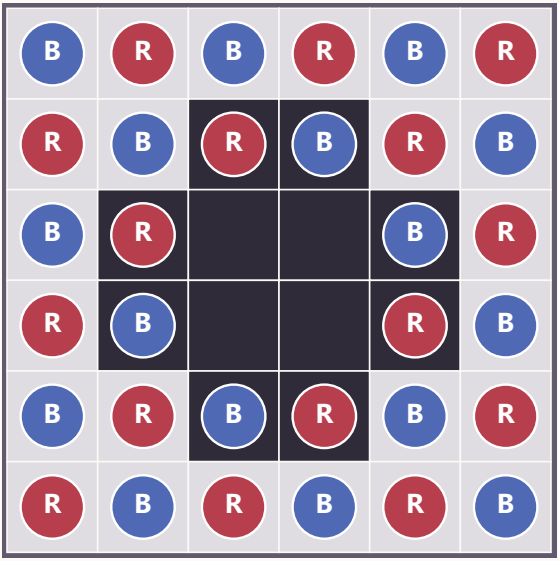
AN ORIGINAL STRATEGY GAME

# SUMO

## Rules of play

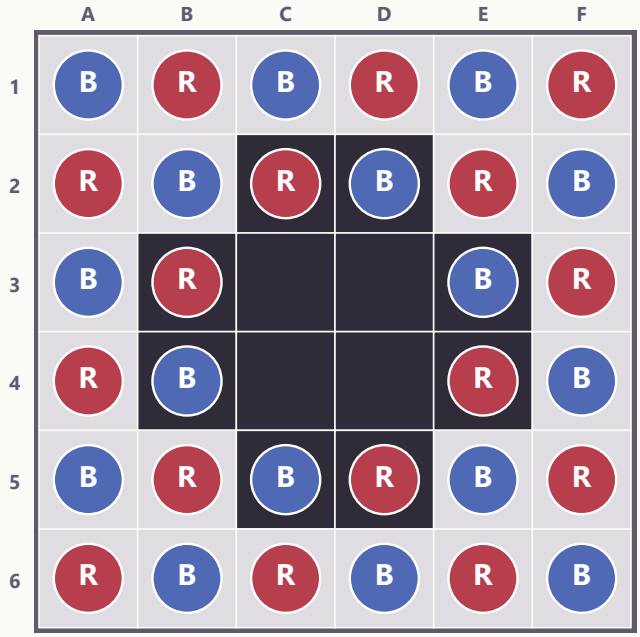



**2 players | 6 x 6 board | 32 pieces**

For physical and digital play

# Set the ring

Each player takes one color: 16 pieces each. Alternate the colors across the board, leaving only the middle four squares empty.




B = Blue. R = Red. Gold outlines mark selected pieces.

## The dark squares are the center

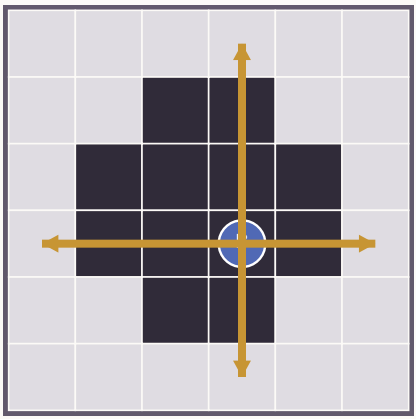
The winning zone contains **12 dark squares**. The inner corners B2, E2, B5 and E5 do not count. The empty opening squares are C3, D3, C4 and D4.

## Choose who starts

The player with the larger shoe size **chooses who moves first**. Compare numerical sizes on the same scale. A digital game may assign the starting player at setup. Then alternate turns.

# One turn. One move.

Move one piece, or one straight group of your pieces. Move only up, down, left or right. There are no diagonal moves.

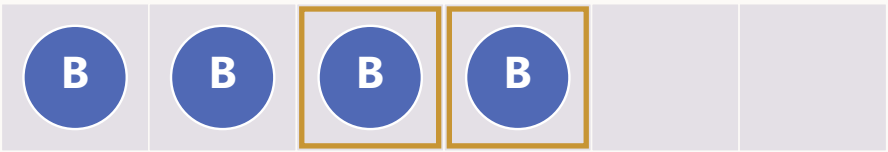


**One piece**
Move any clear distance in one direction, as far as the board allows. You cannot jump over a piece or move your own piece off the board.

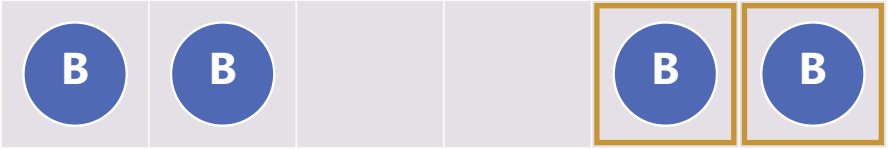
Movement examples isolate the moving pieces.

## A line moves along its own length

**BEFORE: the front two pieces are selected**




**AFTER: those two move right together**




Groups can travel any clear distance along their own line. No sideways moves. You may select any adjacent part of a longer friendly line.

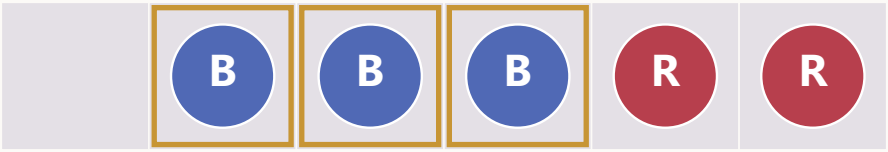
# Shove, then remove.

Attack along your selected line. Your moving group must have **more pieces than the whole opposing line** directly ahead.

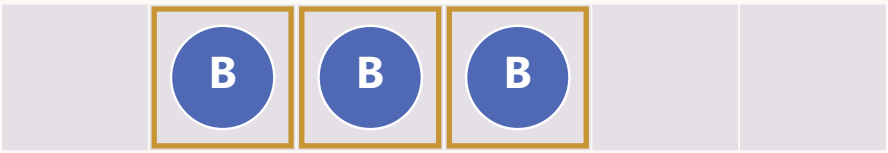
**1 BEFORE: three attackers against two defenders**




**2 SHOVE: move the opposing line exactly one square**




**3 REMOVE: take all the shoved opposing pieces away**




**Every shoved enemy piece is removed.** This is true even in the middle of the board. The attacker stops after the one-square shove.

## You can approach from a distance




Cross the gap, then shove once. Here Blue moves two squares in total.

# Check the whole line.

### BLOCKED: a piece behind the target




Any piece immediately behind the opposing line blocks the shove. Here Blue cannot push the two red pieces.

### TOO SMALL: two cannot push three




Count the entire touching enemy line. You cannot attack only its front pieces. Equal numbers also cannot shove.

### LEGAL: the board edge leaves room




The last red piece can be shoved off the edge. Both red pieces are then removed; Blue stays on the board.

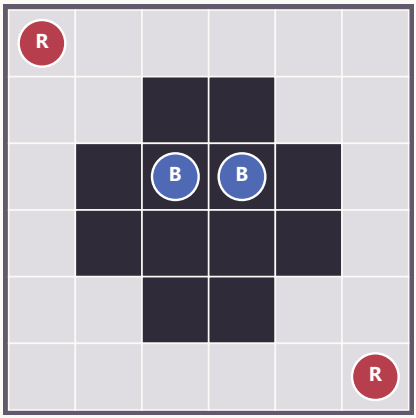
### LEGAL: a gap ends the enemy line




The empty square behind the nearer red piece permits the shove. The separated red piece is not attacked.

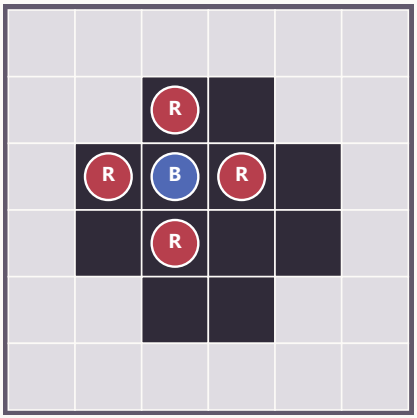
# Two ways to win.

First check control of the center. If that does not end the game, check whether the next player can move.




## TAKE THE CENTER

Have at least one piece in the dark zone and **no opposing pieces** there. Blue wins here even though Red still has pieces outside the center.




## PIN YOUR OPPONENT

If your opponent has **no legal move on their turn**, you win. Here Red has surrounded Blue. Blue cannot move or outnumber any adjacent red piece.

> **Central control wins immediately.** Check both colors after a move, before checking for a pin. Moving your last central piece out of the center can give your opponent the win.

**An empty center gives neither player a win.**

# Play it through.

## 1 Choose your pieces

Select one piece or an adjacent straight group of your own color. Only the pieces you move count toward the strength of an attack.

## 2 Choose the direction

Slide along a clear row or column. A group moves along its own axis. Stay on the board and do not jump pieces.

## 3 Resolve any shove

Outnumber the entire opposing line. Check for an empty square or the board edge behind it. Shove once, remove all victims, and stop.

## 4 Check for a winner

First check whether only one color remains in the dark center. Otherwise, if the next player cannot move, that player loses. If neither applies, take the next turn.

> A normal move and a shove are each one turn. You do not take an extra move after a capture.

# SUMO

## Keep this beside the board.

**MOVE**
One piece or a straight group: any clear distance. A single piece moves up, down, left or right. A group moves along its own line only.

**COUNT**
Your selected group must strictly outnumber the complete opposing line.

**MAKE ROOM**
An empty square or the board edge behind the target permits a shove. Any piece immediately behind it blocks the shove.

**SHOVE**
Push the enemy one square, remove every pushed piece, then stop.

**WIN**
Be the only color in the 12-square center, or leave your opponent with no legal move. Check the center first.