



Credits

Produced by Kogekoge Do (こげこげ堂本舗)

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- Game design : ISA
- Art : ISA
- Test play : Board game NABE no kai
- : Zenfami
- : Troy Horse
- Printing : Man-in-do, suprint
- Translation English: Lundstrom Simon


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Second print: 2012-11-18; Game Market 2012 F

Overview

A family is having a sushi feast: "The one who eats most of the same, wins!", "I'm on!" - the kids are having a sushi-eating contest. But their mother is of another opinion: "You must vary what you eat. If you do well, you'll get a dessert!" Your goal is to both win the contest AND the dessert!

What's in the box

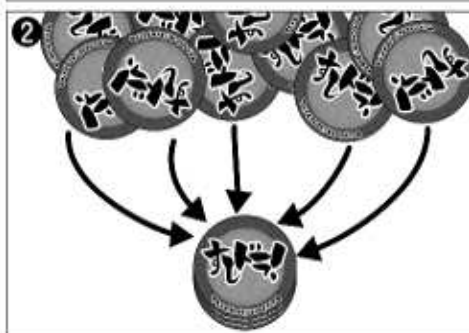
- 32 sushi cards (5 types, and 1 special type)
 - 8 "ikura" (salmon roe) of which 3 with wasabi
 - 7 "ebi" (prawn) of which 3 with wasabi
 - 6 "maguro" (tuna) of which 2 with wasabi
 - 5 "tamago" (egg) of which 2 with wasabi
 - 4 "kappa" (cucumber roll) of which 1 with wasabi
- 2 triples  (can be used as wild cards)
- 18 Point chips (5 types, and 1 dessert)
 - 3 "ikura" (salmon roe) 3, 4, 5 points
 - 3 "ebi" (prawn) 2, 3, 4 points
 - 3 "maguro" (tuna) 2, 3, 4 points
 - 3 "tamago" (egg) 1, 2, 3 points
 - 3 "kappa" (cucumber roll) 1, 2, 3 points
 - 3 desserts (plum pudding) 1, 2, 3 points

How to prepare the cards



Shuffle all the cards face down.

The cards' sides



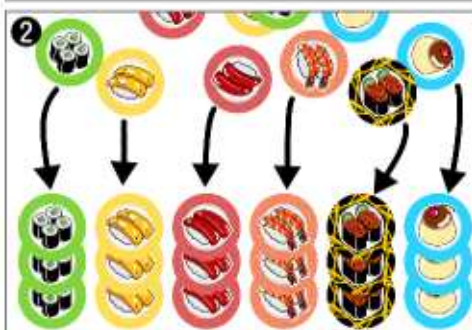
Put all the shuffled cards into one pile.

How to prepare the chips

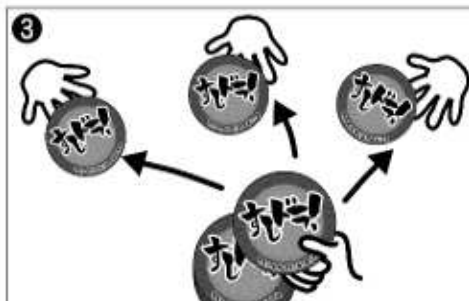


Shuffle all the chips face down.

the chips' sides



Sort the shuffled chips in piles after type.



Deal 6 cards to each player, face down.

You may look at your own cards.



The remaining cards aren't used right now;

put them back in the box or beside the box.

Each player takes of his cards and puts it down before him, face down. Then he will send the rest of his cards (except one) to his neighbour, and repeat the process. When this has been done 5 times, that concludes one round. After each round, the player who has eaten (played) the most of a specific type, and the player who has most variety, gain points.

When everyone has got their points, reshuffle all the cards (including the ones you put away) and play another round. When you have played three rounds, the game ends, and the player with the most points wins.



Choose one of your cards and play it: Put it face down before you.



When everyone has chosen, the cards are revealed at the same time.

If you play a card of a sort you already have before you, put them in the same "pile".

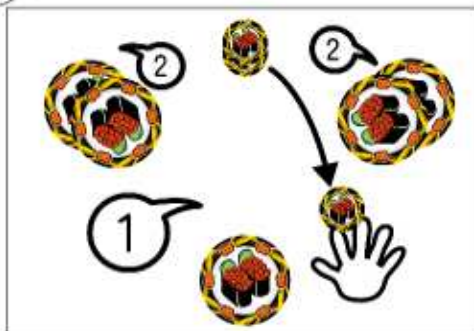
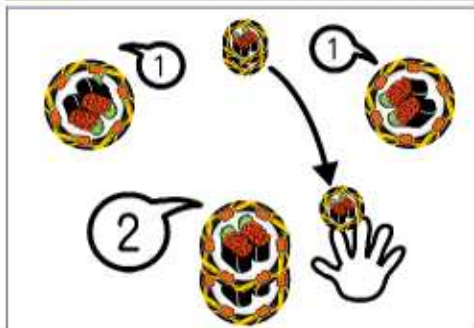
The "triple" (wild card) can be placed as any sort you have previously played. Please note you cannot play the triple as your very first card.

When you have 5 cards before you
That concludes one round.
You will have one card left in hand.
Put it among the unused cards.

The player who has the single most of a sushi type gains a point chip for that type.

The player who has the most types of sushi gains a dessert point chip.

The point chips are all face down, so you don't see what you get, but you can pick any chip from the sort you gained. Once you picked one, you can look at it.

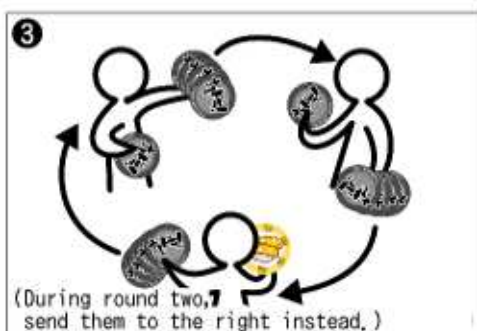


If several players are tied for having most of a sushi type (or having most types), then neither of them gets a point chip; instead the single player who has most without having the same amount as another player gets the point chip for that type (or dessert chip).

However, players with no cards of a type can never get a point chip for that type. It may happen that no one can gain a specific point chip.

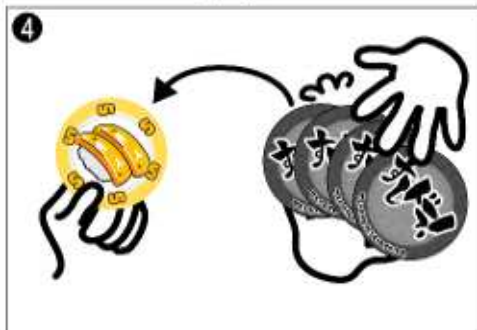
Hint

Look at what the other players are playing when you select your next card to play. Especially, if your neighbour who should give you cards is playing the same sushi as you, he's unlikely to give you more of that type.



From the cards you did not play, select one to keep.

Give the rest, face down, to the player on your left.



When you get cards from your neighbour, take them and the card you kept, and look at them.

Return to step 1 and repeat the process until you have 5 cards before you.

The cucumber rolls and eggs have low points, but there are few of them so it's easy to get the points. The salmon roe gains a lot of points, but there are many of them, so it's harder to get them.

If you can't play the most of a several types, you can play a card to aim for the dessert points.

If you have 2 cards of the same type, then play one and keep one; that way you can play the second one the next turn.

Advanced rules

When gaining points, the triples count as half a card. (That's because all other plates have 2 sushi chunks on them, but the triples have only one of each).

When gaining dessert points, if you have even one wasabi sign for a specific sushi type, that type counts as half a type instead of one type.