

SUMORALS

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Sumo wrestling has 2,000-year-old roots in Japanese culture. As a result, the sport is proudly regarded as a symbol of deep-seated tradition and athletes are looked upon with great honor.

However, in 2011, the sport was shaken to its core after an investigation revealed extensive corruption.

In "Sumorals," players must reevaluate their morals if they want to be victorious in the long run.

SET-UP

1. Assemble the board according to the diagram on the following page. It doesn't matter if the board is vertical (as shown) or horizontal.
2. Each player is randomly dealt 4 sumo wrestler cards (weights are 250, 275, 300, 325, or 350 pounds).
3. Roll the dice to decide who goes first. The player with the higher roll starts with a new roll.
4. Players move in the direction of the arrows shown in the diagram on the following page.

GAME MATERIALS

- | | |
|-------------------------------|-----------------------------------|
| (1) 2-part game board | (5) fish |
| (2) dice | (100) Yen / calorie tokens |
| (2) player figurines | (15) wrestler cards |
| (1) 30 second timer | |
| (2) rice dishes | |
| (1) pair of chopsticks | |
| (30) grains of rice | |



SUMO WRESTLERS



CHOPSTICKS

DISHES



RICE



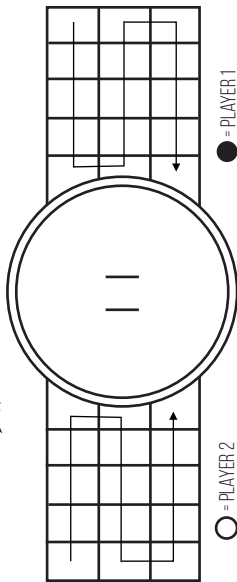
FISH



DIE



TIMERS



● = PLAYER 1

○ = PLAYER 2

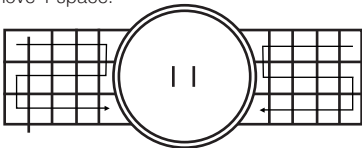
OBJECTIVE

Players progress along the game board collecting as many tokens as they can. Once in the arena, players order and place bets on their 4 wrestler cards. The player with the most tokens after all four head to head matches is the winner.

INSTRUCTIONS

1. Players take turns rolling a die and moving across the spaces (in the direction of the arrows on this diagram)

** They may choose to move the number of spaces that appears on the die, or ignore it and move 1 space.



2. Landing on the rice gives the player 1 minute (white timer) to transfer as many pieces of rice from one dish to the other with the chopsticks.

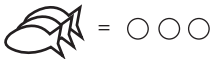
** The player gets 1 token for each piece of rice successfully transferred.



3. Landing on the moon gives the player a rest and 10 tokens.

4. Landing on fish gives the player 1 minute (white timer) to stack as many fish as possible.

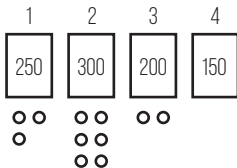
** The player gets 1 token for every fish in the stack when the timer runs out.



5. The first player to reach the arena space receives 5 points and both players must immediately relocate to the center arena for the match.

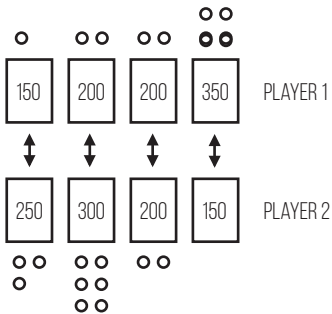
THE ARENA

1. Each player has 3 minutes (yellow timer) to determine an order for his 4 wrestler cards and place them face down in the labeled spots in the arena.
2. During the 3 minutes, players must also place bets on their wrestlers by distributing their tokens behind them.



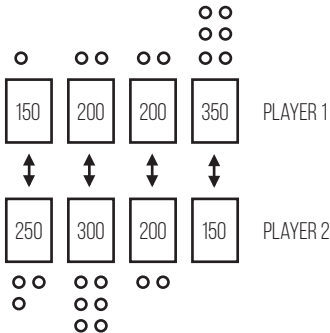
3. All players start over from 0 and gain back tokens throughout the matches.
4. Starting with spot 1, each player flips over their card.

5. The player with the heavier wrestler wins. Not only does the player get to keep the tokens he bet, he also gets the tokens bet by the losing wrestler.



Example (illustrated above): In the first match, player 2 would gain 4 tokens.

6. If a match occurs between 2 wrestlers of the same weight, all of the tokens bet on that match carry over to the next match.



Example (illustrated above): In the third match, each player bet 2 tokens which now move to the 4th match. Player 1's bet is now 8 tokens and player 2's bet is 2 tokens.

7. If both wrestlers weigh the same amount in the last match, no tokens are awarded.
8. The player with the most tokens at the end of all 4 matches is the winner.

QUICK FACTS



Players get 1 minute (white timer) to stack as many fish as possible.

** 1 token for every fish in the stack when the timer runs out.

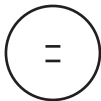


Players get 1 minute (white timer) to transfer as many pieces of rice from one dish to the next with the chopsticks.

** 1 token for each piece of rice successfully transferred.



Players get a rest and 10 tokens.



The first player to reach this space receives 5 points. Both players must immediately relocate to the center arena for the match.

1. Each player has 3 minutes (using the yellow timer) to determine an order for their 4 wrestlers and place them in the corresponding spots in the arena.
2. During the 3 minutes, players must also place bets on their wrestlers by distributing their tokens behind them.
3. Starting with spot 1, each player flips over their card.
4. The player with the heavier wrestler wins. Not only does the player get to keep the tokens he bet, he also gets the tokens bet by the losing wrestler.

