

# Virtual Paper Sumo Game

Yuta Nakagawa, Kohta Tsukamoto, Shota Tanaka, Miki Suzuki  
Kwansei Gakuin University, JAPAN (Team Dosukoi)  
{cuj88115, cbh85082, arh87700, mikisuzuki}@kwansei.ac.jp

## ➤ What is Paper Sumo?

We have developed a virtual game like paper *sumo*, a Japanese traditional game using paper figures. This game is played by 2 players and each player has a paper wrestler. The player taps on his/her own-side of the *sumo* ring board and lets his/her own figure rush and fight with its opponent. Virtual paper *sumo* simulates the game employing the ForcePad!

## ➤ The game

1. Each player selects a favorite figure character and can play on various stages.

Character Selection View



Various Stages

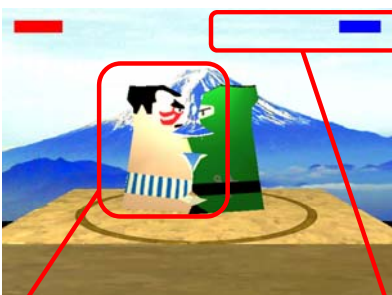


2. Let's fight!

Paper Sumo Game



Virtual



Wrestler

Strength of finger actions



ForcePad

- ◆ The winning condition of paper *sumo* are either of:
  - pushing the opponent's figure out of the ring.
  - bellowing down an opponent's figure.
- ◆ ForcePad detects the place and strength of finger actions. The player moves his/her own figure by tapping and swiping. In addition to the rules of original paper *sumo*, the following gesture operations are incorporated:
  - **Tsuppari** : an offence action to push strongly.
  - **Harai** : a defense action to avoid a *Tsuppari*.