# SUSHI ROLL

**RULES OF PLAY**
2-5 players • Ages 8+

GAMEWRIGHT

# CONTENTS

**40 scoring tokens** (18x 1 point, 7x 5 point, 10x 10 point, 5x 20 point)
**30 dice** (10x appetizer, 6x maki rolls, 5x nigiri, 5x specials, 4x pudding)
**20 pudding tokens** (14x 1 pudding, 6x 3 pudding)
**18 menu tokens**
**12 chopsticks tokens**
**5 conveyor belts** (1x red-bordered, 4x grey)
**5 trays**
**1 dice bag**

# OVERVIEW

The game is played over **3 rounds**. During a round, each player selects **dice** one at a time from their **conveyor belt** to keep on their **tray**. After each selection, the conveyor belts move around the table and all the dice are re-rolled. When all dice have been taken, the round ends and players score their dice. Whoever has the highest score after 3 rounds wins.

# SET UP

1. Each player takes a **tray** and places it face-up in front of them. This is where you will store the dice you collect. (It also features a guide of dice sides and how scoring works.) Return unused trays to the box.

2. Separate all of the **tokens** by type (chopsticks, menu, pudding, scoring) and place each in a pile in the center of the table.

3. Each player takes **2 chopsticks** and **3 menu tokens** from the supply. (Tokens are kept beside each player's tray, visible to everyone.)

4. Select a number of **conveyor belts** equal to the number of players. Make sure to **include the red-bordered** conveyor belt among them. Shuffle them face-down and deal 1 randomly to each player. (Turn them face-up in front of you.) Return unused conveyor belts to the box.

5. Place all the **dice** into the **dice bag** and give them a shake. Then each player takes dice randomly from the bag and places them on their conveyor belt (for now it does not matter which faces are showing). The number of dice depends on the number of players in the game, as follows:

| Number of players: | 2 | 3 | 4 | 5 |
|---|---|---|---|---|
| Dice: | 8 | 7 | 6 | 5 |

I'M ON A ROLL WITH THIS DICE GAME!

YOU *ARE* A ROLL!

I'M ROLLING MY EYES AT THAT JOKE!
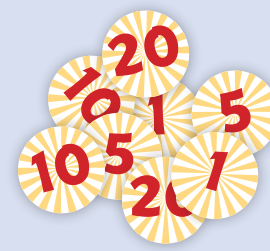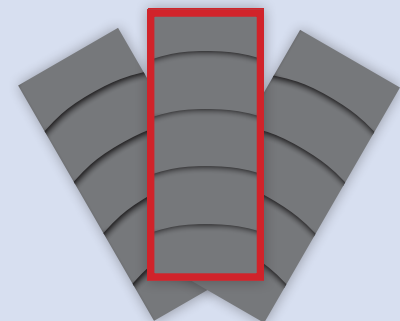


**SCORING TOKENS**



**MENU TOKENS**
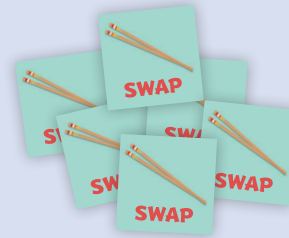


**CHOPSTICKS TOKENS**



**PUDDING TOKENS**



**TRAYS**



**CONVEYOR BELTS**

To start a round, all players **pick up all the dice** on their **conveyor belts** and **roll them on the table**. Then, everyone places their dice back on their conveyor belts without changing their faces.

## EVERYBODY TAKES A TURN

The player who has the **red-bordered conveyor belt goes first**, then play moves to the left until each player has had a turn. On your turn, perform the following 2 steps in order:

**1** Use any number of **menu** and/or **chopsticks tokens**. **[Optional]**

**Menu:** First, **return 1 of your menu tokens** to the **supply**. Then **pick up any number of dice** from your conveyor belt and **re-roll them** on the table. Place them back on the conveyor belt as rolled.

**Chopsticks:** First, **return 1 of your chopsticks tokens** to the **supply**. Then **choose any 1 die** on any other player's conveyor belt and **swap it with any 1 die** on your conveyor belt, without changing either's face. Important: You may never swap dice in another player's tray.

**Note:** You may use menus and chopsticks in any order and any number of times, provided you have tokens to spend.

**2** **Choose 1 die** to keep. **[Mandatory]**
Move it from your conveyor belt to your tray without changing its face. This die will score for you at the end of the round.

**Pudding:** If you take a **pudding die**, you also immediately **take pudding tokens** from the center, equal to the number of pudding icons on that die. Keep pudding tokens beside your tray, visible to everyone.
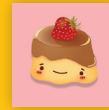
**Menus or Chopsticks:** If you take a die showing either **menu** or **chopsticks** icons, you also immediately **take tokens** corresponding to the type and number of icons on the die. Keep tokens beside your tray, visible to everyone.

**Note:** There is no limit to the number of tokens you may have. In the rare case that the tokens run out, take what's available.

NO RICE?
NO DICE!

**Nigiri and Wasabi:** If you choose a **nigiri die** and already have a die showing a **wasabi** on your tray, you **must place the nigiri die on top of that die**.

**Note**: Only 1 nigiri die can go on top of each wasabi. If you have multiple dice showing wasabi, it makes no difference which one gets the nigiri.

## SLIDE AND ROLL!

Once everyone has taken a turn, if there are any dice left on the conveyor belts, then **all players simultaneously slide their conveyor belts** (and the dice on them) to the player on their left and **re-roll all of the dice** just passed to them as they did at the start of the round. The player who now has the red-bordered conveyor belt is the **new starting player**, and each player takes another turn.

**Repeat the above cycle** until there are no dice left on the conveyor belts. Then the round ends and it's time to **score**!

## SCORING A ROUND

At the end of each round, all players **score the dice** they have collected in their trays. Each player looks at all the faces showing on their dice and **takes scoring tokens** equal to the points they scored.

**Maki Rolls:** Any players with maki rolls compare the number of maki roll icons they have. The player with the most scores 6 points. The player with the second most scores 3 points. If multiple players tie for any place, they all receive the full points.

*Example:* Andrew and Chris each have 4 maki roll icons, Karen and Meredith each have 3. Andrew and Chris both score 6 points, Karen and Meredith both score 3.

**Nigiri:** Each egg nigiri is worth 1 point, salmon is worth 2 points, and squid is worth 3 points.

**Nigiri on wasabi:** A nigiri die on top of a wasabi die is tripled in value.

**Appetizers:** dumpling, tempura and sashimi icons score as follows:

| | 1 | 2 | 3 |
|---|---|---|---|
| **Number of dumplings:** | | | |
| **Points:** | 2 | 4 | 8 |
| **Number of tempura:** | 1 | 2 | 3 |
| **Points:** | 1 | 5 | 10 |
| **Number of sashimi:** | 1 | 2 | 3 |
| **Points:** | 0 | 6 | 13 |

**Note:** You may score multiple sets of any of these icons.

*Example:* Chris has 4 tempura icons and 2 sashimi icons, so he scores 17 points (10 for the first set of tempura, 1 for the second set of tempura and 6 for the set of sashimi).

**Specials:** Wasabi icons without nigiri dice on them score nothing. Pudding, chopsticks and menu tokens only score at the end of the game.

"BATTER" LUCK NEXT TIME!

## STARTING A NEW ROUND

Place all of the **dice** back in the **bag** and shake them up. All players then randomly take the same number of dice as at the start of the previous round, and place them on their **conveyor belts**. You're now ready to start the next round!

**Important:** In a **3 player game** only, all players slide their **conveyor belts** to the left at the end of the round. With all other player counts, the conveyor belts stay where they are after the final turn of the round. This ensures that the start player changes for the next round.

## ENDING THE GAME

At the end of the third round, it's time for the final scoring!

All players compare the number of **pudding tokens** they have collected. The player with the most scores 6 points. The player with the fewest (including 0) loses 6 points. If multiple players tie for the most or fewest, they all receive or lose the full points. Take or return the corresponding points tokens from/to the supply.

*Example:* Andrew and Chris each have 6 pudding tokens, Karen and Meredith each have 0. Andrew and Chris both score 6 points, Karen and Meredith both lose 6 points.

**Important:** In a **2 player game**, the player with the fewest puddings does not lose 6 points.

Each player also receives 1 point for every set of 2 unused **menu** and/or **chopsticks** tokens (any combination) they have remaining.

Count up your **scoring tokens** and whoever has the most points wins. In case of a tie, the player with the most **pudding tokens** wins.

RE-R

SWAP