

# JiuGo Rules: This is actually how we roll.

## HOW TO WIN A GAME OF JIUGO:

**1) SUBMISSION:** Submitting other players is done by playing a successful combination of cards finishing with a Submission card. The success of the hand played can be determined by the strength of the Attack ( Flow Icons) played in sequence. A submission can be achieved without playing successive Flow Icons but the strength of the Attack is now subject to Chance and determined by the roll of the dice. When an Attacking player Rolls a higher number than the defending player, the defending player either forfeits their Escape card and continues to play or if they have no Escape card to defend, they are then Submitted and out of the Game!

**2) POINTS:** JiuGo can also be won on points if neither player is able to successfully play a Submission sequence within a given amount of time- 10 minutes for 2 player games or 20 minutes for 2-4 player games. Scoring is based on Competition Brazilian JiuJitsu rules with the exception of Submission attempts (1 point is awarded for each submission card played.)

**TakeDown = 2 points**

**Sweep = 2 points**

**Pass = 3 points**

**Control Position = 4 point**

(with the exception of a Knee Ride = 2 points)

JiuGo can be played with 2-4 players: When playing with 3 or more players, in the instance a player is submitted they are then out and the remaining players continue to play until there is only 1 player remaining- they are the winner!

**There are No points awarded for playing the following cards:**

Guard = 0      Scramble = 0

Reversal = 0      Counter Attack = 0

Escape = 0

## GAME SET UP & HOW TO DEAL:

Each player is dealt 10 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). Cards are dealt to the right of the dealer (counter clock wise) when playing with 3 or more players. This is the direction of play.

3) Whoever has been dealt to first plays first. (Note players can discard maximum 5 cards and draw a maximum of 5 new cards before starting play but must discard before drawing new cards. This can only be done once per turn.)

Play can start with a Guard, Take Down or Scramble card.

Players draw from the Active Pile (right), Place their cards down in order of sequence on the Play pile (middle) and Discard cards to the Dead pile (left).

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.

The Play pile is moved to the Dead pile at the end of a completed exchange. The last card played on the Active Pile must remain and stay face up.

BLUE SYMBOLS play together as do RED SYMBOLS.

A Guard (blue) is followed by a Sweep ( blue)

A TakeDown (red) is followed by a Pass (Red)

Both sequences can be followed by a Control (Yellow)

The exception to this is a Scramble (Purple) which can be played at anytime to keep play fluid.

Guard + Scramble + Control OR TakeDown + Scramble + Control.

**ESCAPING-** To defend against a Sub an Escape card or Counter Attack card must be played. The strength of an Escape is the sum of the numerical value on the dice plus the total of the Power up Cards played or Mischief card played against them. (See Power Ups & Mischief cards)

- I) The Defending player must have a greater total strength Escape to win the exchange.
- II) If unsuccessful the defending player must forfeit their escape card, all positions are then neutralised and reset, it is now the defending players turn to play.
- III) If the defending player has no Escape card and loses the exchange they are submitted and out of the game!

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.



## BLITZ CARDS:

These cards enable you to disrupt play, they include:

### COUNTERATTACKS | SCRAMBLES | REVERSALS

**COUNTER ATTACKING** - When a player has an attacking hand ( a sequence finishing in Submission) played against them, they may immediately disrupt this action with a Counter Attack card. This enables them to now play an Attacking hand,



If the counter attack is unsuccessful the player who initiated the first attack now has their opportunity to complete their Attack, the Counter Attack card is now forfeited.

If the counter attack is successful, they player who initiated the attack must now forfeit their Escape card to continue playing, if they do not have an escape card they are submitted and out of the game. At this time the direction of play is reversed.

If the counter attacker only matches the strength of the original sequence being played against them, a dice roll will determine the outcome of the counter.

If the counter attack is unsuccessful the Player who initiated the attack may complete their attempt at submission.

**SCRAMBLING:** A Scramble card can be played at any point in the game and can function to replace any card in a sequence. Scrambles are best used to counter Control cards.

Once a Scramble is played all positions are neutralised and any card may played there after. (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 Scramble + TakeDown + Sub OR Takedown + Scramble + Sub
- II) When there are no Guard or TakeDown cards available a Scramble card may be played to initiate a sequence
- III) Scrambles add no strength to a FLOW sequence, they simply function as a transition card to maximise play fluidity.
- IV) In the instance that a player or multiple players have no Scramble or Reversal cards to counter a Control position, they may draw new cards from the active pile but forfeit their turn. If no Scramble or Reversal cards are produced in this card exchange this gives the player control over the deck and now the opportunity to either score more points by playing more control cards or attack with a Sub card.



## REVERSAL

This card allows a player to directly reverse the Control position being played against them. This then gives them control of play, this gives them opportunity to score points, progress to a new control position and also attack the player they have reversed.



1) If the player finishes their Reversal sequence with a Control card and the player being reversed has no Scrambles, the control stands and the player who Reversed play now controls the Play pile. The Direction of play is now in the opposite direction.

**POINTS-** In the event that players cannot finish with a Submission

A Time limit of is set- 10 ( 2 players) or 30 minutes ( 4 players)

Once time has run out all points and penalties are tallied and the highest score wins.

Point values for each move are written on the individual cards, a run must be consolidated by a Control or Sub in order to count ie.

TakeDown + Pass + Control = 9 points

Guard + Sweep + Control = 6 points

No points are awarded for a Scramble.

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

## 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 Sweep or Pass card played ie TakeDown +Pass \_\_\_ or Guard + Sweep\_\_\_

In this instance they can be easily counter by either corresponding counter card ie, Sweeps can be countered by Passes and Scrambles,

Passes can be countered by Sweeps, Guards and Scrambles.

## 12) CONTROL POSITIONS

When a Control card is this consolidates any previous Transition cards and maximises points. If it 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).

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. Side Control + Mount + The Back.

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

## FLOW ICONS: THERE ARE 2 DIFFERENT CATEGORIES OF FLOW ICONS:

**GUARD FLOW:** These are positioned on the bottom left side of a playing card and are recognisable by their Blue Circular Design.



**TAKE DOWN FLOW:** These are positioned on the top Right side of the playing card and are recognisable by their Red Hexagonal Design.



The purpose of these icons is to allow players to create runs that increase the strength of their attacks. The more matching Flow Icons played in unbroken sequence the stronger the attack.

## FLOW ICONS FUNCTION CUMMALITIVELY, USING A FIBONACCI SEQUENCE:

- 1x ● = 1 point of attack
- 2x ● = 3 points of attack
- 3x ● = 6 points of attack
- 4x ● = 10 points of attack

This provides incentive for players to be more strategic, building a stronger attacking hand of linked Flow icons ensures the success of their play. If a flow icon sequence is broken ie.

- 2 x ● = 3points of attack
- 1x Scramble
- 1x ● = 1 point of Attack

### TOTAL ATTACK STRENGTH = 4 POINTS

This can be counter by a dice roll of 5 OR 6, if the defending player rolls 4 they then get 1 chance to roll again and must roll 5 or 6 to successfully defend. Another example of this is if within an attacking hand a player has 2 unconnected pairs:

- 2x ● = 3 points of attack
- 1x Scramble
- 2x ● = 3 points of attack

### TOTAL ATTACK STRENGTH= 6

This can only be defended by rolling a 6 in conjunction with a PowerUp to strengthen defence or Mischief card to weaken the attack. (see section 14)

In the event a player has 3 of a kind and an unconnected submission this is a stronger play than 2 pairs -

- 3x ● = 6 points of attack
- 1x ● = 1 point of attack

### TOTAL ATTACK STRENGTH= 7

In this instance the attack is too strong to be beaten by a dice roll and only if the defending player can produce a PowerUp or Mischief card are they able to have a chance to defend. To successfully defend they must roll 5 or 6 in conjunction with their special card, if the total strength of their defence is not greater than an attack they lose the exchange and forfeit their special card to the discard pile.

## SPECIAL CARDS- POWERUPS & MISCHIEF CARDS:

**I) POWER UPS:** These cards serve to increase the strength of any attack or defence when using Flow Icons. eg. You have a successive pair of the same Flow Icon 2x ● played in a 4 card sequence, the other 2 cards do not have corresponding Flow icons but follow the rules of a Jiugo sequence.

By Adding a +3 Power up card the strength of your play has gone from 3 to now 7, making a previously beatable play much stronger more likely to win.

**II) MISCHIEF CARDS:** These cards serve to weaken opposing players attacks or defences. When putting together a sequence of Attack a Mischief card -3 puts a defending player at a handicap of -3, meaning even if the attacking hand is weak ie. No successive Flow Icons are played and the out come is determined by the Roll of the dice, the defending player even if they roll a 6 it will only count as a 3.

When Defending against an Attack the Mischief Card can be used to reduce the strength of the attack ie. Attacking player plays a hand of 4 cards with 3 successive Flow Icons giving a strength of Attack of 6. The Defending Player Plays a Counter Attack Card followed by a hand that includes a Mischief card -3 this then reduces the original attacking play to a strength of 3, this gives a greater opportunity for the Counter Attack to be successful.

