



G A M E S

Sumo Blorps



Published By: First Layer Games

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Ages: 5+

Players: 2

Estimated Duration: 5-15 minutes

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Box Contents

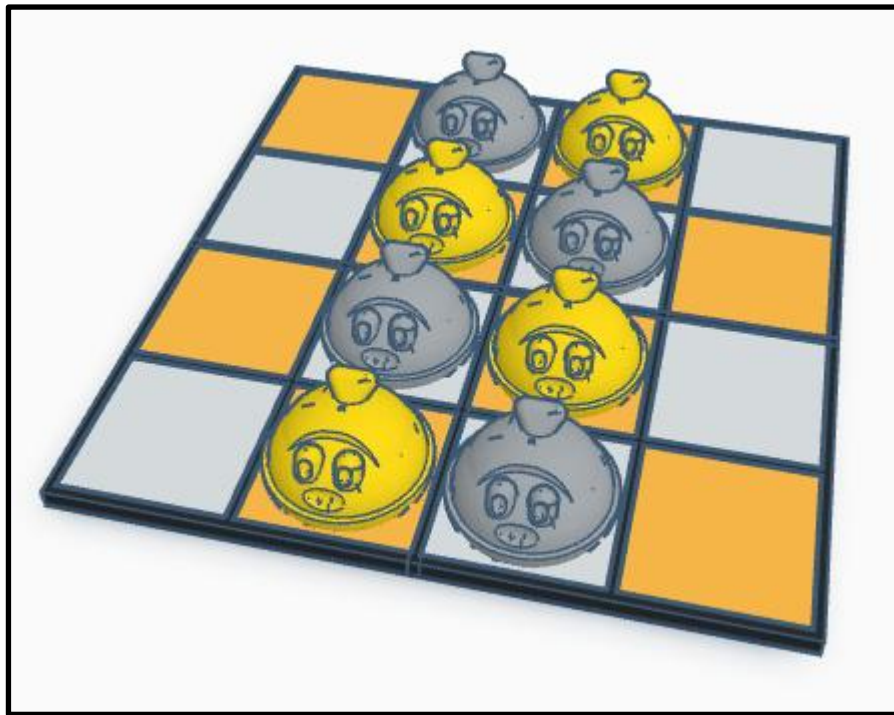
Player 1 Sumo Blorps	x 4
Player 2 Sumo Blorps	x 4
Position Tiles	x 12

Objective

The objective of the game is to position your Blorps so that they align with the spaces indicated on your tiles.

Setup

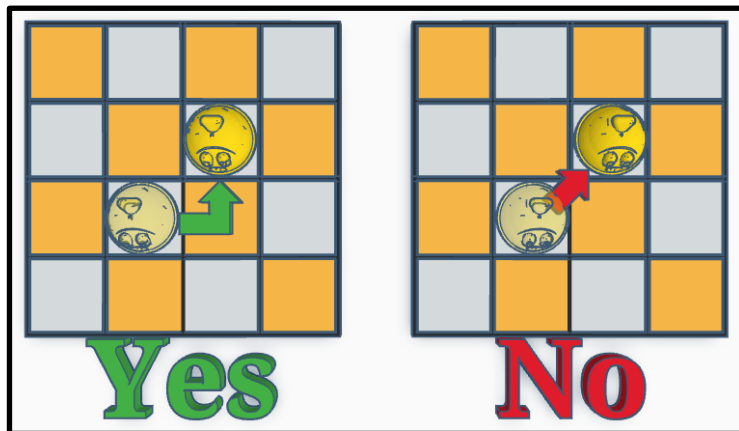
- 1: Using the MCB Modules and included connectors, build a 4x4 board as shown below.
- 2: Then place your Blorps as indicated below.



- 3: Arrange the Position Tiles face down near the board.
- 4: Each Player draws three Position Tiles.
- 5: Players may look at their tiles but should keep them secret for now.

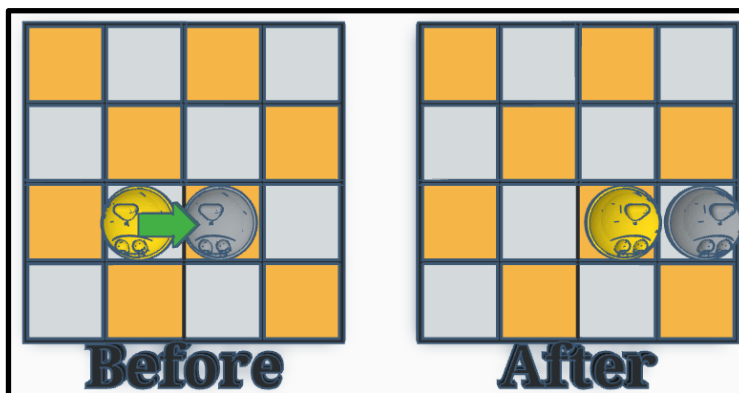
Turns

- 1: Each turn a Player is allowed up to 2 movements.
- 2: Basic Movement.
- 3: These can be used to move a Sumo Blorps 1 or 2 spaces vertically or horizontally.
- 4: Sumo Blorps cannot move diagonally, but they can turn.



Pushing

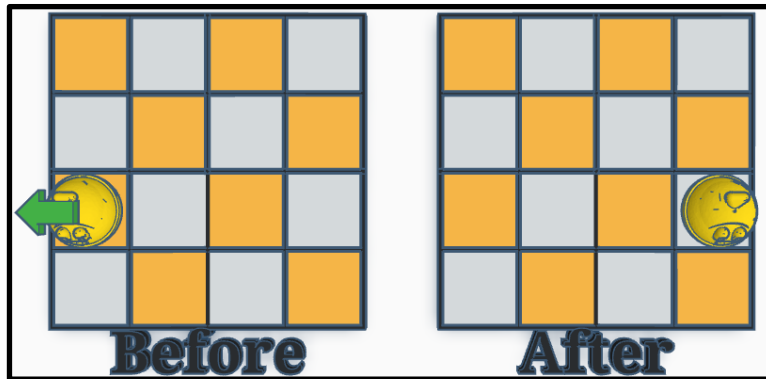
- 1: Sumo Blorps can also push other Blorps around, but it requires both movements to push another Blorp.



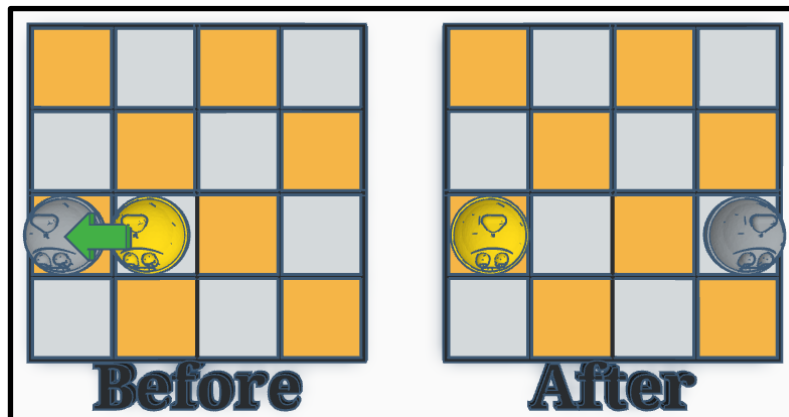
- 2: The space the enemy Sumo Blorp is being pushed onto must be unoccupied.
- 3: Players can push both enemy Sumo Blorps as well as their own .
- 4: Players May not undo the other players move on the next turn (e.g. P1 pushes an enemy right, then P2 pushes it back).

Wrapping

1: Players can wrap there moves around the board from one edge to the opposite edge.



2: Players can also push other Sumo Blorps to make them wrap around the board



Position Tiles

- 1: Players are trying to replicate the patterns shown on the three position tiles they drew at the start of the game with their Sumo Blorps.
- 2: Upon moving all 4 of their Sumo Blorps to the positions shown on a particular tile, the Player flips the tile face up to indicate that it has been completed.
- 3: Players can orient their tiles as they see fit in order to complete a tile.
- 4: Once a Player has only one tile left, they must flip it face up on the table so their opponent can see it.

Victory Conditions

The first player to complete their final Tile wins the game.

Variants

For those looking for a bit more of a challenge, or a bit longer game, try out one of these variants

Duel Mode

- 1: Duel Mode is a lot like the standard game with one big exception.
- 2: Rather than drawing 3 tiles to start and keeping them secret, players draw one tile and place it face up so their opponent can see.
- 3: Upon completing a tile, the Player draws another.
- 4: This leads to much more defensive play throughout the game.
- 5: The first player to complete 3 tiles wins!

Marathon Mode

- 1: Marathon Mode is not for the faint of heart.
- 2: In this mode, rather than trying to complete 3 Position Tiles, Player draws SIX tiles.
- 3: The tiles are placed face up, and can be completed in any order.
- 4: The first player to complete all 6 of their tiles Wins!

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AGE LIMIT.

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