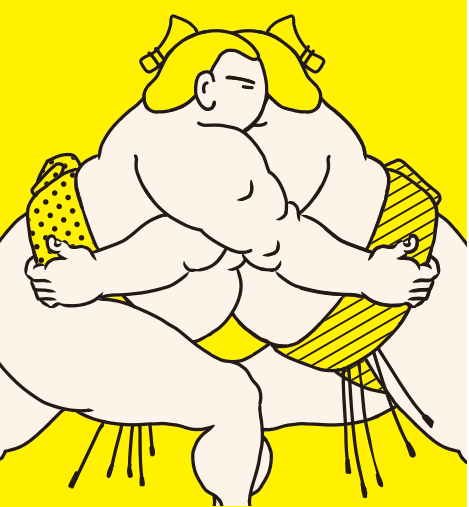


SUMO

Trick Taking Card Game



Sumo moves

Quick reference

- YORIKIRI**
Win the trick when your opponent is on their edge of the dohyō.
- WUWATENAGE**
Win the last trick with the last card.
- ABISE-TAOSHI**
Play a number 4 against a number 1 of the same color.
- HIKIOTOSHI**
Play a number 1 against a number 5 of the same color.
- WUCCHARI**
Play a 2 in a different color than the lead color when you are on your edge of the dohyō.

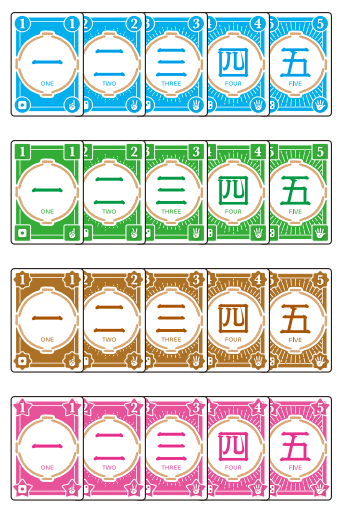
Components

- 20 Number cards (1-5 in 4 different colors)
- 1 Sumo wrestler card (with 2 wrestlers on)
- 2 Dohyō (Sumo ring) cards
- 2 Player cards (Player 1/Player 2)
- 1 Tournament scorepad
- 1 Rule book (that you're reading)

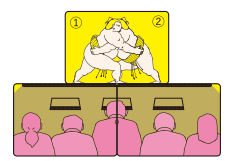
Game designed by kota konno
Graphic design by METEOR
English rules by Keisuke Sakuma & Mark Cooke
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Made in the UK

2 | 5 Min | 10+

20 Number cards

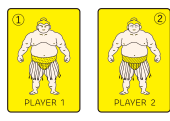


1 Sumo wrestler card



2 Dohyō cards

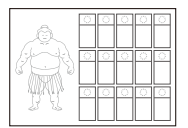
2 Player cards



1 Rule book



1 Tournament scorepad



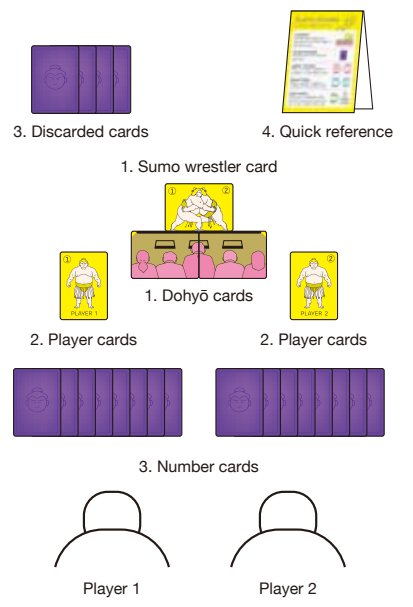
Summary

SUMO is a trick-taking card game for two players based on the national sport of Japan. Win a thrilling battle that can be decided in an instant. In tournament mode, you can play '**BANZUKE**' rules, recording your matches with the aim of becoming a great **YOKOZUNA!**



Setup

1. Place the *Dohyō cards* where both players can see them, and place the *Sumo wrestler card* above them in the center.
2. Each player takes one of the *Player cards* and places it in front of them.
3. Shuffle all of the *Number cards*. Deal 8 to each player. Put the remaining 4 cards back in the box without looking at them. They will not be used in this game.
4. Place the Rule book showing the *Sumo moves Quick reference* where both players can see it.



● Game flow

Determine the first **Lead player** of the game. Both players play one card from their hand face down on the field. Say 'Hakkyoi' then flip the cards face up. The player who played the highest number will be the first **Lead player**.

If the numbers are the same, repeat the process, playing another card. Cards used in determining the first **Lead player** remain on the field until the end of the game, players hands are not replenished.

If players have one card remaining in their hand but a first **Lead player** was not determined, restart the game.

Once the first lead player is decided players will play a series of tricks by placing one card each on the field in turn order, until a winner is determined.

The bout begins with the **Lead player** who chooses one card from their hand to play face up on the field. The second player plays a card of the matching color if they have one, otherwise they can play any card they wish.

After both cards have been played, determine the winner of the trick. If the second player did not play a matching color card to the **Lead player**, the **Lead player** wins the trick.

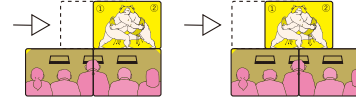
If both cards are the same color, the highest numbered card wins the trick.

The winner of the trick pushes the **Sumo wrestler card** toward their opponent one step. They will also be the **Lead player** for the next trick. Repeat this process until a winner is decided.

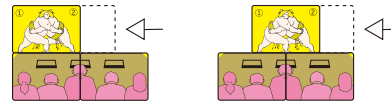
Dohyō

The dohyō is divided into three zones: **Left edge, center line and right edge. Be careful! Just one step from the center line and you are already at risk!**

If Player 1 wins the trick, move the **Sumo wrestler card** one step to the right. From the center line to the right edge, or from the left edge to the center line.



If Player 2 wins the trick, move the **Sumo wrestler card** one step to the left. From the center line to the left edge, or from the right edge to the center line.

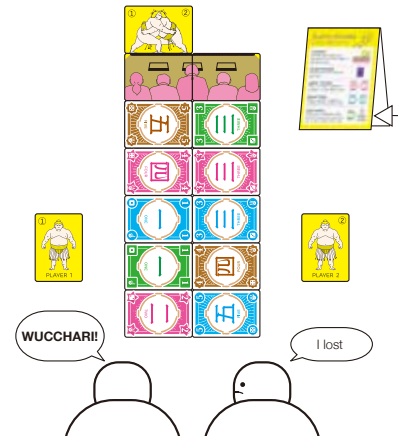


● Game winning moves

1. There are a number of ways to win the game. The following are all the sumo moves used in the game. When a player performs any of these sumo moves, they win the game!
2. If both players perform one of these moves in the same trick, the higher numbered move will break the tie and win the game!
3. **YORIKIRI** A classic sumo move, push your opponent out of the dohyō. **Win a trick when your opponent is on their edge of the dohyō.**
4. **WUWATENAGE** Perform an overarm throw on your opponent. **Win the last trick with the last card. Position in the dohyō does not matter.**

5. **ABISE-TAOSHI** Crush your opponent with your weight. **Play a number 4 against a number 1 of the same color. Position in the dohyō does not matter.**
6. **HIKIOTOSHI** The most technical Sumo move. Use your opponent's momentum against them to knock them down. **Play a number 1 against a number 5 of the same color. Position in the dohyō does not matter.**
7. **WUCCHARI** The dramatic comeback! When on the edge of the dohyō, you throw your opponent out. **Play a number 2 in a different color than the Lead player when you are on your edge of the dohyō.**

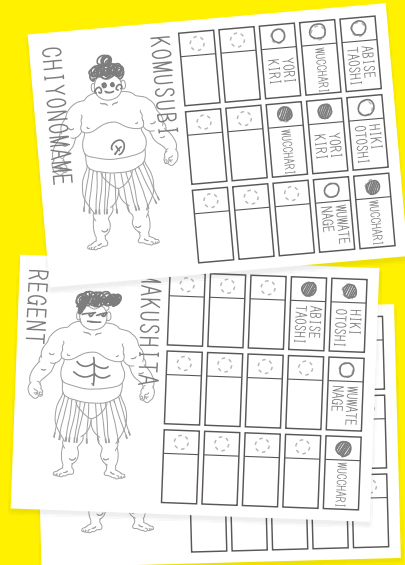
WUCCHARI EXAMPLE



Tournament mode

See how far your sumo wrestler can climb on the ladder! Using a sheet from the **Tournament scorepad** mark the result of each game you play.

When you win, outline the circle, when you lose fill in the circle. Make a note of the winning move of each game to show what your sumo wrestler specializes in. Once you have recorded your third loss, use the chart below to determine your ranking.



- 10+ wins: YOKOZUNA** Congratulations! You are the Grand Champion!
- 8 or 9 wins: OZEKI** You are so close, a well respected champion.
- 6 or 7 wins: SEKIWAKE** You're almost there!
- 5 wins: KOMUSUBI** Good work, keep going!
- 4 wins: MAEGASHIRA** Getting the hang of it!
- 0-3 wins: MAKUSHITA** You need more training!