

Sumo Bowl

Sumos competing on the gridiron

Battle for control of the ball while rushing down the field. Anytime the offense interacts with the defense the players have a sumo bout to determine what happens.

Objective

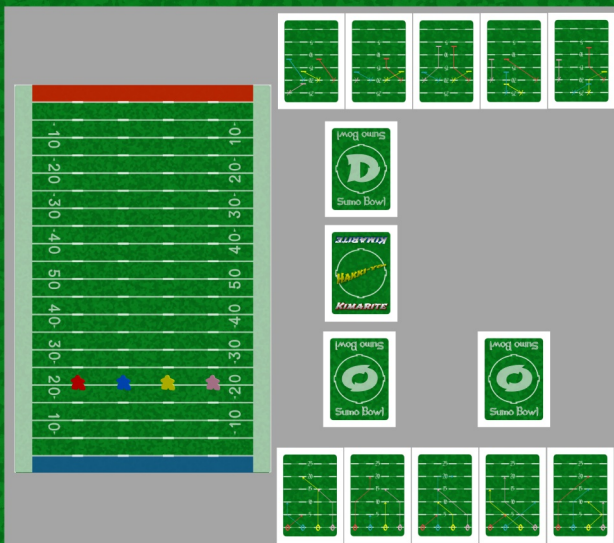
Each player plays a team of sumos which have five downs to run the ball down the field to score a touchdown. Any time the offensive ball carrier interacts with one of the defensive players they have a sumo bout to wrestle for ball control. Players compete back and forth until one player has scored 21 points, which is the equivalent to three touchdowns.

Components

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|------------------|--------------------|
| 1 Game Board | 12 Agility Cards |
| 18 Offense Cards | 12 Quickness Cards |
| 18 Defense Cards | 12 Strength Cards |
| 8 Player Meeples | 4 Colored Cards |

Setup

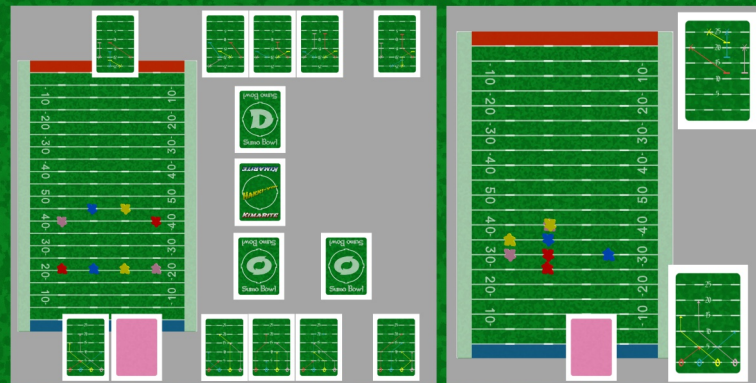
Players sit across from each other with the board between them. Shuffle the offense and defense cards and place them into thier respective piles. The Kimarite cards get shuffled together into one pile and set aside. The players decide who will go first and that person draws 5 offense cards, while the opposing player draws 5 defense cards. The offenseive player sets his four meeples on the 20 yard line.



(Fig. 1) First turn setup

first turn

On the first players first turn that player chooses one offense card as this turns play, then they choose one of the four color cards to represent the ball carrier, the player may choose a color or randomly draw a color card. The offense only has these 5 downs to score a touchdown. The defensive player chooses 1 card from the defense cards in their hand, that card will be the defensive play they will run. The defensive player will set their four meeples on the yard lines that correspond with the defensive play card they chose. To set up your defensive players count back from the line of scrimmage to determine where your players line up. When first turn setup is finished the offensive player moves their meeples along the play lines to their new location. When the offensive is finished moving the defense may choose (but does not have to) to move along their movment line. If the ball carrier lands on a space where there is no defender the play ends, and that line becomes the new line of scrimmage.



(Fig. 2) First play setup and movement. This play shows interaction where the ball carrier (pink) lands in the same spot as the defensive yellow.

next play

Once the offensive line meeples have moved to the new line of scrimmage, each player chooses a new play from thier hand of now four cards. The defense sets up to run the new play, and the game continues.

tackles

The defense can choose to move along the movement lines in order to cause an interaction with the offense. If the offensive ball carrier ends the turn in the same spot as a defensive players meeple, the two enter into a sumo match. Once a match has started both players draws six cards from the Kimarite deck, the cards represent a sumo technique

used to win a bout. Each move is designated as one of three categories Quickness, Strength, and Agility. As the cards indicate, quickness beats strength, strength beats agility, and agility beats quickness. Players may lay out their cards in any order they choose face down in front of themselves then in unison flip over 1 card at a time to reveal the winner of the bout. Or players may randomly draw cards from their face down hand of six, so long as players flip their cards in unison. The first person to win 3 bouts wins the match, any ties are discarded. If neither player wins in the first six bouts each player draws another six cards and continues the sumo match until one person wins three bouts.

IF:

The offensive player wins the match, they keep the ball and the yardage earned in the play.

The defensive player wins the match, the offense keeps the ball but gets no yards from the previous play i.e. the offense returns to the previous line of scrimmage.

The defensive player wins and the offense takes no bouts, this is considered a turnover and the defensive player takes control of the ball on the current line of scrimmage.

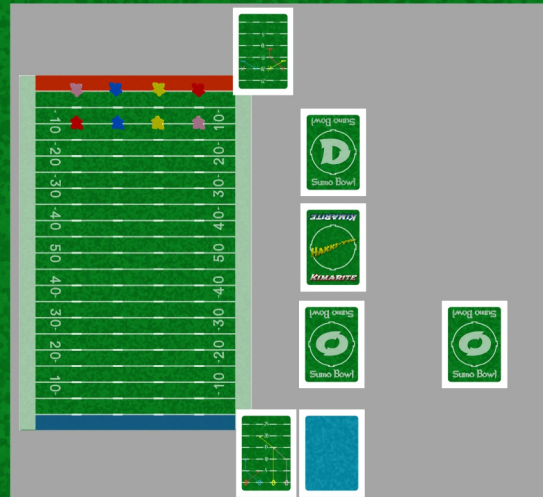


(Fig. 3) Pink and yellow enter a sumo bout. Offense wins the first bout as Str. beats Agi. The second bout is a tie. The third bout goes to the offense as well since Agi. beats Quickness.

Scoring

A player scores a touchdown when the person holding the ball ends their movement in goal and wins a sumo bout. When the defense is backed up to their own goal all plays they run start at the goal line. Any scoring play must win a sumo bout before points are awarded. If the defensive player wins the bout the offensive player must run another play in order to try to win a bout again. If the offensive player runs

out of cards in their hand the ball is turned over where it is. If the player wins the bout and scores a touchdown, players switch offense and defense decks (See Turnovers), and start a new set of downs (See Setup).



(Fig. 4) Offense will score on this play so long as they win the sumo match. If they lose the sumo match at the goal line then the defense takes over where the ball lies.

turnovers

When the ball is turned over each player puts their hand back in the deck, and hand their deck to the opposite player. Each player shuffles their respective decks and resets them in front of themselves. The former defensive player now has the offensive deck in front of them and draws to start on offense and the opposite player starts on defense.

finishing the game

A typical game would be played to 21 points, and each touchdown is worth 7 points so 3 touchdowns win the game. Players may choose to extend the game by increasing the number of touchdowns needed for victory, or they can shorten the game by playing a sudden death round where first touchdown wins.