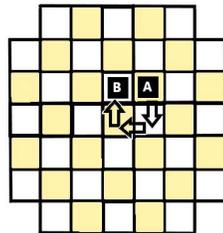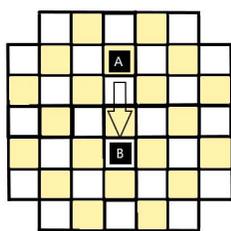# Sumo Checkers

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

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

Setup - Place all 10 checkers centered on the back two rows of the board, opposite each other.

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

1. []   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 piece 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.
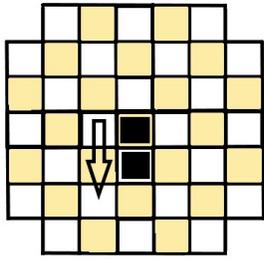

OR   NOT
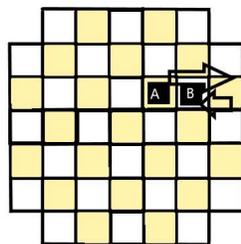
2. [] []   If moving two checkers, they must begin the move in adjoining squares. They must move together in the same direction, but only one square each. They move together only as a column, one following behind the other.
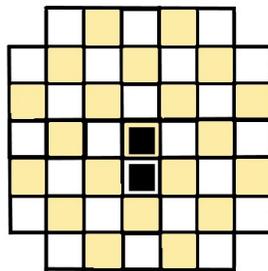
3. [] [] []   If moving three checkers, they follow the same movement rules as for two checkers. They move together in a column of three, one square each.

4. []   []   Special moves. You may move a single checker into a column with another single checker and proceed to move the column of two one space in the direction they are stacked.
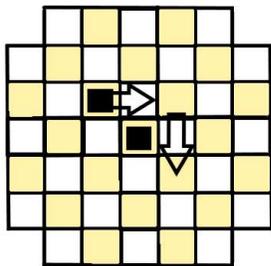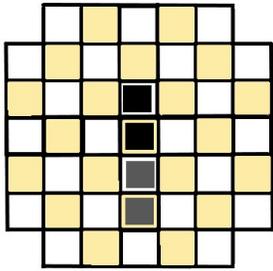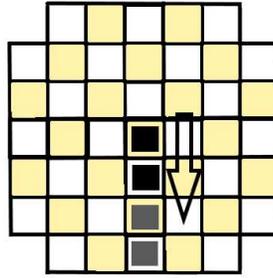

A

B

Pushing - Each checker is able to push another checker back through any open space. However, you need to be able to complete the full movement for the piece that is pushing. One checker pushes one opponent checker. Two are able to push two and three will push back three (provided there is open space behind the stack being pushed).

A   B

Endgame - if the players end up in the situation where each player only has one checker left of the board, the first player to move will be able to place a removed checker as an immovable block at the end of their turn. The blocking checker must be placed with the dot side facing up. Each move from this point on will allow each player to place a blocking checker. Movement rules must be followed. If either player is not able to complete a legal movement, they must forfeit.