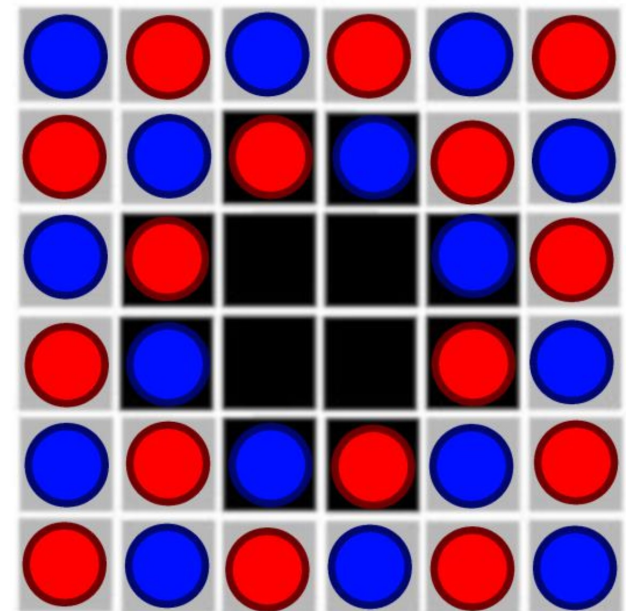


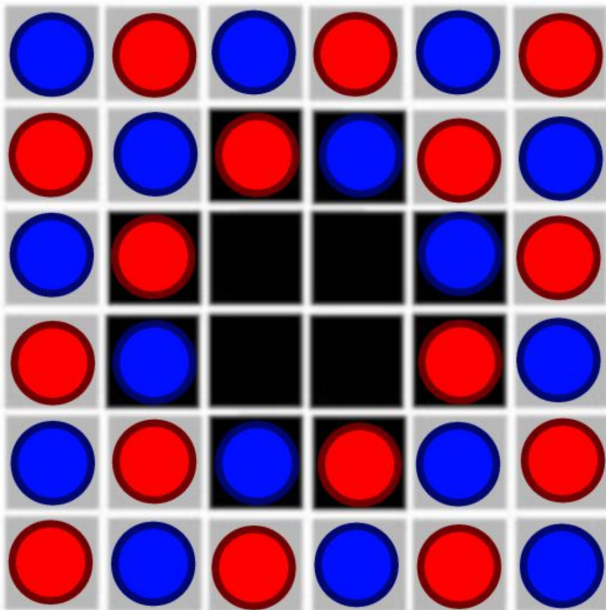
SUMO

Game Instructions

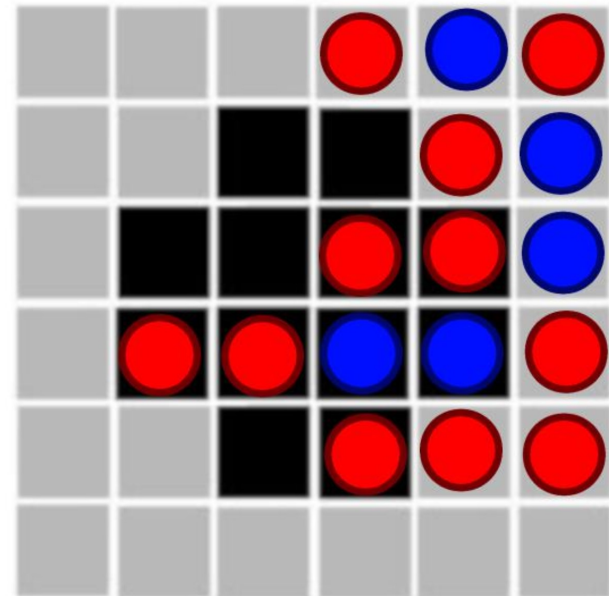


Initial Setup:

Pieces should be arranged in an alternating pattern in all but the middle 4 spaces.
(image below)



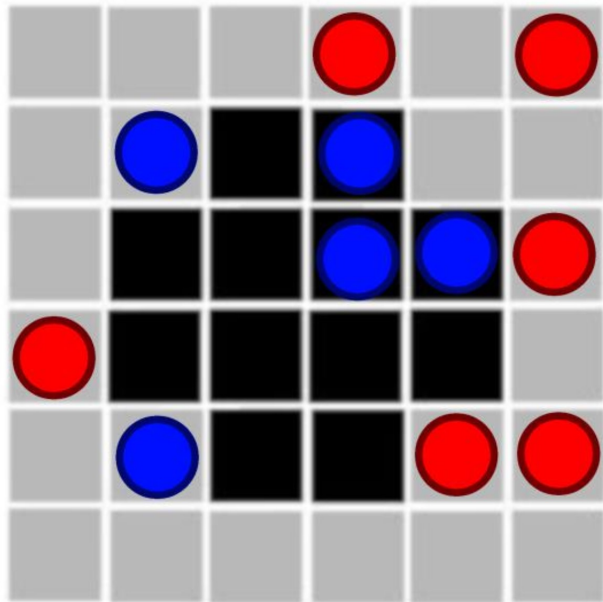
A player wins if their opponent is unable to move any pieces on their turn



Winning The Game:

Players can win in two ways:

A player wins when only their color remains in the darkened boxes in the center of the board

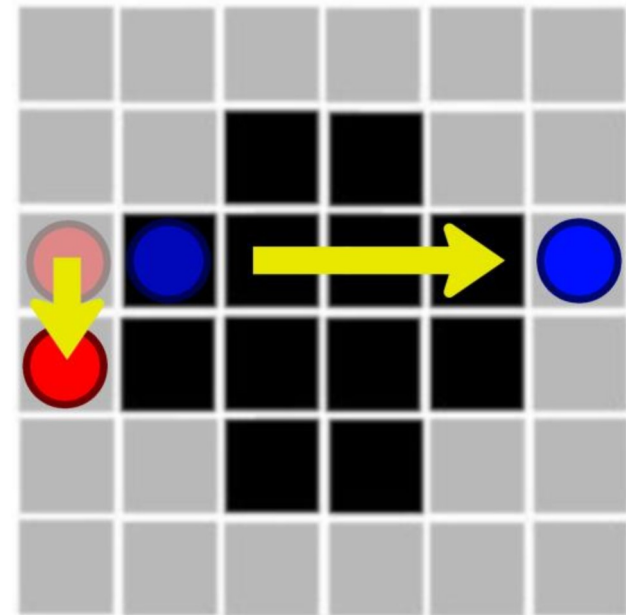


Game Play:

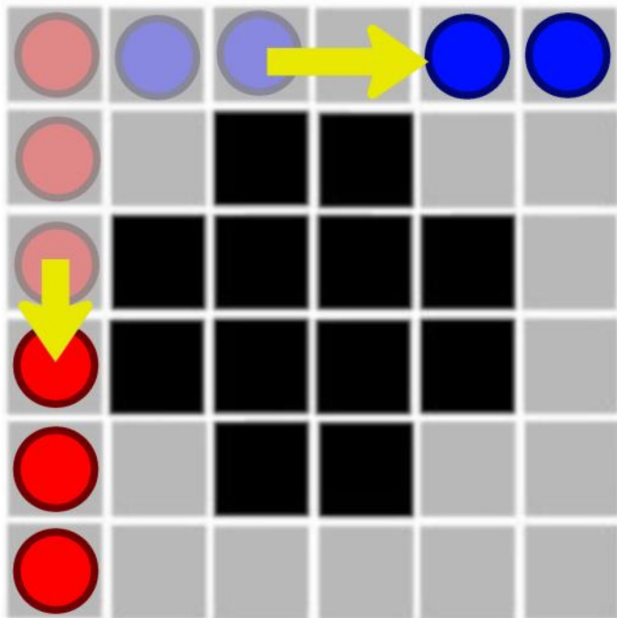
The player with the largest shoe size decides who moves first, using numerical values from the standard Footwear Industries of America scale.

Pieces can be moved infinitely in any one cardinal direction.

(no diagonal movements)



Only one movement may be made per turn, with pieces being moved one at a time as pictured previously, or in a linear group as pictured below.

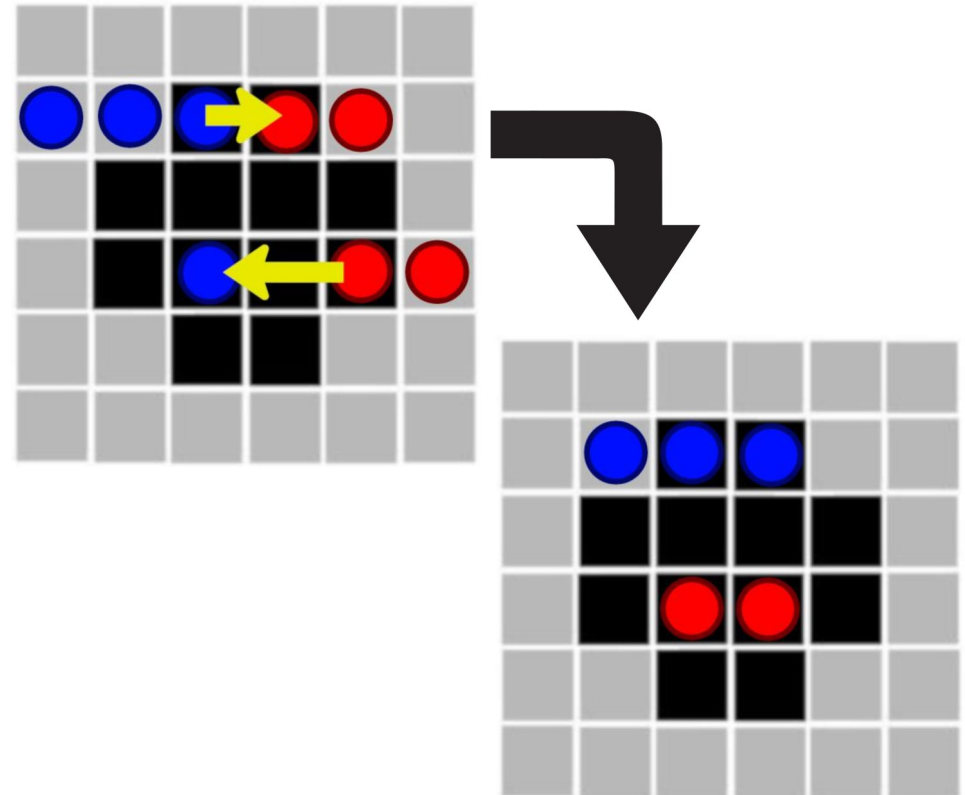


Grouped pieces must be adjacent before and after the move, as one unit.

Pieces cannot move sideways when moving as a group, only linearly as pictured above.

Players may eliminate each other's pieces by attacking or "pushing" their opponent's pieces.

To push an opponent's pieces, one must have a larger amount of pieces in a row, and attack as a group.



When pushing an opponent's pieces a player may attack from any distance, but may only push the opponent's pieces one space and must stay there.

All of the opponent's pieces that were pushed are then removed.