

Oxy Soxy

... a cool flirt!

A game for 2 to 4 players from 8 years and upwards

Duration of game approx. 20 minutes

Game accessories

105 playing cards: 10 cows and 10 bullocks, each in four different player-colours
16 score cards
9 meadow-cards and one meadow replacement-card

- Directions on how to play the game

No sooner is it Spring, but the bullocks and cows appear in the meadow, and the flirting gets underway big-time! Fat *Trude* swings her hips provocatively, and old *Seppi* checks out the younger cows as they pass by.

Object of the game

Each player attempts to position his or her bullocks and cows in the meadow in such a way that the bullocks and cows score the highest possible number of points.

Preparing the game

The playing area is a meadow consisting of 5x5 boxes. In order to mark it out, nine meadow-cards are positioned in such a way as to create a diagonal cross (see Diagram 1).

Diagram

Each player receives 20 **bullock and cow-cards** in a particular colour, boxes them well, holding onto the top five cards. The remainder is arranged in a pile in front of all players.

Each player then takes two bullock and two cow **score-cards**, placing them face-down in front of him/her.

If there are fewer than four players, any cards left over are removed from the game.

Playing procedure

The player starting off is the biggest oaf!

Whoever's turn it is plays either a card from his/her hand or a score-card.

Playing a card from your hand

If the player plays a card from his/her hand, it is to be placed face-up on an unoccupied box within the playing area. The meadow-cards merely indicate the playing area, but may also be used as unoccupied boxes. A card may not be placed adjacent to cards already in position.

The player then tops up the cards in his/her hand by taking one from the pile in front of him/her. Topping up is no longer possible once the pile has been used up.

When the player has no more cards left in his/her hand, he/she has to play a score-card.

When all 25 boxes within the playing area are occupied, players may no longer make use of the cards in their hand.

Playing a score-card

By playing a score-card, the player can score either a row or a column. The player decides which row or column is to be regarded as the score achieved by placing the score-card right beside it. The row or column does not have to be fully covered with 5 cards.

After scoring has taken place, the bullock and cow-cards in question are removed from the game.

If a player has no score-card left, he/she has to play a card from his/her hand.

Bullock-score: *The highest-scoring bullocks get the cows*

In the case of calculation of the bullock-score, the player with the highest total of card-scores of all of the bullocks in his/her colour within a given row or column is the winner. He/She gets to take all of the cow-cards in this row or column, placing them in front of him/her as points scored. All of the bullock-cards in this row or column together with the score-card are placed on a pile.

Cow-score: *The prettiest cows get the bullocks*

In the case of calculation of the cow-score, the player with the highest total of card-scores of all of the cows in his/her colour within a given row or column is the winner. He/She gets to take all of the bullock-cards in this row or column, placing them in front of him/her as points scored. All of the cow-cards in this row or column together with the score-card are placed on his/her pile.

Scoring is not possible where the totals of bullocks or cows are equal, or where a row or column does not contain at least one bullock and one cow.

Example

Position in a row:

Yellow Bullock 3, (empty), Red Bullock 9, Yellow Bullock 7, Red Cow 9.

Diagram

Bullock-score of Player Yellow

The total of the Yellow Bullocks ($3+7=10$) is higher than the Red Bullock ($=9$). Yellow Player gets to take all cows, in our example, the cow with 5 points. All of the bullock cards and the score-card are deposited on the pile.

Cow-score of Player Red

As the holder of the only cow in this row, Player Red gets to take all of the bullocks ($=19$ points). All of the cow-cards and the score-card are deposited on the pile.

End of the game

The game is over when the last score-card has been played. The player who has scored the most points wins.