

OSS

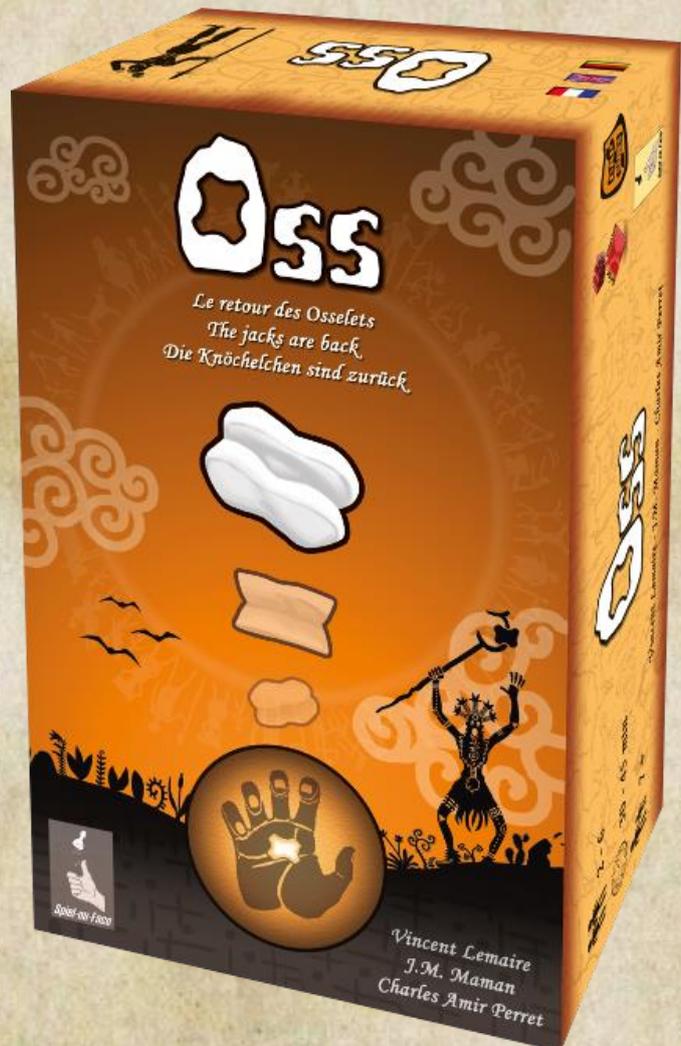
The jacks are back

An original game of skill,
fun and strategy !

2 to 6 players

30 à 45 minutes

For all players



What are we talking about?

A game of skill is rare; ours is inspired by the jacks, probably one of the most ancient game types with many different versions all over the world. However, the emphasis here is on “inspired by”. We have developed **figures**, invented **duels**, created **challenges** involving all players and added an element of strategy through card-play. Not to mention the illustrations – elegant, original drawings of natives.

What is in the box?

- 6 jacks, all of different colours.
- 48 tribes cards

6 different tribes of 8 cards each,
with a value from 1 to 4



A look at the backs ...



- 25 trick cards

20 solo and duel tricks

5 challenges



A look at the backs ...



The illustration on each trick card describes a feat of dexterity to be performed with the jacks. A QR code on the back of every trick card will lead you to an explanatory video. You'll find all the videos on the website.

Learn to play in 5 minutes!

1 ... Each player chooses a Tribe and takes the appropriate deck of cards. During each turn, draw 3 new solo cards and 1 Duel card.

2 ... In clockwise order, each player plays one of the Tribe cards from his hand by placing it next to one of the 3 Tricks decks. The difficulty of the challenge depends on the card he plays. If it's a success, he will win victory points according to the card played.

3 ... If you are the only player to choose a specific card, you try the Trick alone.

If 2 players choose the same card: you fight in a Duel.

If more than 2 players choose the same card, the first 2 fight in a Duel and the remainder play the Trick alone.

Any player who successfully completes their Trick earns victory points.

4 ... Draw a Challenge card. All the players attempt the Challenge simultaneously. Beat the others to win the victory points on the card.

The game lasts 4 rounds. The player that has the most victory points at the end wins the game and becomes the Big Chief!



Who are the designers and publishers?

Vincent Lemaire, Jean-Michel Maman and Charles Amir Perret. It's the first game for two of them, but Jean-Michel Maman has already released a game in 2006 – Metromania – published by his company “Spiel-ou-Face”. They all share a passion for games and each bring their own eclectic tastes to the table, from simple party games to complex games for the niche market.

Each designer is also working on original and creative new games from within their own companies which they hope to present you soon!

Who is the artist?

“Le dimensionaute”, Geoffrey Steck, has a passion for comics, games ... and drawing. His attention to detail and artistic talent bring to the game an original and immersive aesthetic unity. You can find his work on his blog: <http://en-duplex-de-mon-vortex.blogspot.fr/index.html>

Where to meet us?

Come to find us at the international games convention in Essen (Germany) that will take place from the 24th to the 27th of October 2013! Our stand will be in Hall 3, S-104.



How to contact us?

Please send questions and suggestions to the following e-mail address: oss@oss-the-game.com

You can also find us on facebook/oss.thegame

To download the press file, the game's contents and for further information on the game, please go to: www.oss-the-game.com

