Dosukoi-Tap: The Virtual Paper *Sumo* Game

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What is Paper *Sumo*?

Paper *sumo* is 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. Our system simulates the feature of actual paper *sumo* and has solved some of the problems of actual one by employing the ForcePad!

Paper *Sumo*

Problems of actual paper *sumo*
- The wrestler falls down easily.
- The wrestler does not push each other.
- It is difficult to find out a strategy.

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Features of our system
- The wrestler does not accidently fall down.
- The wrestler basically faces and pushes each other.
- Original swipe operations and the strategies are introduced.

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The winning condition of paper *sumo* is either of:
- pushing the opponent out of the ring.
- bellowing down the opponent.

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 actual paper *sumo*, the following **original gesture operations** are incorporated to heat up the game:

Tap: push each other.

ForcePad
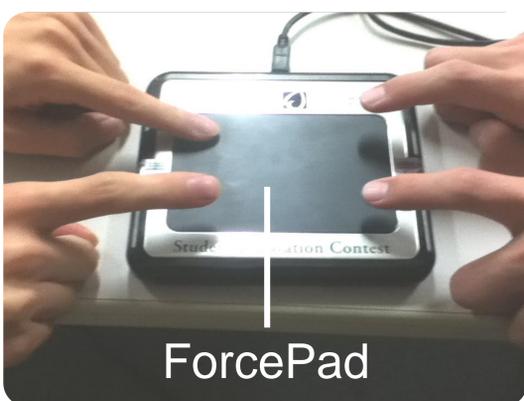
Tsuppari: an offence action to push strongly.
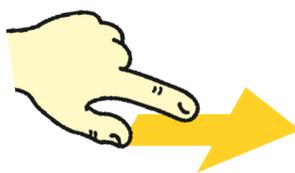
When a player does swipe toward the opponent, his/her wrestler does an offence action to push strongly. However it's easy to lose balance.

Harai: a defense action to avoid a *Tsuppari*.

When a player does swipe toward oneself, wrestler moves back to avoid the *Tsuppari* of it's opponent.

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