OCS Turn Cards / Solitaire Sequence Clock

Hi everyone, I am relatively new to OCS and play it solo. Whilst it seems to be a complex game the actual rules and mechanisms appear to me to be relatively straight forward. However the options open to players are huge and it is this that makes the game complex for me.

What I found helpful was the interesting sequence of play and when understood it helps strategic thinking in terms of dealing with that complex play. However it is logical and there is sequential process that can be broken down.

I stumbled on the idea to create a set of cards that had parts of the sequence on it. I initially took the information from the resources from Learning 101 but expanded the links to the rule book. What each card does is get you to focus on one small element of the game before moving onto the next one which for me who butterfly thinks helped me get through the turns a bit quicker.

An additional benefit was that I could very easily complete the allowable activities on one card and then walk away from the gaming table for days. When I returned I just had to turn the next card over to know where I was up to and what to do next.

Having spoken to Chip Saltsman who gave me some feedback and advice I have evolved them to this version and we have agreed to put them on Learning 101.

You will see a large deck of cards in PDF and Publisher formats for you to print off. My printer is not so good so I ended up gluing my cards front and back together. The set here is a generic set that could be used for the latest version of the rules but the backs are adorned with the as much box art as I could lay my hands on. We gamers like a bit of bling and I thought it was a great way of celebrating Dean Essig and teams efforts over the years.

My protype set was specific to Reluctant Enemies and not included here and had specific game notes on. If you print your deck onto card you can work through any game specific rules and annotate your cards in pencil to further help you speed up play. Its taken me awhile to get to this stage but I may well get around to producing a set for my OCS games to the current standard with their specific box art on them and more importantly their specific rules.

Having gone through my own simple process of design and development I am in awe of those who put the effort in to create the wonderful games we play in the 21st Century.

Card Notes

- Red headline text – Player 1
- Blue headline text – Player 2
- Black headline text – Not player specific
- Non white or shaded cards (movement phase) to be drawn at the same time as actions therein can be played in any order.

All the best,

Sean Pratt
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