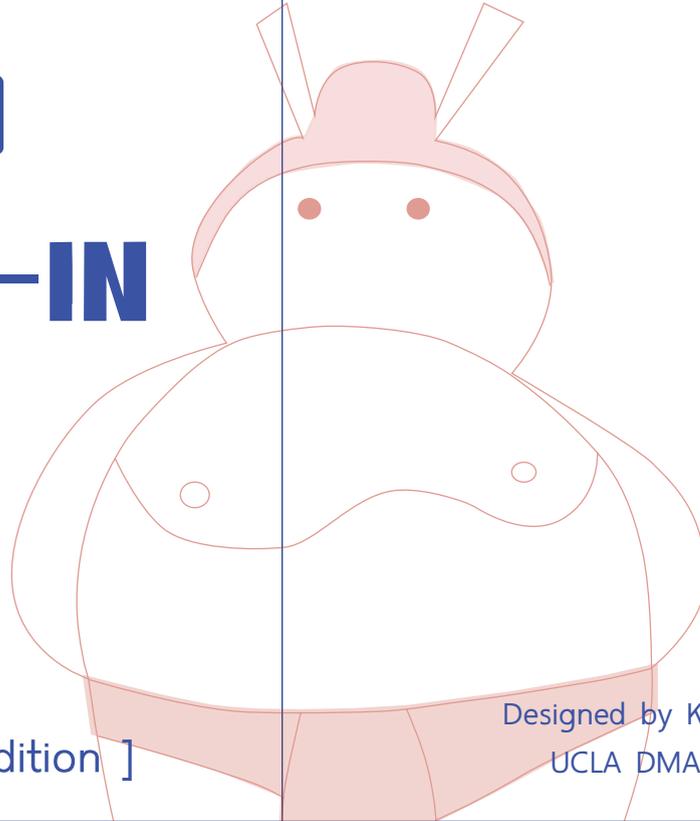


RULEBOOK

SUMO WEIGHT-IN



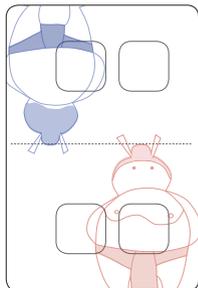
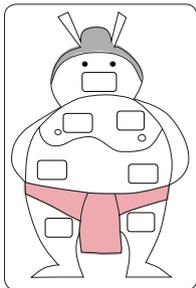
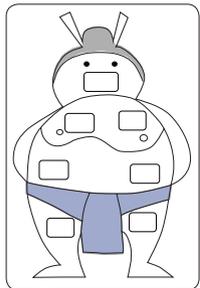
[Grocery Shopping Edition]

Designed by Kain Suwannaphin
UCLA DMA157 Winter '16

Intro

2 sumos race to go shopping at the market in town. Both are trying to gain more weight so that they could enter the upcoming national tournament. The problem is, only one sumo can represent the town. So the rule for this game is — whoever reaches 250 lbs first will be the winner.

Inside the box



2 x sumo shaped scoring boards

1 x stage board

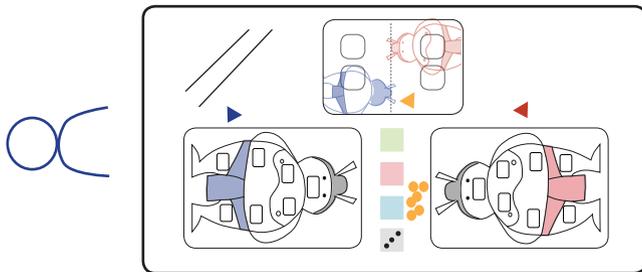
(1 blue and 1 red)

-  40 x food cards
-  20 x attack cards
-  22 x defense cards
-  10 x “market blackout” cards
-  2 x “sumo gone wild” cards
-  30 x gold coins
-  1 x attacker marker
-  1 x dice
-  2 x “fish that” markers
-  2 x fishing rods with price sheets attached
-  1 x this rulebook

Setting up

Follow these steps to set up Sumo Weight-in :

- First, set up the boards as below :



- Remove all the “market blackout” and “sumo gone wild” cards from the deck.
- Separated the cards into 3 separate decks (they are all color - coded) as followed :

- **food deck** : cards with **green** sumo on the back
- **attack deck** : cards with **red** sumo on the back
- **defense deck** : cards with **blue** sumo on the back

and don't forget to shuffle the cards and put them face down for all the decks.

- Each player is dealt 3 food cards, 1 attack card and 1 defense card.
- Each player also gets 3 gold coins as startup money.
- Both players roll the die to determine who goes first. The player who gets higher score gets to choose the color (**blue sumo** or **red sumo**) and start the game.
- Each player gets 1 fishing rod and 1 “fish that” marker piece (take the one corresponding to your sumo color)
- Prior to starting the first turn, put all the “market blackout” and “sumo gone wild” cards back in the food deck, reshuffle and put the deck face down.

Let the game begin!

1. On each turn, player roll the die and choose to either :

A : get # of gold coins corresponding to the # on the dice

B : draw the certain # of cards from any deck, player can distribute the cards however they prefer

2. Player can then spend their gold coins buying any food item (there is a gold slot on food cards that indicates how much they cost, ranging from 1 to 6 gold coins), after the purchase, read details on the card, exchange the card for one weight token, and place that weight token on their own scoring board, discard the card after used.

* There are multiple slots on scoring board and each of them has different score, player can put their weight token on any of them, they can also combine the tokens so the sum equals to number of score on that particular slot, but keep in mind that **no more than 2 pieces** of weight tokens can be combined into a single score.

3. Player may only purchase up to one item on each turn. They may choose not to purchase anything during thier turn.

4. The end of the turn, next player again start from step 1.

Special Circumstances

1. Market Blackout

There are two kinds of special cards hidden in food deck but let's talk about one of them first, the "market blackout" cards. While the two sumos are shopping, the market has power outage and it gets all dark. They both think this is a chance for them to steal food from one another. So at any point of the game, if this card is drawn, put the card down in the middle of the stage board, finish that turn, and start the battle immediately. (For **the battle**, refer to next page).

2. Sumo gone wild

Another special card is called, "sumo gone wild" card. Once this card is drawn, player can decide to keep the card and use it once during any turn. Special power of this card allows player to get rid of all the cards they have in hand and draw 5 new cards. Player can distribute the number of the cards from each deck however they prefer (e.g. player can draw only one attack card, skip the defense card and draw 4 food cards).

The Battle

There are two separate parts of the battle. Whichever player draws out the "market blackout" card put the attacker marker on their side of the stage. They can shout "blackout!" if they prefer.

Before the battle

- each player choose and announce the piece they would like to steal from the opponent, put the marker right next to that piece.

- on the fishing rod, there is a price sheet attached to the stick, refer to the weight range they wish to steal and pay to fish. Player may only fish out the piece up to 10 lbs without paying.

10 lbs = free

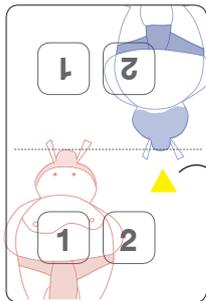
20-30 lbs = ●

40-50 lbs = ●●

60+ lbs = ●●●

part 1 : Battle of the cards

- Player who draws the "market blackout" card gets to attack first. Both players take turn to attack and defense.



Example :

In this case, the attacker is the red sumo, the player chooses his/ her one attack card and put it **face down** on slot number 1.

attacker marker

Player then choose one defense card and put it on slot number 2.

The blue sumo player (in this case, playing defense) also choose **one of each** attack and defense cards, the only difference is, they have to put their defense card on slot number 1 and attack card on slot number 2.

- After both players put down their attack and defense cards, starting from slot number 1, both players flip over their cards and follow the condition as stated on the cards.

* **Players may choose to attack any weight token on the opponent's board except for the one they target and mark earlier.**

- Players then turn over their cards on slot number 2 to finish the battle of the cards.

part 2 : Fish that piece!

In this part of the game, both sumos will try to steal the weight tokens from their opponent.

* **This is a chance to either earn the weight token you need on your board or make your opponent suffer from weight loss, choose wisely.**

- Time limit for fishing is 15 seconds for each player. The player who is being stolen from count 1-15 when another player is attacking.

- Starting from the attacker, use the fishing rod to fish out the targeted weight token from the opponent's weight scoring board, if the piece is moved successfully over to your side of the board, you earn that piece (the weight token must be placed properly on the slot).

* **If the weight token dropped before reaching the destination, return that piece back to the opponent.**

- This is the end of the battle. Players resume their normal turn, starting from defense player.

Game End

- The game ends when one player collects up to 250 lbs first (i.e. fills all the slots on weigh scoring board).

* **If in any case a player completes their board during the turn while waiting for the battle, player must still engage in the battle**

* **This gives another player a chance to turn the momentum of the game!**

- If playing within time limit, the winner is determined by whoever gains most weight.

The image features three stylized sumo wrestler heads arranged horizontally. The head on the left is red, the middle one is blue, and the one on the right is purple. Each head is depicted with a large, rounded forehead, small eyes, and a wide, open mouth. The heads are rendered in a simple, line-art style with flat colors. The text is centered over the blue head.

**Enjoy SUMO WEIGHTIN
(Grocery Shopping Edition)!**