



2-4



15-20+



6+

KABUTO SUMO

TOTAL MAYHEM

World Insect Wrestling has started hosting wild showmatches to draw fans. Some feel bizarre items go against the spirit of the sport, but no one can deny they make for quite the spectacle...

COMPONENTS

- A** Rulesheet
- B** 8 Mayhem Cards
- C** 1 Victory Track Card
- D** 16 Thorns
- E** 3 Chairs
- F** 3 Matchsticks
- G** 1 Table (3 pieces)
- H** 1 Guitar
- I** 1 Briefcase
- J** 1 Ladder (2 pieces)
- K** 1 Coffin (see next page for assembly)

SETUP

Before selecting wrestlers

Choose **2 mayhem cards** (or draw at random). Flip the first to the **match** side and the second to the **item** side. Read both aloud and place them where everyone can see them.

After selecting wrestlers

Add the **mayhem piece(s)** shown on both mayhem cards to the supply. Follow any special setup instructions on each card. *With 2 players, the match card replaces the title belt rules.*



JUNIOR LEAGUE

For a Junior League game, we recommend using **only** a match card, not an item card. Be sure to carefully explain the match rules before play. We recommend the following matches for Junior League: Money in the Bank, Con-chair-to, Briarpatch Brawl, Matchstick Mayhem, and Tabletop Turmoil.

CREDITS

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COFFIN ASSEMBLY

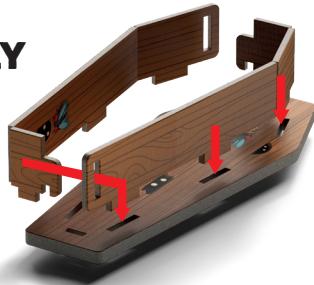
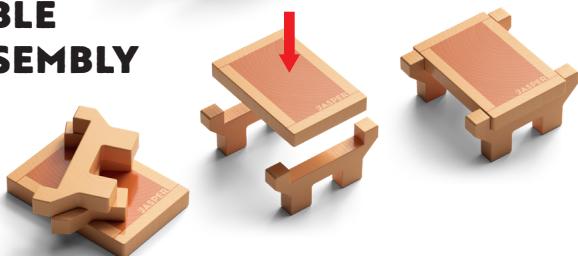
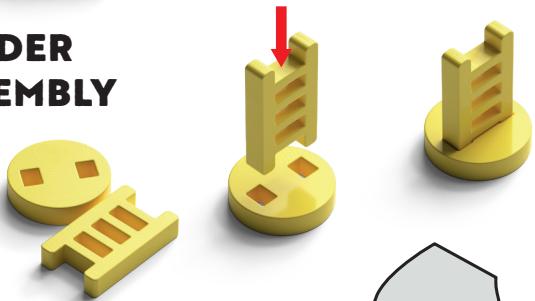


TABLE ASSEMBLY

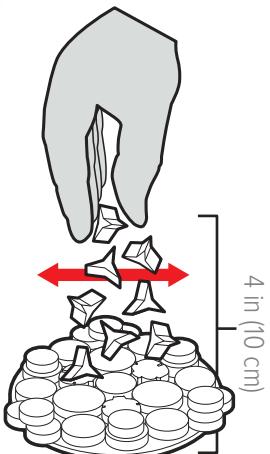


LADDER ASSEMBLY



SCATTERING

When a mayhem card says to scatter pieces, gather the pieces and drop them from about 4 inches (10cm) above the ring. The next player in turn order must gather any pieces that landed on a wrestler or outside the ring and scatter them again. Continue this way until all the pieces are in the ring and not on any wrestler.



MATCH & ITEM RULES

Each match and item card introduces unique rules that affect all wrestlers throughout the match. Pair up items and match types however you like for a different experience every time!

Special Victories

Some match types add new ways to win the game. When playing with a special victory condition, you can still always win normally (by knockout or submission).

Mayhem Moves

Some mayhem cards introduce new moves you can perform on your turn. These work just like signature moves, except **any** wrestler can use them. You can use each available mayhem move once per turn, before or after you push, and you must pay its **cost**, if it has one.

Mayhem Pieces

Mayhem pieces act like signature pieces, meaning they start in the supply and return there when knocked out (unless a card says otherwise). If a mayhem piece “must always be on top of its stack,” then anytime a player would stack a new piece on top of that mayhem piece, they must remove the mayhem piece, stack the new piece in its place, and stack the mayhem piece back on top.

Stealing

When a mayhem card says to steal a piece, take the listed piece from **anywhere** (the supply, the ring, or another player’s inventory) and follow the rest of the instructions on the card.

