SUMO GNOMES



Peculiarity

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2P | 1-5 MIN | 8+

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Setup

Each player takes four Action dice and one Gnome die. Place the boards so that you have an Action/Reserve area in front of you and a tree trunk between you, then place your Gnome on the start position closest to you (A). Now you are ready to wrestle!



There are 4 steps per turn:

Shortest player will start. You will then take turns until one Gnome is ejected from the tree stump.

1. Roll all your Action dice that are not in your Reserve area. This means on your first turn you will roll all four dice.
2. From the dice you just rolled, and any in your Reserve area, choose two actions to play this turn. The dice you do not choose will go into your Reserve area.
3. As you play your actions, place the dice on the First and Second spaces [1]›[2] of your Action area, as the order in which you play out your actions can be important!
4. If your opponent is still on the tree stump, it is now their Turn.

Movement:
When moving, pushing or twisting your way about the tree stump, you must use the paths highlighted between each position (B).

Positioning:
To be considered adjacent to your opponent, their position on the stump must be connected to your own by a single direct path.

Victory:
Eject your opponent from the tree stump to claim a win for the round. A Gnome can only forced to leave the tree stump from one of the outer positions (C). Whilst winning a single round is applauded, you will need to win three rounds to truly prove your might and claim you the ultimate victory!

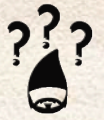
Actions



Move one space along the paths in one of the directions indicated on the die. If your opponent occupies the position you wish to enter, push them back one place in the same direction of the die **instead** of moving your Gnome. If there is no path behind your opponent, push them into the nearest adjacent position. If it is only the edge of the Tree Stump behind them, push them off to claim the round!
You cannot push your opponent if Grabbed.



Slam into an adjacent Gnome and push them back one position (following the paths) and follow up into the position they vacated.
This action is for orthogonal use only, not diagonal, and may not be used as a regular Move action.
Cannot be used if Grabbed.



Trick allows you to move your opponent one space in a direction of your choosing. You can reposition your opponent with this, however, Trick cannot be used to move your opponent off of the tree stump.



Switch places with your opponent. This may only be used when adjacent to your opponent.
Cannot be used if Grabbed.



Grab hold of your opponent - represent this by placing your grab die on top of the opponent Gnome. The grab die remains in play, on top of your opponent, until the Grab is broken.

Once you have grabbed hold of your opponent, additional options become available to you:

You may use orthogonal and diagonal **Move** actions as if they had the **Slam** ability, allowing you to move with you opponent.

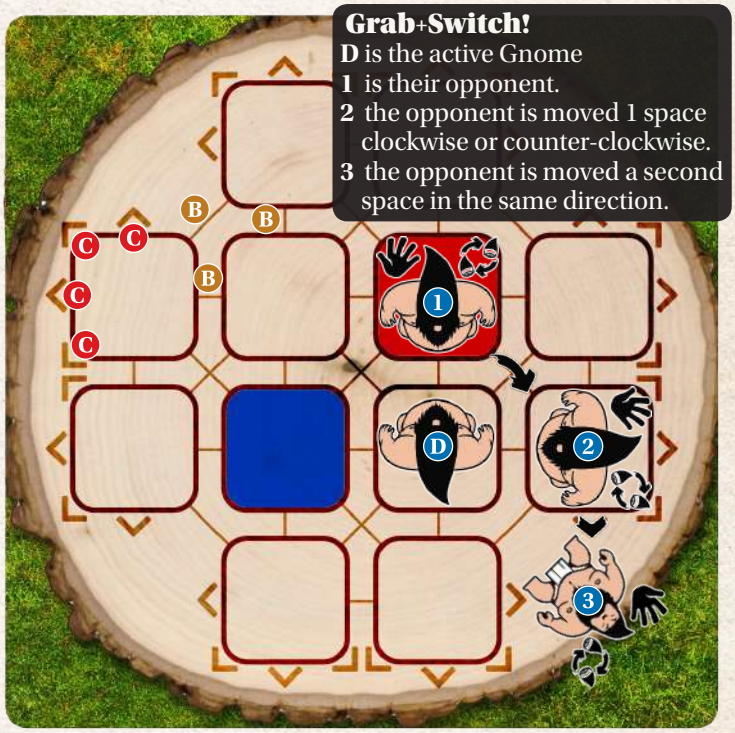
Grab+Switch: Move your opponent up to two spaces clockwise or anti-clockwise around your Gnome. This may be used to move your opponent off the tree stump. See example (D).

In addition there are some special tricks you'll need to get to grips with...

Break Grab: To break a Grab, move away from your opponent so that you are no longer adjacent (by using Move or Trick) or by performing a Grab on your opponent. When a Grab is broken, return that action die on the Gnome back to its owner.

Momentum: Any two matching actions can be used to play a single orthogonal or diagonal Move of up to three positions instead of their regular actions.

Flurry: If all four of your dice show matching actions, you must re-roll all of them immediately. For this turn only you may play 3 actions using the newly rolled dice.



Grab+Switch!
D is the active Gnome
1 is their opponent.
2 the opponent is moved 1 space clockwise or counter-clockwise.
3 the opponent is moved a second space in the same direction.

This pre-release, travel friendly copy of Sumo Gnomes was brought to you by Peculiarity and we hope you a lot of have fun battling atop tree trunks!

This game was mostly made with love, but also with the help of some wonderfully Gnomish play testers, wordsmiths and family encouragment, with a special thaks to Mark Sosbe & Mandela FG.

Stay peculiar!

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Contents:
3 Double-sided mats + 2 spares
10 Custom wooden dice
1 Rule sheet
1 Drawstring bag

www.peculiarity.co.uk **SKU:SumoG001**