## GAME SET UP \& HOW TO DEAL :

1. 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)
2. 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. A roll of the dice determines who plays first, whoever rolls highest starts.
4. Players may discard a maximum 5 cards and draw a maximum of 5 new cards at the start of each play, but must discard before drawing new cards. This can only be done once per turn, with the Exception of Counter Attacking where cards may be drawn to make a defensive play.
5. JiuGo is about playing a number of cards in sequence, maximum 5 cards per play. Examples of sequences:

| I. Guard |  |  |
| :--- | :--- | :--- |
| Sweep |  |  |
| Control | II. TakeDown <br> Pass <br> Submission | Control <br> Submission |

6. Players draw from the active pile, place their cards down in order of sequence in the play area (middle) and discard cards to the dead pile.
7. when the active pile of cards is fully expended and the game is still being played, the dead pile is then shuffled and transferred back to the active pile.
8. The cards left in the play area are moved to the dead pile at the end of a completed exchange.
9. Escaping-To defend against a submission the defending player must either roll the dice and/or successfully play defensive cards to a strength greater than the attack. (Also see Power Ups \& Mischief cards.)
The strength of a players defence is made up from the sum of the numerical value on the dice plus the total of the Power Cards played.
If they fail to beat the Attack they 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.)

## HOW TO WIN A GAME OF JIUGO:

## SUBMISSION

## POINTS

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 forfeits their Escape.

JiuGo can also be won by 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.

## BASIC SEQUENCES:

These symbols are representative of actual jiu jitsu techniques and positions and give structure to a play.


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 $=2$ pts) |  |
| There are no points awarded for |  |
| playing the following cards: |  |
| Guard Scramble <br> Reversal Counter Attack <br> Escape $\$ l$ |  |

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!

## Example: Guard Sequence




て Y $\exists$ Aㄱาd


## FLOW ICONS: There are 2 different categories of flow icons

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 cumulatively, similar to a Fibonacci sequence:
= 1 point of Attack

- $+=3$ points of Attack
+ +6 points of Attack
-     +         + +10 points of Attack


This provides incentive for players to be more strategic. By building a more attacking hand of linked flow icons increases the odds of their success.

If a flow icon sequence is broken ie.

- $=3$ points of Attack



## Total attack strength $=4$ points

This can be counter by a dice roll of $\mathbf{5}$ or $\mathbf{6}$ if the defending player rolls 4 they then get 1 chance to roll again and must roll $\mathbf{5}$ or $\mathbf{6}$ to successfully defend.

Another example of this is if within an attacking hand a player has 2 unconnected pairs:

$$
+=3 \text { points of Attack }
$$

 $+$

- +3 points of Attack

Total attack strength $=\mathbf{6}$ points
This can be defended by rolling a $\mathbf{6}$ and/or in conjunction with a Mischief card to weaken the attack. (See Power Ups \& Mischief cards.)

In the event a player has 3 of a kind and an unconnected submission this is a stronger play than 2 pairs 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 $\mathbf{6}$ 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 all cards played to the discard pile.

## 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 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.


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.

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.


No points are awarded for Sweeps or Passes that are not consolidated ie.



RULES
This is actually how we roll

