

QUICK GAME SUMMARY

3
ROUNDS

In a **2 player game**, deal **10 cards** to each player.
In a **3 player game**, deal **9 cards** to each player.
In a **4 player game**, deal **8 cards** to each player.
In a **5 player game**, deal **7 cards** to each player.

Choose 1 card. Reveal simultaneously. Pass hands to the left.



MAKI ROLLS
Most: 6
Second: 3
Split ties



TEMPURA
Set of 2: 5
Otherwise: 0



SASHIMI
Set of 3: 10
Otherwise: 0



DUMPLINGS
x1 2 3 4 5+
1 3 6 10 15



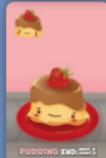
NIGIRI
Squid: 3
Salmon: 2
Egg: 1



WASABI
Triples the value
of next nigiri



CHOPSTICKS
Use on a later
turn to swap for
2 cards



PUDDINGS
Score at game end
Most: 6
Least: -6
Split ties

SUSHI GO!

RULES OF PLAY



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CONTENTS

108 CARDS

14x Tempura	10x Salmon Nigiri
14x Sashimi	5x Squid Nigiri
14x Dumpling	5x Egg Nigiri
12x 2 Maki rolls	10x Pudding
8x 3 Maki rolls	6x Wasabi
6x 1 Maki roll	4x Chopsticks

SETUP

- Shuffle all the cards well and deal the following, depending on the number of players:

In a **2 player** game, deal **10 cards** to each player.
In a **3 player** game, deal **9 cards** to each player.
In a **4 player** game, deal **8 cards** to each player.
In a **5 player** game, deal **7 cards** to each player.

(Hold your cards in your hand, secret from opponents.)

- Place the rest of the cards in a face-down pile in the center of the playing area.
- Grab a piece of paper and pencil to keep score and designate one player as the scorekeeper.

A WORD FROM GAMEWRIGHT

We're huge fans of eating sushi here at Gamewright HQ, so it came as little surprise that we instantly fell in love with this "delicious" sushi-themed card game. Inventor Phil Walker-Harding created a unique and immediately approachable take on "card drafting" that makes for a game that's easy to learn, quick to play, and yet engaging for all ages. Just like a great meal at a sushi bar, this game will have you coming back for more time and time again!

Game by Phil Walker-Harding

Illustrations by Nan Rangsim

Special thanks to Peter Kinsley for the 2 player variant



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Games for the Infinitely Imaginative

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- Then choose 1 card for yourself and 1 for the dummy player. (Your opponent plays 1 card as normal.)
- Reveal cards and then switch hands, leaving the dummy pile in place.
- Now your opponent controls the dummy player by drawing from the pile and then choosing 1 for themselves and 1 for the dummy.
- Take turns controlling the dummy pile until all cards are played out.
- Play 3 rounds as described above, scoring as per normal rules.

CONGRATULATIONS, YOU WON THE GAME! HOW ABOUT I TAKE YOU OUT FOR DESSERT TO CELEBRATE?



OH, YOU ARE JUST TOO SWEET!



HOW TO PLAY

PLAYING A ROUND

The game takes place over 3 rounds. To start a round, all players simultaneously choose any 1 card from their hands that they would like to keep and place it face-down in front of them. When each player has done this, everyone reveals their chosen cards.

After revealing cards, pass your remaining hand face-down to the player on your left. Everyone picks up their new hands and the next turn begins. You now have a new and smaller hand to choose from.

NOTE: Face-up cards remain with you until the end of the round, when they are scored. It is helpful to group cards of the same type together.



USING WASABI

If you choose a squid, salmon or egg nigiri card, and already have a wasabi card in front of you, then this nigiri must be placed on top of the wasabi. This is to show that the nigiri has been dipped in wasabi and has tripled in value!

NOTE: You may have multiple wasabi cards in front of you but only 1 nigiri card may be placed on each wasabi card.



USING CHOPSTICKS

If you already have a chopsticks card in front of you, you may take 2 sushi cards on a future turn!

Here's how it works: Choose the first card you would like from your hand as usual. Before everyone else reveals their cards, call out "Sushi Go!" and take a second card from your hand, also placing it face-down on the table. Then all players reveal their cards.

Before passing hands, put the chopsticks card back into your hand. This means it will now be passed on, and other players may take it to use again.

NOTE: You may have multiple chopsticks cards in front of you but may only use 1 per turn.

ENDING A ROUND

When the final remaining card of each hand is passed on, simply place it face-up with the other cards you have collected. (Often this final card won't be of much use, but sometimes an unfortunate player will be forced to leave you with something valuable!)

Now score the cards you have collected, as follows:

AND THE WINNER IS...

Whoever has the most points after 3 rounds is the winner. In case of a tie, whoever has the most pudding cards wins!

VARIANTS

PASS BOTH WAYS

To change how the players interact, simply alternate which way you pass the cards each round. In rounds 1 and 3, pass each hand to the left. In round 2, pass each hand to the right.

TWO-PLAYER VARIANT

This variant features a third "dummy" player that alternates between players.

- Deal 3 players worth of cards (3 hands of 9).
- Put the dummy player's cards face down between you as a draw pile.
- Choose one player to be the first to control the dummy player.
- When you're in control, draw the top card from the dummy pile and add it to your hand.

ENDING THE GAME

After the third round is scored, there will be some cards remaining in the draw pile. These are ignored. Now it's time for dessert! Pudding cards are now scored.



PUDDINGS

The player with the most pudding cards scores **6 points**. If multiple players tie for the most, they split the points evenly (ignoring any remainder).

The player with the fewest pudding cards (including players with none) **loses 6 points**. If multiple players tie for the least, they split the lost points evenly (ignoring any remainder).

Example: Chris has 4 pudding cards, Phil has 3 and Lisa and Amy each have 0. Chris has the most and so scores 6 points. Lisa and Amy tie for the least and so divide the lost 6 points between them, each losing 3 points.

On the rare occasion that all players have the same number of pudding cards, no one scores anything for them.

NOTE: In a 2 player game, no one loses any points for puddings. Only the points for most pudding cards are awarded.

SCORING



MAKI ROLLS

Each player adds up the maki roll icons at the top of all their maki roll cards. The player with the most icons scores **6 points**. If multiple players tie for the most, they split the 6 points evenly (ignoring any remainder) and no second place points are awarded.

The player with the second most icons scores **3 points**. If multiple players tie for second place, they split the points evenly (ignoring any remainder).

Example: Chris has 5 maki roll icons, Phil has 3, Amy has 3 and Lisa has 2. Chris has the most and so scores 6 points. Phil and Amy tie for second place, and so divide the 3 points between them, scoring 1 point each. Lisa scores nothing.

ROCK 'N' ROLL
WE GOT THE 6
POINTS!



THAT'S HOW
WE ROLL!



...REALLY ROLLING
WITH LAUGHTER
HERE GUYS.





TEMPURA

A set of 2 tempura cards scores **5 points**.
A single tempura card is worth nothing. You may score multiple sets of tempura in a round.



SASHIMI

A set of 3 sashimi cards scores **10 points**.
A single sashimi card or a set of only 2 is worth nothing. You may score multiple sets of sashimi in a round, although this is very hard to do!



DUMPLINGS

The more dumpling cards you have, the more points you will score, as follows:

Dumplings:	1	2	3	4	5	or more
Points:	1	3	6	10	15	

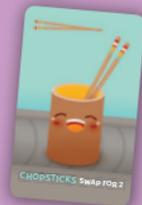


NIGIRI AND WASABI

A squid nigiri scores **3 points**.
If it is on top of a wasabi card it scores **9 points**.



A salmon nigiri scores **2 points**.
If it is on top of a wasabi card it scores **6 points**.



An egg nigiri scores **1 point**.
If it is on top of a wasabi card it scores **3 points**.

A wasabi card with no nigiri on it scores **nothing**.

CHOPSTICKS

A chopsticks card scores **nothing**.

WE'RE TRYING TO COLLECT 3 SASHIMI CARDS BUT THE GUY NEXT TO US KEPT THE LAST ONE!

RAW DEAL, MAN.



STARTING A NEW ROUND

- Announce your scores from the previous round for the scorekeeper to record.
- Discard your cards face-up beside the draw pile. The only exceptions are **pudding cards** which you keep in front of you to be scored at the end of the game.
- Deal every player another hand of cards from the draw pile, equal to the amount from the last round.