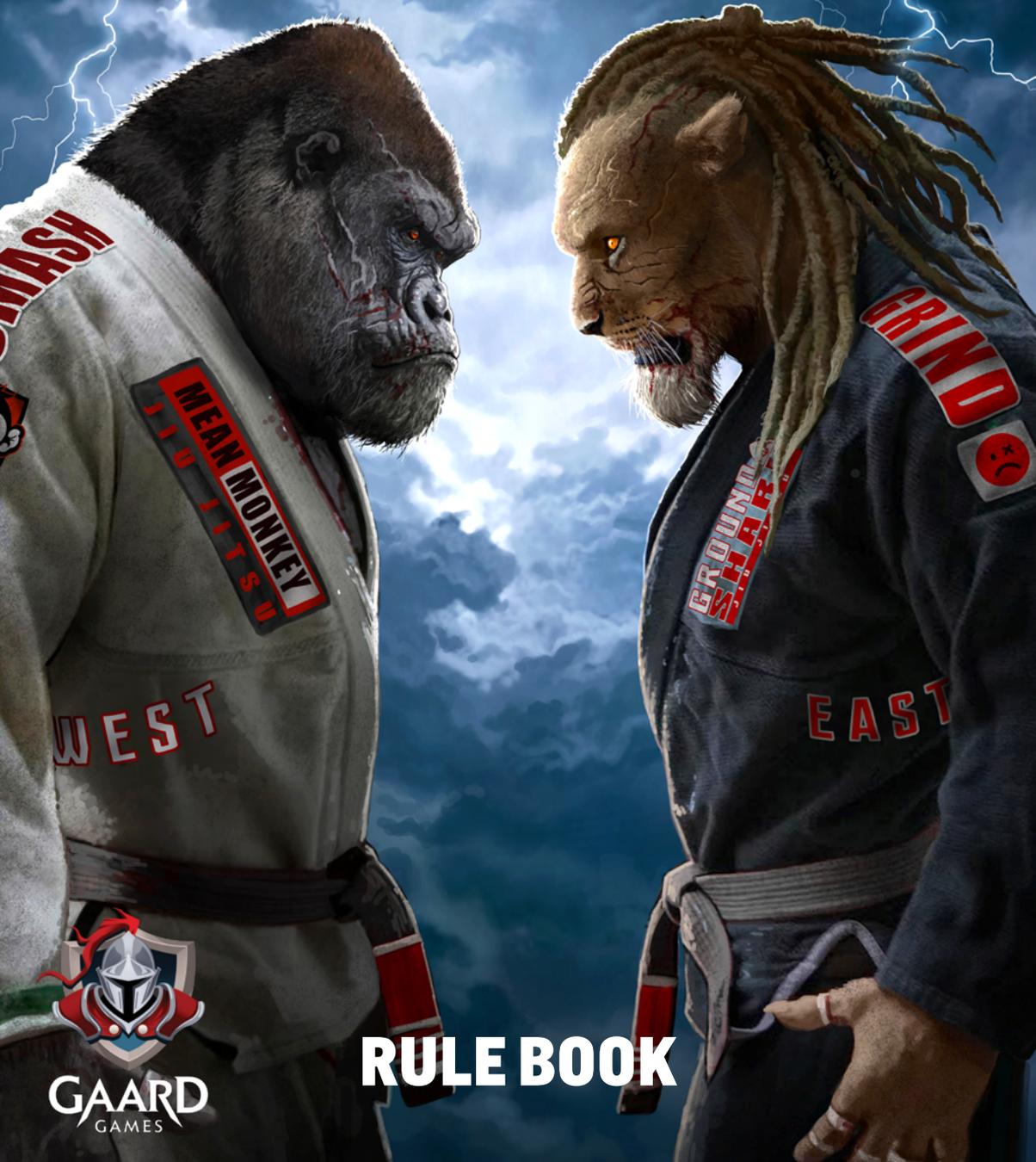


KING OF THE ROLL



GAARD
GAMES

RULE BOOK

OVERVIEW

In King of the Roll you will go head-to-head against another veteran black belt from the animal kingdom in a Brazilian Jiu-Jitsu fight. You will go for the takedown, improve your position and ultimately try to get the submission.

King of the Roll has two game modes, you can either play a:

- ◆ No time limit, submission only game, where you only win by submission.
- ◆ Tournament style scoring match with a turn limit. If at the end of the match no one has been submitted the player with highest score wins the fight.

CONTENTS



4 Player Boards



4 Character Action Cards



9 Common Action Cards



10 Double-Sided Movement Boards



Positions Table/
Player Aid



6 Takedown Tokens

Move	Points	Fighter				Fighter					
		Points	Submission	Points	Submission	Points	Submission	Points	Submission		
Takedown	2										
Mount	2										
Side Mount	2										
Knee on Belly	2										
Half Guard	2										
Closed Guard	2										
Open Guard	2										
Submission	W										
TOTAL		1	2	3	4	5	6	7	8	9	10

Scorepad



24 Solo Mode Cards



20 d6 Dice



Top Player Token

A How to Play video is available at: <https://www.youtube.com/watch?v=5dInhTNiIPQ>

SET UP

A CHARACTER SELECTION

- Both players roll a die. Highest roll chooses a player color and character and takes the corresponding Player Board and Character Action Card and places them in front of them. *(The remaining Player Boards and Character Action Cards will not be used during this game and should be placed back in the game box.)*



B PREPARE PLAY AREA

- Shuffle the Common Action Cards and place them face down to the side of the play area within reach of both players. Draw two action cards each. Do not show them to the other player.
- Place the 10 Movement Boards to the side of the play area within reach of both players. *(The Movement Boards are open information and do not need to be randomized or shuffled)*
- Place the Positions Table and the Top Player Token to the side of the play area within reach of both players.



C PREPARE PLAYER AREAS

- Give each player their Takedown Tokens and a random Takedown Board each (players choose which side to play and place it in front of them). *The animals on the Movement Boards is for illustrative purposes only, they do not need to match the animal you are playing.*
- Give each player 10 dice, two of every color.
- Place a die of the corresponding color onto the left column (PLACE) on your Player Board and match the number for each die. Leave the remaining 5 dice next to your play area.
- You are now ready to start playing!



The fighters start standing up and therefore the game starts with the Takedown Phase during which the Players try to take the other player down or defend against their opponent's takedown.

As soon as the fight has been taken to the ground there will be no further takedowns in the game.

GAMEPLAY

You play the game in turns. Each turn consists of four steps with the exception of the first turn, the Takedown Phase, where there is one additional step: *Choose Takedown* (described in step 1.1 below). There are two game modes in King of the Roll: Submission Only and Scoring Mode (explained on page 8). Choose which game mode you want to play before you start playing.

STEPS DURING A TURN:

1 ROLL DICE

- Both players simultaneously roll their 5 available dice, i.e. the dice that are not on your Player Boards.

1.1 CHOOSE TAKEDOWN

- (This step only happens during the initial Takedown Phase. When the fight has been taken to the ground this step does not occur.)*
- Both players decide which takedown move they want to try to perform and select one of the three takedown tokens without showing the other player. On the count of three both players simultaneously reveal which takedown token they have selected.



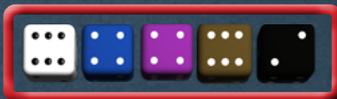
Before you start a roll (sparring or match) in Brazilian Jiu-Jitsu you slap hands and bump fists. So start the game like this.



On the count of three both players reveal their selected Takedown Tokens. In this example the Red Player chose Takedown Defense and the Blue Player chose Takedown.

2 ACTION CARDS

- The player with the **INITIATIVE** is first to declare if he will play an Action Card (max. one Action Card per player per turn).
- If the player with the initiative plays an Action Card it is resolved before the other player declares and plays their Action Card.
- NOTE:** All Action Cards that effect dice only apply to rolled dice, never placed dice on the Movement Boards or the Player Boards



Example: The Red Player rolled a combined value of 22.



The Blue Player rolled a 24. The initiative goes to Blue Player.

INITIATIVE

The fighter with the Initiative is the player who performs actions first, like playing an Action Card or placing the first die.

During the first Takedown Phase initiative goes to the player with the highest total of all five dice.

During the Grappling Phase the person on top will always be the person who has the initiative and will place the white die first.

If players roll the same combined value during the first Takedown Phase, the youngest player gains initiative.

GAMEPLAY CONTINUED

3 DICE PLACEMENT

- ◇ The player with the initiative starts placing their first die. Dice are placed in color order from the top, i.e. first the white die, then the blue, and so on.
- ◇ The player with the initiative starts by placing their rolled white die. It may either be placed directly on their Movement Board, or they can place it in the Roll Column on their Player Board to perform a *Dice Modification* (explained further on page 6) and place the white die in the Place Column on their Player Board on to their Movement Board.
- ◇ *NOTE: Every time a die is moved from the Place column on the Player Board to a Movement Board it is immediately refilled by the die in the Roll column of the same color. See example on the right.*
- ◇ Then it is the other player's turn to place their white die. This continues in player and dice color order until all ten rolled dice have been placed on either the Movement Boards or on the Player Boards.

PLACEMENT ORDER:

The Player with the initiative places the white die, then the opponent places their white die. Then the player with the initiative places their blue dice and then their opponent places their blue die, and so on ...

Example: The player has placed his rolled brown 3 in the Roll Column and moves the brown 6 to the Movement Board. The rolled 3 then refills the vacant space that the brown 6 leaves behind.

To Movement Board *Refills vacant spot*



4 RESOLVE OUTCOME

- ◇ After all dice have been placed add up the total SKILL POINTS (explained in detail on next page) achieved for both players. The player with the highest skill point total has successfully executed their move. Read the outcome text under the successful move and resolve the outcome.
- ◇ If this was the Takedown Phase and the fight went to the ground, The player who completed the Takedown becomes the Top Player and gets the Top Player token. If a player completed a Guard Pull their opponent ends up on Top and the opponent receives the Top Player token.

TURN SUMMARY

A turn consists of four steps with one extra step during the Takedown Phase (Takedown Selection):

1. Roll Dice
2. Action Cards
3. Dice Placement
4. Resolve Outcome

SKILL POINTS

Skill Point
Total = 15

Your skill point total is the total value of all the placed dice on your Movement Board. Your skill point advantage is the difference of your skill point total compared with your opponent's.

Many moves rely on skill point advantage to assess how successful the move was. The higher the skill point advantage the more successful the outcome.

If both players end up with the same skill point number both moves fail (regardless of matching requirements) and you continue playing with your current positions. The same applies if neither player can meet the matching requirements of their moves.



CHARACTER BONUS

Each animal character gets a bonus if the fight happens in a position that is to their benefit, both from the Top and from the Bottom. The bonus is added to the player's Skill Point Total. Therefore, it is always in the interest of that player to try to get the fight to that position. And equally for their opponent to avoid that position.

Example: The GORILLA has developed a strong Turtle game and gets +3 on any move attempted from the Turtle position. This also applies if they were to end up in Bottom Turtle.

POSITIONS TABLE

During both the takedown and the grappling phase you always want to be in the best position possible or improve your position if you are in a bad position. When you secure the takedown you will become Top Player but the effectiveness (your skill point advantage over your opponents) of your takedown will determine in which position you end up. This is where the Positions Table comes in.

Example: Player A attempts an Uchi Mata (Takedown) against Player B who attempts to Butt Scoot (Guard Pull). They both meet the matching requirements of their respective moves.

Both players achieve skill point totals of 20 but since the takedown gives Player A an additional 3 skill points against the Guard Pull they end up with 23.

This results in a 3 point Skill Point Advantage and Player A therefore gets the takedown and they end up in Closed Guard with Player A on top.

UCHI MATA
Takedown
+3 vs. Guard Pull

Your advantage determines the top position you end up in.

POSITION	TAKEDOWN
REAR MOUNT	14+
MOUNT	12-13
KNEE ON BELLY	10-11
SIDE MOUNT	8-9
TURTLE	6-7
HALF GUARD	4-5
CLOSED GUARD	2-3
OPEN GUARD	1

The Positions Table shows the hierarchy of positions in Jiu-Jitsu. The higher up the table you go (as Top Player) the more dominant the position is.

MOVEMENT BOARDS

In BJJ you fight in different positions. This is important from a gameplay perspective since you cannot perform all moves from all positions.

In the game this is reflected by the double-sided Movement Boards. Whenever you change position you need to swap out your Movement Boards. One for the Top Player and one for the Bottom Player. The Movement Boards show you which moves you are able to attempt based on the position you are in.

WHITE DIE MATCHING REQUIREMENT
You need a value of 5 or higher on your white die to be able to place it on this move.

DICE MATCHING REQUIREMENT
You need to have matched at least two dice on this move to be able to attempt it.

TAKEDOWN

JUMP GUARD
Guard Pull
+3 vs. Takedown Defense

Advantage 3 or lower:
End in Open Guard

Bottom - Advantage 4 or higher:
End in Closed Guard
Bottom

POSITION

NAME OF MOVE

MOVE TYPE

BONUS EFFECT
Takedowns & Blocks only

OUTCOME

Example: The white die for JUMP GUARD on this Takedown Movement Board requires a white die with a value of 5 or higher in order to place it on the Movement Board.

REAR MOUNT

In the top right hand corner of the Movement Board you can see what position is on the opposite side of the Movement Board.

MATCHING VALUES

Each movement has requirements for each color of dice. To place the dice on the Movement Board you must meet that requirement. If you cannot match the value of the die after the roll or after a dice modification you cannot place a die on that field on the Movement Board, and it will be left blank.

Further, each move has a matching requirement. This is the minimum number of dice that you must match for you to even attempt the move. JUMP GUARD has a matching requirement of 2 which means that at least two of your dice must meet the requirements and be placed to even attempt this move. If you cannot meet the requirement of the move, you are only defending against your opponent's move and not trying a move on your own.

DICE MODIFICATION

When you place a die in the “Roll” column you MUST perform the corresponding Dice Modification. You can perform the modification on any of the dice in the “Place” column. These are the dice modifications you can perform:

	PLACE	ROLL	
STR			STR (Strength) = Reroll any one die in the “Place” column.
SPD			SPD (Speed) = Decrease the value of one of the dice in the “Place” column by 1. This means that if was a 4 it becomes a 3. Note that if it was a 1 it starts over and becomes a 6.
KNO			KNO (Knowledge) = Increase the value of one of the dice in the “Place” column by 1. This means that if was a 2 it becomes a 3. Note that if it was a 6 it starts over and becomes a 1.
TEC			TEC (Technique) = Flip a die over in the “Place” column. This means that if it was a 1 it becomes a 6, if it was a 2 it becomes 5, and so on.
EXP			EXP (Experience) = Increase the value of one of the dice in the “Place” column by 2. This means that if was a 2 it becomes a 4. Note that if it was a 6 it starts over and becomes a 2.

Example: The Gorilla has rolled a white 6. They already have a white 6 in the Place Column but they still want to use the Strength Modification to reroll their blue die which is only a 1.

They place the white 6 in the Roll Column and move the white die in the Place Column to the Movement Board. They then use the Strength Modification on the Blue die in the Place Column and reroll and get a 6. They now have a blue 6 in the Place Column.

Moves to the Movement Board.



The white die in the Roll Column refills the white die in the Place Column.

HOW TO WIN

There are two game modes in KING OF THE ROLL:

1. Submission Only: where no points are scored and the first one to score a submission wins. There is also no Time (or Turn) Limit in this game mode.

2. Scoring Mode: This game mode has a turn limit of 8 turns and you will use the standard scoring model for Brazilian Jiu-Jitsu fights in most tournaments:

- ◊ Takedown or Throw - 2 points (guard pull does not score)
- ◊ Sweep - 2 points
- ◊ Pass - 3 points
- ◊ Knee on Belly Position (for top player only) - 2 points
- ◊ Mount Position (for top player only) - 4 points
- ◊ Back Mount Position (for top player only) - 4 points
- ◊ Advantages - are used as a tiebreaker. Score advantages in the event of a near submission or score (near takedown, near guard pass, etc). Near is when you achieved the matching requirement but your opponent succeeded with their move.

If you choose the Scoring Mode you will use the Scorepad that is supplied in the game. This is how you use it (you need a pen/pencil):

Write your names here:

Keep track of successful and attempted moves here.

KING OF THE ROLL		Fighter:				Fighter:			
Move	Points	Points		Advantages		Points		Advantages	
		Completed	Sum	Attempted	Sum	Completed	Sum	Attempted	Sum
Takedown	2		2						
Sweep	2		6				4		
Guard Pass	3				1		3		1
Knee on Belly - Top	2		2				2		
Mount/Back Mount - Top	4				2				1
Submission	W								1
		Total:	10	Total:	3	Total:	9	Total:	3
TURN									8 - END OF FIGHT

Turn Tracker: A Turn has been completed when both players have rolled their dice and attempted their moves.

Turn Progress: Every time a turn has been finished cross over it. In the Scoring Mode a full match consists of 8 turns.

Draw a line whenever a player scores points or an advantage.

Multiply the lines with the points for that move to get the sum (2 sweeps = 4 pts).

Note! An advantage is just one advantage no matter the move.

- ◊ The Player with the highest score wins the fight.
- ◊ In the event of a draw you then look at who has the most Advantage Points.
- ◊ If that also is a draw the fight ends in a draw.

SOLO RULES

SOLO MODE SET UP:

- ♦ Follow the regular set up but also choose a Player Board and Takedown Board for your Solo opponent.
- ♦ No Character Action cards or takedown markers are used in Solo Play. Remove them from the game. From the Common Action Card deck take the 5 cards with the Solo Symbol **S** and randomly draw two cards from those 5 to your hand. These will be your Action Cards during the game.
- ♦ The Solo opponent does not use dice so only prepare dice for yourself according to the normal set up rules.

SOLO MODE GAMEPLAY CONCEPTS:

- ♦ Instead of playing against another player you will be playing against an opponent who is equipped with the Solo Deck.
- ♦ If you are Top Player you will place your dice before revealing the opponent's Solo card. If the Solo opponent is Top Player it will be revealed before you place your dice. During the Takedown Phase you will be Top Player.
- ♦ Remember to add any Character Bonus as well as Solo Card Position Bonus.
- ♦ Solo Opponent always meets matching requirements

SOLO CARDS:

- ♦ Your opponent's actions and skill point totals are determined by the Solo Card Deck.

Number shows which technique on the Movement Board (counting from the left) that the solo opponent is attempting. Here they attempt the 3rd technique, unless it is vacant, then they will attempt the 2nd.

Skill Point Total for the opponent's move. If this total is higher than yours, their move is successful and you follow the outcome of their move. If yours is higher than your move was successful.



Secondary move if the move is not available on the Movement Board. Only applies to a move with the number 3

Positional bonus for your Solo Opponent, in this case if the fight is currently in the position Closed Guard, they would get an additional Position Bonus and their Skill Point Total would be 24.

**OTHER THAN THE ABOVE STATED SOLO RULES
THE REGULAR GAMEPLAY AND RULES APPLY**

EXAMPLE TURN

GORILLA'S DICE ROLL

1. This example continues from page 7 where the Strength modification was used to re-roll the blue die to a 6, and the white die is moved to the Movement Board.

2. The Gorilla Player places the blue die on the Player Board to use the Speed modification to decrease the brown die to a 6 and moves the blue die in the Place Column to the Movement Board.

3. With the purple die they increase the purple die to a 6. The purple die in the Place Column then moves to the Movement Board.

4. Three of the Gorilla's rolled dice have been placed in the Roll Column and refilled the vacant spots in the Place Column.

5. Three dice have been moved to the Movement Board.

6. They now place their brown die to use the Technique modification to flip over the black die to a 5. The brown die in the Place Column moves to the Movement Board.

7. They place their black die in the Roll column for the EXP modification and increases the value of the blue die in the Place column in preparation for the next round from 4 to 6. The black die is moved to the Movement Board.

8. The Gorilla has now completed Dice Placement for this turn. They end up with five placed dice on the Movement Board which meets the requirement of 3 matched dice.

9. Their skill total this turn is 29 and if it is higher than their opponent they successfully perform the move. In this case a Bow & Arrow submission for an instant victory.

REAR MOUNT Top
To Movement Board

BOW & ARROW Submission
If successful, you win by submission

1 2 3 6 7

	PLACE	ROLL
STR	1	1
SPD	2	1
KNO	3	1
TEC	2	1
EXP		2

REAR MOUNT Top

BOW & ARROW Submission
If successful, you win by submission

5 6 7

	PLACE	ROLL
STR	1	1
SPD	4	1
KNO	6	1
TEC	6	1
EXP	7	2

REAR MOUNT Top

BOW & ARROW Submission
If successful, you win by submission

8

	PLACE	ROLL
STR	1	1
SPD	6	1
KNO	6	1
TEC	6	1
EXP	6	2

BJJ MOVE TYPES

King of the Roll can be played by players who have no or only limited knowledge of Brazilian Jiu-Jitsu. You only need to understand the following 8 Move Types:

TAKEDOWN PHASE

TAKEDOWN

Use a wrestling or judo move to take your opponent down.

TAKEDOWN DEFENSE

Defend against a takedown attempt and even try to reverse it so you get the takedown instead.

GUARD PULL

Rather than taking your opponent down you can decide to pull them to the ground and force the fight to happen on the ground even without a takedown.

GROUND PHASE

SWEEP - BECOME TOP PLAYER

If you are on bottom you always want to try to get on top, which is a more dominant position. A Sweep is when you perform a move to end up on top. You will then get the Top Player token.

IMPROVE POSITION

You should always aim to improve your position. Either to get out of a bad position or to move to an even more dominant position. In the game this means that you move further up the Positions Table if you are on top, or further down if you are on bottom.

PASS

A guard in BJJ is someone's legs. This is your opponent's main line of defense (and sometimes also their offense). A Pass is when you manage to get past their legs and control their upper body.

CONTROL OPPONENT

Sometimes you just want to block your opponent's move, escape or submission. Then your focus is not to perform a move but to hinder their move. In the game this is to control or block your opponent.

SUBMISSION

This is how you end the fight. A Submission is a move (generally a joint lock or choke) that forces your opponent to submit, e.g. tap. When you succeed with a submission you have won the fight and the game.

