**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 *Seppl* 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.

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.