



2-4



30-60'



10+

# KABUTO SUMO

## SWARM

*The Sumo-beya are crumbling. Now factions have risen within World Insect Wrestling, and new tournament formats are emerging. The Era of Swarms has begun.*

**Note:** You'll need at least one of these Kabuto Sumo core boxes to play:

- *Kabuto Sumo*
- *Kabuto Sumo: Beetle Brawl*
- *Kabuto Sumo: Sakura Slam*

## COMPONENTS


- A** 29 Swarm Cards
- B** 4 Swarm Dashboards
- C** 4 Swarm Pieces
- D** 5 Discs (1 Large, 2 Medium, 2 Small)

## OVERVIEW

Draft a trio of *Kabuto Sumo* wrestlers for a multi-match **swarm showdown**. Choose a new active wrestler each match and use your ringside wrestlers' **swarm moves** to set up powerful combos. Be first to win 2 matches and become the swarm champion!



## SETUP

- 1 Each player takes a **swarm dashboard**.
- 2 Lay out all **wrestler cards** from the core box(es) and expansions you're using. Place each wrestler's **swarm card** with their wrestler card. *Remember: wrestlers marked with  can only be used with the Sakura Slam ring.*
- 3 Choose a first player. Starting with the **last** player or team and going in **reverse** turn order, pick 1 wrestler at a time until each player or team has **3**.
- 4 Follow normal setup to prepare the ring and supply. Add the extra standard discs to the supply, as well as the signature pieces for **all** wrestlers that were picked, and any swarm pieces on their swarm cards.

## SWARM MATCHES

Play back-to-back matches of *Kabuto Sumo* until a player or team has won **2 matches**. Each player must choose a different wrestler each match. At the end of each match, the ring is reset along with each player's inventory. The **loser** of the previous match goes first in the next match.

## 2 AND 3 PLAYERS

At the start of each match, each player secretly chooses **1 wrestler** from their swarm to enter the ring. You must choose a wrestler that hasn't wrestled yet, if possible. Your other 2 wrestlers are your **ringside crew**.

Slot your active **wrestler card** in the middle of your dashboard and the **2 swarm cards** for your ringside crew on either side. Set aside the rest of your cards until the next match.

## 4 PLAYERS

Each team of 2 shares a swarm of 3 wrestlers. Each match, you and your ally each choose 1 active wrestler from your shared swarm, leaving **1 ringside crew**. You can choose a wrestler you or your ally used previously, but your team must have a **different ringside crew** each match. You **share** your ringside wrestler's swarm card (slot it between your dashboards).

### Swarm with Total Mayhem

When playing with the *Total Mayhem* expansion, we recommend using only **match cards** (not item cards). Before picking wrestlers, lay out 3 match cards (4 with 3 players). Use 1 card each match, going left to right down the row.

**A Active Wrestler:**  
Use wrestler card only



**B Ringside Crew:**  
Use swarm cards only

## SWARM MOVES

Your swarm cards list swarm moves your active wrestler can use during the match. In a team match, **both** you and your ally can use the moves on your swarm card.

Swarm moves follow all the same rules as **signature moves**, including paying costs and using each of move once per turn. Some swarm moves use unique pieces, which follow the same rules as signature pieces.



If a swarm card has this icon, you can use it in the same turn as a move that **replaces your turn**.

## CREDITS

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