

The sakura cherry blossoms are in bloom, and the champions of World Insect Wrestling have returned to Japan to dive from the corners of a new style of sumo ring.

# KABUTO SUMO

## SAKURA SLAM



2-4



20'



6+



### COMPONENTS

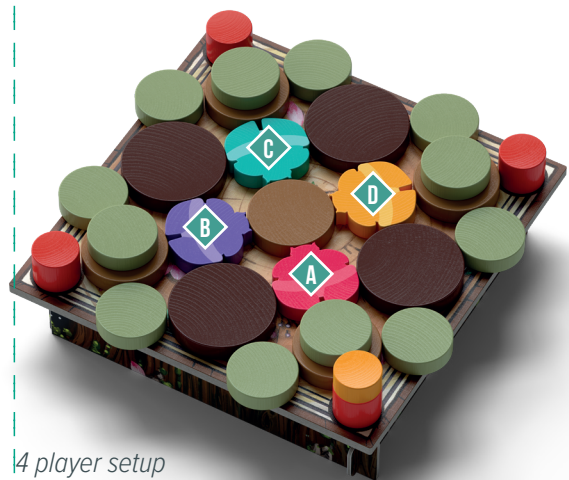
- A** 1 Sumo Ring
- B** 1 Pushing Platform
- C** 4 Corner Posts
- D** 6 Large Discs
- E** 11 Medium Discs
- F** 20 Small Discs
- G** 4 Wrestler Pieces
- H** 4 Wrestler Reference Tokens
- I** 14 Signature Pieces
- J** 16 Corner Tag Pieces (4 per player)
- K** 8 Wrestler Cards (6 Junior League on backs)
- L** 1 Title Belt Piece



Wrestlers with this icon can only be used with the Sakura Slam sumo ring.

### SETUP

- Assemble the **sumo ring** and place it in the middle.
- Each player takes a **wrestler card** of their choice, a **wrestler piece** of any color, and the reference token of the same color.
- Place a **disc** in the center of the ring and arrange the wrestlers around it based on player count (see table). Fill the ring with discs **exactly** as shown.
- Pile the leftover discs in a **supply** everyone can reach. Add each player's **signature piece(s)** to the supply (shown top left of wrestler cards). *You don't start with your signature piece!*
- Each player or team takes **1** **disc** and **2** **discs** as their starting **inventory**. Each player or team also takes **4** **corner tags** of 1 color.
- The youngest player will go first. Whoever will go **last** places 1 tag on a corner post of their choice.



4 player setup

### START POSITION

Players	Unique Setup*	A	B	C	D
2	Stack <b>title belt</b> on center				
3	Middle wrestler <b>B</b> must go first				
4	Split into 2 teams				
		Team 1	Team 2		

\*See pg. 4 for details



## OVERVIEW


Players take turns clockwise. Each turn, you position the pushing platform and use it to push **1 piece** from your inventory into the ring. You can also use your unique **signature moves**, and if you've tagged all 4 corner posts, you get to do a **corner slam**.

If you knock out any **discs** during your push, you claim them to push on future turns. Make sure to keep your inventory stocked, because if you ever need to push a piece and don't have any, you lose!

You **win** by being the first to knock **any 1 opponent** out of the ring **or** being the last to run out of pieces.

## JUNIOR LEAGUE

For a simpler game, use the Junior League side of the wrestler cards. Each player starts with the inventory shown on their card (**instead** of 1  and 2 .

With 4 players, each team gets the inventory on **both** their cards, but can't have more than **3**  total.

In a Junior League game, wrestlers have **no** signature moves. If a signature piece falls out of the ring, it returns to its owner's inventory.



## PUSHING A PIECE

On your turn, push **1 piece** into the ring, following these steps:



Start by placing the **pushing platform** at any corner. Align it so one of its short edges is flush against the ring. If you don't have a **tag** on that corner post, place one now.



Next, place any **1 piece** from your inventory on the platform. Slowly push it in a **straight line** into the ring. *To prevent it shifting sideways, push from the back with your thumb and finger.*



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



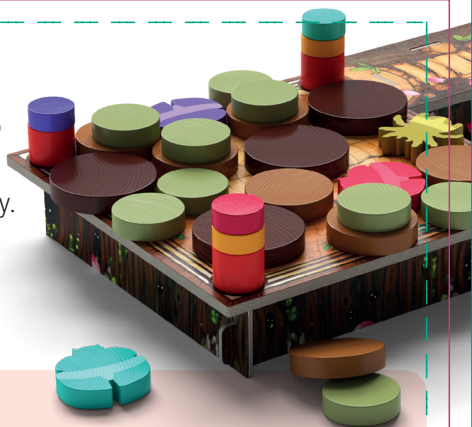
Note: You **don't** have to push towards the center of the ring! You can push at **any** angle from anywhere on the platform, as long as you push in a straight line. *Be creative and look for opportunities!*



## KNOCKING PIECES OUT

As you push, pieces may get **knocked out** of the ring.

- If you knock out any **standard discs** (S / M / L), add them to your inventory.
- If you knock out any **signature pieces**, return them to the supply.
- If **any** pieces accidentally fall out of the ring **not** as a result of a push, return them to the supply.
- If you knock out an **opponent's wrestler**, you immediately win!



## SIGNATURE MOVES

Your **wrestler card** lists your signature moves. You can use each of them **once per turn**, before or after your push (unless stated otherwise). If a move has a **cost**, you must pay it first.

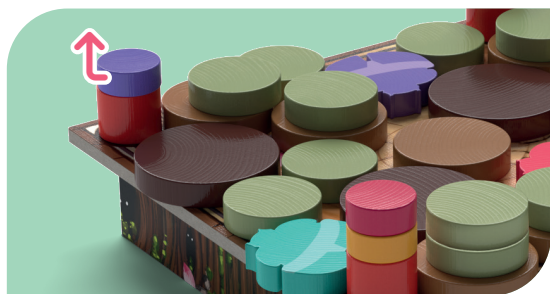
Some moves break the rules of the game. That's OK—what's wrestling without a little foul play?



**Pay Pieces:** Choose any opponent and pay the listed pieces from your inventory into their inventory.



**Stack Pieces:** Take the listed pieces from your inventory and stack them on top of any 1 non-wrestler piece of the **same size or larger** in the ring.



**Remove** (S / M / L): Take back the listed number of your tags from corner posts. You can place them again later. *Unless stated otherwise, you can remove your tags from any corners.*



**Gain a Piece:** Take the listed piece from the supply into your inventory. If you gain your signature piece, you can push it like any other piece. *You can't gain a piece if there are none left in the supply.*



**Replace Turn:** If a move replaces your turn, you can't do your normal push or any other signature moves. *You can still tag the corner and possibly do a corner slam.*



**Nested Group:** When you push pieces in a nested group, arrange them as shown on your card and push them together from the back. *Only the piece you touch must travel in a straight line.*

## CORNER SLAM

When you place your **4th** corner tag, you must do a corner slam after your push. To do one, remove all 4 of your tags, then push any **1 additional piece** from your inventory, without moving the platform. If you tag all 4 posts again later, you can do another slam.

## SUBMISSION

You immediately **lose** the match if:

- You must push a piece but have **none left** in your inventory; or
- You knock **yourself** out (even if you also knock out an opponent).



## GAME END

The game can end in 2 ways:

- 1 **Knockout:** If a player knocks out **any 1** opponent's wrestler, they immediately **win**.
- 2 **Submission:** If there is only 1 wrestler or team left in the ring, they **win**.

## PLAYER COUNT CHANGES



### 2 Player: Title Match

You can knock out either your opponent or the **title belt** to win. The title belt can never be moved off of its disc for any reason. Pieces **can** be stacked on it.

### 3 Player: Free-For-All

You can win by knocking out any **1 opponent**. If you run out of pieces, your wrestler **stays** in the ring. Opponents can still knock you out to win.

### 4 Player: Teams

Split into **teams of 2**. The first team takes their turns 1st and 3rd. Their opponents go 2nd and 4th.

You and your ally **share** an inventory and set of 4 corner tags. You can't use your ally's moves, but you can push their signature pieces from your inventory. You both place corner tags; whoever places your team's 4th tag does a corner slam.

Your team only needs to knock out **1 opponent** to win. If you knock out yourself **or** your ally, you lose.

## TIPS & REMINDERS

- **Knocked out** means pushed out of the ring. Pieces that fall accidentally are **not** knocked out.
- If your **signature piece** returns to the supply, you can gain it again.
- You can use discs you knock out on your turn for extra pushes during the same turn.
- You only place **1 corner tag** per turn, when you first position the platform.
- Any time you **stack** a piece, you must stack it on a piece of the **same size or larger**. You **may** stack a piece on top of an existing stack.
- You can only stack a piece on a **wrestler** if a move explicitly allows it. A wrestler in a stack is considered to be **touching** all pieces that touch any piece in its stack.

## CREDITS

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## COMBINING KABUTO SUMO

*Sakura Slam* is compatible with other *Kabuto Sumo* core boxes and expansions. You can add any wrestlers or expansions to *Sakura Slam*, and you can use *Sakura Slam* wrestlers (except ones with ) in any game of *Kabuto Sumo*.

