



OSS! CARD COMBAT™

Official Rules of Play
(Version 1.2)

Object of the Game

The first player to build 3 submission chains wins the game. There are additional levels of scoring that can be added (see below), but this is the beginning way to play and learn.

Setup

Deal 10 cards to each player. Place the rest face-down as the Draw Pile. Flip one card face-up to start the Discard Pile. The player to the left of the dealer begins the game. On every player's turn:

1. DRAW 1 CARD

Draw 1 card from the draw pile or the discard pile (if from the Discard Pile must be played immediately). *If you have zero cards, take 3 from draw pile or 1 from discard pile.*

2. PLAY YOUR CARDS

MANDATORY: You MUST play all TAKEDOWN or GUARD PULL cards in your hand immediately.

OPTIONAL: Play GREEN CIRCLE cards to build chains.

OPTIONAL: Play YELLOW CIRCLE cards to steal chains.

3. DISCARD

Discard 1 card onto the discard pile.

Team Play (Optional):

Teammates can play on each other's chains.

End of Game

White Belt Mode: First to complete 3 Submission chains wins the game.

Black Belt Mode: Game ends at 5 Total Submissions by the group. Then Score:

Completed chains: 100 points each, plus 100 points per card in the chain.

Incomplete: 50 points per card on table.

Cards left in hand: lose 50 points a card.

Rules That Cannot Be Broken

#1. GREEN CIRCLE Cards can only be played on cards in front of you.

#2. YELLOW CIRCLE Cards are played on other's cards to take them.

#3. Chains must start with a TAKEDOWN or GUARD PULL.

#4. Sweep or Escape Steal: You play a YELLOW CIRCLE card on an opponent's unfinished chain. Take their chain and complete the chain with GREEN CIRCLE cards.

#5. A played card's Starting Position must match the target card's Ending Position and must be the right color (see rules 1 & 2).

#6. YELLOW CIRCLE Exception: a GUARD PULL starts a chain, but must be followed by a one GREEN CIRCLE Circle Card. Then finish with GREEN CIRCLE Cards.