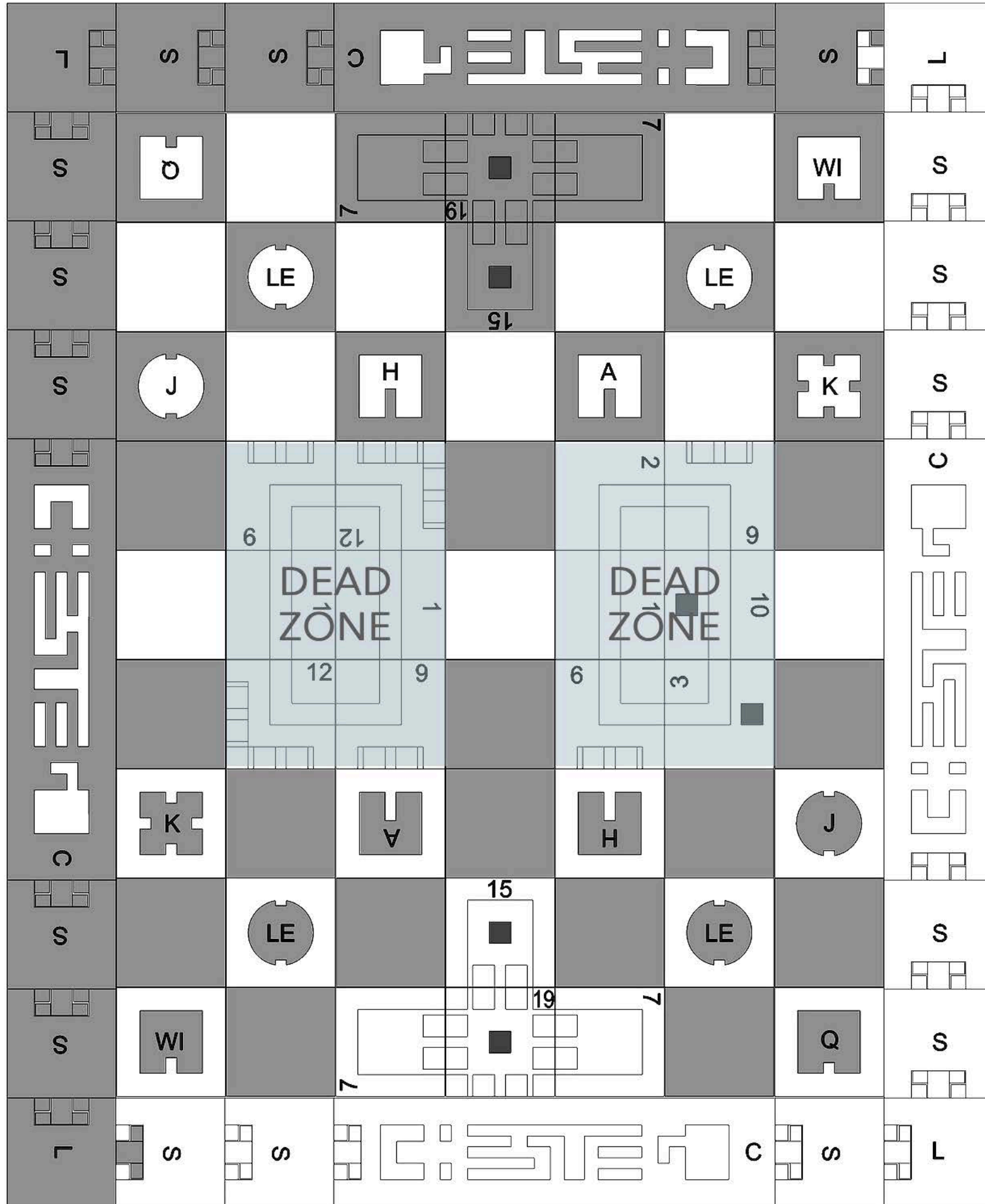
- Higher ranked pieces can kill lower ranked ones. Except the imp can kill the Ogre King and the Assassin can kill the Ogre Queen.
- All pieces move 1 step in any direction
- Only the Imp and the Warlock can walk thru the dead zone.

WIN CONDITION:

- Once the King gets to the safe zone on the other side that player wins. Or if the Imp kills the King.


BOARD SETUP

- 7X9 Rectangle.
- See the special layout and starting locations below.




PIECE RULES

19 SAFE ZONE 1



- Get the **Ogre King** to this space to win.

7&1 TRAP 3
5



- Traps makes all pieces equal in rank.

K OGRE KING 1



- **Ogre King** can move one space in any direction.
- Is vulnerable to the **Imp**

J IMP 1



- **Imp** can move one space in any direction.
- Is vulnerable to all pieces except the **Ogre King**
- Can walk thru the **Dead Zone**

Q

OGRE QUEEN

1



- Queen can move one space in any direction.
- Can beat anything except the OGRE King

W

WARLOCK 0 or 1



- Warlock can move one space in any direction
- Players pick a Warlock OR a Wizard.
- Can kill a Warlock, Wizard, Goblin, Assassin, Hunter or the Imp.
- Can walk thru the Dead Zone and attack the Imp if he is there

WI

WIZARD 0 or 1



- Wizard can move one space in any direction
- Players pick a Warlock OR a Wizard.
- Can kill a Warlock, Wizard, Goblin, Assassin, Hunter or the Imp.
- Can teleport across the Dead Zone

LE

GOBLIN

2



- **Goblin** can move one space in any direction
- Jumps over what they are going to kill.
- Can not land in the dead zone from a jump unless they want to sacrifice their life for the kill.
- Can kill other **Goblins**, **Assassin**, **Hunter** and the **Imp**

AS

ASSASSIN

1



- **Assassin** can move one space in any direction
- Can kill the **Ogre Queen**, **Hunter**, **Assassin** and **Imp**.

H

HUNTER

1



- **Hunter** can move one space in any direction
- Can kill the **Assassin** if he attacks first.
- Can kill the **Hunter** or **Imp**