

Sushi Express

for 3 to 6 players
aged 8 and up



OVERVIEW

The players rush around the city in their small delivery vans in order to keep their customers well supplied. When they pass the Sushi Express, they may take a customer card. Players try to get many different customer cards as possible as more different customers earn players more victory points. Also, players should pay attention to their tips, because the player with the fewest tips will lose points at game end.

CONTENTS

- 1 guess board
- 12 hexagon tiles (Sushi Express, park, and 10 houses)
- 6 guess markers in the player colors
- 6 delivery vans in the player colors
- 2 dice
- 6 color cards in the player colors
- 36 customer cards (8 different customers:
 - 8 each of light blue and dark blue,
 - 2 each of the others, and 8 tip cards)
- 28 action cards
- 1 rule booklet

Before the first game, carefully remove the hexagon tiles and the tip board from their frames. Then punch out the eleven holes from the tip board.



PREPARATION

- Place the guess board and the dice in the middle of the table.
- Place the 12 hexagon tiles on the table in a circle with the park and Sushi Express opposite each other and five house tiles between them on each side.
- Each player chooses a color. He takes the color card, the guess marker, and the delivery van in that color.
Each player places his color card and guess marker before himself in his play area. The card remains there to remind others what color he is playing.
Each player places his delivery van on the Sushi Express tile.

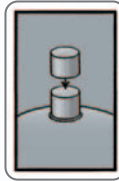
Note: place unused color cards, guess markers, and delivery vans back in the box.

 The action cards have a picture of the park on their backs.

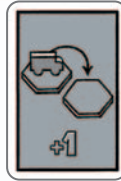
From the deck of action cards, each player takes 2 cards: “1 tile further” and “same guess”.

Shuffle the remaining action cards and place them face down as a supply next to the park.

A description of all the action cards is at the end of these rules.




same guess



1 tile further



action cards back


 The customer cards have a picture of Sushi Express on their backs. Shuffle them well and place them face down as a supply near the Sushi Express tile.

Draw as many customer cards as there are players and place them face up in a row next to the supply. This is the customer card display.

Note: the player colors and the customer colors have nothing to do with each other, even when a player uses a matching customer color.



customer cards back

 The players choose a starting player using whatever method they prefer.

PLAYING THE GAME

The game is played over several rounds. Each round has four phases:

1. place guesses – 2. roll dice – 3. move delivery vans – 4. make deliveries

The game ends when, in phase 4, (make deliveries) the customer card display cannot be completely refilled. Then follows the scoring.

1. place guesses

Beginning with the starting player, and continuing clockwise around the table, each player makes a guess. The guess is the number that will be rolled on the two dice in phase 2.

For his guess, the player must pick a number between 2 and 12 and place his guess marker on that space on the guess board.

The player may **not** choose a number that another player has already chosen this round.

Note: the player who chose the smallest number in this round will be the starting player in the following round.


2. roll dice

When all players have placed their guess markers, the round moves to phase 2 (roll dice).


The dice determine who will move his delivery van this round and who will not.

The player, whose guess marker is on the **highest number** on the guess board, rolls the dice.

The player always rolls both dice at the same time. He has **2 tries**.

 If the player twice rolls less than his guess, he may not move his delivery van this round. Instead, he takes the top-most card from the **action supply**, adding it to his hand, without showing it to the other players. Then, the player removes his guess marker from the board, placing it in his play area. Then, the player who now has the highest guess takes his turn rolling the dice.

Note: if all players roll less than their guess number, no player moves his delivery van and the game moves directly to phase 4.

 If the player rolls his guess or higher, the phase ends immediately (if this was his first try, he does not try again). He and all other players who have not yet rolled, may move their delivery vans.

Note: players only roll dice until the first one rolls his guess or higher. He rolls no more and the players who have not yet rolled do not roll. The game moves immediately to phase 3.

3. move delivery vans

All players whose guess markers are still on the guess board must now move their delivery vans. The player with the highest numbered guess begins.

The player moves his delivery van clockwise around the tiles **exactly** as many spaces as his **guess**.

Note: spaces with other delivery vans are not counted when moving a delivery van!

Note: only at the start of the game will delivery vans share the same tile.

Once the delivery vans begin moving, they may never stop on a tile with another delivery van.

After a player moves his delivery van, he removes his guess marker from the guess board, placing it in his play area.

Next, the player with the highest numbered guess remaining on the guess board moves his delivery van.

The game continues in this way until the player with the lowest numbered guess has moved his delivery van.

Sushi Express

Whenever a player moves his delivery van to or past the Sushi Express tile, he takes a customer card from the display. He places the customer card face up in his play area. He does not add a new customer card to the display to replace the one he took.

If a player visits Sushi Express twice in one turn, he only takes 1 customer card.

Park

When a player ends the movement of his delivery van on the park tile, he tapes the top-most action card from the supply, adding it to his hand without showing the other players



4. make deliveries

If there are any customer cards in the display, the player with the lowest guess decides whether to leave the cards in the display for the next round or discard them.

He must leave all or discard all.



Then, he fills the display with cards from the supply, placing the cards face up, so there are again as many cards in the display as there are players in the game.


Note: if all players rolled less than their guesses, and, thus did not move their delivery vans and took customer cards, the customer cards will still be in the display. The player with the lowest guess does not get to choose, but the cards are all discarded and refilled.

GAME END

The game ends when there are not enough cards left in the supply to fill the customer card display in phase 4. Then follows the scoring.

SCORING

Each player sorts his cards by the different customers and tips.

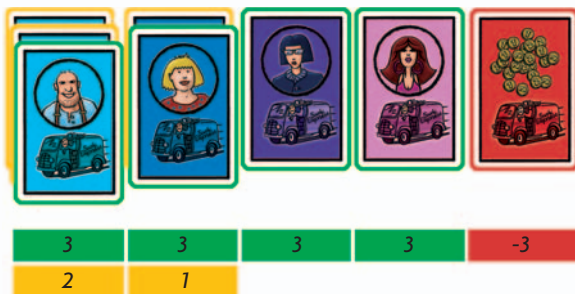
 For the first customer card in each color, the player earns 3 points.

 For each further customer card in each color, the player earns 1 point.

 Now the players compare their tip cards:

The player with the fewest tip cards receives minus points equal to the number of tip cards the player with the most tip cards has.

If several players tie with the fewest, each receives the full number of minus points.



Example: Claus has 3 light blue customer cards, 2 dark blue customer cards, and 1 each of rose and violet customer cards. Claus has four different colors of customer cards and earns $4 \times 3 = 12$ points for them. For the additional 2 light blue customer cards and the single extra dark blue customer card, Claus earns 3 points.

Claus has the fewest tip cards with just one. Andreas and Bernd tie for the most with 3 each, so Claus “earns” minus 3 points for having the fewest tip cards. Thus, Claus earns a total of $12 + 3 - 3 = 12$ points.

The player with the most points is the winner and king of Sushi deliveries.

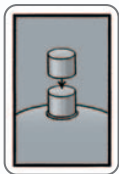
If players tie for most points, the player among them with the most action cards left is the winner. The tip action cards are not counted, however.

THE ACTION CARDS

On a player's turn, he can play as many action cards as he has in his hand, including duplicates, but he must play them in the appropriate phase.

Each action card can only be played once in the game and is then discarded from the game.

When the action card supply is exhausted, players can no longer take action cards when stopping at the park or when they cannot move their delivery vans.

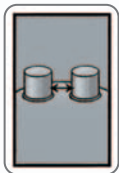


Same guess (12x)

The player may, in phase 1, place his guess marker on the same space as another player. He simply places it on top of the player's guess marker.

When several players have their guess markers on the same space, they take their turns in phases 2 and 3 in the sequence from top to bottom of the stack of guess markers on that space.

Note: it is allowed that several players can play this action card in the same round and also place their guess markers on the same space.



Place exchange (4x)

In phase 1, the player may exchange the position of any 2 guess markers if they are in neighboring spaces. If guess markers are stacked due to the use of the "same guess" action, the whole stack is moved. The order of the guess markers in the stack is not altered.



Re-roll (4x)

If the player rolls lower than his guess in phase 2, he can immediately re-roll one of the dice. He can do this on either the first try or the second.



1 tile further (6x)

The player may move his delivery van 1 tile further than his guess.

If he plays several of these cards, each allows him to move his van forward to the next tile.



Tip (2x)

These are used during the scoring and add to the player's tips, just as customer tip cards do.

Author und Illustration: Michael Schacht, Translation: Jay Tummelson

© 2005 ABACUSSPIELE Verlags GmbH & Co. KG, Dreieich
All rights reserved, Made in Germany. www.abacusspiele.de

Distribution in Austria:

Piatnik & Söhne

Hütteldorfer Str. 229-231, A-1140 Wien

Distribution in Switzerland:

Carletto AG

Einsiedlerstr. 31A, CH-8820 Wädenswil

