

小押し

Ko-Oshi

(japanese: small push)



*A game redesign by Steve Holt of the original 'Oshi' game designed by Tyler Bielman
Redesigned with permission and blessing from Tyler Bielman*

2 Players – Playing Time: 10-20 mins

COMPONENTS

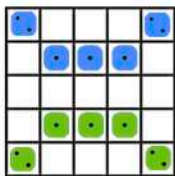
5x5 grid game board (printable 5x5 board on page 2)

5 dark game pieces (3x value=1 & 2x value=2)

5 light game pieces (3x value=1 & 2x value=2)

NOTE: Any type of playing pieces can be used – the examples here show dice to help visualise piece values, however anything can be used as long as it is easy to differentiate players and piece values eg; a handful of Sudoku tokens (red & black - 2's & 1's) - chess pawns and rooks, bishops or knights – stackable checkers pieces – or even original 'OSHI' pieces from the original game designed by Tyler Bielman!

INITIAL SETUP

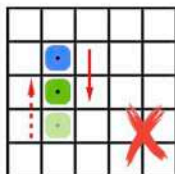


OBJECTIVE

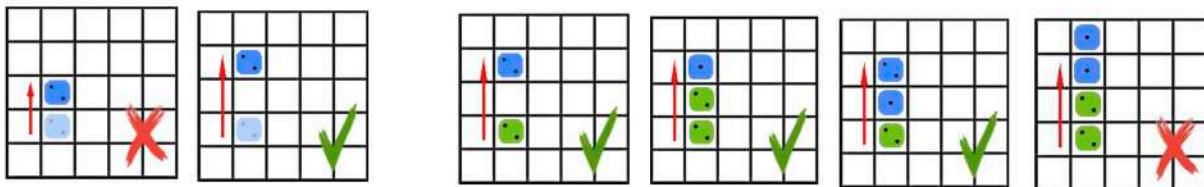
Be the first player to push 4 points' worth of your opponent's game pieces off the board
(each players total piece value at start = 7)

MOVING & PUSHING

- Players move one piece per turn alternately - Mutual agreement which player starts first
- Pieces move orthogonally (forward, backward, left or right) never diagonally and only in one direction each turn
- A piece cannot push opponent back to it's original place from the previous turn (this is to help negate the potential for perpetual 'push/pull' and stalemate situations)



- Value 1 piece moves 1 space and can push only 1 piece (any color)
- Value 2 piece MUST move 2 spaces (even if the move would mean a players own piece goes off the board) and can push UP TO 2 pieces (any color)
- You can push your opponent's pieces, or a combination of both.



Each time you push one of your opponent's pieces off the board, you claim the points value and place it off to the side of your side of the game board - If you push a combination of your pieces and your opponent's pieces off the board, you claim your opponent's pieces and they claim yours

WINNING CONDITIONS

A player wins as soon as they have claimed 4 or more points' worth of their opponent's game pieces

NB: If a player pushes to claim final winning point(s) and their own piece also goes off the board and thereby also giving the opponent a winning 4 (or more) points, then the player instigating the move becomes the loser