

Each round, score everyone's sushi selections

How to score

Every delicacy can generate a score

To assist, there's a little reminder guide at the bottom of every card.

Desserts score at the end of the meal: not before.

Desserts

**Keep your eye on the delicious desserts!
There will be ten or fifteen of them.**

The number of desserts available varies from round to round.

In the first round, **five** or **seven** are shuffled into the pack.

In round two this drops to **three** or **five**, and in round three it's only **two** or **three**.



Nigiri and rolls

Nigiri (twelve in the full deck)

There are three different types, of different quality. They're an essential part of a Sushi meal, so they can score highly.

Egg's worth 1 point, salmon Nigiris are worth 2, and squid is worth 3.

If they're put atop a delicious Wasabi that's already on your plate, the Nigiri's score trebles.

So, scores can increase to 3, 6, or even 9.



Maki rolls (twelve in the full deck)

The diner with most Maki icons (at the top the cards) at the end of a round scores 6 points. The second most gets 4 points, and third most gets 2.

If first level is tied, each gets 6 points. Nobody at level two scores, but level three does.

If first level is not tied, but level two is, each at that level gets 4 points, but nobody at level three does.

With no ties at level two, ties at level three all get 2 points.

There is no score with no icons.



2

Appetisers

Tempura (eight in the full deck)

Having just one of these tasty morsels begets no score!

But eating two brings 5 points.

In each round of eating, diners may have as many doubles of these delights as they can get hold of.



Sashimi (eight in the full deck)

Just one or two of these tasty appetisers on a plate begets no score.

But having three brings 10 points!

Diners may devour as many trebles as they can manage in a round.



Miso soup (eight in the full deck)

Delicious - but a bit risky read carefully!

If, during a turn, if it is ordered only once, it stays in front of the diner who chose it, and they get 3 points at the end of the round.

Note well - only if one Miso is chosen during the turn!

If another is subsequently ordered by **anyone** that turn, all the Miso is poured down the sink.

The cards go back into the discard pile, to be included in the next round.



3

Each round, score everyone's sushi selections

How to score

Every delicacy can generate a score

To assist, there's a little reminder guide at the bottom of every card.

Desserts score at the end of the meal: not before.

Desserts

**Keep your eye on the delicious desserts!
There will be ten or fifteen of them.**

The number of desserts available varies from round to round.

In the first round, **five** or **seven** are shuffled into the pack.

In round two this drops to **three** or **five**, and in round three it's only **two** or **three**.



Nigiri and rolls

Nigiri (twelve in the full deck)

There are three different types, of different quality. They're an essential part of a Sushi meal, so they can score highly.

Egg's worth 1 point, salmon Nigiris are worth 2, and squid is worth 3.

If they're put atop a delicious Wasabi that's already on your plate, the Nigiri's score trebles.

So, scores can increase to 3, 6, or even 9.



Maki rolls (twelve in the full deck)

The diner with most Maki icons (at the top the cards) at the end of a round scores 6 points. The second most gets 4 points, and third most gets 2.

If first level is tied, each gets 6 points. Nobody at level two scores, but level three does.

If first level is not tied, but level two is, each at that level gets 4 points, but nobody at level three does.

With no ties at level two, ties at level three all get 2 points.

There is no score with no icons.



2

Appetisers

Tempura (eight in the full deck)

Having just one of these tasty morsels begets no score!

But eating two brings 5 points.

In each round of eating, diners may have as many doubles of these delights as they can get hold of.



Sashimi (eight in the full deck)

Just one or two of these tasty appetisers on a plate begets no score.

But having three brings 10 points!

Diners may devour as many trebles as they can manage in a round.



Miso soup (eight in the full deck)

Delicious - but a bit risky read carefully!

If, during a turn, if it is ordered only once, it stays in front of the diner who chose it, and they get 3 points at the end of the round.

Note well - only if one Miso is chosen during the turn!

If another is subsequently ordered by **anyone** that turn, all the Miso is poured down the sink.

The cards go back into the discard pile, to be included in the next round.



3

Two specials

Wasabi (three in the full deck)



This comes into its own when **Nigiri** is placed upon it.

But on its own, with no **Nigiri**, it's worth nothing.

If it's on the table and a **Nigiri** is placed upon it, it so much enhances the taste that the **Nigiri**'s value trebles.

Very special!

Tea (three in the full deck)



At the end of a round, tea drinkers are treated specially. They get 1 point for each card in their largest collection of cards with the same background colour.

(Not the same background as the tea - but the same as each other.)

Having **more** than one tea makes no further difference.

Desserts ... see note on page 2

Green tea ice-cream

Another Japanese culinary delight.



Diners score 12 points if they order four helpings by the end of the meal: no points for less.

Diners may collect multiple sets of four.

Desserts are set aside at the end of each round, and will be scored at the end of the meal.



Sushi Go - party!

For **4/5** or **6/7** players

These colours are used throughout.

From ... FunGames4CasualPlayers.com



Our FIRST gourmet goal

A menu recommended by the designers for first-time sushi scoffers.

Using their sushi cards (**nine** or **eight**) everyone's trying to get the richest meal whilst delicate dishes are served up over three rounds.

Points come from dainty dishes on plates. Most points wins.

How does it work?

Every round, players get **9** or **8** sushi cards: a mix of delicious dishes.

All choose one to keep - placed face down in front of them. Once everyone's chosen, all turn over at the same time. In a way, the **turn-over** is the turn.

Every card shows a sushi delicacy. These generate points for diners, either just as the card stands, or combined with others they choose later.

"Choose later"? When do we make another choice?

Once everyone's checked what else they might need if they want to score greater later, the next turn starts.

Cards that diners didn't choose are passed face down to the diner on their left.

Then it's a repeat of what happened before. Everyone chooses and places a card face down, then all turn over at the same time.

Players now put their cards into groups or combinations, and check to see how their meal-plan is going. No score taking in as yet, though.

Then we do it all again : choose a card - turn it - place it - pass cards on.

In every round, there are **nine** or **eight** chances to choose. But of course, the greedy things sitting to your right may have taken the titbits you wanted!

We continue until no cards remain - that's the end of the **round**. We play three rounds.

There's no choice at the very last card of course.

Two specials

Wasabi (three in the full deck)



This comes into its own when **Nigiri** is placed upon it.

But on its own, with no **Nigiri**, it's worth nothing.

If it's on the table and a **Nigiri** is placed upon it, it so much enhances the taste that the **Nigiri**'s value trebles.

Very special!

Tea (three in the full deck)



At the end of a round, tea drinkers are treated specially. They get 1 point for each card in their largest collection of cards with the same background colour.

(Not the same background as the tea - but the same as each other.)

Having **more** than one tea makes no further difference.

Desserts ... see note on page 2

Green tea ice-cream

Another Japanese culinary delight.



Diners score 12 points if they order four helpings by the end of the meal: no points for less.

Diners may collect multiple sets of four.

Desserts are set aside at the end of each round, and will be scored at the end of the meal.



Sushi Go - party!

For **4/5** or **6/7** players

These colours are used throughout.

From ... FunGames4CasualPlayers.com



Our FIRST gourmet goal

A menu recommended by the designers for first-time sushi scoffers.

Using their sushi cards (**nine** or **eight**) everyone's trying to get the richest meal whilst delicate dishes are served up over three rounds.

Points come from dainty dishes on plates. Most points wins.

How does it work?

Every round, players get **9** or **8** sushi cards: a mix of delicious dishes.

All choose one to keep - placed face down in front of them. Once everyone's chosen, all turn over at the same time. In a way, the **turn-over** is the turn.

Every card shows a sushi delicacy. These generate points for diners, either just as the card stands, or combined with others they choose later.

"Choose later"? When do we make another choice?

Once everyone's checked what else they might need if they want to score greater later, the next turn starts.

Cards that diners didn't choose are passed face down to the diner on their left.

Then it's a repeat of what happened before. Everyone chooses and places a card face down, then all turn over at the same time.

Players now put their cards into groups or combinations, and check to see how their meal-plan is going. No score taking in as yet, though.

Then we do it all again : choose a card - turn it - place it - pass cards on.

In every round, there are **nine** or **eight** chances to choose. But of course, the greedy things sitting to your right may have taken the titbits you wanted!

We continue until no cards remain - that's the end of the **round**. We play three rounds.

There's no choice at the very last card of course.