JiuGo Rules

THIS IS ACTUALLY HOW WE ROLL.

INTRO:

The major objective to win a game of JiuGo is to submit the other player/s . This is done by playing a Submission card when they have no Escape card to counter the attack.

JiuGo can be played with 2-4 players: When playing with 4 players, in the instance a player is submitted they are out and the remaining 3 continue to play until there are only 2 players left who continue to play until there is a single winner!

A game of JiuGo can also be won on points if neither player is able to successfully play a Submission within a given amount of time- 5, 10 or 20 minutes.

Scoring is based on Competition Brazilian Jiujitsu rules

TakeDown = 2 points.

Sweep = 2 points.

Pass = 3 points.

Control Position = 4 point (with the exception of a Knee Ride = 2 points)

There are No points awarded for playing the following cards-

Guard = 0. Scramble = 0. Escape = 0.

GAME SET UP & HOW TO DEAL :

1. Each player is dealt 7 cards + 1 escape card which doesn't count toward their card count total. ***Note:*** *escape cards acquired during play do count toward the card count total*
2. Cards are dealt to the right of the dealer (counter clock wise) when playing with 3 or more players. This is the order of play.
3. Whoever has been dealt to first plays first. ***Note:*** *players can discard maximum 4 cards and draw a maximum of 4 new cards before commencing their turn but must discard before picking up new cards. This can only be done once per turn.)*
4. Play can start with a Guard, Take Down or Scramble card.
5. Players draw from the active Pile (right), Place there cards down in order of sequence on the Play pile (middle) and Discard cards to the Dead pile (left).
6. When the Active pile of cards is fully expended and the game is still being played, the Dead Pile is then shuffled and becomes the active pile.
7. The same can be done of the Play pile to replenish the Active pile but the last card played must remain.
8. Cool Colours play together as do Warm Colours.
   I. A Guard (blue) is followed by a Sweep (green)
   II. A TakeDown (red) is followed by a Pass (Orange)
   III. Both sequences can be followed by a Control (Yellow)
   IV. The exception to this is a Scramble card which can be played before or after either a TakeDown or a Guard. ie Guard + Scramble + Control OR TakeDown + Scramble + Control.

9. **Escaping:** The only way to defend a Sub is an Escape card. To determine the success of the Sub the player attacking must first cast a die. In defence the next player must play an Escape card and also cast a die. Whoever rolls highest succeeds in either attack or defence. If successful the attacking player forces the defending player to forfeit their escape card.

10. ***Note:*** Once an Escape card has been used it is now out of play and is put to the side, not in any of the playing piles.

11. Once the exchange is decided all positions have been neutralised and reset. It is now the defending player's chance to counter. If the Defending player rolls higher they then get to retain their escape card and take control of play from a neutral position ie they may play any logical sequence of cards within the flow of the game.

12. **Scrambling:** A Scramble card can be played at any point in the game but are best used to counter Control cards. (note- Escape cards may be used to counter control cards but as they are rare this is not recommended.)

    I. Scramble cards may be played to make up the requisite 2 cards before applying a Sub card. ie. Guard + Scramble + Sub OR Scramble + TakeDown + Sub.

    II. When there are no Guard or TakeDown cards available a Scramble may be played first followed by a Control, leading to a Sub. Scramble + Control + Sub.

    III. In the instance that a player has no Scramble cards to counter a Control position they may draw new cards from the active pile but forfeit their turns if no scramble cards are produced, allowing the controlling player opportunity to either score more points or attack with a Sub card.

13. **Points:** In the event that players cannot produce a Sub within a given Time limit 5, 10 or 20 minutes the game will be decided on points.

    I. Point values for each move are written on the individual cards but must be consolidated by a control or Sub in order to count *ie*:
    TakeDown + Pass + Control = 9 points.
    Guard + Sweep + Control = 6 points

    II. No points are awarded for a Scramble.

    III. No points are awarded for Sweeps or Passes that are not consolidated ie. Scramble +Guard + Sweep OR Scramble +Takedown + Pass.

14. **Sweeping & Passing:** When a player initiates play but leaves their sequence of moves without playing a control position they are not awarded points for the last card played ie. TakeDown + Pass ___ or Guard + Sweep___
In this instance they can be easily counter by either corresponding counter card ie. Sweep can be countered by Passes and Scrambles AND Passes can be countered by Sweeps, Guards and Scrambles.

15. **Control Positions:** If a Control card is played but is not followed by a Sub this can be countered by a Scramble card. *(If there are no Scramble cards available and the player choses not to use their Escape card they forfeit their turn.)*

    I. There is no maximum time that a player can keep a Control position and may play Control positions in sequence to increase their score as long as it is not the same control position ie.

    II. Side Control + Mount + The Back.

    III. In a submission only match players must attack from a Control position by playing any Sub cards they have in their hand.