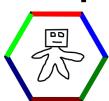


Sumo Sumo Rules

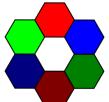
2 Players

Designed by Jorge Zhang

Components:



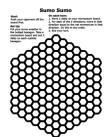
2 player tokens



2 Momentum Boards

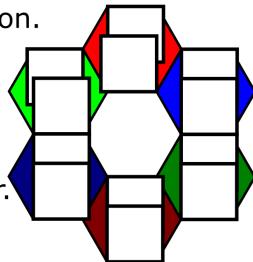


24 momentum disks



1 board

Set Up: Each player takes 1 momentum board and places 2 disks on each colored hexagon. Then, each player places their player tokens on the bolded hexagons on the board. Place these two player tokens on the board so that the bright red sides are facing each-other.



What the colors mean: the colors on the edge of the player tokens correspond to the colors on the momentum boards. This is simply to help aid players keep track of the correct directions, and is not necessary to play the game.

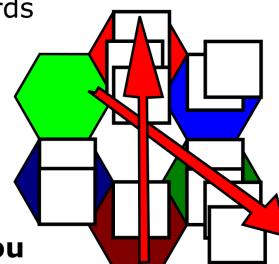
What is a disk?: The disks represent the "momentum" of your player. You could think of it as your player leaning in that direction: it affects how many spaces your player will move each turn in that direction. Since you can only move 2 disks per turn, it is difficult to change directions.

Goal of the game: Push your opponent off of the board before they push you off the board. If you push your opponent off the board and as a result also fall off the board, you will win because you pushed them off first.

Every turn:

First, move 2 disks from anywhere on your momentum board to any of the other colored hexagons on your momentum board. You can even move a disk to a space and then move it back, effectively doing nothing on your turn.

Second, move spaces equal to your net number of disks in each direction. There are 3 directions: the 2 diagonal directions and the forward/backwards direction. In the example to the right, your net forward disks is 2 because you have 3 disks on the top of your board, and just 1 disk on the bottom of your board. $3-1 = 2$, so your net movement in the forward direction is 2. Likewise, your net movement down and to the right is 4. Finally, your net movement on the last diagonal is 0 since $2-2=0$. **You can choose the order in which you move in each direction. You must attempt to move in each of the 3 directions exactly once.**



After moving, your turn is over. Your opponent now goes.

Pushing: If you move in a direction that collides with another player token, move your opponent's token in that direction once. Then, move your token into that space. Pushing your opponent off the map is the main way to win the game.