

## LEGEND - EXPERT VERSION

### FOR THE EXPERT EDITION YOU HAVE TO APPLY THE FOLLOWING RULES:

- 1.** At the beginning of a player's turn, if he has at least 3 Kumotori left on his Character Tray, he must place at least one Kumotori on the Rotating Arena.
- 2.** Under no circumstance can your Kumotori leave the Rotating Arena, not even in the "Kumo" position.

## FAQ

### Can I turn the Rotating Arena multiple times?

You must turn the Rotating Arena 90° at least once per turn for the mandatory action. You can turn it more often if you wish. Each 90° turn counts as one action.

### Can I push my own Kumotori off the Rotating Arena?

No, only your opponent's Kumotori. It is a matter of honor.

### **Can I place my Kumotori anywhere on the Rotating Arena?**

No, you must begin by placing your Kumotori on the first row of the Rotating Arena (by your Player Board).

### **Do I have to use all five actions?**

You can choose not to use all five actions, but you must respect the following:

- 1.** One mandatory action is to turn the Rotating Arena 90°;
- 2.** You must place at least one Kumotori on the Rotating Arena provided that at least three Kumotori are in your Player Board; this remains mandatory in the *Legend Version*;
- 3.** The “Block” movement means that the blocking Kumotori must “unblock” the opponent’s Kumotori in the next round. Therefore this is a mandatory action;

The player is otherwise free to use less actions than the five available.

### **Can I apply my movement to more than one opponent’s Kumotori, such as apply the “Grab” movement on two Kumotori at the same time?**

No, your movements are always for one Kumotori only.

### **Can I block an opponent’s Kumotori who is already blocking one of my Kumotori?**

Yes, you can climb and block an opponent’s Kumotori who is blocking one of your Kumotori. No more than three Kumotori should be stacked at any time.

### **Can I pick up my Kumotori from the Rotating Arena and place him back on my Player Board?**

No, you can never pick up your Kumotori from the Rotating Arena.

### **How do I get additional actions?**

Whenever you push an opponent’s Kumotori off the Rotating Arena you get one additional action for each removed Kumotori. You are entitled to this (these) additional action(s) until your opponent retrieves his Kumotori from your prison. You lose one extra action for each Kumotori recovered by your opponent.

### **In the “Block” movement I must move to an empty square in my next turn. What will happen if my Kumotori in the “Block” movement is surrounded by other Kumotori, leaving no neighboring empty tile ?**

You always move to the nearest empty tile (even if it is farther than expected).

### **Can I push an opponent’s Kumotori from anywhere off the Rotating Arena?**

No, you can only push an opponent’s Kumotori into your own player area (2 player game) or into yours and your teammate’s player area (4 player game).

