



# ROLL N' PIN

THE BRAZILIAN JIU JITSU GAME FOR THE WHOLE FAMILY

STEP ONTO THE MATS AND BRACE YOURSELF FOR AN INTENSE HEAD-TO-HEAD BRAZILIAN JIU JITSU SHOWDOWN! USE YOUR SKILL AND TECHNIQUE TO OUTSMART YOUR OPPONENT. COLLECTING POINTS OR FORCING THEM TO TAP BY CAPTURING THE REQUIRED MOVES ON YOUR SUBMISSION CARD. WITH THE CLOCK TICKING, MOVE SWIFTLY AND DECISIVELY TO ENSURE YOU'RE NOT THE FIRST ONE TAPPING OUT. GET READY TO ROLL AND UNLEASH THE THRILL OF VICTORY!

## COMPONENTS:

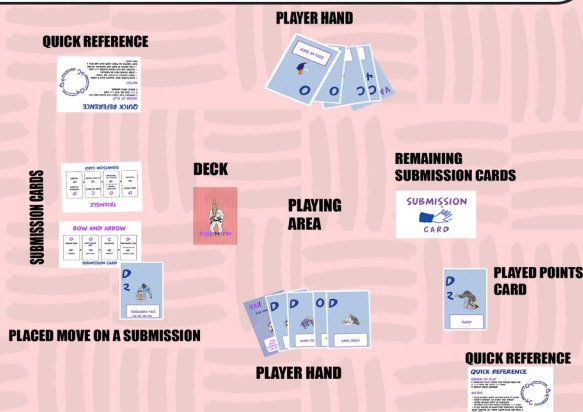
- A DECK OF 54 CARDS
- 10 SUBMISSION CARDS
- 2 QUICK REFERENCE CARDS
- 2 DICE
- TIMER (NOT INCLUDED, USE YOUR PHONE!)

## SETUP

1. EACH PLAYER SELECTS ONE SUBMISSION CARD AND SETS IT FACE UP NEAR THE CENTRE OF THE PLAYING AREA. SET ASIDE WITHIN REACH OF BOTH PLAYERS. THE REMAINING SUBMISSION CARDS.
2. EACH PLAYER TAKES A REFERENCE CARD.
3. DEAL 5 CARDS FROM THE DECK TO EACH PLAYER AND PLACE THE REMAINING DECK OPPOSITE THE SUBMISSION DECK. NEAR THE CENTER OF THE PLAYING AREA. PLAYERS DO NOT SHOW THEIR HANDS TO ONE ANOTHER.

NOTE: IF A PLAYER DOESN'T HAVE A MOVE CARD, THEY MUST RESHUFFLE THEIR HAND INTO THE DECK AND DRAW A NEW HAND OF 5 CARDS.

SET UP



## GAMEPLAY

THE GAME CONSISTS OF TWO PHASES: PORRADA AND **VAI!** PLAYERS WILL ALTERNATE BETWEEN THE PORRADA AND **VAI!** PHASES UNTIL A SUBMISSION IS ACHIEVED. OR THE TIME RUNS OUT.

## OBJECTIVE

COMPLETE A SUBMISSION CARD BY WINNING THE CARDS REQUIRED. OR HAVE MORE POINTS SCORED THAN YOUR OPPONENT WHEN TIME RUNS OUT.

## BEGIN MATCH

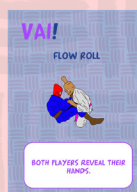
STARTING THE TIMER (10 MINS) BEGINS THE GAME!

## PORRADA (POH-HA-DAH) PHASE

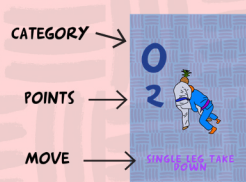
IF A PLAYER DOESN'T HAVE A MOVE CARD AT THE START OF A NEW PORRADA PHASE, THEY MUST RESHUFFLE THEIR HAND INTO THE DECK AND DRAW A NEW HAND OF 5 CARDS.

1. EACH PLAYER CHOOSES A MOVE CARD AND PLACES IT FACE DOWN AT THE SAME TIME.
2. ENCOUNTER: WHEN BOTH PLAYERS ARE READY, COUNT TO 3 AND BOTH PLAYERS SIMULTANEOUSLY FLIP THE CARDS FACE UP.

EXAMPLE OF A **VAI!** CARD



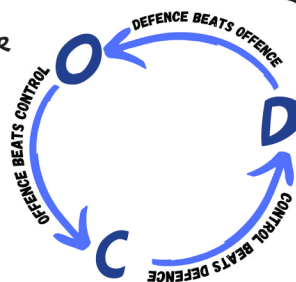
EXAMPLE OF A MOVE CARD



## RESOLVING THE ENCOUNTER

EACH MOVE CARD HAS AN **O** (FOR OFFENSE), **D** (FOR DEFENSE), OR **C** (FOR CONTROL) INDICATOR. THESE DETERMINE THE WINNER ACCORDING TO THE FOLLOWING HIERARCHY:

- OFFENSE BEATS CONTROL
- CONTROL BEATS DEFENSE
- DEFENSE BEATS OFFENSE



THE WINNER OF THE ENCOUNTER TAKES BOTH CARDS AND CAN DO ONE OF THE FOLLOWING:

- CHOOSE ONE AND DECLARE FOR POINTS (IF ANY)
- CHOOSE ONE AND APPLY IT AS PART OF THEIR SUBMISSION (IF POSSIBLE) OR
- DISCARD BOTH

## APPLYING MOVE CARDS:

TO SUBMISSIONS: MATCH AND PLACE 'WON' MOVE CARDS ON SUBMISSION CARDS TO 'SUBMIT' YOUR OPPONENT. FOR POINTS: ANY POINTS CARDS (INDICATED BY A NUMBER BELOW THE CATEGORY) CAN BE PLAYED ABOVE THE QUICK REFERENCE CARD. POINTS MUST BE DECLARED WHEN PLACED AND CANNOT BE MOVED TO A SUBMISSION ONCE DECLARED AS POINTS.

THE PLAYER WHO DIDN'T WIN THE ENCOUNTER DRAWS CARDS FROM THE DECK FIRST TO REPLENISH THEIR HAND TO FIVE CARDS, AND THEN THE WINNER REPLENISHES THEIRS. IN THE CASE OF A TIE, BOTH CARDS ARE DISCARDED. PLAYERS REPLENISH THEIR HAND IN ANY ORDER AFTER THIS, BEGIN THE **VAI!** PHASE

## VAI! PHASE

1. EACH PLAYER ROLLS A DIE.
2. STARTING WITH THE PLAYER WHO WON THE DICE ROLL (HIGHEST NUMBER WINS -- IN THE CASE OF A TIE, ROLL UNTIL THERE IS A WINNER). PLAYERS MAY PLAY A **VAI!** CARD, AND RESOLVE IT'S ACTION.

EXAMPLE OF A SUBMISSION CARD



PLAYERS MAY CHOOSE TO PASS, OPTING TO NOT PLAY A **VAI!** CARD.

THE NEXT PLAYER THEN PLAYS THEIR **VAI!** CARD.

ONCE **VAI!** ACTIONS HAVE BEEN RESOLVED, ENSURE THAT ALL PLAYERS HAVE 5 CARDS IN THEIR HAND, AND START THE PORRADA PHASE AGAIN.

CONTINUE ALTERNATING BETWEEN THE PORRADA AND **VAI!** PHASES UNTIL THE TIMER RUNS OUT OR A PLAYER COMPLETES A SUBMISSION.

## END OF THE GAME

1. SUBMISSIONS ARE ACHIEVED WHEN A PLAYER COLLECTS THE REQUIRED 4 CARDS STATED ON THEIR SUBMISSION CARD. WHEN A PLAYER PLACES THE LAST CARD TO COMPLETE THEIR SET, THEY HAVE ACHIEVED THE SUBMISSION, AND THEIR OPPONENT HAS TAPPED OUT.
2. IF NO SUBMISSIONS ARE ACHIEVED WHEN THE TIMER ENDS, THE PLAYER WITH THE MOST POINTS WINS.
3. IN CASE OF A TIE (OR IF NO PLAYER HAS POINTS), THE PLAYER WITH THE MOST \*ATTEMPTS\* WINS. THIS IS DETERMINED BY THE NUMBER OF CARDS PLACED ON THEIR SUBMISSION CARD.
4. IF THERE IS STILL A TIE, ANOTHER GAME SHOULD BE PLAYED TO DETERMINE THE WINNER.

NOW LET'S GET ON THE MAT AND ROLL!



## A BRIEF HISTORY OF BRAZILIAN JIU-JITSU

BRAZILIAN JIU-JITSU (BJJ) ORIGINATED FROM THE ANCIENT JAPANESE MARTIAL ART OF JUJUTSU, FOCUSING ON LEVERAGE AND TECHNIQUE TO OVERCOME OPPONENTS. IN THE EARLY 20TH CENTURY, A JAPANESE MASTER NAMED ESAI MAEDA TAUGHT JUJUTSU TO CARLOS GRACIE, WHO, ALONG WITH HIS BROTHERS, ADAPTED THE TECHNIQUES TO CREATE BRAZILIAN JIU-JITSU. THIS NEW MARTIAL ART EMPHASIZED LEVERAGE, CONTROL, AND GROUND FIGHTING, ENABLING PRACTITIONERS TO DEFEAT LARGER OPPONENTS. THE GRACIE FAMILY DEDICATED THEMSELVES TO REFINING AND SPREADING BRAZILIAN JIU-JITSU, LEADING TO IT'S GLOBAL RECOGNITION. IN THE 1990S, BJJ GAINED WIDESPREAD POPULARITY THROUGH MIXED MARTIAL ARTS COMPETITIONS, PARTICULARLY THE UFC, WHERE PRACTITIONERS LIKE ROYCE GRACIE DEMONSTRATED THE EFFECTIVENESS OF BJJ TECHNIQUES IN REAL-WORLD COMBAT.

TODAY, BRAZILIAN JIU-JITSU IS A RENOWNED MARTIAL ART PRACTICED WORLDWIDE. IT PRIORITIZES TECHNIQUE, LEVERAGE, AND POSITIONAL CONTROL, PROMOTING PERSONAL GROWTH, DISCIPLINE, AND RESPECT AMONG ITS PRACTITIONERS. BJJ EMPOWERS INDIVIDUALS OF ALL AGES BY PROVIDING SELF-DEFENSE SKILLS, ENHANCING PHYSICAL FITNESS, AND FOSTERING A STRONG AND VIBRANT COMMUNITY.

BRAZILIAN JIU-JITSU EVOLVED FROM JUJUTSU, THANKS TO THE GRACIE FAMILY'S ADAPTATIONS. IT GAINED GLOBAL RECOGNITION THROUGH ITS EFFECTIVENESS IN MIXED MARTIAL ARTS COMPETITIONS AND CONTINUES TO THRIVE AS A MARTIAL ART THAT EMPHASIZES TECHNIQUE, LEVERAGE, AND PERSONAL DEVELOPMENT.

## VAI! AND PORRADA

IN BRAZILIAN JIU-JITSU, THE PORTUGUESE WORD "VAI" IS OFTEN USED TO SIGNAL THE START OF AN ACTION OR TO ENCOURAGE SOMEONE TO GO AHEAD AND MAKE A MOVE. THE PORTUGUESE WORD PORRADA (POH-HA-DAH) REFERS TO THE INTENSE AND DYNAMIC EXCHANGE OF STRIKES, GRAPPLING, AND FIERCE COMPETITION.

## POINTS SYSTEM

ROLL N' PIN'S SCORING SYSTEM IS INSPIRED BY BJJ TOURNAMENTS. IN BRAZILIAN JIU-JITSU TOURNAMENTS, POINTS ARE AWARDED BASED ON VARIOUS ACTIONS AND POSITIONS ACHIEVED DURING A MATCH. POINTS ARE GIVEN FOR TAKEDOWNS (2 PTS), SWEEPS (2 PTS), PASSES (3 PTS), AND ACHIEVING DOMINANT POSITIONS SUCH AS MOUNT(4 PTS), KNEE ON BELLY (2 PTS) OR BACK CONTROL(4 PTS), WITH THE OBJECTIVE OF ACCUMULATING A HIGHER SCORE THAN THE OPPONENT BY THE END OF THE MATCH.

## WHY 10 MINUTES?

10-MINUTE BRAZILIAN JIU-JITSU MATCHES ARE TYPICALLY SEEN IN HIGHER-LEVEL AND ADVANCED DIVISIONS OF TOURNAMENTS. THESE LONGER MATCHES ARE OFTEN FEATURED IN PRESTIGIOUS COMPETITIONS, SUCH AS THOSE ORGANIZED BY THE INTERNATIONAL BRAZILIAN JIU-JITSU FEDERATION (IBJJF), THE ABU DHABI COMBAT CLUB (ADCC), OR OTHER MAJOR EVENTS. WHILE NOT AS COMMON AS THE STANDARD 5 TO 8-MINUTE MATCHES, 10-MINUTE BOUTS ALLOW COMPETITORS MORE TIME TO SHOWCASE THEIR TECHNICAL SKILLS, STRATEGIZE, AND ENGAGE IN DEEPER GRAPPLING EXCHANGES. THE INCLUSION OF 10-MINUTE MATCHES TENDS TO ATTRACT SKILLED AND EXPERIENCED PRACTITIONERS WHO CAN ADAPT THEIR GAME PLANS TO THE EXTENDED TIME FRAME.

ROLL N' PIN USED 10 MINUTES AS IT'S STANDARD TIME FOR A GAME BORROWING FROM TOURNAMENTS BUT ALSO ALLOWING FOR A QUICK GAME FOR KIDS AND PARENTS TO ENJOY WHILE WAITING FOR CLASS TO START!

## ACKNOWLEDGEMENTS

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