

KABUTO SUMO

SAKURA SLAM

2-4
15-20'
6+

It's springtime once again. The cherry blossoms are in bloom, and the champions of World Insect Wrestling have returned to Japan to butt heads. The new sumo ring brings a fresh challenge, but perhaps those corner posts could be useful...

COMPONENTS



- A** 1 Sumo Ring
- B** 1 Pushing Platform
- C** 4 Corner Posts
- D** 6 Large Discs
- E** 11 Medium Discs
- F** 20 Small Discs
- G** 4 Wrestler Pieces
- H** 4 Wrestler Reference Tokens
- I** 14 Signature Pieces
- J** 16 Corner Tag Pieces
(4 per player)
- K** 8 Wrestler Cards *(6 Junior League cards on back)*
- L** 1 Title Belt Piece

SETUP

Set up the **sumo ring** and insert the 4 corner posts. *You may want to glue the ring together for easier set up next time.*

Each player chooses a **wrestler card**, then takes a **wrestler piece** of any color as well as their 4 corner tags and reference token. *Check if your wrestler has a 'during setup' ability.*

The youngest player will go **first** (or choose randomly). Whoever will go **last** places 1 tag on a corner post of their choice.

Place a **disc** in the center of the ring and arrange the wrestlers in the **start position** for your player count. Then fill the ring with discs **exactly** as shown.

Pile the leftover discs in a **supply** everyone can reach. Add each player's **signature pieces** to the supply (shown in the top left of their wrestler cards). *You don't start with your signature piece!*

Each player or team takes **1 disc** and **2 discs** as their starting **inventory**.



Players*	Start Position
2 Players	Wrestlers start in any 2 opposite spots. Fill the other 2 with discs . Place the title belt on the center disc.
3 Players	The 1st player's wrestler starts in the middle with opponents on either side. Fill the 4th spot with a disc .
4 Players	Split into teams of 2. The wrestlers on each team start in adjacent spots.

*See pg. ## for gameplay changes based on player count.




OVERVIEW

Players take turns clockwise. Each turn, you position the pushing platform and use it to push **1 piece** into the ring. You can also use your unique **signature moves**, and if you've tagged all 4 corner posts, you get to do a **corner slam** at the end of your turn.

If you knock out any **discs**, you claim them to push on future turns. Make sure to keep your inventory stocked, because if you don't have a piece to push on your turn, you **lose**.

You **win** by being the first to knock an opponent out of the ring **or** by being the last to run out of pieces.

JUNIOR LEAGUE

For a simpler game, use the Junior League side of the wrestler cards. Each player starts with the inventory shown on their card (instead of 1  and 2  discs). With 4 players, each team gets the inventory on **both** their cards, but can't have more than **3**  discs total.

During the game, wrestlers have no signature moves. If a wrestler's signature piece falls out of the ring, it returns to their inventory.



PUSHING A PIECE

On your turn, you must push **1 piece** into the ring, following the steps below.



Start by placing the **pushing platform** in any of the ring's 4 corners. If you don't have a **tag** on the corner post there, place one now. *If you tag all 4 corners, you get to do a corner slam at the end of your turn!* (pg. ##)

Next, place any 1 piece from your inventory on the platform. Slowly push it in a **straight line** into the ring. *To prevent it shifting sideways, push from the back with your thumb and finger.*



Immediately **stop pushing** when your piece completely leaves the platform.

You **don't** have to push your piece towards the center of the ring! You can push at any angle from anywhere on the platform, as long as you push straight and don't change direction. *Be creative and look for opportunities!*

KNOCKING PIECES OUT

As you push, one or more pieces may get **knocked out** of the ring.

- If you knock any **standard discs** (S / M / L) out of the ring, add them to your inventory.
- If you knock any **signature piece** out of the ring, return it to the supply. *If any pieces accidentally fall out of the ring NOT as a result of a push, return them to the supply.*
- If you knock an **opponent** out of the ring, you immediately win!



SIGNATURE MOVES

You can use each of the signature moves on your wrestler card **once per turn**, before or after your push (unless stated otherwise). If a move has a **cost** (in orange text), you must first pay the cost to use it.

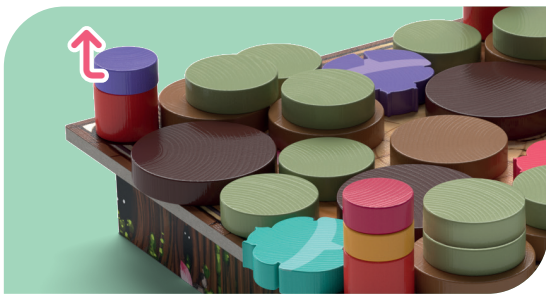
Some signature moves break other rules of the game. This is OK. What's wrestling without a little foul play?




Pay Pieces: Choose any opponent and give them the listed pieces from your inventory to add to theirs.



Stack Pieces: Take the listed pieces from your inventory and stack them on top of any 1 non-wrestler piece of the **same size or larger** in the ring.



Remove : Take back the listed number of your tags from corner posts. Unless stated otherwise, you can choose tags in any corners. You can place them again normally.



Gain a Piece: Take the piece from the supply and add it to your inventory. If you gain your signature piece, you can push it like any other piece. *You can't gain a piece if there are none left in the supply.*



Replace Turn: If a move replaces your turn, you can't do your normal push or any other signature moves. You can still tag the corner you push from (and possibly do a corner slam).



Nested Group: When you push pieces in a nested group, arrange them on the platform as shown and push them together from the back. Only the piece you touch must travel in a straight line.

CORNER SLAM

When you place your **4th** tag, you get to do a **corner slam** at the end of your turn. When you do a corner slam, take back your 4 tags and push an **additional piece** from your inventory, keeping the platform in the same position. If you tag all 4 posts again later, you can do another slam.



SUBMISSION & SELF-KNOCKOUT

If you can't take your turn because you have **no pieces** to push, you immediately lose the match.

If you knock **yourself** out, you immediately lose the match (even if you knocked an opponent out at the same time).

GAME END

The game can end in 2 ways:

1. **Knockout:** If a player knocks out **any 1** opponent, they immediately **win**.
2. **Submission:** If there is only 1 player or team left standing, they **win**.

PLAYER COUNT VARIATIONS

2 Player: Title Match

With 2 players, the **title belt** is stacked on the center disc at setup. You can knock out either your opponent **or** the title belt to win. Pieces **can** be stacked on the title belt.

3 Player: Free-For-All

With 3 players, you only need to knock out **1 opponent** to win. If you **submit**, your opponents continue playing until someone wins. If you run out of pieces, your wrestler **stays** in the ring, and opponents can still knock you out to win. If you knock yourself out, return your inventory to the supply.

4 Player: Teams

With 4 players, split into **teams of 2**. Instead of taking turns clockwise, alternate turns between teams, with 1 teammate pushing each turn. Players on a team must alternate taking turns as well. You must still decide who will go **last** at setup so they can place a tag.

You and your partner **share** an inventory. You can't use your partner's **signature moves**, but you can push their **signature pieces** if they're in your inventory. Your team only needs to knock out **1 wrestler** on the other team to win. If you knock out yourself **or** your partner, your team loses.

TIPS & REMINDERS

- **Knocked out** means pushed out of the ring. Pieces that fall accidentally are **not** knocked out. If a signature move says to knock out a piece, remove it from the ring and treat it as if you pushed it out.
- If your **signature piece** is knocked out and returns to the supply, you can gain it again.
- Standard discs you knock out enter your inventory **immediately** when you stop pushing. You can use them right away for signature moves or extra pushes.
- **Touching** means two pieces are physically touching each other. A piece is touching the **board edge** if any part of it overlaps the edge of the ring.
- You can stack a piece on top of **already stacked** pieces, as long as the piece directly underneath yours is the same size or larger. You can't stack on a wrestler (unless a move says otherwise).

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