





# BOGOSS


-  From 6 to 99 years of age

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-  From 2 to 4 players

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-  Contents: 44 luminous cards  
30 "skeleton" cards (green symbols)  
12 "broken skeleton" cards (red symbols)  
2 Joker

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-  Aim of the game: Be the first to piece together 2 unbroken skeletons or 1 single broken skeleton.



-  Rules of the game:  
Deal 6 cards to each player. The rest makes up the pick.  
The game is played clockwise.  
The youngest player begins.

He asks the player of his choice a body part that he needs to piece together a whole skeleton (2 legs, 2 arms, the skull and ribs).



x2



x2



If the chosen player has this body part (red or green), he must give it to the player. When a player gets the part of the skeleton that he has requested:

- if it is not broken, he can request another card, from the same person or another player.
- if the part of the skeleton is broken, he cannot request another card. It is the next player's turn.

If a player does not obtain the part of the skeleton requested, he picks up. If it is a good pick, he continues to play. Otherwise it's the next player's turn

**JOKER:** the jokers replace any part of the skeleton, broken or not. You cannot ask for joker cards from opponents.

Once a skeleton is complete, the player places it in front of him. The game ends when a player has laid down 2 unbroken skeletons or 1 broken skeleton.

*NB: Even more amusing and slightly scary : The cards are luminous. In order to play in the dark, you must expose all the cards to light for several minutes beforehand. In darkness, the broken skeleton parts are recognisable from the outline dotted on the picture.*

*The large card with a glow-in-the-dark outline is useful for spotting the stack in the dark. Just put the pile face down, on this card, in the middle of the table.*



unbroken



broken