

KABUTO SUMO

2-4 Players



15-20 Mins



Ages 6+



+ Components

- | | |
|-----------------------------|--------------------------------------|
| A 1 Sumo Ring | F 4 Wrestler Pieces |
| B 1 Pushing Platform | G 4 Wrestler Reference Tokens |
| C 5 Large Discs | H 8 Signature Move Pieces |
| D 15 Medium Discs | I 8 Wrestler Cards |
| E 20 Small Discs | J 5 Junior League Cards |

+ Objective

Use the pieces in your inventory to push your opponents out of the ring or force them to use all their pieces before they achieve victory. Fight one versus one, in a three beetle free-for-all, or in a two versus two team battle!

+ The Story

It's spring time in Japan and the Rhinoceros Beetles, Kabutomushi (Japanese for 'helmet bug'), have returned from their travels. Now, out in the wild, you can find them butting heads to show off their wrestling skills and impress their insect friends. This is the origin of the phenomenal World Insect Wrestling Championship. In Kabuto Sumo, you are one of the contending beetles, battling for supremacy in the ring and your place in the pantheon of legendary wrestlers.

+ Junior League Rules Variant

Want a simpler gameplay experience? Swap in the Junior League wrestler cards instead of the standard cards when playing with younger kids or adults who want to get straight to wrestling.

1. Each player replaces their starting inventory with the pieces shown on their wrestler card. Teams begin with both sets of pieces.
2. If a signature piece ever falls out of the sumo ring, immediately return it to its wrestler's inventory.



Setup

- 1 Place the sumo ring in the center of the table.
- 2 Each player selects one wrestler card to be their persona for the game, by personal preference or at random. Find the signature pieces shown on the Wrestler cards and set them aside in the general supply, they may come into play later. You do NOT start with your wrestler's signature pieces in your inventory.
- 3 Each player chooses a wrestler piece and places the matching reference token in front of them.
Place the wrestler pieces, and the small, medium, and large discs in the spaces according to the Wrestler Count Diagrams.
- 4 Set the remaining discs aside near the play area as a general supply.



2 ▶
Players



3 ▶
Players



4 ▶
Players

| Player Count | 2P | 3P | 4P |
|--------------|----|----|----|
|--------------|----|----|----|

Starting Board

| | | | |
|-----------------|----|----|----|
| Wrestler Pieces | 2 | 3 | 4 |
| Large Discs | 3 | 3 | 3 |
| Medium Discs | 8 | 10 | 6 |
| Small Discs | 14 | 12 | 14 |

Player or Team Inventory

| | | | |
|--------------|---|----|-----|
| Medium Discs | 1 | 1* | 1** |
| Small Discs | 2 | 2 | 2** |

* Give the player playing 3rd an additional Medium Disc.

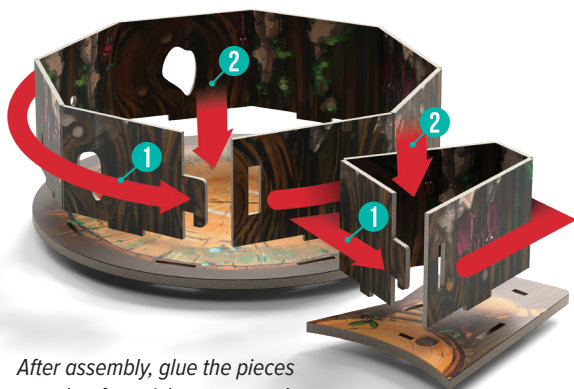
** Each team gets 1 Medium Disc and 2 Small Discs.

- 5 In front of each player or team, place the specified discs to create their inventory.
- 6 The youngest player goes first, or randomly choose a starting player.

Gameplay

Players take turns sliding any piece from their inventory onto the board in a straight line. The final objective is to push opposing beetle wrestler pieces out of the ring.

Each player or team takes a turn, continuing clockwise around the table until the end of the game.



After assembly, glue the pieces together for quicker setup and the best playing experience.

Credits:

Design: Tony Miller
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Graphic Design: Anca Gavril
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Production: Chad DeShon
3D Artist: Filip Gavril

This Game is For Raphael

Special Thanks:

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Playtesters:

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Wrestler Signature Moves

Signature moves consist of 3 parts, a name (1), a cost (2), and the action (3).

Cost

Most moves have a cost that needs to be paid or a condition that needs to be satisfied in order to activate the signature move.

Pay: Give the listed piece(s) from your inventory to an opponent's inventory.

Stack: Stack all the listed piece(s) from your inventory on top of another piece their same size or larger already on the game board. Pieces can never be stacked on a wrestler piece, unless otherwise stated.

Discard: Return the listed pieces from your inventory to the supply.

Other terms:

Knocked Out: When a piece falls off of the gameboard.

Touching: When a piece is physically in contact with another piece on the board.

Gain: Take the listed piece from the supply, and add it to your inventory.

Resolve the Move

The text of the signature move will describe how it is resolved. You may only perform each signature move once per turn.

If the move states "replaces your turn," you cannot perform any other signature moves or pushes on the same turn you perform that move.

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

Signature Pieces

Signature pieces can be pushed just like standard pieces. When a signature piece is knocked out, it is returned to the general supply rather than going into any player's inventory.