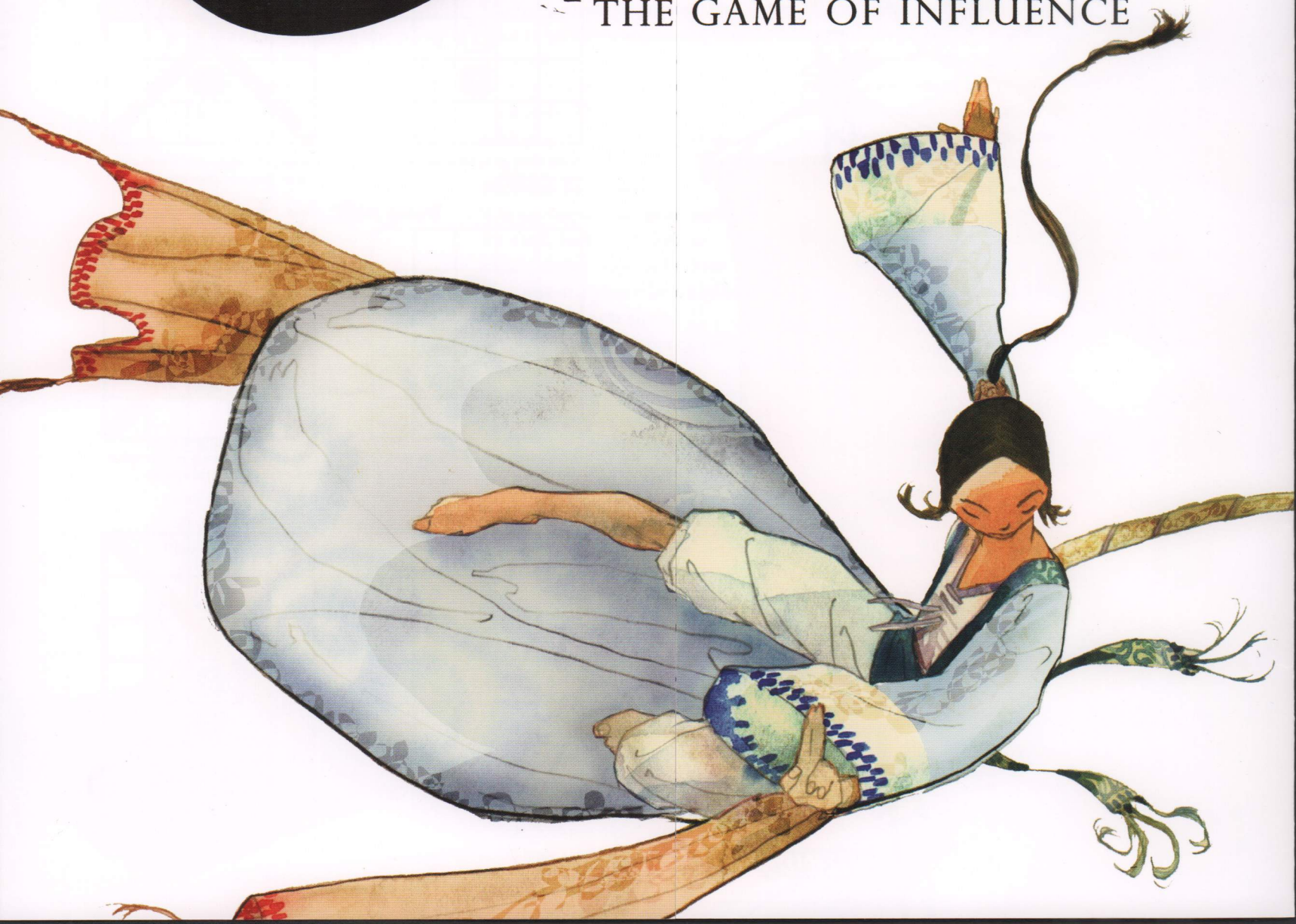


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THE GAME OF INFLUENCE™



The Story of Oshi™

When Goddess Amaterasu gifted the first emperor of Japan with the *sanshu no jungi*, or Imperial Regalia, she also passed along a piece of her wisdom in the form of a game called **Oshi**, or Push. **Oshi** taught the emperor and his court that influence was power, but to use caution, because choosing unwisely can defeat even the most powerful.

Rules

Contents

- ▲ 1 game board
- ▲ 8 red (oxblood) game pieces (4 one-story, 2 two-story, and 2 three-story)
- ▲ 8 white (ivory) game pieces (4 one-story, 2 two-story, and 2 three-story)

Number of Players

Two

Object of the Game

Be the first player to push 7 points' worth of your opponent's game pieces off the board.

Setup

Each player chooses eight game pieces (either oxblood or ivory) and one side of the game board. Players place their game pieces on their sides of the board, as shown below.



How to Play

Choose a player to go first. On your turn, move any one of your game pieces as described below. After you move one piece, your turn ends. The game continues with players alternating turns.

Movement Rules

You can move your game pieces forward, backward, left, or right—never diagonally. **You can move a piece in only one direction each turn.**

- ▲ One-floor pieces can move one space.
- ▲ Two-floor pieces can move up to two spaces.
- ▲ Three-floor pieces can move up to three spaces.

Pushing (see examples on the left)

As it moves, a game piece can push a number of other pieces across the game board, as described below. You can push your own pieces, your opponent's pieces, or a combination of your pieces and your opponent's pieces.

- ▲ A one-floor piece can push one other piece.
- ▲ A two-floor piece can push up to two other pieces.
- ▲ A three-floor piece can push up to three other pieces.

Each time you push one of your opponent's pieces off the board, you claim it 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 he or she claims yours, as they are pushed off the board. Each claimed piece is worth of number of points to the player who claimed it, as follows:

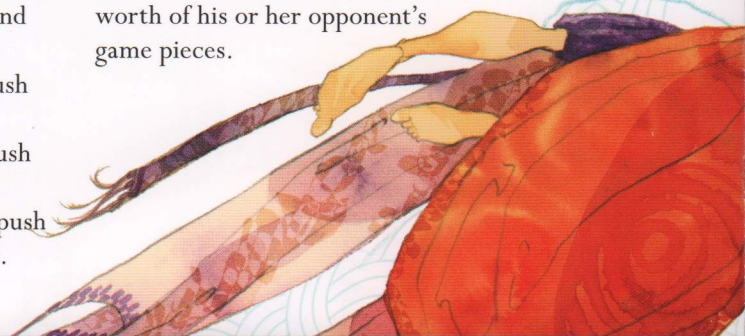
- ▲ One floor = 1 point
- ▲ Two floors = 2 points
- ▲ Three floors = 3 points

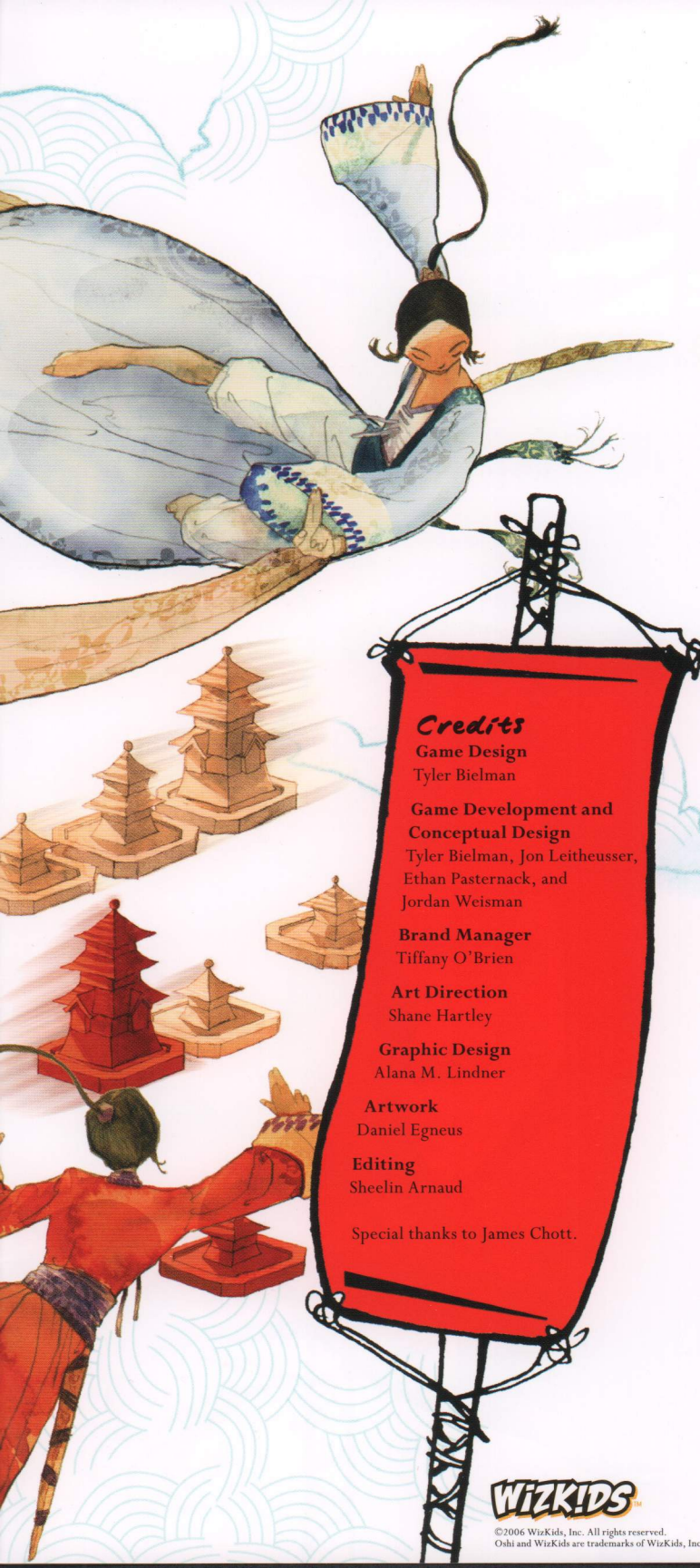
Stalemate

When you move one of your pieces, you cannot end its move in the same space it occupied at the beginning of your previous turn.

How to Win

A player wins as soon as he or she has claimed 7 or more points' worth of his or her opponent's game pieces.





Credits

Game Design

Tyler Bielman

Game Development and Conceptual Design

Tyler Bielman, Jon Leitheusser, Ethan Pasternack, and Jordan Weisman

Brand Manager

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Shane Hartley

Graphic Design

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Artwork

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Editing

Sheelin Arnaud

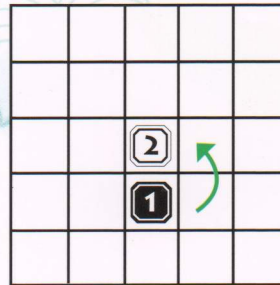
Special thanks to James Chott.

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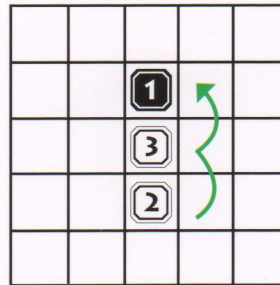
THE GAME OF INFLUENCE™



A one-story game piece *can* push one other piece.



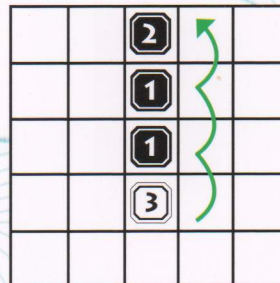
A one-story game piece *can't* push more than one other piece.



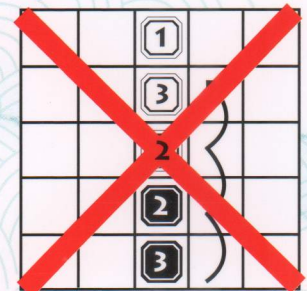
A two-story game piece *can* push two other pieces.



A two-story game piece *can't* push more than two other pieces.



A three-story game piece *can* push three other pieces.



A three-story game piece *can't* push more than three other pieces.