

THE RULEBOOK

HOW

ENTER THE LEGEND

A long time ago, the gods decided to pass Earth down to Mankind and retreated to live in the Heavens. They erected the Cloud Temple, a symbolic border between the two worlds and home to the Stone of Balance.

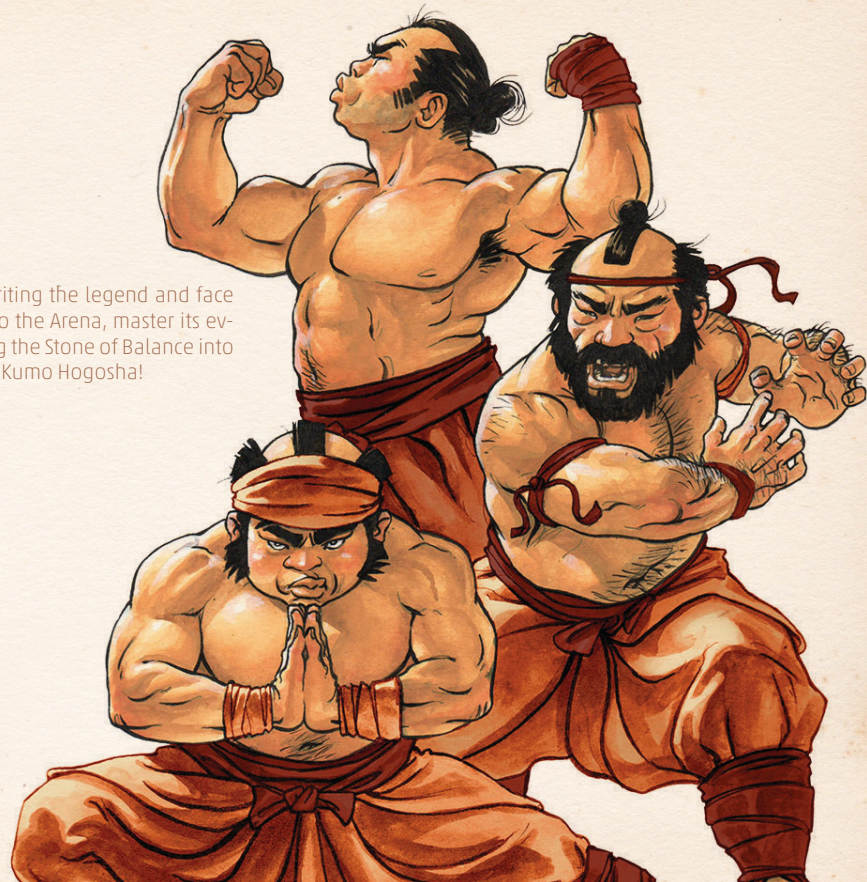
As the sun shone from the Heavens and the Earth blossomed, the gods decided to open the gates of the Temple to only the most skilled people, allowing them to compete to become Kumo Hogosha, Guardians of the Clouds.

Throughout the centuries, valiant warriors - the Kumotori - fought against each other in the Rotating Arena of the Four Winds where the renowned Stone of Balance resides.

Each year, a prestigious tournament is held in which a single winner is elevated to the rank of Kumo Hogosha, a demigod amongst men.

The challengers for this title compete in a duel that combines strength and strategy to demonstrate their skill in a myriad of fighting techniques.

Today it is your turn to continue writing the legend and face these legendary warriors. Climb into the Arena, master its ever-changing environment, and bring the Stone of Balance into your opponent's camp to become a Kumo Hogosha!



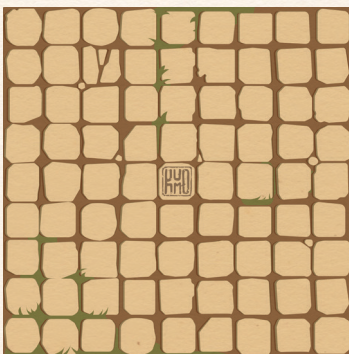
1 Game board



4 Player boards (clan)



1 Rotating Arena



2 Rulebooks



1 Stone of Balance



12 Kumotori (6 orange and 6 black)

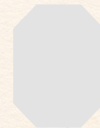


BOX CONTENTS

1 Rotating piece



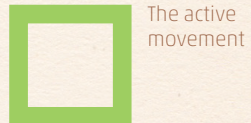
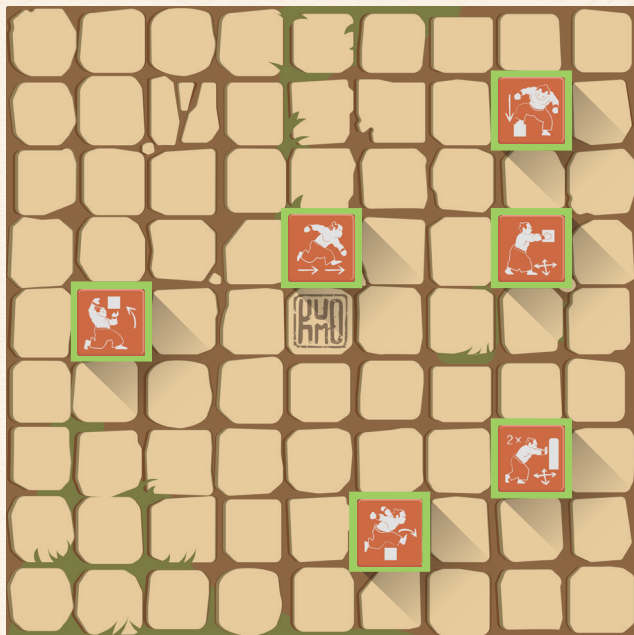
4 Action Markers

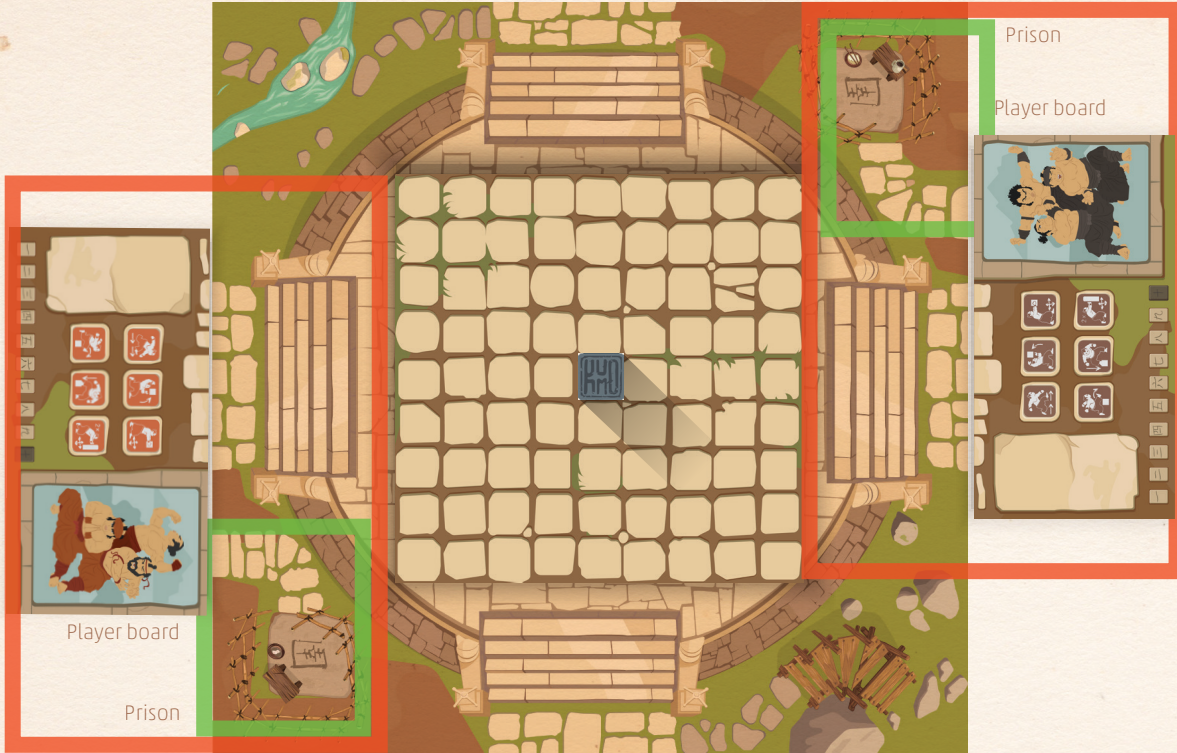


INTRODUCTION



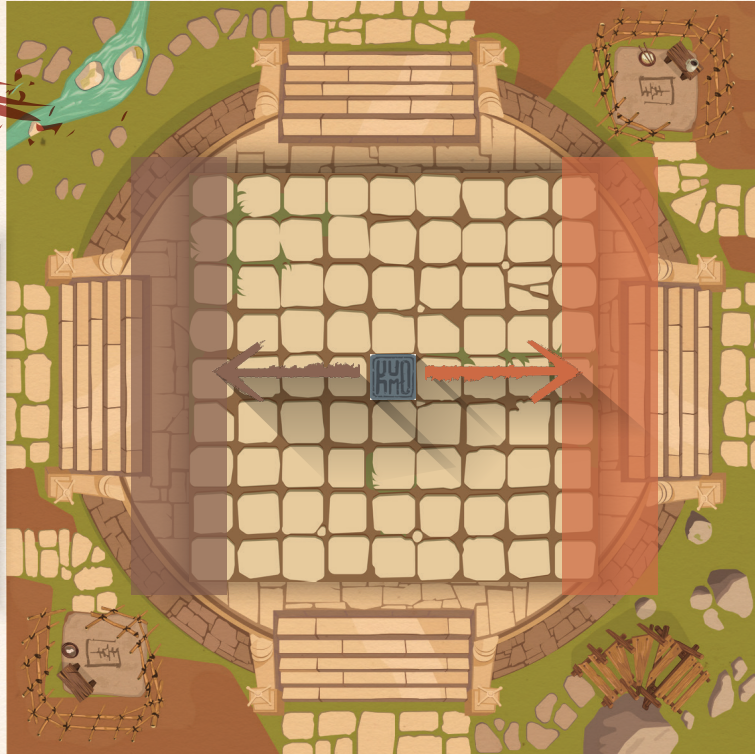
The active movement of a Kumotori is shown on the upper face of the dice.





The Player's area = the Player Board + Prison

GAME OBJECTIVE AND ENDING



To win the game you must push the Stone of Balance outside of the Rotating Arena into the opponent's camp.



1. Place the **Stone of Balance** into the center of the **Rotating Arena**.

2. Choose a **Player Board** and place the 6 Kumotori of your color on it.



Each face on the Kumotori represents a stance - the Movement options for your faction.



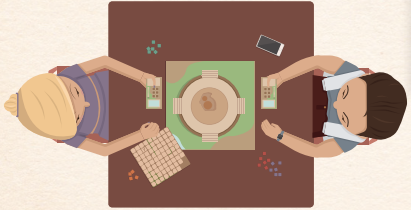
You perform at least 5 actions each round.

Plus up to 3 actions from prisoners in a 2 player game.

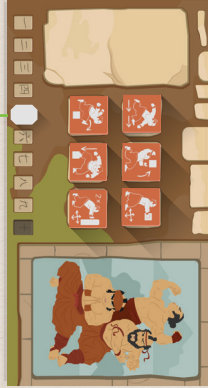
In a four player game you share 8 actions as a team, plus up to 2 actions from prisoners.

SETUP

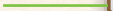
3. Player position.



Player 1



Action Marker

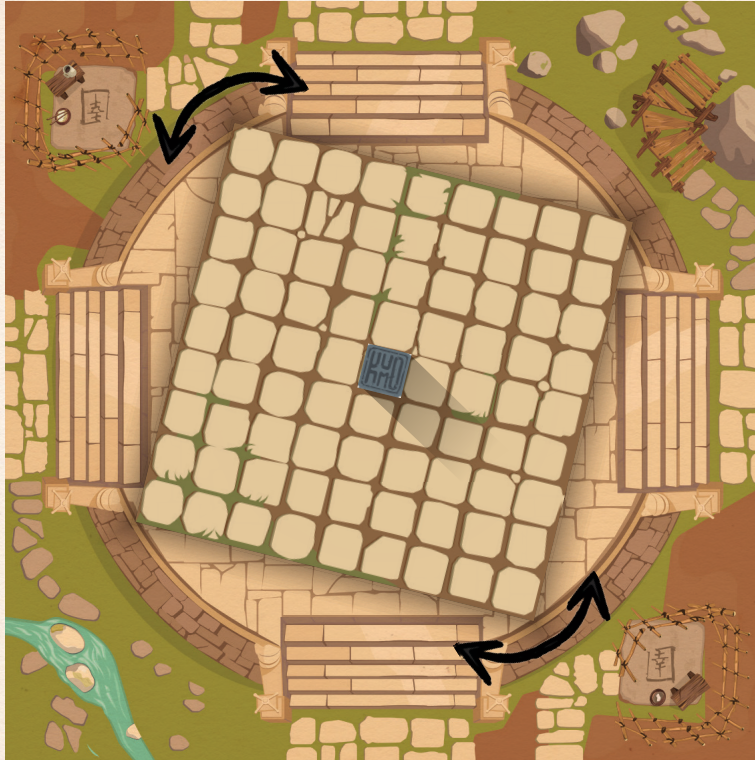


Player 2



Action Marker





FOR 2 PLAYERS

Each turn, the active player must perform 5 actions (plus up to 3 additional actions from Imprisoned Kumotori, see page 13). One of those actions must be the mandatory action, Turning the Rotating Arena. The other four actions can be any combination of the following: Turning the Rotating Arena, Placing a Kumotori, Simple Movement, Active Movement, Changing Stance, or Freeing from Prison. The actions can be taken in any order and may include repetitions as long as at least one of the actions is Turning the Rotating Arena.

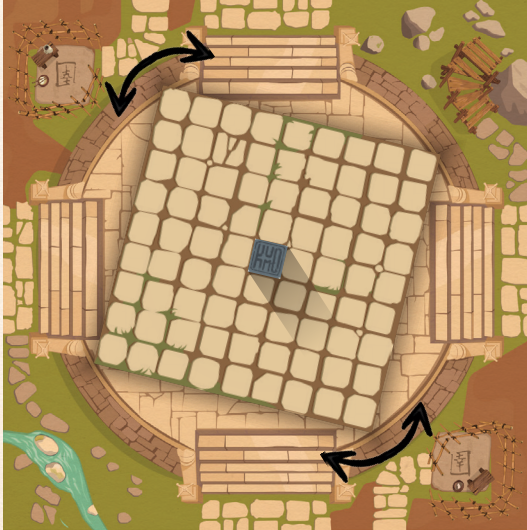
Turning the Rotating Arena: Turn the Rotating Arena 90° clockwise or counterclockwise. You must perform this action at least once on your turn.

A) MANDATORY ACTION

The mandatory action can be completed at any time during a player's turn. It counts as 1 of 5 actions.

B) POSSIBLE ACTION (6)

- ➔ **Turn the Rotating Arena 90°** in any direction. You may perform this action more than once each round, choosing which direction to rotate each time.



- ➔ **Placing a Kumotori:** Choose one of the Kumotori from your player board and place it on any space on the closest row of the Rotating Arena, choosing any face to be on top. This is the Stance of your Kumotori, which determines what Active Movement it can perform.

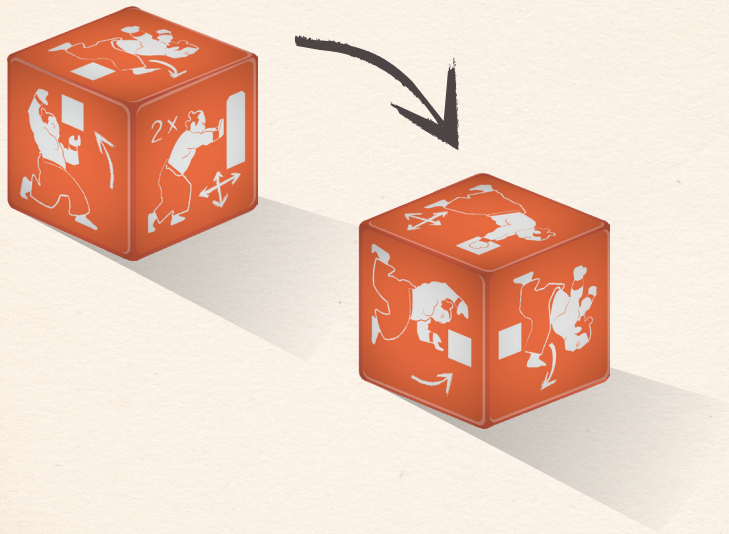




➔ **Simple Movement:** Move a Kumotori to an orthogonally adjacent space. Note that some Stances forbid this action and that you cannot use this action to move diagonally.

➔ **Active Movement:** The top face of your Kumotori displays its Stance, which determines how this action works. Each Stance has its own movement rules which are described in the Kumotori's Clan Rulebook. The core game includes the Sumo Clan, but other clans may be available in the future to enrich the Kumo Hogosha experience.

➔ **Changing Stance:** Choose a Kumotori on the Rotating Arena. Select any face to be on top, keeping it on the same space of the arena.



➔ **Freeing from Prison:**



Place 1 of your Kumotori from an opponent's prison onto your Player Board.

IMPRISONING



Certain Active Movements, such as Throw, allow you to Imprison a Kumotori.

To do so, remove the Kumotori from the Rotating Arena and place it into your Prison and gain an action this turn.

You receive bonus actions each turn equal to the number of Kumotori you have imprisoned. Regardless of how many Kumotori you imprison, you may perform a maximum of 8 total actions per turn.

4 PLAYER RULES

A) SETUP

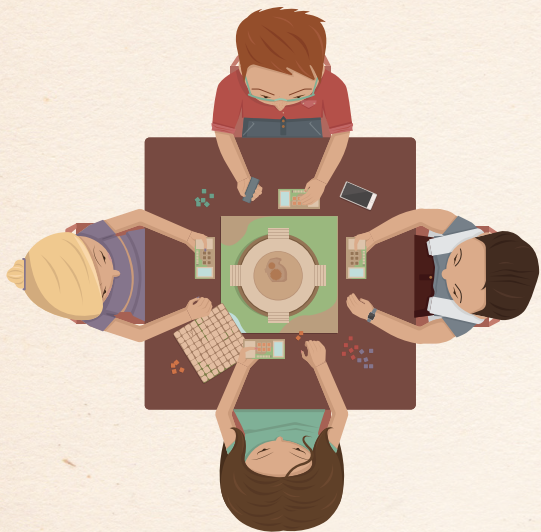
To play with **4 players**, form **2 teams**.

Teams choose a single color of Kumotori and sit opposite from each other around the Rotating Arena.

Each player places only 3 Kumotori of their color on their player board. During the game, players can control any Kumotori of their color that is on the Rotating Arena or Imprisoned, but can only place Kumotori from their own player board.

Play proceeds clockwise round the table, alternating between the teams.





B) PLAYING THE GAME

Each team performs a total of 8 actions (plus up to 2 bonus actions from imprisoned Kumotori) each round.

Each player in the team must take between 3 and 5 actions per turn, spending those actions from the team's pool of actions. The mandatory action of Turning the Rotating Arena only needs to be performed by one of the team's players.

Each team can only imprison up to 2 opponent Kumotori. When performing the Freeing from Prison action, place the freed Kumotori on the Player Board of the team member with the fewest Kumotori on their board.



