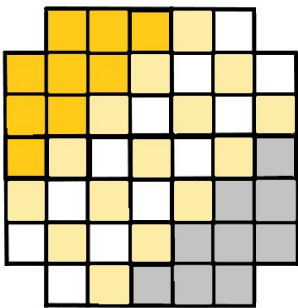


Sumo Checkers

Objective - Be the first to push your opponent's last checker off the board.

Materials - Round board with 45 spaces. 10 square checkers in gold. 10 square checkers in silver.

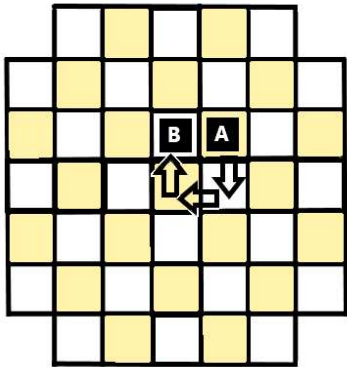
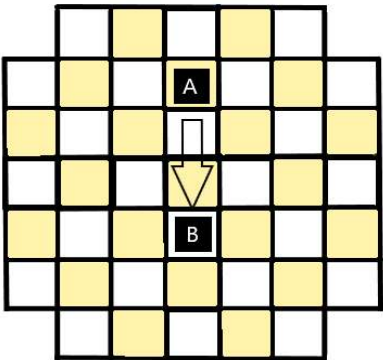
Setup - Place nine checkers in the lower right and upper left corners of the board, opposite each other. Place the tenth checker on each opponent's 'Promotion' square.



Movement - Each player takes turns moving their checkers. Gold always moves first.

1. **Single Checker**

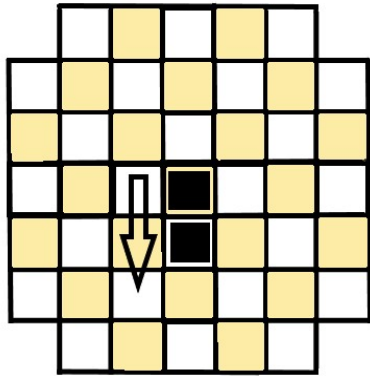
If moving only one checker, it must be moved three spaces. It can move horizontally or vertically in any combination. However, it cannot move diagonally. A checker may not be moved back into a square used in that turn's movement. The letter "A" is used to show the starting location and the letter "B" is used to show the ending location in the diagrams below.



OR

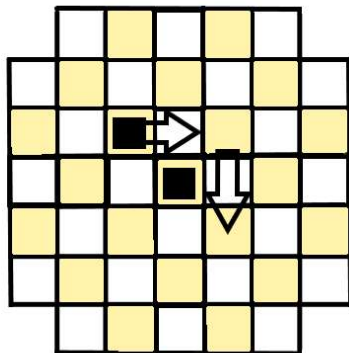
2. Column or Row

Used for moving two or more checkers that begin the move in adjoining squares of a single row or column. They must move together in the same direction, but only one square each. It is possible to move up to six checkers in a single turn if they are all aligned on a single row or column.

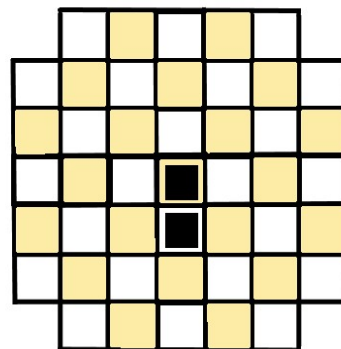


3. Special Move

You may move a single checker into a neighboring empty space to create or join an existing column of checkers and proceed to move the entire column one space in the direction they are stacked. Columns are only able to move away from the square where the first checker moved to join the column.

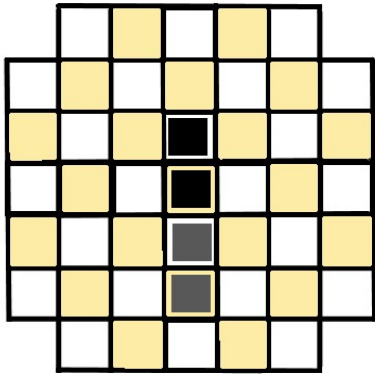


A

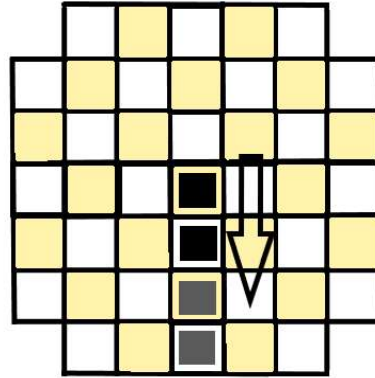


B

Pushing - Each checker is able to push an opponent checker back through any open space. However, a checker needs to be able to complete its full movement for that turn. One checker pushes one opponent checker. Two are able to push two opponent checkers and three will push back three. A player is not allowed to push their own checkers.



A



B

Promotion – If pushing an opponent checker off the board, a player must complete legal movement. The checker that pushes an opponent off the board is promoted to a ‘Super Sumo’ using the checker in their opponent’s ‘Promotion’ square. Promotion is completed by placing the extra checker on top of the original checker. Checkers that are pushed off the board are placed in the ‘Captured’ area of the player that pushed them off. If the ‘Promotion’ square is empty, any captured checker must be placed there. If an opponent earns a promotion, a player must refill their ‘Promotion’ square using checkers from their ‘Captured’ area.

Once a checker has been promoted, it gains double pushing power and can push a column of two opponent checkers. However, the ‘Super Sumo’ can be pushed by a single opponent checker. The strength of a ‘Super Sumo’ is added to any column in which they are present.

Blocking Checkers - Once checkers begin to be pushed off the board, they are placed in the ‘Captured’ area behind that player’s corner of the board. If the ‘Promotion’ square is empty, the next captured checker is placed there. Once a player has an opponent’s checker in their ‘Captured’ space at the start of their turn, they may choose to place it on any open space on the board. The captured checker becomes an immovable block for both players for the remainder of the game. The player choosing to place a blocking checker gives up their move for that turn. The blocking checker must be placed with the dot side facing up. Movement rules must be followed. If a player is not able to complete a legal movement, they lose.