



## 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 puts the attack on hold and enables them to now play an Attacking hand in return.



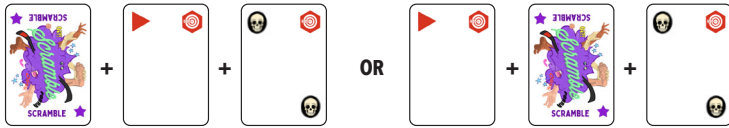
- I. If the counter attack is unsuccessful the player who initiated the first attack now has their opportunity to complete their Attack, the Counter Attack card is now forfeited to the discard pile.
- II. If the counter attack is successful, the player who initiated the attack must now forfeit their 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.
- III. 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.
- IV. A Counter Attack may be countered by a Counter Attack all the above principals of play apply.

**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 be 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.



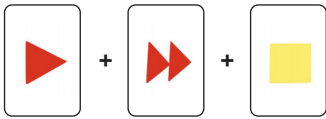
**REVERSAL:** This card allows a player to directly reverse the Control position being played against them. This then gives them control of play, this gives them opportunity to score points, progress to a new control position and also attack the player they have Reversed.



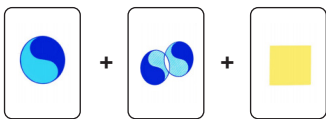
- I. If the player finishes their Reversal sequence with a Control card and the player being reversed has no Scrambles, the control stands and the player who Reversed play now controls the Play pile. The Direction of play is now in the opposite direction.

**POINTS:** In the event that players cannot finish with a Submission. A time limit of is set- 10 minutes (2 players) or 20 minutes (4 players). Once time has run out all points and penalties are tallied and the highest score wins.

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 Sweeps or Passes that are not consolidated ie.



Scramble + Guard + Sweep = **0 points**      Scramble + TakeDown + Pass = **2 points**

**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.

## SPECIAL CARDS

**POWER UPS:** These cards are Attacking and serve to increase the strength of any attack; Flow Icons or Dice Roll.



By Adding a +3 Power up card the strength of your play is now 3 attack points higher. This can make a previously beatable play much stronger and more likely to win.

**MISCHIEF CARDS:** These cards are Defensive and serve to reduce the strength of an opposing players attacks.

By Defending against an Attack and playing a -3 Mischief Card this reduces the strength of the attack by 3 attack points.



- I. A defending player plays a Counter Attack Card followed by a hand that includes a Mischief card -3 this then reduces the original attacking play by a strength of 3, this gives a greater opportunity for the Counter Attack to be successful.

# Jiu Go

## RULES

This is actually  
how we roll