CARD VALUES

MAKI ROLLS
Most: 6
Second: 3
Split ties

NIGIRI
Squid: 3
Salmon: 2
Egg: 1

TEMPURA
Set of 2: 5
Otherwise: 0

WASABI
Triples the value of next nigiri

SASHIMI
Set of 3: 10
Otherwise: 0

CHOPSTICKS
Use on a later turn to swap for 2 cards

DUMPLINGS

x 1	1
2	3
3	6
4	10
5+	15

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

SUSHI GO!

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.

GAMEPLAY

- Pick a card and place it face-down on the table.
- Once every player is ready, reveal the cards simultaneously.
- All remaining cards are passed to the next player.
- Repeat until there are no cards left. This ends the meal.

Play three meals, alternating passing direction. At the end of each meal, score and discard all cards except for the puddings.

Tied points for majority/minorities are split and rounded down. If players tie for most Maki, do not award second-place points.

ENDING THE GAME

After scoring the third meal, pudding points are tallied.

The player with the most points wins!

USING CHOPSTICKS

If you have chopsticks in play, you may choose to call out "SUSHI GO!" when it is time to flip your card. Pick another card to play and swap it with the chopsticks.

USING WASABI

If you have a wasabi card in front of you and want to play a nigiri card, you must place them together. That nigiri is now worth x3!

glue free zone

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