



2-4



15-20'



6+

KABUTO SUMO



Components

- A** 1 Sumo Ring
- B** 1 Pushing Platform
- C** 5 Large Discs
- D** 15 Medium Discs
- E** 20 Small Discs
- F** 4 Wrestler Pieces
- G** 4 Wrestler Reference Tokens
- H** 8 Signature Move Pieces
- I** 8 Wrestler Cards (5 Junior League Cards on back)
- J** 1 Title Belt Piece



Objective

Use the pieces in your inventory to push an opponent 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 Kabutomushi (Japanese for 'helmet bug'), have returned from their travels. Now, 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? Use the Junior League side of the wrestler cards instead of the standard side 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, except a team cannot start with more than three small discs.
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 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 on the ring as shown in the wrestler count diagrams.

- 4 Set the remaining discs aside near the play area as a supply.

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 or 2*	1**
Small Discs	2	2	2**

* Only the 3rd player starts with 2 Medium Discs.

** 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 first player to push an opposing wrestler piece out of the ring wins.

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

Be creative! You don't have to push toward the center of the ring. Pushing at different angles can open more dynamic strategies and create a more interesting match.

On your turn

- Push one piece from your inventory in a straight line onto the board. You do not need to push towards the center of the ring.
- Any standard discs that fall out of the ring as a result of your push are added to your inventory, signature pieces return to the supply.
- Signature Moves: Before or after your push, you may perform some or all of your wrestler's signature moves. Each signature move may be used at most once per turn.

Note: If any pieces accidentally fall out of the ring NOT as the result of a player pushing a piece onto the board, return those pieces to the supply.

2 Player : Title Match

2 player game only : During setup, place the Title belt on the large disc in the center of the ring. If any player pushes the Title Belt out of the ring, they instantly win.

You are allowed to stack pieces on the Title belt.

4 Player : Team Play

Teams alternate turns. One teammate pushes per turn, on their next turn the other pushes. Players on a team share an inventory. A player may push any piece in the team inventory (including a teammate's signature piece), but can only use their own wrestler's signature moves.

Game End

Knock Out!

The first player or team that pushes an opponent's wrestler piece out of the ring instantly wins.

Example: In a 3 player game, if Player A knocks out Player C, the game is over - even if Player B is in the ring.

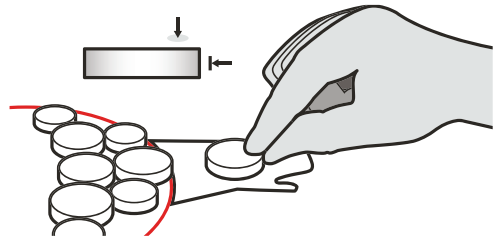
If you knock out your own wrestler piece (even if you knock out another wrestler), you lose the match.

Submission!

A player or team loses the match if there are no pieces in their inventory and cannot take their turn.

In a 3 wrestler game, if a player is eliminated by submission, keep their wrestler piece on the board as it can still be knocked out by a remaining player for the win.

Position the pushing platform anywhere you like against the outside of the ring. Place your piece on the platform. Carefully push from the rear of the piece in a straight line with consistent pressure. No changing direction or flicking allowed!



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

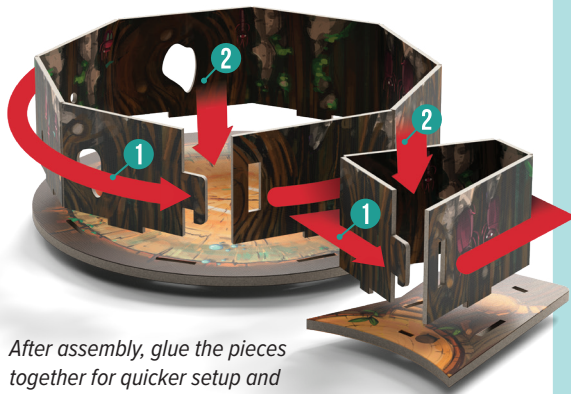




Wrestler Card



Wrestler Card: Junior Side



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



Game End

Special Thanks:

All of our early and enthusiastic supporters, Steve Caires, T Caires, Will Esgro, Adam Mclver, Tomoku Lu, the Bay Area Design community, and our many, many playtesters.

This Game is For Raphael

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.

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. If the piece is not in the supply, the move cannot be performed.

Performing Your Move

Each signature move describes how it is performed. You may perform each signature move once per turn.

If a move "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 like standard pieces. When a signature piece is knocked out, it is returned to the supply instead of going into any player's inventory.

Credits

Design: Tony Miller

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3rd printing