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.

Note! • In all versions of **sumoku**, the "6" tile can be used as a "6" or a "9".
• A row or column is defined as being a combination of 2 to 6 tiles in the same unbroken line.

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 and turn them face up in front of them. Players each add up their 8 tiles. The player with the smallest total starts the game by rolling the die. The number shown on the die is the key number (either a 3, 4, or 5). Example: If a 5 is rolled, 5 is the key number.

playing the game:
• If you are the first player, place a single row or column that adds up to a multiple of the key number in the middle of the table and score the total of your tiles.

Example: If you lay down the following combination, the total is 20. You score 20 points.

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

• In turn, the other players can:
- add to an existing combination
- build a new combination which is linked to an existing one
- create a combination that both adds to and is linked to an existing one (see following example)

Note! In sumoku, a color can appear only once in each row or column. A number may repeat in a row or column.

• Players receive points based on the total of the row and/or column they worked on. Add up the numerical value of each tile in the combination(s) to attain the total score for each turn.

In this example, a player creates a combination (5 - 9 - 1) that both adds to and crosses an existing one (3 - 7).
This player will score the total of the new completed row plus the total of the new column:
$(3+7+5) + (5+9+1) = 30$ points.

Bonus: Each time you complete a line of 6 tiles you can play again without drawing new tiles. Once you finish your turn, you resupply to 8 pieces.

• 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.

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, begin assembling your tiles.

Note! In speed sumoku, a color can appear only once in each row or column. A number may repeat in a row or column.

"swapoku!": You are stuck and fresh number tiles could help you complete your pattern. This allows all players, if they choose so, to exchange 1 of their tiles for 2 new ones from the draw pile.

"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 sum**oku***:
- 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 **sum**oku is assembled with rows and columns adding up to multiples of 5.

"tubadoku!": A mistake is found. You are eliminated from the round. Your tiles are returned to the draw pile. Each remaining player takes 2 more tiles and play continues until a successful **sum**oku 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:
You win the game if you win 2 rounds in a row or if you are the first player to win 3 rounds altogether.

spot sum**oku**

2 to 8 players

object of the game:
In **spot sum**oku, 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!"

Note! In *spot sumoku*, colors may not repeat within a combination. Numbers 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 sum**oku**

2, 3 or 4 teams of players

object of the game:
In **team sum**oku, 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.

Note! In *team sumoku*, a color can appear only once in each row or column. A number may repeat in a row or column.**

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

solo sum**oku**

1 player or 1 group

object of the game:
In **solo sum**oku, 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.

• **Note! In *solo sum**oku*, colors and numbers cannot repeat within a single 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.

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

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 results in a key number of 7 (3+4=7).

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