sumoku™

PURE ADDING FUN!



contents:
96 tiles, 1 die
and a travel pouch

Ages 9 to Adult

introduction:
In all **sumoku** games, tiles must be arranged in a crossword-style pattern such that each row and column adds up to a multiple of the **key number**. The **key number** is the number rolled on the die.

The created pattern itself is called a **sumoku**.

In the example above: a 10-tile **sumoku** is assembled with rows and columns adding up to multiples of 5.

IMPORTANT!
In all sumoku variations:
•There are only 6 colors.
•A color cannot repeat in the same row or column.
•A row or column must be a combination of 2 to 6 tiles in the same unbroken line.
•The "6" tile can be used as a "6" or a "9".
•The die is rolled only once for an entire game.

sumoku

Best for 2 to 5 players

object of the game:
In **sumoku**, the object is to get the highest score. Players collect points by arranging tiles in rows and columns which add up to multiples of the key number. All players contribute to one common crossword-style pattern in the middle of the playing area.

preparing the game:
Have a pencil and paper ready to keep score. All players draw 8 tiles from the bag and turn them face up in front of them.

Each player adds up their 8 tiles. The player with the smallest total rolls the die. The number shown on the die (a 3, 4, or 5) is the key number for the entire game. The die is rolled only once in a game.
Example: If a 5 is rolled, 5 is the key number.

playing the game:
• The player who rolled the die places a single row or column that adds up to a multiple of the key number in the middle of the table and scores the total of the tiles.

IMPORTANT! A color cannot repeat in the same row or column. A number may repeat.



In this example, the total of your combination is 10 (a multiple of the key number 5). You score 10 points.

• Then resupply your stock by drawing as many new tiles as you just used.

• In turn, players can:
- Add to any existing combination.



In this example, you add 5 to an existing combination and you score 15 points.

- Create a new combination which is linked to an existing one.



In this example you create a combination [7] [2] linked to an existing one and you score (1+7+2) = 10 points.

- Create a combination that both adds to and is linked to an existing one.



In this example, you create a combination [5] [9] [1] that both adds to and is linked to an existing one. You score the total of the new completed row plus the total of the new column:
(3+1+6+5) + (5+9+1) = 30 points

• Bonus: Each time you create or complete a line of 6 colors you play again without drawing new tiles. Then add both totals and resupply to 8 tiles.

• The game continues until there are no tiles remaining in the draw pile and all players have played as many tiles as possible. At the end of the game, the numerical value of any tiles remaining in a player's stock is deducted from that player's total.

•Strategy tip: To get a lot of points out of 1 or 2 tiles, complete existing rows or columns.

winning the game:
The player with the highest score wins.

Ready for an extra challenge?
Throw the die twice at the beginning of a round. Add the numbers together to get the key number. Example: a 3 on the first roll and a 4 on the second roll result in a key number of 7 (3+4=7).

Love puzzles? Great **sumoku puzzles** can be found on **sumokuonline.com**

A game created by Thierry Denoual.
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blue orange
HOT GAMES, COOL PLANET ™

Variations:

speed sumoku

2 to 8 players

object of the game:
In **speed sumoku**, players race to be the first to assemble all of their tiles in their own crossword-style pattern. As in sumoku, each row and column must add up to a multiple of the key number.

preparing the game:
Turn the tiles face down and shuffle them around. Place the bag next to the draw pile. All players draw 10 tiles and turn them face up in front of them.

playing the game:
"sumo-go!": Roll the die. When it stops and the key number is displayed, all the players begin assembling their tiles.

IMPORTANT! A color cannot repeat in the same row or column. A number may repeat.

"swapoku!": When players are stuck, they can swap 1 tile for 2 new tiles from the draw pile as many times during the game as needed.

"sumoku!": If you are the first to complete your pattern, grab the bag and shout out **"sumoku!"**.

• Play stops immediately. The player on your right checks your tiles for accuracy.

• In a correct **speed sumoku**:
- All rows and columns add up to a multiple of the key number.
- There are no repeating colors within a single row or column.
- All your tiles are used.
If you have a successful sumoku, you win the round and a new round starts.

In this example, a 10-tile **sumoku** is assembled with rows and columns adding up to multiples of 5.



"tubadoku!": A mistake is found. You are out for this round. Your tiles are returned to the draw pile.
Each remaining player takes 2 more tiles and play continues until a successful **sumoku** is assembled.

• At the beginning of each round, return all tiles to the draw pile, shuffle the pile, and draw 10 new tiles. The winner of the previous round tosses the die.

winning the game:
The game ends when a player wins 2 rounds in a row or 3 rounds altogether.

spot sumoku

2 to 8 players

object of the game:
In **spot sumoku**, be the first player to spot a combination of 4 tiles that adds up to a multiple of the key number.

preparing the game:
Turn the tiles face down and shuffle them around.
Take 10 tiles and turn them face up in the middle of the playing area.

playing the game:
• Throw the die. If you are the first player to spot a combination of 4 tiles that adds up to a multiple of the key number, shout it out! Then assemble the 4 tiles and show your solution to the other players.

Example: If the key number is 3, and you spot a combination which adds up to 15, shout out "15!"



IMPORTANT! A color cannot repeat in the same row or column. A number may repeat.

• If your combination is correct, keep the 4 tiles. Draw 4 new tiles and add them to the playing area to begin a new round.

• If your combination is incorrect, return 4 tiles to the draw pile. If you do not have 4 tiles, sit out the next round.

winning the game:
• 2 to 4 players: the first player to collect 16 tiles wins.
• 5 to 8 players: the first player to collect 12 tiles wins.

team sumoku

2, 3 or 4 teams of players

object of the game:
In **team sumoku**, teams race to be the first to assemble all of their tiles in their own crossword-style pattern. As with other versions, each row and column must add up to a multiple of the key number.

preparing the game:
Each team receives the same number of tiles and places them face up:

2 teams – 48 tiles per team
3 teams – 32 tiles per team
4 teams – 24 tiles per team

playing the game:
Roll the die and start assembling the tiles.

IMPORTANT! A color cannot repeat in the same row or column. A number may repeat.

winning the game:
The first team to use all their tiles correctly wins the game.

solo sumoku

1 player or 1 group

object of the game:
In **solo sumoku**, the object is to assemble the tiles in a crossword-style pattern such that each row and column adds up to a multiple of the key number. Play solitaire or as a group (an excellent, pressure-free way to play with younger children).

playing the game:
• Draw 16 tiles. Roll the die and start assembling the tiles.

IMPORTANT! In solo sumoku, colors and numbers cannot repeat in the same row or column.

• Once the first 16 tiles are connected, take 10 additional tiles and add them to the pattern. Continue adding 10 tiles at a time, attempting to use all 96 tiles.

• **Variation:** time yourself or the group, or see how many tiles you can use successfully in a given time frame.