

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.

2-4
20'
6+

KABUTO SUMO

SAKURA SLAM



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

SETUP

- 1 Assemble the **sumo ring** and place it in the middle.
- 2 Each player takes a **wrestler card** of their choice, a **wrestler piece** of any color, and the reference token of the same color.
- 3 Place a **M** 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.



- 4 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!*
- 5 Each player or team takes **1 M** and **2 S** as their starting **inventory**. Each player or team also takes **4 corner tags** of 1 color.
- 6 The youngest player will go first. Whoever will go **last** places 1 tag on a corner post of their choice.

START POSITION

Players	Unique Setup*	A	B	C	D
2	Stack title belt on center				
3	Middle wrestler 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:



1 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.



2 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.*



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

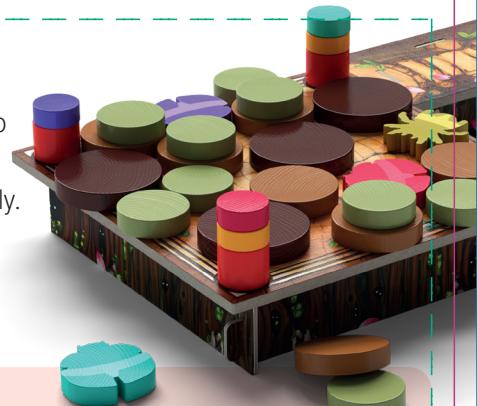


Note: You **don't** have to push towards the center of the ring! You can push at **any** angle from anywhere on the platform, as long as you push in a straight line. *Be creative and look for opportunities!*

KNOCKING PIECES OUT

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

- If you knock out any **standard discs** (● / ○ / △), 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.



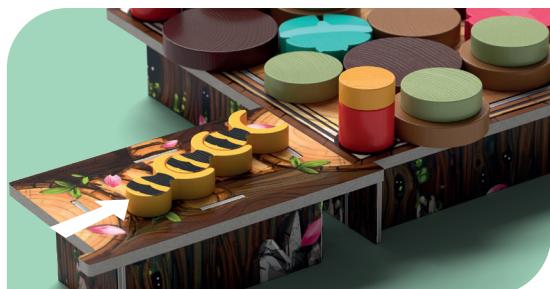
Remove (●): Take back the listed number of your tags from corner posts. You can place them again later. *Unless stated otherwise, you can remove your tags from any corners.*



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).

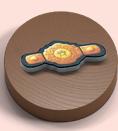
GAME END

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

Design: Tony Miller, Michael Dunsmore, John Brieger

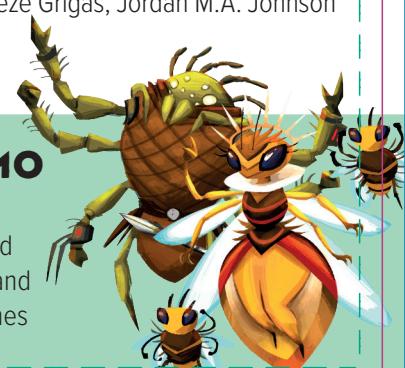
Illustration: Kwanchai Moriya

Graphic Design: Anca Gavril

3D Artists: Filip Gavril & Daniel Profiri

Development: Breeze Grigas, Jordan M.A. Johnson

Editing: Jeff Fraser



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*.