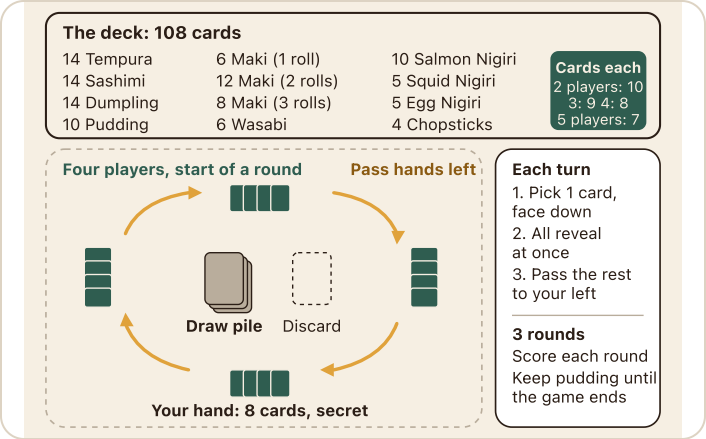
THE LUDARIUM · TEACH SHEET

Teach Sushi Go! in ten minutes

2 to 5 players · About 15 minutes · Ages 8 and up

The goal: Have the most points after three rounds by picking cards that score together.



On your turn

1. Everyone picks 1 card from their hand and puts it face down.
2. Everyone reveals at the same time.
3. Pass your hand face down to the player on your left.
4. Wasabi: your next nigiri goes on top of it and scores triple.
5. Chopsticks: on a later turn, say "Sushi Go!" and take 2 cards. Then put the chopsticks in your hand.
6. When hands run out, score the round, discard, and deal new hands.

Three tips for your first game

1. A lone tempura or two sashimi score nothing, so finish sets you can finish.
2. Remember what was in each hand; it comes back around.
3. Grab one pudding before round 3 to avoid the minus 6.

Setup

1. Shuffle all 108 cards well.
2. Deal each player a hand: 10 cards for 2 players, 9 for 3, 8 for 4, 7 for 5.
3. Put the rest face down in the middle as the draw pile.
4. Grab paper and a pencil, and pick a scorekeeper.

Scoring

- Maki: most rolls scores 6, second most scores 3. Split ties.
- Tempura: 5 for each pair. Sashimi: 10 for each set of 3.
- Dumplings: 1, 3, 6, 10, or 15 for 1, 2, 3, 4, or 5 or more.
- Nigiri: squid 3, salmon 2, egg 1. Triple on wasabi.
- Wasabi alone and chopsticks score nothing.
- Pudding: keep it all game. Most scores 6, fewest loses 6.

Game end: After the third round, score pudding. Most points wins. Tied on points? Most pudding wins. With 2 players, no one loses points for fewest pudding.

Free course: theludarium.com/academy/sushi-go/

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