Jam-Sumo Rules

**Jam Objective.**

Flick all your dice through the hole in of center of the board.

**Set up.** Take 6 dice of the same color and place them in front of you off the playing surface.

**Playing a round.** Chose the payer to go first. Each player has 1 flick attempt per turn. (You may turn the board but do not disturb the dice)

On your turn flick 1 of your own dice. You may either;

1) place a die onto your ‘JAM’ zone and with face value of 4 and flick it into play, or

2) flick one of your die that is already in play.

The next player on the left then takes their turn.

When a die goes through the hole it is out of play and therefore, has a point value of zero.

The round ends as soon as one player gets all their dice through the hole. Then players with dice left on the board total and record the number of points showing on their dice.

The game ends when the number of rounds completed is equal to the number of players in the game.

**Fair flicking.**

1) Strike only one die at a time and your finger should strike the side face of your die, not the top.

2) Your finger should only strike one die.

**Die off the side.**

If your die goes over the edge of the board take it back and place it in front of you. The die is still in the game and you may play it on your next turn.

**Winning**

When all the rounds have been completed the player with the lowest total of penalty points wins.

**Sumo Objective.**

Knock your opponents’ dice off the board.

**Set up.**

Take 5 dice of the same color and place them in front of you off the playing surface. Alternately you can place all 5 of your dice in the “SUMO” zone with point value 3 showing.

**Playing a round.** Chose the payer to go first. Each player has 1 flick attempt per turn. (You may turn the board but do not disturb the dice)

On your turn place one of your die in your “SUMO” area on point value 3 and flick it so that it strikes an opponents’ die and hopefully off the playing surface, or flick one of your die already on the board and hopefully knock an opponent’s die off the playing surface. If your die fails to strike an opponents’ die you must remove your die from the round of play.

End the round as soon as one player has no more dice left on the board and then record the points.

**Scoring points.**

At the end of each round each player receives positive points equal to the total face value of all their dice that are still on the board.

The game ends when the number of rounds completed is equal to the number of players in the game.

**Fair flicking**

1) Your finger should strike the side face of your die, not the top.

2) Your finger should only strike one die.

Any dice that go over the edge or through the hole are out of the round.

**Winning**

When all the rounds have been completed the player with the highest total of points wins.

Jam-Sumo

Play 1 or more rounds of Jam and 1 or more rounds of Sumo, the player with the highest aggregate score wins. Count all negative points from “JAM” and all positive points from “SUMO.”