

# OSS! CARD COMBAT™

## Official Rules of Play

(Version 1.2)

Build your Jiu-Jitsu brain while battling your friends for submissions.

### 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

- 1. Deal 10 cards to each player.
- 2. Place the rest face-down as the Draw Pile.
- 3. Flip one card face-up to start the Discard Pile.

The **first 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).

### 2. Play Takedown Cards and More

- You must always play all Takedown (or Guard Pull) cards. You can have multiple chains being played at once.
- Then find a path to a Submission Card for your chains. Cards with Green Circles get played on your chains. Find Green Circle cards where the Starting Position (Top Box) matches the Ending Position (Bottom Box) of the last card in the chain. You can also play a Yellow Circle card on someone else's chain to move it in front of you.

#### 3. Discard

**Discard 1 card** onto the discard pile.

Sweep or Escape Steal: You may play a valid Sweep or Escape card on an opponent's unfinished chain. Take the entire chain and move it into your own play area. From then on, you (or your team, in team mode) continue building it toward submission.

Team Play (Optional): Teammates can play moves on each other's unfinished chains as if they were their own.

#### End of Game

The game ends when a player has played 3 Submission Cards. Or, when that level of play has become easily understood, switch to Black Belt mode:

In **Black Belt mode**, the game ends when **5 Submission Cards have been played in total by all players**. The **winner is determined by adding up the points** as such:

For all Completed Submission chains, you get 100 points, plus 100 points per card in the chain. For any cards played but not completed, you get 50 points. And for any cards left in your hand, you lose 50 points a card.

#### Rules That Cannot Be Broken

Unsure you are playing "right" because you don't know Brazilian Jiu-Jitsu? **Follow these 7 rules** and you can't go wrong.

- **#1. Green Circle Cards** can only be **played on cards in** front of you.
- #2. Yellow Circle Cards can only be played on an opponent's chain OR on your own chain if on top of a Guard Pull Card).
- **#3. Guard Pull Cards** are played on your own chain, but must be followed by a one time yellow card.
- **#4**. You can't play a Yellow Circle Card on top of another Yellow Circle Card.
- **#5**. The **Sweep / Escape Process** Works This Way: Player A plays a **Sweep or Escape Card** on Player B's chain. The

chain is then **moved to Player A's area** to complete the chain using **Green Circle Cards**.

- #6. Chains must start with a Takedown or Guard Pull.
- **#7**. A played card's **Starting Position must match** the prior card's **Ending Position** and **must be** the **appropriate color** (see rules #1 #4).